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1. Definitions and Notations

We refer to exact distributions by writing 4441 or 5431 from Spades to Clubs. Bracketed shapes refer to all permutations of the distributions, (4342). Partial bracketing means all permutations of the bracketed suits, such as 43(42) would mean exactly 4342 or 4324. Shapes can have + or – after a number to indicate that you can have more or less any of that suit(s). Shapes may also contain x's or y's to mean any legal value, for example 55xy would be hand with 5-5 in the majors and 5+5+xy would be any hand with 55 or better in majors HCP is high card points no points are given for shortness or length, it is a characteristic of Precision that HCP is used for bidding until a fit is found. HCP ranges are referred to as 10-12. Putting a bracketed number at end such as 10-12(13) means a bad 13 HCP is also allowed. Putting bracketed number first like (9)10-12 would mean a good 9 is allowed. pts. refers to HCP plus distribution points and requires a fit. For us a balanced hand is (4333), (4432), (5332). Not normally a (5422). An unbalanced hand is any hand that is not balanced. A flat hand is (4333), (4432). A suit of a certain length with other suits interchangeable is 5c332, showing 5 clubs. M refers to a major and m refers to a minor, also refer to in bidding. ie. 5M332 has a 5-card major. A three suited hand is (4441), (4315) or (4405) except for those hands with a five card major. Shortness is a void or a singleton not a doubleton. GF is game forcing, F1 is a one round force, INV is invitational, NF is non-forcing, TP is to play or sign-off, WK is a weak hand, NGF refers to hands which could stop in 4 of a minor without stoppers or a good fit. ST is a slam try.

2. Opening Bids

Shown here is a brief summary of my system, to give you a reference. Changes to Precision openings in this system: The opening 1NT range is 14-16 HCP vul in 1st or 2nd seat, so that 1♣ if balanced will be at least 17 HCP and will be forced to game even opposite a balanced 8 HCP hand. In 1st and 2nd seat NV a 10-12 HCP range is used for maximum pre-emption. With 13-16 HCP balanced NV in 1st and 2nd seat we open 1♦. In 1st or 2nd seat, unbalanced hands with 16+ HCP are opened 1♣ as are some 14-15 HCP hands with exceptional playing strength. The 2♣ opening has been changed to remove the hands with only 5 Clubs (those having a four card major) and shows (10)11-15 HCP, could be light in 3rd seat. Thus they will guarantee a good 6 Clubs, though they may still have a four or five card major. This may give responder a safe landing spot in 3♣ and encourage responder to investigate on close hands. Also the hands with 5 Clubs and 4 of a major will be opened 1♦ or 2♦ where it will be easier to locate a major suit fit. All three suited hands with short Diamonds and (10)11-15) HCP are opened 2♦. 1♦ can be opened

with many hands with 2+ Diamonds and (10)11-15 HCP plus some balanced 16 HCP hands. Major suits opening are always have 5+ cards, no exceptions and shows (10)11-15 HCP could be light in 3rd. Hands with 5 card majors, 5M332 and 16(17 in 3rd or 4th) HCP can be downgraded as a bad 16 and opened 1M or 1NT if possible. We have switched the 2NT range to 19-21 HCP generally with a stopper in all suits, (HCP range to be in line with RM Precision). It also makes our openings similar to standard, so am playing with the field. 2NT may include a five card suit but not 5422 hands. This restriction applies to 1NT, 2NT and 3NT rebids after a 1♣ opening. However, 1NT is generally not opened with a 5 card major, with two possible exceptions with a solid/semi-solid suit or with a poor suit which is treated as a 4 card suit. In 3rd and 4th seat opening bids are in general 2HCP higher and responses 2 HCP lower.

Opening Bids

1♣: 16+ HCP less with strong suit or suits or balanced 17-18, 22-28 or 31+ HCP due to NT ranges.

Opener can have good 16 HCP and 5M332 distribution, an exception to the rule for balanced hands. In 3rd/4th 17+ HCP unbalanced or 18-19, 22-28 or 31+HCP balanced.

1♦: (10)11-16 HCP, 2+ diamonds. A catchall bid. 1♦ can be opened light in 3rd seat. 1♦ includes the 3-suiters with 3+♦'s, some minor 2 suiters. 4+ of a major and 4+ Diamonds, hands where Diamonds is longest suit, (42)25 hands and finally it includes balanced hands (11)12-13 HCP 1st or 2nd seat Vul, 13-16 HCP NV or 12-14 HCP in 3rd and 4th seat or with 2 good 4 card majors except 10-12 HCP when NV in 1st or 2nd seat. In 3rd seat 10-17 HCP and 4th 12-17 HCP

1♥/1♠: (10)11-15 HCP, a 5+ carder. Can be opened light in 3rd or 4th seat, with reverse Drury played. In 3rd 10-16 HCP and 4th 12-16 HCP.

1NT: 14-16 HCP balanced, may have a five card minor but not (5422), may not have 2 good 4 card majors. In 1st and 2nd seat NV 10-12 HCP, 15-17 HCP in 3rd and 4th seat.

2♣: (10)11-15 HCP 6+ carder ♣, may have a 4 or 5 card major, but will usually just be a one suited Club 6 carder. 2♣ can be opened light in 3rd seat 10-16 HCP but 4th seat is 12-16 HCP

2♦: (10)11-15 HCP 0-1 ♦'s, 4414, 4405, (43)15 distribution. In 3rd/4th seat 12-16 HCP

2♥: 5-9(10) HCP weak two in Hearts, in 4th 10-13 HCP

2♠: 5-9(10) HCP weak two in Spades, in 4th 10-13 HCP

2NT: 19-21 HCP may have 5-card suit but not 5422. 20-21 in 3rd/4th

3♣: 7-card Semi-solid suit in Clubs with outside entry, invitational to 3NT, 8 - 12+ HCP

3♦: 7-card Semi-solid suit in Diamonds with outside entry, invitational to 3NT, 8 - 12+ HCP

3♥: pre-empt in Hearts, rule of 2 and 3

3♠: pre-empt in Spades, rule of 2 and 3

3NT: pre-empt in Clubs or Diamonds.

4♣/4♦: 7+ carder major, Namyats for Solid Hearts/Spade, will have outside A or K if only 7 card suits

4♥/4♠: 7-11 HCP, 7+ carder, rule of 2 and 3

4NT: 29-30 HCP, 3NT systems on, all bids are slam tries

Would open the following 1♣: (16+ HCP or 17+ balanced)

♣: void ♦: 32 ♥: AKJ93 ♠: AKJ942

♣: AKJ6 ♦: 4 ♥: AKJT852 ♠: 3

Would open the following 1♦: (10-15 HCP)

♣: J32 ♦: 43 ♥: AK93 ♠: AK92 flat hands with both 4-card majors are opened 1♦ with up to 15 HCP

♣: AJT54 ♦: 64 ♥:K5 ♠: AQ53 have good rebid of 1♠

♣: 5 ♦: KJ9764 ♥: 6 ♠: AKQ94 Diamonds don't have to be good to open 1♦

Would open the following 1NT: (14-16 HCP)

♣: KQ954 ♦: Q4 ♥: KQ73 ♠: K5

♣: K94 ♦: AJ843 ♥: KJ3 ♠: K5

♣: A4 ♦: KQ42 ♥: AJ54 ♠: J75

Open the following 1♥: (10-15 HCP)

♣: K97654 ♦: 5 ♥: AKQ73 ♠: 6 as c9lubs are not good enough to open 2♣

♣: 4 ♦: 5 ♥: K97654 ♠: AKQ73 open the 6 card suit with both majors regardless of strengths

♣: T4 ♦: K43 ♥: AQ9632 ♠: AJ4 just open 1♥ doesn't have playing strength to upgrade to 1♣

Open the following 2♣: (10-15 HCP)

♣: AQT654 ♦: 976 ♥: KJ7 ♠: 76 a minimum opening with 1 outside suit stopped

♣: KQJT96 ♦: K64 ♥: AQ4 ♠: 87 a maximum opening with 2 outside suits stopped

♣: AJT876 ♦: 4 ♥: KQ43 ♠: K6 with a 4 card (or even 5) major is OK

♣: AKQJT765 ♦: 42 ♥: 6 ♠: Q64 with a solid suit

Open the following 2♦: (10-15 HCP)

♣: KQ652 ♦: 8 ♥: QJ7 ♠: AJ63 with 5 clubs, a 4 card major and a singleton Diamond

♣: Q863 ♦: 7 ♥: KT97 ♠: KQ73 a minimum 4414 hand

♣: AQ743 ♦: void ♥: KJ98 ♠: KJ63 a maximum 4405 hand

2.1. HCP Range for Opening with Balanced Hands

Balanced Hands	NV 1 st & 2 nd	Vul 1 st & 2 nd	3 rd & 4 th
1♦	13-16	(11)12-13	12-14
1NT	10-12	14-16	15-17
1♣-1♦-1NT	17-18	17-18	18-19
2NT	19-21	19-21	20-21
1♣-1♦-2NT	22-23	22-23	22-23
1♣-1♦-3NT or 2♦-2♥/2♠-2NT using midchart	24-26	24-26	24-26
1♣-1♦-4NT	27-28	27-28	27-28
4NT	29-30	29-30	29-30

2.2. HCP Range for Openings with Unbalanced Hands

Unbalanced Hands	NV 1 st & 2 nd	Vul 1 st & 2 nd	3 rd	4 th
1♣	16+	16+	17+	17+
1♦	(10)11-15	(10)11-15	10-17	12-17
1♥/1♠	(10)11-15	10-14(15)	10-16	12-16
2♣	(10)11-15	10-14(15)	10-16	12-16
2♦	(10)11-15	10-14(15)	12-16	12-16
2♥/2♠	5-9(10)	5-9(10)	5-11	10-13

3. Open 1C, Strong and Forcing

3.1. Opening 1C, Strong and Forcing

A 1♣ bid is 100% forcing, responder must bid even with 0 points, in which case they would bid 1♦. The requirement for a 1♣ opening is a 16+ HCP unbalanced or 17+ HCP if balanced, in 1st and 2nd seat. The reason for requiring an extra point if balanced is that then after any positive response (8+ HCP) especially with balanced hands, game forcing values are obtained. Hands with 5 card majors, 5M332 and 16(17 in 3rd or 4th) HCP can be downgraded as a bad 16 and opened 1M or 1NT if possible. Opener can have good 16 HCP and 5M332 distribution, an exception to the rule for balanced hands. There is no upper limit for HCP, however some ranges of balanced hands are opened 2NT or 4NT. 1♣ can be opened with an exceptionally distributional hand, keeping in mind that your suits may be lost if opponents pre-empt the bidding. Also balanced hands of 19-21 HCP are usually opened 2NT not 1♣ unless opener doesn't like their stoppers or has two decent 4 card majors. Do not downgrade hand due to honors in a short suit, after all many experts will open 1NT with a singleton honor. Also, 1♣ is not opened with balanced hands with 29-30 HCP, instead open 4NT. If you should be lucky enough to have 29-30 HCP and have two good four card majors you could open the hand a 1♣. In 3rd and 4th seat the value requirements for 1♣ are adjusted by 2 HCP to 17+ HCP unbalanced or 18+ HCP balanced

The followings hands are clear 1♣ opening:

♣6♦AQ5♥KQT♠AJ9763 Have 16 HCP and unbalanced

♣KJ92♦A6♥AJT♠KJT2 Have 17 HCP and balanced, plan on rebidding 1NT

♣A♦AK3♥K5♠AKQT963 Have 21 HCP and unbalanced, there is no upper limit for a 1♣ opening

♣64♦void♥AKT75♠AKT942 While only 14 HCP, unbalanced have exceptional playing strength with A's and K's in long suits, so open 1♣.

♣2♦AKT93♥6♠AKT9432 Again while only 14 HCP unbalanced has exceptional playing strength with A's and K's in long suits and key T's so open 1♣

♣A5♦A93♥KQJ4♠KQT6 20HCP balanced with 2 good 4 card major opening 1♣ could turn out best, planning on rebidding 1♥.

The following hands shouldn't be opened 1♣:

♣A5♦AJ93♥KQ4♠KJT5 19 HCP balanced with good stoppers open 2NT not 1♣

♣AK♦AKQ3♥KQ5♠AK86 28 HCP balanced with all suits stopped open 4NT should you be so lucky.

♣AK♦void♥KT9854♠AT976 14 HCP unbalanced open 1♥ as does not have enough playing strength to open 1♣.

3.2. Responses to 1C without interference

3.2.1. Basic Responses

The key to my system is transfers for the minor suit responses and an inversion of the major suit responses. Here is my solution. The responses to 1♣: 1♥, 1♠, 1NT, 2♣, are now positive transfer responses showing a 5+ minor suit and some 4 card majors as well as 5+ card majors, 8+ HCP and GF in Spades, Hearts, Clubs and Diamonds respectively. These *transfers* will save a level of bidding for Spades but not over Hearts. If a fit is found and then can use 30/14 ask at a low level followed by cue bidding. Over a minor suit response the space saving is used to show balanced hand at the lowest level (with 2 of the minor shown), while 2NT is used for 30/14 which is still low. This is half a level higher than a normal NT response, but you can define the HCP range and obtain exact distribution. Do not be afraid to upgrade to a positive response with an A and K in your long suits. The bid of 2♦ shows 8-13 HCP balanced, not hands with two 4-card suits including a major, maybe a weak 5 card minor with 8-10 HCP. The 2♥/2♠ is used as a constructive pre-empt. The bid of 2NT shows 14+ HCP flat (no 5 card suit), uses Baron and is forcing to 4NT or 5 of a suit. The bids from 3♣ to 4♦ all show unnamed solid suits (including a minor or major suit) or good transfer pre-empts.

1♣: 16+ HCP (less with strong suit or suits) (17+ balanced also usually not 19-21 or 29-30 HCP balanced). Responses:

- 1♦: 0-7 HCP artificial F1
- 1♥: 4+ Spades 8+ HCP GF, if 4-card suit has 4h432 dist. (9-13 HCP) or 4h441
- 1♠: 4+ Hearts 8+ HCP GF, if 4-card suit has 4s432 dist. (9-13 HCP) or 4s441
- 1NT: 5+ Clubs 8+ HCP GF
- 2♣: 5+ Diamonds 8+ HCP GF
- 2♦: 8-13 HCP balanced (4333) or (32)44 dist. or 9-11 HCP with weak 5 card minor
- 2♥: 4-7 HCP 6 decent Hearts NF not AK ♥
- 2♠: 4-7 HCP 6 decent Spades NF not AK♠
- 2NT: 14+ HCP with flat hand, no 5 card suits GF
- 3♣: A Solid 6 card suit with AKQJ GF with/wo outside controls GF
- 3♦: A Solid 7/8 card major suit with AKQ with/wo outside control GF
- 3♥: 7/8 card Club pre-empt, 5-10 HCP with good Clubs but not AK
- 3♠: 7/8 card Diamond pre-empt, 5-10 HCP with good Diamonds but not AK
- 3NT: A Solid 7/8 carder minor suit with AKQ with/wo outside control GF
- 4♣: 7/8 Hearts, 5-8 HCP, with good Hearts, but not AK at most 2 J's or a Q outside
- 4♦: 7/8 Spades, 5-8 HCP, with good Spades, but not AK at most 2 J's or a Q outside

With a positive response (8+ HCP) show your longest 5 (or some 4 card majors) card or longer suit by transferring to a minor or for a major suit bid one of other major. With two suits of equal length of at least 5 card suits show the higher ranking suit regardless of strength. Some balanced hands (8-13 HCP 4M432 dis.) with only 4 of the major 1 of the other major are bid, with a major suit contract possible. 4333 hands are included in 2♦ as they are not suitable for a suit contract lacking ruffing potential. For (4441) hands of any strength you show a 4 card major, avoiding using multiple bids to describe 4441 hands. With a 5 card minor and a 4 card major transfer to the minor.

Constructive 6 card major suit pre-empts are bid 2♥ or 2♠. They have 4-7 HCP with the majority of HCP in the pre-empt suit.

With constructive or solid pre-emptive responses suit quality is paramount, two of the top 4 honors are needed for a constructive pre-empt, namely QJxxxx is the minimum acceptable strength. Also, you can have too good trump for a constructive bid, having AK would be too strong, make a positive response in the suit instead. The strength of the hand is 5-10 HCP for minor suits and 5-9 HCP for major suits. For solid suit pre-empts you must have at least AKQ for 7+ card suits and AKQJ for 6 card suit, no exceptions are permitted.

All negative responses make a 1♦ bid. This exclude hands which can make a constructive response and hands with an A and K in their long suits. So, a negative bid include most hands with 0-7 HCP.

Would respond 1♦: 0-7 HCP artificial with:

- ♣ K43 ♦ 75 ♥ KJ942 ♠ T43
- ♣ 743 ♦ void ♥ T632 ♠ AJT94 even with good majors respond 1♦ not worth an upgrade
- ♣ QJ43 ♦ J865 ♥ K873 ♠ 6
- ♣ 5432 ♦ 432 ♥ 432 ♠ 432 no matter how bad your hand in you must respond

Would respond 1♥: 4+ Spades 8+ HCP GF:

- ♣ 3 ♦ AJT ♥ AKJ9 ♠ 76543 despite poor ♠ holding this is a positive response with Spades
- ♣ 9 ♦ AQJT9 ♥ K8 ♠ 98765 with 2 5-card suits show the higher suit (Spades) first
- ♣ 52 ♦ T32 ♥ 8 ♠ AKT8632 with suit headed by AK upgrade do not do a constructive pre-emptive response
- ♣ A95 ♦ 76 ♥ Q863 ♠ QJ73 with 2 4-card majors show Spades

Would respond 1♠: 4+ Hearts 8+ HCP GF with:

- ♣ T6 ♦ K42 ♥ AKJ64 ♠ 963 with balanced hands you still show 5-card heart suit
- ♣ 3 ♦ JT5 ♥ 76543 ♠ AKJ9 despite poor ♥ holding this is a positive response with Hearts
- ♣ AT95 ♦ Q973 ♥ Q863 ♠ 8 1444 hand there is no upper limit for this hand

Would respond 1NT: 5+ Clubs 8+ HCP GF with:

- ♣ KQJ93 ♦ QT5 ♥ 43 ♠ Q92 Balanced minimum response 1N with good Clubs
- ♣ AQJT93 ♦ void ♥ 43 ♠ AQJ92 even with 5 Spades respond with 1NT having 6 Clubs

Would respond 2♣: 5+ Diamonds 8+ HCP GF with:

- ♣ QT5 ♦ KQJ93 ♥ A3 ♠ Q92 5d-3-3-2 with 14+ HCP respond 2♣
- ♣ AQJT93 ♦ AQJ92 ♥ 43 ♠ void 6-5 minor 2-suiter shows longer minor

Would respond 2♦: 8-13 HCP flat (no 5 card suit no 4 card major but for (43)33 GF)

- ♣ KT3 ♦ A986 ♥ Q54 ♠ KJ3 maximum balanced
- ♣ 9654 ♦ K432 ♥ KJ ♠ A63 a response with 2 4 card minors
- ♣ QT ♦ J972 ♥ K843 ♠ K73 a pretty average response but has a 4 card major 3433 dist.
- ♣ K942 ♦ A76 ♥ J43 ♠ J65 minimum but a box shape

Would respond 2♥/2♠: decent 6 card suit 4-7 HCP NF with:

- ♣ T32 ♦ 654 ♥ 9 ♠ KJ9753 a minimum 2♠ response with a singleton
- ♣ 5 ♦ 974 ♥ AQJ864 ♠ 963 a maximum 2♥ bid with a singleton
- but not ♣ 9 ♦ 874 ♥ 763 ♠ AK9432 upgrade AK to 1♥(Spades) do not respond 2♠

Would respond 2NT: 14+ HCP balanced with flat hand GF

- ♣ KT3 ♦ AQ96 ♥ K85 ♠ Q43 a minimum flat hand, no 5-card suits allowed
- ♣ T3 ♦ A96 ♥ AK85 ♠ KQ75 2 4-card majors respond 2NT also

Would respond 3♣: A Solid 6 card suit with AKQJ GF with/wo outside controls with:

- ♣ K2 ♦ 986 ♥ AKQJ85 ♠ K5 max solid major is ok, must have J, outside control max A or KK
- ♣ AKQJ85 ♦ 986 ♥ 62 ♠ 74 solid minor ok, no outside controls ok

Would respond 3♦: A Solid 7/8 card major suit with AKQ with/wo outside control GF with:

- ♣ 6 ♦ 642 ♥ AKQ6542 ♠ 92 a minimum Solid Heart hand
- ♣ 5 ♦ 953 ♥ A5 ♠ AKQ6542 a maximum Solid Spades allowed upto an A or 2 Kings outside

Would respond 3♥: 7/8 card Club pre-empt, 5-10 HCP with good Clubs not AK and no outside A.K with:

- ♣ AQJ7652 ♦ J53 ♥ Q5 ♠ 5 A maximum Club pre-empt, this good shouldn't have 8 cards
- ♣ QJT76542 ♦ Q73 ♥ 64 ♠ 8 A minimum Club pre-empt
- ♣ KQ765432 ♦ 432 ♥ 72 ♠ void A Club pre-empt with 8 Clubs

Would respond 3♠: 7/8 card Diamond pre-empt, 5-10 HCP with good Diamonds with:

- ♣ Q53 ♦ KQJ7652 ♥ Q5 ♠ 5 A maximum Diamond pre-empt, this good shouldn't have 8 cards
- ♣ 64 ♦ QJT76542 ♥ Q73 ♠ 8 A minimum Diamond pre-empt
- ♣ 432 ♦ KQ765432 ♥ 72 ♠ void A Diamond pre-empt with 8 Diamonds

Would respond 3NT: A Solid 7/8 carder minor suit with AKQ w/wo outside control GF with:

- ♣ AKQ6542 ♦ 642 ♥ 3 ♠ 92 a minimum holding with solid Clubs
- ♣ 5 ♦ AKQ6542 ♥ K5 ♠ K42 a maximum Solid Diamonds with up to an A or 2 K's outside

Would respond 4♣: 7/8 Hearts, 5-9 HCP, good Hearts, but not AK at most 2 J's or a Q outside with:

- ♣ 43 ♦ Q42 ♥ QJT6543 ♠ 2 a minimum Heart pre-empt

♣ 43 ♦ Q42 ♥ AQJ86543 ♠ void a maximum Heart pre-empt, can't have AK of Hearts(which would be a positive response)

Would respond 4♦: 7/8 Spades, 5-9 HCP, good Spades, but not AK at most 2 J's or a Q outside with:
This is same as 4♣: but with Spades

♣ 43 ♦ Q42 ♥ 2 ♠ QJT6543 a minimum Spade pre-empt

♣ 43 ♦ Q42 ♥ void ♠ AQJ86543 a maximum Spade pre-empt, cannot have AK of Spade(which would be a positive response)

3.2.2. Negative Response to 1C, 1D (0-7 HCP)

NEGATIVE: 1♦: 0-7 HCP (covers most hand but for constructive pre-empts, a good 6 card major is shown with 2♥/2♠, with 7-8 card suits which are bid 3♥ for Clubs, 3♠ for Diamonds, 4♣ for Hearts and 4♦ for Spades) 1♦ is artificial and 100% forcing. From a passed hand shows 0-6 HCP.

First let us consider the likely type of hands opener will have to rebid 1♥/1♠ (which is a 1 round force) over 1♣:

- 15-21 HCP a 4 card suit and including (4441) hands and limited hands with a longer minor, (4432) possible having a suit unstopped or with 2 good 4 card majors
- 15-21 HCP a 5+ card suit including 5M332
- 22+ HCP balanced or 4441 with 4 card major suit, possibly with 2 good 4 card majors or a suit unstopped
- 22+ HCP GF with 4+ major and 5+ longer minor. Hand is unlimited strength..

i) 1♥: F1 15+ HCP, Hearts 15-21 a 4+ carder, possibly a longer minor, possible 4441 without a singleton Heart. Also could be 15-21 HCP balanced with 5 Hearts. Could have 16+ HCP with 2 good 4 card majors or one 4 card major and a suit unstopped. Possibly a forcing hand with 4+ hearts and a longer minor, which is **unlimited**

1♠: 0-7 HCP (0-6 PH) and 4+ Spades, denies 4+ Hearts but note will do with 3 Hearts instead of raising Opener bids:

1NT: 16-18 HCP balanced (17-19 PH)

Other bids are similar to as over 1NT below. Spade bids are only invitational to force bid 4♠ and for 3♠ requires only 4 spades.

1NT: 0-5 HCP (0-4 PH denies 3 Hearts with a singleton) double negative lacking 4 card Heart support. If has 3 Hearts will be 3-5 HCP without singleton or any 0-2 HCP. Opener may pass this bid, it is non-forcing.

The following bids by opener are non-forcing, looking for a playable part score
pass: no hope for game, balanced or semi-balanced

2♣: non-forcing 4+ Hearts and a 4+ Clubs, non-forcing, possibly with longer Clubs

Responder gives preference for Hearts with 3 card support and 3 or less Clubs.

2♦: non-forcing 4+ Hearts and a 4+ Diamonds, non-forcing, possibly with longer Diamonds

Responder gives preference for Hearts with 3 card support and 3 or less Diamonds.

2♥: non-forcing 6+ Hearts, non-forcing

2♠: 5+ Hearts 4+ Spades non-forcing.

The following bids are invitational or GF

2NT: 22-23 HCP balanced invitational

3♣/3♦: is GF with Hearts and a longer minor

cheapest suit: double negative (0-3 HCP and no fit)

3NT: replacement bid for negative suit bid is non-forcing

3♥: 6+ Hearts is highly invitational

3♠: 5+ Spades 6+ Hearts highly invitational, to game force bid 1♣-1♦-2♥

3NT: 24+ HCP balanced hand with 4-5 Hearts

2♠: 6-7 HCP (5-6 PH), fewer than 3 Hearts, this rarely could be passed

2♦/3♣: natural NF minor may be longer

2NT: natural INV responder bids 6 card minor or 3♥ with Qx or better Hearts else pass or 3NT

3♦: natural may be longer INV

3NT: to play

4♣/4♦: Slam try with longer minor 22+ HCP

2♦: 3-7 HCP (0-6 PH) exactly 3 Hearts, denies 4+ Spades, with only 3-5 HCP (0-4 PH) will have a singleton or void, GF unless opener rebids 2♥

2♠: Asks for a singleton; 2NT= Spades singleton; 3♥ denies a singleton, so has 6-8 HCP

2♥: raise 0-5 HCP (0-3 PH no singleton or void), 4+ Hearts, non-forcing, if have a singleton or void must be in 0-2 HCP range
 2♠: 6-7 HCP (5-6 PH), 3 Hearts(denies 4 Spades), singleton/void in unnamed suit, 2NT: ask shortness
 2NT: 5-7 HCP (4-6 PH), 4+ Hearts, singleton/void in Spades
 3♣/3♦: 5-7 HCP (4-6 PH), 4+ Hearts, singleton/void in bid suit, INV
 3♥: raise 6-7 HCP(4-6 PH), 4+ Hearts, no singleton or void
 3NT: no meaning specified
 3♣/4♣/4♦: 6-7 HCP (4-6 PH), 4+ Hearts, singleton or void in named suit.
 4♥: 6-7 HCP 5+ Hearts, no shortness.
 Jump rebids by opener are game forcing in a minor, while being strongly invitational in a major (including a jump rebid).

ii) 1♠: F1 15+ HCP, Spades 15-21 HCP a 4+ carder possibly with a longer minor. 24-26 HCP balanced with 4 Spades. Possibly 22+ HCP balanced, possibly a forcing hand with 4 spades a longer minor which is **unlimited**. Asks about responders Spade holding

1NT: 0-5 HCP (0-3 PH if 3 Spades no shortness), fewer than 4 Spades. If has 3 Spades will be 3-5 HCP without singleton or any 0-2 HCP. Opener may pass this bid, it is non-forcing.

The following bids by opener are non-forcing, looking for a playable part score

pass: no hope for game, balanced or semi-balanced

2♣: non-forcing 4+ Spades and a 4+ Clubs, non-forcing, may have longer Clubs

Responder gives preference for Spades with 3 card support and 3 or less Clubs.

2♦: non-forcing 4+ Spades and a 4+ Diamonds, non-forcing, may have longer Diamonds

Responder gives preference for Spades with 3 card support and 3 or less Diamonds.

2♥: non-forcing 5+ Spades, 4+ Hearts

2♠: 6+ Spades non-forcing.

The following bids are invitational or game forcing

2NT: 22-23 HCP 4-5 Spades balanced

3♣/3♦: is GF with Spades and a longer minor

cheapest suit: double negative

3NT: replacement bid for negative suit bid is non-forcing

3♥: is highly invitational with 5♠ & 5♥, to game force bid 1♣-1♦-2♠

3♠: 6+ Spades highly invitational, to game force bid 1♣-1♦-2♠

3NT: 24+ HCP balanced hand with 4-5 Spades

2♣: 6-7 HCP (5-6 PH), fewer than 3 Spades, this rarely could be passed

2♦/3♣: natural NF may be longer

2NT: natural INV responder bids 6 card minor or 3♠ with Qx or better Spades else pass or 3NT

3♦: natural may be longer INV

3NT: to play

4♣/4♦: Slam try with longer minor 22+ HCP

2♦: 3-7 HCP (0-6 PH) exactly 3 Spades, if 3-5 HCP has shortness, GF unless opener rebids 2♠

2♥: 4 Hearts

2♥: 6-7 HCP (4-6 PH), 5+ Hearts, non-forcing

2♠: raise 0-5 HCP (0-3 PH denies singleton), 4+ Spades, non-forcing, if have a singleton or void must be in 0-2 HCP range

2NT: 6-7 HCP (5-6 PH) 3 Spades singleton or void, 3♣: ask shortness (3♣ shows Club shortness)

3♣/3♦/3♥: 3-5 HCP (0-3 PH), 4+ Spades, singleton or void in named suit, INV

3♠: raise 6-7 HCP (4-6 PH), 4+ Spades, no singleton or void

3NT: no meaning

4♣/4♦/4♥: 6-7 HCP (4-6 PH), 4+ Spades, singleton or void;

4♠: 6-7 HCP, 5+ Spades, no shortness

Jump rebids by opener are game forcing in a minor, while being strongly invitational in a major (including a jump rebid).

iii) 1 NT: 17-18 HCP(in 3rd/4th seat 18-19) balanced, maybe 5 card suit, 5m422 or 6m322. **1NT Systems On**, 3-level bids have been modified to suit higher range.

iv) 2♣: 5+ carder Clubs, 16-21 HCP

Pass: 0 – 5 HCP

2♦: 6-7 HCP and a reasonable 5+ card suit

2♥/2♠: Natural 6-7 HCP and a reasonable 5 card suit

2NT: 6-8 HCP, scattered values, balanced and no fit

single raise 5-7 HCP non forcing

3♦: 5-7 HCP splinter and fit

jump to 3♥/3♠: 5-7 HCP splinter and fit

v) 2♦: 5+ carder Diamonds, 15-21 HCP

- Pass: 0 – 5 HCP
 2♥/2♠/3♣: Natural 6-8 HCP and a reasonable 5+ card suit
 2NT: 5-7 HCP, scattered values, balanced and no fit
 single raise 3♦: 5-7 HCP non forcing
 jump to 3♥/3♠/4♣: 5-7 HCP splinter and fit
- vi) Jump to 2♥: Strong 2 in Hearts 22+ HCP or equivalent strength. May have a second suit.
 2♠: Double-negative, 0-3 pts no support
 2NT: positive response in Spades
- vii) Jump to 2♠: Strong 2 in Spades 22+ HCP or equivalent strength. May have a second suit.
 2NT: Double-negative, 0-3 pts no support
- viii) 2 NT: 22-23 HCP balanced, may have 5 card suit but not (5422). **2NT systems on.**
- ix) 3♣/3♦: 3 1/2 - 4 1/2 losers
 minimum NT: minimum and no support
 raise: minimum and support
 new suit: values in the suit forcing
- x) Double jump to 3♥/3♠/: solid suit, asking for Aces in side suit
 new suit: ace in the suit.
 Next step up (not 3NT or 4 of solid suit) asks for Singleton or void.
 3NT: no ace or side void, but a King or singleton with trump
 4♣ openers is relaying for king or singleton
 Raise: no 1st or 2nd round control
 New suit now asks for Queen or doubleton in bid suit
 Step 1: no control, Step 2: doubleton, Step 3: guarded Queen
- xi) 3NT: 24-26 HCP, balanced may have a 5-card minor but not (5422). With a 4 card major and 24-26 HCP could respond 1♥ or 1♠ over 1♣-1♦ as this is forcing, but could easily have (43)33 distribution. So this bid needs it's own set of responses. With that in mind, we propose to use Baron instead of puppet Stayman. We will also use Baron for any minor suit searches. Responder should only make a move over 3NT as a slam try and opener should feel free to raise responder to slam with a fit and a hand suitable for slam.
 4♣: Baron 5-8 HCP invitational to slam. Opener bids 4+ card suits up the line, bidding 4NT with Clubs as only 4+ card suit. If no fit found, either partner can bid 5NT to invite 6NT.
 4♦: Transfer to Hearts. Opener should super-accept with a good fit.
 4♥: Transfer to Spades Opener should super-accept with a good fit.
 4♠: Transfer to Clubs. 4NT by opener shows an unsuitable hand for 6♣ while with a suitable hand bids 6♣ or 6NT and a suitable hand but off 2 key cards bid 5♣.
 4NT: Transfer to Diamonds. Opener can bid 5♦ or 6♦ or possibly 5NT or 6NT where suitable
 5♣: Super-Gerber
- xii) 4♣/4♦ very strong 6-5+ minor two-suiter, 6 of bid minor
 xii) 4NT: 27-28 HCP play 3NT systems on

3.2.1. 1H Response to 1C, +ve 4+ Spades

POSITIVE 1♥: 8+ HCP transfer to Spades, 4+ Spades GF, if 4-card suit has 4(432) dist.(9-13 HCP) or 4(441) but not a longer 5 card minor. From a passed hand this shows 7-10(11) HCP. With 4 Hearts and 4 Spades show Spades first.

1♠: 4+ Spades, 30/14 ask, sets trump and has interest in slam. Cue-bidding is possible after keycard response.

1NT: Balanced hand or 22+ HCP 1444 distribution (23+ 3rd/4th seat).

Responder bids a second 4+ card suit. With a second 5 card suit, 11+ HCP and 3+ controls should jump-shift. With 6 Spades responder rebids Spades in preference to showing a 4-card side suit. However a 5-5+ card suits show second suit, jumping with 11+ HCP and 3+ controls. With 11+ HCP, 3+ controls and a 6+ card semi-solid trump responder jumps in his suit. Should opener show preference to Spades(3+ Spades) this is 30/14. With the possibility of responder having only 4 Spades, TAB would be prudent on next round.

With 5(332) dist. responder bids 2NT(12-14 HCP 7-9 PH), 3NT(9-11 HCP 10-(11) PH), 4NT(15-16 HCP). With 4(432) dist. show your second 4 card suit.

2♣/2♦/2♥: A 5+ card suit and SAB if responder is an unpassed hand, otherwise shows degree of trump support as over 1♣-2♦. When choosing a suit to SAB in the usual rules apply, bidding the longest suit first. Then if responder denied support a second 4 card suit could be shown after which natural bidding occurs. 30/14 would still apply if opener can bid a responder's suit below 3NT.

2♠: 17-18 HCP, 4 card support and a balanced hand with limited slam interest.

2NT: 19-21 HCP 1444 distribution and 4+ controls (20-22 3rd/4th)

3♣/3♦/3♥: Sets trump and is now Beta (by responder with opener guaranteeing 4 controls).

3♠: 6+ card suit no 4 card suit

3NT: to play

4♠: 6+ card suit no 4 card suit no interest in slam

3♣/3♦/3♥: A strong hand with a solid or semi-solid suit asks for cue-bidding. see 19.6

3♠: no meaning specified

3NT: 16-18 HCP 1444 dist. (17-19 3rd/4th)

4♣/4♦: sets trump and is Beta (by responder)

4♣/4♦/4♥: 16-18 HCP, 4+ card support with singleton or void in bid suit

Should a fit be found even through SAB, if opener bids the agreed suit below game this is RKCB 30/14.

This can occur even late into an auction.

Example Hands:

Opener ♣ A87 ♦ KQJ82 ♥ 4 ♠ AKT2 Responder ♣ Q2 ♦ T7 ♥ AT62 ♠ QJ764

1♣(16+)-1♥(Spades)-1♠(RKCB)-2♣(1KC)2♠(TAB)-3♣(5 Spades)-3♦(Q ?)-4♠(Q no side Kings)-6♠ (should be a laydown slam)

Opener ♣ AJ8 ♦ Q98 ♥ K52 ♠ AK73 Responder ♣ void ♦ AT7 ♥ A876 ♠ J98652

1♣(16+)-1♥(Spades)-2♠(4 card balance Spade raise)-3♣(cue bid of void)-3♥(cue bid K)-4♣(cue bid total control)-4♠(no cue bid available wasted values in Clubs)

Opener ♣ A87 ♦ QJ92 ♥ AKT ♠ Q98 Responder ♣ J32 ♦ KT3 ♥ J6 ♠ AKQ74

1♣(16+)-1♥(Spades)-1NT(balanced or str 4441)-2♦(temporizing)-3♠(balanced 17-18hcp 3 card raise)-4NT(RKCB)-5♥(2KC)-6♠(turns out to be on 1 of Heart or Club finesse)

Opener ♣ QJ7 ♦ AKJ ♥ KQ75 ♠ JT3 Responder ♣ K2 ♦ AJT8 ♥ J6 ♠ K98765

1♣(16+)-1♥(Spades)-1NT(balanced or str 4441)-2♥(4+hearts)-3♥(KC could do 4♥ but possibility of double fit suggest slam possible)-3N(1 KC)-4♥(sign-off off 2 aces)

Opener ♣ AJ ♦ AQT3 ♥ KQJ4 ♠ T42 Responder ♣ Q5 ♦ K4 ♥ A973 ♠ 97653

1♣(16+)-1♥(Spades)-1NT(balanced or str 4441)-2♥(4+hearts)-4♥(need a lot of cards for slam)

Opener ♣ QT ♦ K73 ♥ AQJT4 ♠ A85 Responder ♣ AJ2 ♦ QJ ♥ 9876 ♠ KJ74

1♣(16+)-1♥(Spades)-2♥(SAB)-3♦(11+HCP 3+ controls xxxx)-4♥(minimum)-pass(minimum)

Opener ♣ QJ83 ♦ AJ82 ♥ AT ♠ KQ6 Responder ♣ AT95 ♦ T43 ♥ 76 ♠ A985

1♣(16+)-1♥(Spades)-1NT(bal.)-2♠(4♣)-3NT(minimum) not the greatest contract but we will be in game all 17 opp. 8

Opener ♣ AJ42 ♦ Q ♥ J973 ♠ AKJ9 Responder ♣ QT9 ♦ K982 ♥ AQ ♠ Q732

1♣(16+)-1♥(Spades)-4♦(min. splinter)4♠(wasted values in ♦ and queen hand)

Opener ♣ KQ72 ♦ QT2 ♥ AQ2 ♠ A72 Responder ♣ J953 ♦ AK4 ♥ K5 ♠ QT86

1♣(16+)-1♥(Spades)-1NT(bal.)-2♠(4♣)-3NT(min.)-pass(even 13 pts. opp. 18 pts. is not a good slam)

3.2.2. 1S Response to 1C, +ve 4+ Hearts

POSITIVE 1♠: 8+ HCP transfer to Hearts 4+ Hearts GF, if 4-card suit has 4s432 dist.(9-13 HCP) or 4s441 but not a 5 card minor. From a passed hand this bid shows 7-10(11) HCP.

1NT is a balanced hand with 2 Hearts or 4144 with 22+ HCP and singleton Heart (23+ 3rd/4th seat).

Rebids follow same methods as 1♣-1♥. However, if responder rebids Spades they have at least 5 Hearts.

2♣: 5+ Clubs and is SAB if responder is an unpassed hand, otherwise show degree of trump support as over 1♣-2♦-3♣

2♦: 5+ Diamonds SAB if responder is an unpassed hand, otherwise shows degree of trump support as over 1♣-2♦-3♦.

2♥: 4+ Hearts, 30/14 ask, sets trump and has interest in slam. This shows some slam interest. Further Keycard ask or cue-bidding possible.

2♠: 5+ Spades SAB if responder is an unpassed hand, otherwise shows degree of trump support as over 1♣-2♦-2♠.

2NT: 19-21 HCP, 4144 dist. with singleton Heart and 4+ controls (20-22 3rd/4th)

3♣/3♦/3♠: Sets trump and is now Beta (by responder with opener guaranteeing 4 controls).

3♥: 6+ card suit no 4 card suit

3NT: to play

4♥: 6+ card suit no 4 card suit

3♣-3♦-3♠: shows a strong hand with a self-supporting suit and ask for cue-bidding see 19.6

3♥: 17-18 HCP, 4 card support and a balanced hand with limited slam interest.

3NT: 16-18 HCP 4144 dist. (17-19 3rd/4th)

4♣/4♦: sets trump and is Beta (by responder)

4♣/4♦: 16-18 HCP, 4+ card support with singleton or void in bid suit

Should a fit be found even through SAB, if opener bids the agreed suit below 3NT this is RKCB 30/14. This can occur even late into an auction.

Example Hands:

Opener ♣ AKQ ♦ KJ92 ♥ AT93 ♠ J3 Responder ♣ J ♦ AQ4 ♥ KQJ876 ♠ A98

1♣(15+)-1♠(hearts)-3♥(17-18 balanced 4 hearts)-4♣(RKC by responder)5♦ (2KC)-5♠(have all KC looking for 7)-6♣(K♣)-6♦(A♦)-7♦(K♦)-7N(can count to 13)

Opener ♣ QJ ♦ KQ93 ♥ QJ ♠ AJT62 Responder ♣ 84 ♦ 764 ♥ AK9873 ♠ KQ

1♣(15+)-1♠(hearts)-2♠(SAB)-3♣-(11+HCP 3+ con no support)-3♦(Natural)-3♥(5+♥)-4♥(if opener had bid 3NT would bid 4♠)

Opener ♣ KQJ ♦ 874 ♥ AKJ ♠ KT74 Responder ♣ A43 ♦ AJ ♥ QT987643 ♠ void

1♣(15+)-1♠(hearts)-1NT(17-18 bal.)-2♥(6+♥)-3♣(cue)-3♦(cue)-3♠(cue)-4NT(RKCB)-5♥(2KC no Q)-6♥(makes as long as KC aren't A♠ & K♥ even then has chances)

Opener ♣ K3 ♦ QJ876♥AK ♠ AQ87 Responder ♣ Q ♦ A ♥ T876532 ♠ K642

1♣(15+)-1♠(hearts)-2♦(SAB)-2♥(9-11 hcp no support)-2♠(natural)-3♠(support)-4♥ (show good heat support for bidding)-5♥(asks for really good trump)-5NT(yes pick a slam)-6♠(goes for extra trick from ruff) This is probably optimistic 4♥ or 4♠ more likely.

Opener ♠ T ♦ AKJT6 ♥ AK54 ♠ JT7 Responder ♣ 43 ♦ Q954 ♥ QJ97 ♠ AKQ

1♣(15+)-1♠(hearts)-2♦(SAB)-3♦(11+hcp 3+ controls Qxxx oor better sup)-3♥(ambiguous)-3♠(cue)-4♣(cue)-4♠(cue)-6♥(surprise I have 4 Hearts)

3.2.3. 1NT Response to 1C, +ve 5+ Clubs

POSITIVE 1NT: transfer to Clubs, showing 8+ HCP and a five+ card suit GF. From a passed hand shows 7-10(11) HCP.

2♣: showing a balanced hand 2-3 clubs any strength or 4441 distribution and 19+ HCP (20 in 3rd/4th)

2♦/2♥/2♠: 4 card suit or 5 card suit but 9-11 HCP

2NT: 12-14 HCP 5c332 (10-(11) PH)

3♣: 6+ Clubs(without a 4 card suit)

3♦: ask; 3♥: 6 Clubs, 3♠: 7 Clubs, 3NT 8 Clubs, 4♣: 9+ Clubs

3♦/3♥/3♠: 5 card suit with 12+ HCP

3NT: 9-11 HCP 5c332 (7-9 PH)

4NT(quantitative): 15-16 HCP 5c332

2♦: SAB Diamonds 5+ card suit

3NT: Special SAB response showing 12-14 HCP 3325 distribution

2♥/2♠: Natural 5+ card suit, SAB

3NT: Special SAB response showing 12-14 HCP (32)35 distribution with doubleton in

major suit asked

2NT: is 30/14 ask for Clubs and sets trump. Usually 4+ Club support. Further Keycard ask or cue-bidding possible.

3♣: 4 card support with mild slam interest, cue-bidding suggested. is usually 17-18 HCP balanced

3♦/3♥/3♠: A strong hand with a solid or semi-solid suit asks for cue-bidding. see 19.6

3NT: 16-18 HCP 4441 dist. with singleton club, non-forcing (17-19 in 3rd/4th)

4♦/4♥/4♠: 16-18 HCP, 4+ support, singleton or void in suit bid

Should a fit be found even through SAB, if opener bids the agreed suit below 3NT this is RKCB 30/14. This can occur even late into an auction.

Example Hands:

Opener ♣ QJ3 ♦ J3 ♥ AK32 ♠ AK76 Responder ♣ AKT9652 ♦ AK ♥ T75 ♠ J

1♣(15+)-1NT(clubs)- 2♣ (balanced which actually get responder excited as most likely has 2+ Clubs)- 3♣(6+ clubs)-3♥(cue)-4♦(RKCB)-5♣(2KC w/Q)-5♥(K♥)-5♠(waiting)-6♠(K♠)-7NT(can count 13)

Opener ♣ A ♦ AKJ87 ♥ AJ ♠ J9832 Responder ♣ QJ97532 ♦ Q64 ♥ Q4 ♠ Q

1♣(15+)-1NT(clubs)-2♠(SAB)-2N(0-2 cont. <3 spades)-3♦(natural)-4♦(3+♦)-5♣(slam very unlikely)

Opener ♣ AK5 ♦ T64 ♥ AKJ54 ♠ QT Responder ♣ QJT87632 ♦ void ♥ Q8 ♠ AKJ

1♣(15+)-1NT(clubs)-2♥(SAB)-2NT(3+ controls no support)-3♣(RKCB)-5♦(1KC plus ♦ void)-7♣(is marked with AK♠)

Opener ♣ AKJ9 ♦ AJT5 ♥ KQ96 ♠ 3 Responder ♣ QT76543 ♦ KQ4 ♥ A ♠ Q7

1♣(15+)-1NT(clubs)-2NT(RKCB)-3♦(1 KC)-3♥(Q?)-4♦(Yes +K♦)-4♥(cue)-5♦(Q♦)-6♣

3.2.4. 2C Response to 1C, +ve 5+ Diamonds

POSITIVE 2♣: transfer to Diamonds showing 8+ HCP and a five+ card suit GF. From a passed hand shows 7-10(11) HCP.

2♦: showing a balanced hand 2-3 diamonds any strength or 4414 distribution and 19+ HCP (20 in 3rd/4th)

2♥/2♠/3♠: 4 card suit or 5 card suit but 8-10 HCP

2NT: 12-14 HCP 5d332 (10-(11) PH)

3♦: 6+ Diamonds(without a 4 card suit)

3♥: ask; 3♠: 6 Diamonds, 3NT: 7 Diamonds, 4♣: 8 Diamonds, 4♦: 9+ Diamonds

3♦/3♥/3♠: 5 card suit with 12+ HCP

3NT 9-11 HCP 5d332 (7-9 PH)

4NT(quantitative): 15-16 HCP 5d332

For the brave, invert 2♠/2NT and 3♠/3NT responses to right-side NT contracts.

2♥: SAB Natural five+ card suit

3N: Special SAB response showing 2 of major suit asked and balanced 11-13 HCP

2♠: SAB Natural five+ card suit

3N: Special SAB response showing 2 of major suit asked and balanced 11-13 HCP

2NT: is 30/14 ask for Diamonds and sets trump. Usually 4+ Diamond support.

3♠: SAB Natural five+ card suit

One sequence requires special attention. After 3♥ which shows 11+ without Club support. To show Hearts you would have to bid 4♥, this would normally be forcing but here responder can correct to 4NT or 5♣ with only three Hearts. This method can be used in other sequences where opener has been shut out of showing a 4 card major.

3NT: 4th Step Special Response shows 12-14 HCP 3325d distribution.

4♣/4♦: Keycard for minor suit bid

3♦: 4 card support with mild slam interest, usually 17-18 HCP balancedcue-bidding suggested

3♥/3♠/4♣: A strong hand with a solid or semi-solid suit ask for cue-bidding, see 19.6

3NT: 16-18 HCP 4414 dist. with singleton diamond, non-forcing. (17-19 in 3rd/4th)

4♥/4♠/5♣: 156-18 HCP, 4+ support, singleton or void in suit bid

Should a fit be found even through SAB, if opener bids the agreed suit below 3NT this is RKCB 30/14.

This can occur even late into an auction.

Example Hands:

Opener ♠T94 ♦J2 ♥AKQ4 ♠AKJ7 Responder ♣QJ73 ♦KQ8765 ♥5 ♠T3

1♠(16+)-2♣(♦)-2♦(bal. or 4441)-3♦(6+♦)-3NT(bal. 17-18) responder should have some pts. in Clubs

Opener ♠T85 ♦AKQJ2 ♥AK82 ♠J Responder ♣AKJ3 ♦T9875432 ♥Q ♠void

1♠(16+)-2♣(♦)-2NT(KC)-4♠(1KC+void)5♥(all KC)-7♦(extra length should ensure play for grand)

Opener ♠KQ63 ♦A3 ♥T ♠AKQT32 Responder ♣J74 ♦KQJT872 ♥Q ♠J7

1♠(16+)-2♣(♦)-2♠(SAB)-2NT(no support 8-10 hcp)-3♠(6+)-4♠(Qx)

Opener ♠72 ♦QJ ♥AKQ3 ♠AKJT4 Responder ♣KQ5 ♦K9865 ♥JT74 ♠8

1♠(16+)-2♣(♦)-2♠(SAB)-2NT(on support 8-10 hcp)-3♥(natural)-4♥

Opener ♠KJ2 ♦AQJ5 ♥T7 ♠AKJ5 Responder ♣Q7♦T9874 ♥AQ2 ♠932

1♠(16+)-2♣(♦)-2♦(bal.)-2NT(8-10 5332)-3NT(likely best spot, don't have enough for 5♦)

Opener ♠K5 ♦AQ ♥Q974 ♠AQJ93 Responder ♣8 ♦KT87652 ♥KJ8 ♠K4

1♠(16+)-2♣(♦)-2♠(SAB)-2NT(no support 8-10 hcp)-3♥(natural)-3♠(Hx or xxx)-4♠

Opener ♠AKJ75 ♦Q ♥KJ8 ♠K765 Responder ♠T9832 ♦AKJT9 ♥T2 ♠A

1♠(16+)-2♣(♦)-3♠(SAB)-3NT(Hxx or xxxx 3+ controls & 11+ hcp)-4♠(KC)-4♠(2 w/o Q)-5♠(lacking Q and an A)-6♠(5th trump and semi-solid diamonds)

3.2.5. 2D Response to 1C, 8-13 HCP balanced

2♦: 8-13 HCP balanced GF, only (4333) hands, hands with 4 Clubs and Diamonds or 9-10 HCP and weak 5-card minor. 7-10(11) HCP from a passed hand and where it is referred to as 8-10 HCP range 7-8 HCP is used for a passed hand and 9-10(11) HCP where 11-13 HCP is referred to. Yes, responder can have a 4-card major if 4333 or 3433 distribution. Opener will often relay with 2♥ to find exact distribution and HCP range. After a 2♥ relay a 2♠ response showing any 8-10 HCP after which opener may just jump to 3NT rather than continuing the relay with no hope for slam. Other non-jump bids (with 2NT showing Hearts) are either a 6+ card suit or a hand that is 5+ of a major and 5+ side suit or a 5 card suit where 3NT has problems or possibly (5332) hands where trump quality is the deciding factor in slam decisions. There is very little reason not to get the responder's distribution and HCP and this knowledge could be useful for slams or choice of game contracts.

2♥: Relay for distribution and HCP range

2♠: 8-10 HCP any hand

2NT: relay for dist.;

3♣: 4 Clubs 4 Diamonds

3♦: relay for exact distribution

3♥: 4 Clubs 4 Diamonds 3 Hearts 2344

3♠: 4 Clubs 4 Diamonds 3 Spades 3244

3♦: 4 Hearts 3433

3♥: 4 Spades 4333,

3♠: poor 5 Clubs 5c332

3NT: poor 5 Diamonds 5d332

2NT: 11-13 HCP 4 Clubs 4 Diamonds

3♣: relay;

3♦: 3 Hearts 4 Clubs 4 Diamonds 2344

3♥: 3 Spades 4 Clubs 4 Diamonds 3244

3♠: 4 Clubs 3334

3NT: 4 Diamonds 3343

3♣: 11-13 HCP 4 Clubs 3334.

3♦: 11-13 HCP 4 Hearts 3433.

3♥: 11-13 HCP 4 Spades 4333

3♠: 11-13 HCP 4 Diamonds 3343

After 2♥ opener can obtain the exact distribution of responder except in the case of a poor minor 5m332 with 8-10 HCP. Opener now uses 4♣ as a puppet to 4♦ then next bid is Kickback 30/14 or bids 4♦: as Kickback 30/14 for Clubs, see section 19.7. Opener does not have to get all the distribution before using 4♣/4♦ from sec. 19.7, this may avoid wrong-siding contract or giving unnecessary information away. If responder is an unpassed hand SAB is used for 2 of a suit. Otherwise, the next four bids responder shows degree of support.

2♠: 5+ Spades SAB after 1st/2nd seat opening, asks for trump holding otherwise (below). (Should be used where opener knows to play in Spades or NT or possibly even in a second suit if they find responder with 2 Spades. There will be little room to explore so a second suit should be a good 5 card suit.)

2NT: 2 Spades

3♣: 3 Spades JT9 or worse

3♦: 3 Spades Q32 or better

3♥: 4 Spades JT98 or worse

3♠: 4 Spades Q432 or better

2NT: 5+ Hearts SAB after 1st/2nd seat opening, asks for trump holding otherwise (below). (should know where auction is going)

3♣: 2 Hearts

3♦: 3 Hearts JT9 or worse

3♥: 3 Hearts Q32 or better

3♠: 4 Hearts JT98 or worse

3NT: 4 Hearts Q432 or better

3♣: 5+ Clubs SAB after 1st/2nd seat opening, asks for trump holding otherwise (below). (should know where auction is going)

3♦: 2 Clubs

3♥: 3 Clubs JT9 or worse

3♠: 3 Clubs to Q32 or better or 4 Clubs JT98 or worse

3NT: 4 Clubs Q432 or better

3♦: 5+ Diamonds SAB after 1st/2nd seat opening, asks for trump holding otherwise(below). (should know where auction is going as little information is obtained, so could just get distribution)

3♥: 2 Diamonds, 3♠: 3 Diamonds, 3NT: 4 Diamonds

For the above bids 4♣ as a relay for 30/14 in other suits and 4♦: as 30/14 for Clubs (see sec. 19.7)

3♥/3♠/4♣/4♦: A strong hand with a solid or semi-solid suit ask for cue-bidding (see sec.19.6)

3NT: to play, no slam interest.

3.2.6. 2H/2S Response to 1C-Constructive Pre-empt

2♥/2♠: 4-7 HCP 6 decent Hearts/Spades NF. Use the same responses and rebid as after a 2♥/2♠ opening in 1st seat, except that a simple raise is invitational, not a defensive maneuver.

3.2.7. 2NT Response to 1C, 14+ HCP flat

BALANCED POSITIVE 2 NT, 14+ HCP flat **with no 5-card suit**, with 5332 always make a positive response in that suit. With such high card strength can safely bid to 4NT, so partnership is forced to 4NT or 5 of suit.

3♣: Baron, bid four card suits, up the line

3♦: 4 Diamonds, could have another four card suit

3♥: 4 Hearts, could have four Spades or Clubs

3♠: 4 Spades, could have four Clubs

3NT: 4 Clubs, exactly 3334 shape

3♦/3♥/3♠: natural, five plus cards; not an asking bid; invites cue bids

Raise with 3 card support; q-bid with four cards; bid 3NT w/two card support

3NT: 5+ Clubs, F1, similar to above, **but bid 4NT w/two card support**

4♣: Gerber

4♦: Show your HCP count in steps of 1, 4♥=14, 4♠=15 4NT=16 etc.

3.2.8. Responses above 2NT to 1C

The responses (a-g) are all Long Suits. 3♥/3♠/4♣/4♦ are for pre-empts in ♣/♦/♥/♠ While 3♣/3♦/3NT are for Solid suits, 3♦ being a solid major and 3NT a solid minor.

a) 3♣ = A solid 6 card suit, headed by AKQJ, yes must have J, with or without an outside control. Maximum outside controls are two, so zero controls, one king, one ace or two kings are possible. Stronger hands should make a positive response.

3♦/3♥/3♠/4♣ = agrees suit; asks for side controls

First step = none

Second = one king

Third = one ace

Fourth = two kings

Cheapest suit step (but not trump); asks for shortness.

Bid short suit, or NT with none

3NT/4♥/4♠ = to play

4♦ = bid long suit to play, or if the opener is not sure of the long suit

After bid of long suit, new suit bid by opener = Special CAB

1st step = no control

2nd step = singleton

3rd step = king

4th step = ace

5th step = void

b) 3♦ = A solid 7/8 card major suit, headed by AKQ, with or without an outside control. Same rules as above, just longer primary suit

3♥/3♠ = sets suit; asks for side controls; same structure, then short suit; as above

3NT = to play

4♣ = bid long suit to play, or follow-up slam try

After long suit response, new suit by opener is Special CAB, as above

c) 3♥ = shows Clubs, constructive, pre-empt; 7/8 cards; 5-10 HCP; two of the top three honors, not AK, or three of the top five honors; no outside ace or king.

3♠ = natural; forcing

3NT = to play

- 4♣ = to play
 4♦ = modified trump asking bid (TAB), new suits are now Special CAB
 4♥ = none of top two honors, thus QJ10xxxx
 4♠ = one of top two honors; AJ10 or KJ10
 4NT = two of top 3 honors; AQ or KQxxxxx
 4♥/4♠/5♣/5♦ = to play
- d) 3♠ = shows Diamonds 7/8 Cards, same as above
 3NT = to play
 4♣ = modified TAB, new suits are now Special CAB
 4♦/4♥/4♠/5♣/5♦ = to play
- e) 3NT: solid 7/8 card minor suit; game forcing; headed by AKQ; with or w/o side controls
 4♣/4♦ = sets suit; asks for side controls, as above
 3NT(by passing)/4M/5m: to play
 4NT: asks for long minor
- f) 4♣: shows Hearts; 7/8 card suit; 2 of the top 3 honors, or 4 of the top 5 honors.
 4♦ = modified TAB, new suits after TAB are Special CAB
 4♥/4♠ = to play
 4NT: to play
 5♣/5♦: to play
- g) 4♦: shows Spades; same as above
 4♥ = modified TAB, new suits after TAB are Special CAB
 4♠ = to play
 4NT = to play
 5♣/5♦/5♥: to play

3.3. Responses to 1C with interference

Should opponents double 1♣ or overcall at the one level our system actually becomes more accurate. The methods used are very similar to the above methods, without interference. However, showing a major suit response shows at least a 5 card suit and 1♠ is used for balanced hands including poor 5 card minors(5m332). Over interference, you can still use 30/14 and if there is further interference use D0P1; doubling with 0/3 keycards. We have split balanced or flat hands into 9-14 HCP with stoppers, 10+ HCP without stoppers or 15+ HCP flat, 4 card majors are shown with these bids or the bid for 4441 hands. 2♠ is bid to show (4441) except over 1♦ where 2♥ is used and 2♠ is used to show (5440) hands. For so called traps, acts as though they are 9-14 HCP with a stopper. One level penalty doubles just aren't profitable, possibly opp's will bid again and give an opportunity for a larger penalty. Over higher level interference bids have less accuracy, as your bidding at a higher level.

3.3.1. Opponents overcall using Crash

This method does not show a suit, so no cue-bid is available and no specific suit needs to be stopped

Double: Two suits of same color

Similar methods over a natural Double

1♠: 8-13 HCP balanced (does not show specific suit stopped)

2♦: 4-7 HCP and a decent unnamed 6 card major

2♥: 8+ HCP (4441) distribution

2♠: 8+ HCP (4405) distribution, no 5 card major

Other bids same as over natural double

1♦: Two suits of the same rank

Similar methods over a natural 1♦

1♠: 8-13 HCP balanced (does not show specific suit stopped)

2♣: 8+ HCP 5+ Diamonds

Other bids same as over natural 1♦

1NT: Two suits of the same shape

Pass: 0-4 HCP any shape or 5-7 HCP and no 5+ card suit

Double: 8-10 or 14-15 HCP no 5+ card suit

2 of suit: 5-7 HCP 5+ card suit

2NT: 11-13 or 16+ HCP no 5+ card suit

3 of suit 9+ HCP 5+ card suit

3.3.2. Opponents Double 1C

Over Double: (assume shows both majors) There is no trap, with a 5 card major you show it!

Pass: 0 – 4 HCP

Redouble: 5-7 HCP or 8 HCP balanced (may have poor 5 card minor 5m332 dist.) with at most 1 major suit stopped

1♦: 5+ Hearts 8+ HCP, 1♥ is a 30/14 ask and does set trump as Hearts

1♥: 5+ Spades 8+ HCP, 1♠ is a 30/14 ask and does set trump as Spades

1♠: 8-13 HCP balanced with both major suits stopped. May have a weak 5 card minor.

1NT and 2♣: Has same meaning and responses as with no double

2♦: 9+ HCP flat (no 5 card suit) with at most 1 major suit stopped. For this bid 4♣ as a relay for 30/14 in other suits and 4♦: as 30/14 for Clubs (see sec. 19.7)

2♥: 4-7 HCP and a decent 6 card major

2♠/3♥/3♠: Pass or correct

2NT: Forcing asking for description. 3♣: Good hand with Hearts 3♦: Good hand with Spades

3♥: Poor hand with Hearts 3♠: Poor hand with Spades

2♠: 8+ HCP (4441) dist.

2NT: ask for suit below singleton

Bidding of a suit below game is 30/14

Bidding the singleton is beta,

3NT is to play

After Beta to find Q if trump, bidding 4NT asks to name the lowest suit responder is missing the Queen. If responder passed trump showing the Q opener bids 6 or 7. If that was trump opener will pass or bid 6 when they were looking for Grand. If that was not the trump suit opener bids 5 or 6 of the trump suit and responder raises one level with the Queen of trump

2NT and above: Have same meaning and use same responses as with no bid.

Bids after a 1♠: 8-13 HCP balanced with stoppers in both majors

Should a fit be found even through SAB, if opener bids the agreed suit below 3NT(not the relay suit) this is RKCB 30/14. This can occur even late into an auction.

1NT: Transfer Stayman

2♣: 8-10 HCP flat no 5 card suit. Opener may choose to directly bid 3NT instead of further relay to avoid giving information away with no chance of slam.

2♦: Relay for exact distribution

2♥: 4 Hearts, denies 4 Spades

2♠: relay for exact dist.; 2NT: 4 Clubs 3 Diamonds 2434 dist., 3♣: 4 Clubs 3 Spades

3424 dist., 3♦: 4 Diamonds 3 Clubs 2443 dist., 3♥: 4 Diamonds 3 Spades 3442 dist.,

3♠: 3433 dist.

2♠: 4 Spades denies 4 Hearts

2NT: relay for dist.; 3♣: 4 Clubs, 3♦: 4 Diamonds 4243 dist., 3♥: 4 Diamonds 4342 dist.

3♠: 4333 dist. Over 3♣: next step is relay for 3 card suit

2NT: 4 Hearts and 4 Spades 3♣: is relay for 3 card suit

3♣: 4 Clubs and 4 Diamonds 3♦: is relay for 3 card suit

3♦: 4 Clubs 3334 distribution

3♥: 4 Diamonds 3343 distribution

2♦: 11-13 HCP flat no 5 card suit

2♥: Relay for exact distribution

2♠: 4 Hearts, denies 4 Spades

2NT: relay for exact dist.; 3♣: 4 Clubs 3 Diamonds 2434 dist., 3♦: 4 Clubs 3 Spades

3424 dist., 3♥: 4 Diamonds 3 Clubs 2443 dist., 3♠: 4 Diamonds 3 Spades 3442 dist.,

3NT: 3433 dist.

2NT: 4 Spades denies 4 Hearts

3♣: relay for dist.: 3♦: 4 Clubs 3♥: 4 Diamonds 4243 dist., 3♠: 4 Diamonds 4342 dist.

3NT: 4333 dist.

Over 3♦: next step is relay for 3 card suit

3♣: 4 Hearts and 4 Spades 3♦: is relay for 3 card suit

3♦: 4 Clubs and 4 Diamonds 3♥: is relay for 3 card suit

3♥: 4 Clubs 3334 distribution

3♠: 4 Diamonds 3343 distribution

2♥: 5 Clubs 3325 dist. a weak suit, 2♠: is relay for HCP range

2♠: 5 Clubs 3235 dist. a weak suit 2NT: is relay for HCP range

2NT: 5 Clubs 2335 dist. a weak suit 3♣: is relay for HCP range

3♣: 5 Diamonds 3352 dist. a weak suit 3♦ is relay for HCP range
 3♦: 5 Diamonds 3253 dist. a weak suit 3♥ is relay for HCP range
 3♥: 5 Diamonds 2353 dist. 8-10 HCP 5 Clubs 2335 dist., a weak suit
 3♠: 5 Diamonds 2353 dist. 11-13 HCP 5 Clubs 2335 dist., a weak suit

2♣/2♦/2♥/2♠: 5+ of that suit, SAB, show degree of support in 3rd and 4th

Over the above bids, bidding past 3NT; 4♣ is a relay to next bid which is Kickback 30/14; 4♦: is Kickback for Clubs, 4NT is quantitative and other bids to play.

3♣/3♦/3♥/3♠: 22+ HCP and a semi-solid 6+ card suit
 3NT and other game contracts: to play

After a 2♦ response showing 9+ HCP flat (no 5 card suit) with at most 1 major suit stopper the bidding follows the methods below:

2♥: Relay for exact distribution

2♠: 4 Hearts, denies 4 Spades

2NT: relay for exact dist.; 3♣: 4 Clubs 3 Diamonds 2434 dist., 3♦: 4 Clubs 3 Spades 3424 dist., 3♥: 4 Diamonds 3 Clubs 2443 dist., 3♠: 4 Diamonds 3 Spades 3442 dist., 3NT: 3433 dist.

3♣: relay for HCP range; 9-10, 11-12, 13-14 etc.

2NT: 4 Spades denies 4 Hearts

3♣: relay; 3♦: 4 Clubs 3♥: 4 Diamonds 4243 dist., 3♠: 4 Diamonds 4342 dist.

3NT: 4333 dist.

Over 3♦: next step is relay for 3 card suit

3♦: relay for HCP range; 9-10, 11-12, 13-14 etc.

3♣: 4 Hearts and 4 Spades 3♦: is relay for 3 card suit, 3♥ is relay for HCP range

3♦: 4 Clubs and 4 Diamonds 3♥: is relay for 3 card suit, 3♠ is relay for HCP range

3♥: 4 Clubs 3334 distribution

3♠: 4 Diamonds 3343 distribution

Where opener has gotten exact distribution below 3♠ can ask with lowest step for HCP range: steps 9-10, 11-12, 13-14 etc. Once opener has received distribution information and a further relay is available for dist. can instead bid the second step to relay for HCP range below 3NT, this has priority over a potential 30/14 ask.

2♠/2NT (for Hearts)/3♣/3♦: 5+ of that suit, SAB, show degree of support if responder is a passed hand.

Over the above bids, bidding past 3NT; 4♣ is a relay to next bid which is Kickback 30/14; 4♦: is Kickback for Clubs, 4NT is quantitative and other bids to play.

3♥/3♠/4♣/4♦: 22+ HCP and a semi-solid 6+ card suit

3NT and other game contracts: to play

A later 4♣ is a relay to next bid which is Kickback 30/14; 4♦: is Kickback for Clubs, 4NT is quantitative and other bids to play

3.3.3. Opponents overcall 1 of a Suit

We make use of a similar system as over Double. Except pass show 0-8 HCP not 0-4. Double is stolen bid. We show semi-positives (4-7 HCP) with decent 6 card majors using a multi-2♦ over a 1♦ overcall and bidding 2♠ over a 1♥ overcall. Over 1♠, 3♦ will generally be a Heart preempt, but could be a solid major. With a trap, responder treats as a 8-13 HCP flat with a stopper. Opener can use transfer Stayman where 3♦/3♥/3♠ show a trap with 9-10/11-13/14+ HCP. For trap over natural/SAB 2 bids responder with no fit jump in NT (8-10 HCP) or in the trap suit (11+ HCP).

Over 1♣-1♦: assume this shows Diamonds

Pass: 0 – 7 HCP or 8 HCP flat (no 5 card suit) without stopper

Double: 5+ Hearts 8+ HCP GF, 1♥ is a 30/14 ask and does set trump as Hearts, ignore interference.

1♥: 5+ Spades 8+ HCP GF, 1♠ is 30/14 ask and does set trump as Spades, ignore interference.

1♠: 8-13 HCP balanced (may have weak 5 card minor) with a stopper or a Diamond trap. The same rebids and responses (including SAB for an unpassed hand) are used here as over 1♣-X-1♠ except in answer to relay 2♥/2♠/2NT shows a Diamond trap of 9-10, 11-12, 13-14 etc. HCP. (7-8/9-10/(11) for a passed hand) 3♣/3♦/3♥ shows 5 Clubs 3325/3235/2335 dist., next step asks for HCP range. With a 5d332 show as trap. For this bid 4♣ as a relay for 30/14 in other suits and 4♦: as 30/14 for Clubs (see sec. 19.7)

1NT 5+ Clubs 8+ HCP GF, 2NT is a 30/14 ask and does set trump as Clubs. Ignore interference.

2♣: 9+ HCP flat (no 5 card suit) without a stopper. Use 2♦ as relay (see below) without interference. 2♦ shows Hearts. For an unpassed a simple suit bid other than the relay bid is SAB.

2♦: 4-7 HCP and a decent 6 card major

2♥/2♠ and higher majors: are pass or correct and non-forcing. Paradox Raises

2NT: Forcing asking for description. 3♣: Good hand with Hearts 3♦: Good hand with Spades
3♥: Poor hand with Hearts 3♠: Poor hand with Spades

3♣/3♦: Natural and forcing

2♥: 8+ HCP (4441) dist.

2♠: (5440) 8+ HCP, no 5 card major, GF

2NT: ask

3♣: 5 Clubs and unnamed void

3♦: ask for void

3♥: Spade void

3♠: Diamond void

3NT: Heart void

3♦: 5 Diamonds and 4054 dist Heart void

3♥: 5 Diamonds and 0454 dist Spade void

3♠: 5 Diamonds and 4450 dist Club void

Bidding of a suit below game is 30/14

Bidding the void is Beta,

3NT is to play

After Beta to find Q of trump, bid 4NT, like over 4441 above

Higher bids: have same meaning as without interference

Bidding over 2♣:

2♦: Relay for exact distribution

2♥: 4 Hearts, denies 4 Spades

2♠: relay for exact dist.; 2NT: 4 Clubs 3 Diamonds 2434 dist., 3♣: 4 Clubs 3 Spades 3424 dist., 3♦: 4 Diamonds 3 Clubs 2443 dist., 3♥: 4 Diamonds 3 Spades 3442 dist., 3♠: 3433 dist.

2NT: relay for HCP range; 9-10, 11-12, 13-14 etc.

2♣: 4 Spades denies 4 Hearts

2NT: relay; 3♣: 4 Clubs 3♦: 4 Diamonds 4243 dist., 3♥: 4 Diamonds 4342 dist.

3♠: 4333 dist.

Over 3♣: next step is relay for 3 card suit; 3♦: relay for HCP range

3♣: relay for HCP range; 9-10, 11-12, 13-14 etc.

2NT: 4 Hearts and 4 Spades 3♣: is relay for 3 card suit' 3♦: relay for HCP range

3♣: 4 Clubs and 4 Diamonds 3♦: is relay for 3 card suit; 3♥: relay for HCP range

3♦: 4 Clubs 3334 distribution

3♥: 4 Diamonds 3343 distribution

Where opener has gotten exact distribution below 3♠ can ask with lowest step for HCP range: steps 10-11, 12-13, 14-15 etc. Once opener has received distribution information and a further relay is available for dist. can instead bid the second step to relay for HCP range below 3NT, this has priority over a potential 30/14 ask.

2♥/2♠: SAB where responder is unpassed hand, shows support in steps otherwise

2NT: asks for HCP range; steps 10-11, 12-13, 14-15 etc.

3♣: SAB where responder is unpassed hand, shows support in steps otherwise

3♦: asks for partial Diamond stopper

3♥/3♠/4♣/4♦: 22+ HCP and a solid/semi-solid 6+ card suit

3NT: to play

A later 4♣ is a relay to next bid which is Kickback 30/14; 4♦: is Kickback for Clubs, 4NT is quantitative and other bids to play

Over 1♣-1♥: Assume shows Hearts, trap with Hearts

Pass: 0 – 7 HCP or 8 HCP flat (no 5 card suit) without stopper

Double: 5+ Spades 8+ HCP (1♠ is 30/14 ask and does set trump) Ignore interference.

1♠: 8-13 HCP balanced(may have weak 5 card minor) with stopper, no 5 card suits or Heart trap. The same rebids and responses(including SAB and showing a trap) are used here as over 1♣-1♦-1♠ For transfer Stayman up to 2NT hand is same. 3♣/3♦/3♥/3♠ shows 5 Clubs 8-10/ 5 Diamonds 8-10/5 Club 11-13/5 Diamonds 11-13, with a passed hand using 7-9/10-(11) HCP ranges. May relay for dist. below 3NT.

1NT 5+ Clubs 8+ HCP GF, 2NT is a 30/14 ask and does set trump as Clubs. Ignore interference.

2♣: 5+ Diamonds 8+ HCP 2NT is 30/14 ask and does set trump. Ignore interference.

2♦: 9+ HCP flat (no 5 card suit) without stoppers. See below for rebids. For this bid 4♣ as a relay for 30/14 in other suits and 4♦: as 30/14 for Clubs (see sec. 19.7)

2♥: 4-7 HCP 6 decent Spades, 2NT asks for singleton, raise invitational(show feature with max.).

2♠: (1444) 8+ HCP GF

Higher bids: have same meaning as without interference

Rebids over 2♦:

2♥: Relay for exact distribution

2♠: 4 Hearts, denies 4 Spades

2NT: relay for+ dist.; 3♣: 4 Clubs 3 Diamonds 2434 dist., 3♦: 4 Clubs 3 Spades 3424 dist., 3♥: 4 Diamonds 3 Clubs 2443 dist., 3♠: 4 Diamonds 3 Spades 3442 dist., 3NT: 3433 dist.

3♣: relay for HCP range; 9-10, 11-12, 13-14 etc.

2NT: 4 Spades denies 4 Hearts

3♣: relay for dist.; 3♦: 4 Clubs 3♥: 4 Diamonds 4243 dist., 3♠: 4 Diamonds 4342 dist.

3NT: 4333 dist.

Over 3♦: next step is relay for 3 card suit; 3♥: relay for HCP range

2NT: 4 Hearts and 4 Spades 3♦: is relay for 3 card suit; 3♥: relay for HCP range

3♣: 4 Clubs and 4 Diamonds 3♥: is relay for 3 card suit; 3♠: relay for HCP range

3♦: 4 Clubs 3334 distribution

3♥: 4 Diamonds 3343 distribution

Where opener has gotten exact distribution below 3♠ can ask with lowest step for HCP range: steps 10-11, 12-13, 14-15 etc. Once opener has received distribution information and a further relay is available for dist. can instead bid the second step to relay for HCP range below 3NT, this has priority over a potential 30/14 ask.

2♠: SAB where responder is unpassed hand, shows support in steps otherwise

2NT: asks for HCP range; steps 10-11, 12-13, 14-15 etc.

3♣/3♦: SAB where responder is unpassed hand, shows support in steps otherwise

3♥: Asks for a partial Heart stopper

3♠/4♣/4♦: 22+ HCP and a solid/semi-solid 6+ card suit

3NT: to play

a latter 4♣ is a relay to next bid which is Kickback 30/14; 4♦: is Kickback for Clubs, 4NT is quantitative and other bids to play

Over 1♣-1♠: Assume shows Spades, trap with Spades

Pass: 0 – 7 HCP or 9 HCP flat (no 5 card suit) without stopper

Double: 8-13 HCP balanced(may have weak 5 card minor) or a Spade trap. The same rebids and responses(including SAB and showing a trap) are used here as over 1♣-1♥:-1♠.

1NT: 5+ Clubs 8+ HCP 2NT is 30/14 ask and does set trump. Use same system as without interference.

2♣: 5+ Diamonds 8+ HCP 2NT is 30/14 ask and does set trump. Use same system as without interference.

2♦: 5+ Hearts 8+ HCP 2♥ is 30/14 ask and does set trump

2♥: 9+ HCP flat (no 5 card suit) without stoppers. Use same methods below, note that if responder has 4 Spades can't get exact distribution below 3NT For this bid 4♣ as a relay for 30/14 in other suits and 4♦: as 30/14 for Clubs (see sec. 19.7)

2♠: (1444) 8+ HCP GF

2NT and above: Have same meaning and use same responses as with no bid.

However 3♦ shows either 5-8 HCP and 6 Hearts or a Solid 7/8 card Hearts suit, bidding 3NT or taking other forceful action if opener signs off.

methods over 2♥:

2♠: Relay for distribution

2NT: 4 Hearts, denies 4 Spades

3♣: relay for dist.; 3♦: 4 Clubs 3♥: 4 Diamonds 3 Clubs 2443 dist., 3♠: 4 Diamonds 3 Spades 3442 dist., 3NT: 3433 dist.

Over 3♦: next step is relay for 3 card suit

3♥: relay for HCP range; 9-10, 11-12, 13-14 etc.

3♣: 4 Spades denies 4 Hearts

3♦: relay; 3♥: 4 Clubs 3♠: 4 Diamonds, 3NT: 4333 dist.

Over 3♥: next step 3♠ is relay for 3 card suit(warning this will go past 3NT)

Over 4♣ 4♦: is relay for 30/14 or slam try; 4♥: forced;

4♠: 30/14 for ♥, 4NT: 30/14 for ♠; 5♣/5♦: Slam INV

All other bids over 4♣ to play including 4NT!

Over 3♠: 3NT: to play

4♣ is relay for 3 card suit after which all bids are to play

4♦: is relay for 30/14 or slam try; 4♥: forced;

4♠: 30/14 for ♥, 4NT: 30/14 for ♠; 5♣/5♦: Slam INV

4NT: Quantitative; all other bids to play

3♥: relay for HCP range; 9-10, 11-12, 13-14 etc.

3♦: 4 Hearts and 4 Spades 3♥: is relay for exact dist.; 3♠: relay for HCP range

3♥: 4 Clubs, 4 Diamonds and 3 Hearts, 2344 dist.

3♠: 4 Clubs, 4 Diamonds and 3 Spades, 3244 dist.

3NT: 3343 or 3334 distribution (no more information available)

Where opener has gotten exact distribution below 3♠ can ask with lowest step for HCP range: steps 10-11, 12-13, 14-15 etc. Once opener has received distribution information and a further relay is available for dist. can instead bid the second step to relay for HCP range below 3NT, this has priority over a potential 30/14 ask.

2NT: asks for HCP range; steps 10-11, 12-13, 14-15 etc.

3♣/3♦/3♥: 5+ card suit SAB or when responder is passed hand show length of suit starting with 2.

3♠: asks for partial Spade stopper

3NT: to play

4♣: 5-5 in the minors. Responder bid 4♦ with better Diamonds 4♥ is now 30/14 for Diamonds. With better Clubs responder bids as though responding to a 4♦ 30/14 ask.

4♦: 5-5 in the majors. Responder gives preference then with slam interest opener bids next step as 30/14

3.3.4. Opponents overcall 1NT naturally

Pass: 0-4 HCP. (0-3 HCP PH)

Double: 5 - 7 HCP NV vs Vul otherwise 5+ HCP. Interest in penalizing (5+hcp) Sets up a forcing pass to 2NT. (4-6 HCP PH) If they run from 1NT, cooperate in doubling them or allow partner opportunity to double. If both can't double, must bid and keep bidding open to at least

New Suits at 2 level are 5-7 HCP and at least 5 cards in length. (4-6 HCP PH)

2NT is 9+ HCP and denies a 5 card suit. (7-10(11)) PH

New suits at 3 level are 8+ HCP and at least 5 cards in length. (7-10(11)) PH

3.3.5. Opponents overcall NT for minors

1NT for the minors:

Pass: 0-7 HCP

Double: interest in penalty of at least one suit (8+ pts)

2♣: 5-7+ HCP, 4 Hearts 2♦: 5-7+ HCP, 4 Spades

2♥: 5-7 HCP, 5+ Hearts 2♠: 5-7 HCP, 5+ Spades

2NT: 5-8 HCP 4-4 majors

3♣: 8+ HCP, 4 Hearts 3♦: 8+ HCP, 4 Spades

3♥: 8+ HCP, 5+ Hearts 3♠: 8+ HCP, 5+ Spades

3NT: 8+ HCP 4-4 majors

For a passed hand adjust the HCP from 0-7 to 0-6, 5-7 to 4-6 and 8+ to 7-10(11)

2NT for the minors:

Pass: 0-7 HCP

Double: interest in penalty of at least one suit (8+ pts) or 1 suited major

3♣: 8+ HCP, 4+ Hearts 3♦: 8+ HCP, 4+ Spades

Next step over 3♣/3♦: asks if 4 card suit

3♥: 5-8 HCP, 5+ Hearts 3♠: 5-8 HCP, 5+ Spades

3NT: 8+ HCP 4-4 majors

For a passed hand adjust the HCP from 0-7 to 0-6, 5-7 to 4-6 and 8+ to 7-10(11)

3.3.6. Opponents overcall 2 of a Suit

Pass: 0-4 or 9+ with extreme strength in opponents suit

Double: 5 - 7 any shape

Suit: 8+, GF

2NT: 8-10 or 14+ with stoppers

Jump in Suit(below 3NT): showing 7 card suit and 4-6 HCP

3NT: 11-13 with stopper

Cue-bid: 10+, no stopper, no 5 card suit

3.3.7. Opponents overcall 3 of a Suit

At 3 level:

Double: optional

3.3.8. Opponents make a 2 suited overcall

After a Conventional 2-suited Overcall

Pass: at 1 level, 0-4 HCP.

at 2 level, 0-4 HCP

Double: at 1 or 2 level, 5-7 any shape

at 3 level, 8+ HCP

NT: natural, known suits stopped

at 1 level, 1NT = 8-13 HCP, 2NT = 14+ HCP

at 2 level, 2NT = 8-13 HCP, 3NT = 14+ HCP

at 3 level, 3NT = 8-13 HCP, 4NT = 14+ HCP

New suits: 1 or 2 or 3 level, 8+ HCP 5+ card suit, GF

Cue-bids: 8+ HCP GF balanced with first or second round control in the suit bid

Where 2 cue-bids are available:

Lowest cue bid = 8+ HCP 5+ cards in lower unbid suit

Highest cue bid = 8+ HCP 5+ cards in higher unbid suit

Lowest unbid suit = 5-7 HCP 5+ cards

Highest unbid suit = 5-7 HCP 5+ cards

3.4. Responses to a 3rd or 4th seat 1C opening

It makes some sense to have 1♣ show more points in 3rd and 4th seat as partner will most likely have less than 12 HCP. In general most responses and follow-ups require 2 HCP less and have their maximum reduced by 2HP or to 10(11) HCP. The sequences 1♣-1♦-1♥ and 1♣-1♦-1♠ requires the most attention. Opener still jumps with 22+ HCP. SAB is no longer used as responder can't have good 11+ HCP. Instead responder is asked about trump support. Responses to 1♣ are:

1♦: 0-6 HCP artificial F1

1♥: 4+ Spades 7-10(11) HCP GF but not 4333 dist.

1♠: 4+ Hearts 7-10(11) HCP GF but not 3433 dist.

1NT: 5+ Clubs 7-10(11) HCP GF needs decent Clubs if 7-9 HCP 5c332

2♣: 5+ Diamonds 7-10(11) HCP GF needs decent Diamonds if 7-9 HCP 5d332

2♦: 7-10(11) HCP GF balanced and either (4333) or (32)44 dist. or 7-9 HCP and a weak 5 card minor GF

2♥: 3-6 HCP decent 6 card suit

2♠: 3-6 HCP decent 6 card suit

2NT: 4-6 HCP transfer to Clubs showing a 7 card suit

3♣: 4-6 HCP transfer to Diamonds showing a 7 card suit

3♦: 4-6 HCP transfer showing a 7 card Heart suit

3♥: 4-6 HCP transfer showing a 7 card Spade suit

Higher bids have no meaning as would have opened in 1st and 2nd seat with those hands.

4. Limited Openings an Overview

The bids of 1♦, 1♥, 1♠, 2♣ and 2♦ share a common HCP range of (10)11-15 HCP. Though 1♦ could be opened with two good 4 card majors and a balanced hand with 14- 16 HCP vulnerable in 1st or 2nd seat. Other than that these hands are limited to at most 15 HCP, however could be 13-16 HCP balanced in 1st and 2nd seat NV. This gives responder a good idea of the correct level to play at. As these hands are limited, they can make jump bids with good distribution and responder won't get overly excited. Often we will upgrade hands with 8-9 HCP to 10 HCP and make a limited opening. The exception to this is a 2♦ bid is rarely upgraded. NV 10-12 HCP balanced hands are opened 1NT. This means a 10-12 HCP hand opened then will have distribution. Vulnerable in 1st and 2nd seat most 10 HCP balanced hands are passed and it would have to be a very good 11 HCP to be opened. Hands with a 5 card major 5M332 are generally opened a major, however if the major is poor or solid consider opening 1NT. Not all 10-11 HCP hands are opened, some criteria being having a 5 card suit, HCP in your long suit(s) and having good rebids.

As in most aggressive systems, third seat openings can be light and there are methods to accommodate this. In third and fourth seat the maximum is increased by 1 HCP in most cases to 16 HCP, this is because first and second seat is on average weaker, so the strong 1♣ needs to be stronger. Additionally the minimum HCP required to open in fourth seat is raised by 2 HCP. Fourth seat openings are not made

without a full opening, as we open aggressively in first and second seat. With a poor hand even a balanced 12 count, fourth seat passes and expects to get a good score on average.

5. Open 1D

1♦: 10-16, min. 2+ carder Diamond NF. The type of hands you can have only 2 Diamonds are 4423 (10-15 HCP), (42)25 (10-14 HCP), (43)24 and 3325 with last two distributions having 13-15 HCP NV in 1st and 2nd seat, 10-13 HCP Vul in 1st and 2nd seat. In addition to these, possible hands include 10-15 HCP 3 suiters with at least 3 Diamonds, 4M5+d, 5M6d, minor 2 suiters and balanced 10-13 HCP Vul 1st and 2nd seat. This is a wide variety of possible hands. In general most re-bids by responder are non-forcing, the exception being a reverse by responder; when a new suit is introduced at the 3 level and the convention new minor forcing. Fourth suit forcing is not in use. In 3rd seat can be opened light and can have a maximum of 17 HCP. In 4th seat do not open balanced 10-12 HCP, pass instead and are opened with a range of 12-17 HCP. After a 1st and 2nd seat vulnerable opening opener does not rebid 1NT with 10-11 HCP, but finds a rebid in suit.

5.1. Responses to 1D without interference

a) Pass : 0-7 HCP not all hands in this point range pass

b) 1♥/1♠: 4+ card suit 6+ HCP (Less if ♦ doubleton, singleton or void)

1♠: Over 1♥, shows 4+♠ may have a longer minor. Show 4 Spades even if poor if can't support.

1NT: This gets a little complicated. After a 1st or 2nd seat Vul opening shows 10-15 HCP where in the 14-15 HCP range will be unbalanced or semi-balanced with 10-13 HCP unbalanced make a suit rebid. This could mean bidding 2♣ on 1444. After a 1st or 2nd seat NV opening shows 13-16 HCP where if in the 10-12 HCP unbalanced make a suit rebid. After a 3rd or 4th seat opening this shows 12-15 HCP where if 12 HCP then will be unbalanced or semi-balanced. Possible unbalanced/semi-balanced hands are over 1♥ 31(54), 22(54) or 6 card minors over 1♠ 1444, 13(54), 14(53), 22(54), 24(52) or 6 card minors.

2♣: New Minor Forcing to query Strength and major suit holding Vul

2♦: 10-12 HCP and denies 3-card major support, 3rd & 4th seat 12 HCP unbalanced

2♥: over 1♥ shows 10-13 HCP and 3-card Hearts support

2♥: over 1♠ shows 13 HCP but denies 3 Spades

2♠: over 1♠ shows 10-13 HCP and 3-card Spade support and

2♠: over 1♥ shows 13 HCP and denies 3 Hearts

2N: shows 14-15 HCP, probably off-shape

3♣ asks for a major

2♣: New Minor Forcing to query Strength and major suit holding in 1st & 2nd NV

2♦: 12-13 HCP and denies 3-card major support

2♥: over 1♥ shows 12-14 HCP and 3-card Hearts support

2♥: over 1♠ shows 14 HCP but denies 3 Spades

2♠: over 1♠ shows 12-14 HCP and 3-card Spade support

2♠: over 1♥ shows 14 HCP and denies 3 Hearts

2N: shows 15-16 HCP

3♣ asks for a major

2♣: New Minor Forcing to query Strength and major suit holding in 3rd & 4th seat

2♦: 12 HCP and denies 3-card major support, unbalanced or semi-balanced

2♥: over 1♥ shows 12-13 HCP and 3-card Hearts support

2♥: over 1♠ shows 13 HCP but denies 3 Spades

2♠: over 1♠ shows 12-13 HCP and 3-card Spade support and

2♠: over 1♥ shows 13 HCP and denies 3 Hearts

2N: shows 14-15 HCP, possibly off-shape

3♣ asks for a major

Note: Over 1♦-1♠-1NT-2♣ responder is responsible for introducing a 4 card Heart suit. This is forcing at 3 level.

2♣: 5-6 Clubs (or 4 Clubs with 1444 dist. 1st or 2nd NV, either very good Clubs no stoppers for NT or 6 poor Clubs and couldn't open 2♣

2♦: 5+ Diamonds

Raise 2♥: over 1♥, Minimum, 4 card support or 3 card support with ruffing values

New Suit: Help Suit Game Try

2NT: Invite based on general values, non-forcing

3♥: Invite asking for good trump

2♥: over 1♠ unusual 6+ Diamonds 5 Hearts. Play Lebenshol here.

- Raise 2♠: over 1♠, Minimum, 4 card support or 3 card support with ruffing values
 New Suit: Help Suit Game Try
 2NT: Invite based on general values, non-forcing
 3♠: Invite asking for good trump
- 2♠: over 1♥ unusual 6+ Diamonds 5+ Spades. Play Lebenshol here.
 2NT: shows good 6 card Diamond suit 13-14 HCP or after 3rd or 4th seat may also have unbalanced/semi-balanced opening 15-16 HCP
 3♠: GF New Minor Forcing, looking for 3 card support or 4 cards in other major
 3♣: xy5+5+ both minors
 3♦: Solid 6-7 card Diamond suit, without stopper in unbid suits. Invitational to 3NT (includes 8+ card suits from a 3rd or 4th seat opening)
 3♥/3♠: maximum raise
 3♥/3♠/4♣: splinter in support of Hearts or Spades
 3NT: Solid 8+ Diamond suit(from a 3rd or 4th seat opening shows a semi-solid suit with 16-17 HCP with stoppers in unbid suits and should not be taken out to a minor)
 4♥/4♠: maximum with 6+ Diamonds and 4 card major suit support
- c) 1NT: 8-10 balanced (may be unbalanced with 5+ card minor), No 4 card Major
 Over a 2♥/2♠ rebid we play Lebenshol.
- d) 2♣: 10+HCP (less with long suit) Forcing up to 2NT
 2♦: five card suit (maybe poor 6)
 Rebid 3♣: Non-forcing
 2♥/2♠: 10-13 HCP, NT Probe, Stopper Showing may be a suit
 Rebid 3♣: Non-forcing
 2NT: 10-13 HCP, minimum stopper in both major suits
 Rebid 3♣: Non-forcing
 raise 3♣: Non-forcing
 jump to 3♦: Maximum, Good ♦ suit
 jump to 3♥/3♠: Maximum, NT Probe, Good support for ♣
 jump to 3NT: Max., Stoppers in both majors
 jump to 4♣: Invitational 5 Clubs
- e) 2♦: 10+, no major, good 5-card ♦ support, one round force
 2♥/2♠: stoppers, NT Probe
 2NT: stoppers in both majors, minimum hand
 3♣: 10-13 HCP 6 poor Clubs 2 Diamonds. after 3rd seat opening 10-14 HCP, 4th 12-14
 3♦: no stopper in at least one major, Non-forcing
 3NT: stoppers in both majors, maximum hand
- f) 2♥/2♠/3♣: 16+ Strong suit or 15+ fair suit with good ♦ support
- g) 2NT: 16-19 HCP flat, (4333) distribution. With 20+ HCP one makes forcing bids until slam ruled out. Show a 5-card minor suit (with slam interest or 3♦ maybe 5-5 minors choice of games) or a 4-card major else bidding 3NT if reasonable spot with no interest in slam and jumping to 4NT(or a delayed bid) with maximum values. With 16 HCP and 44(32) dist. will likely bid 3♥. With a 5-card major and thus 6 Diamonds bids 4♥/4♠ with 13-14 HCP and bids 3♥/3♠ and continues to 4 level with 10-12 HCP.
- h) 3♦: Pre-emptive, 6 card ♦
- i) 3♥/3♠/4♣: Splinter, 5+ Diamonds, no major GF (13)14-15 HCP
- j) 3NT: (13)14-15 balanced
- k) 4♦: Pre-emptive, 6+ card ♦
- l) 4♥/4♠: Single-suited 7+ card, lack of controls outside suit
 In third and fourth seat jumps show 15-17 HCP(if 17 has 2 4 card majors) not 13-14 and responder can make a bid on 6 HCP. Jumps by responder after a 3rd/4th seat opening are fit showing jumps with 5+ Diamonds and are non-forcing after a 3rd seat opening.

5.2. Responses to 1D with interference

Double:

- Redouble: 10+HCP, no fit (at most 3♦)
 1 of major: NF
 1NT: 6-9 HCP balanced
 2♣: Forcing to 2NT
 2♦: 10+ HCP 5♦'s inverted
 2 of Major: Invitational 4 card suit, 5 Diamonds
 2NT: 11-12(13) HCP balanced invitational
 3♣: Invitational, 4 Clubs 5 Diamonds
 3♦: 0-5 HCP, Pre-empt

3♥/3♠/4♣: Splinter, 5+ Diamonds, no major GF 14-15 HCP

3NT: (13)14-15 HCP balanced

Suit overcall up to 3♠ level:

Double: Negative or a 1-suited force

1 Major: F1

1NT: 8-10 plus a stopper

2♣: 10+ HCP Forcing to 2NT

2♦: 7-10 HCP 5-card support in ♦

Cue-bid: limit+ raise

2 Major: negative free-bid (invitational if a jump)

2NT: 11-12(13), balanced, Stopper in Opponent's suit

Jump cue-bid: splinter raise

3♣: negative free-bid (invitational if a jump)

3♦: 0-6 HCP 6-card support in ♦, pre-emptive

3 Major: negative free-bid (invitational if a jump)

3NT: (13)14-15 HCP, balanced hand with stoppers

Over Natural 1NT overcall Cappelletti

with a Diamond fit as the main feature shows 1 suited Diamond hand

Pass: not enough to respond

Double: Penalties

2♣: 1 suited hand in Diamonds/Hearts/Spades

2♦: 5+-4+ in majors

2♥: Hearts & a minor 5+-5+

2♠: Spades & a minor 5+-5+

2NT: both minors 5+-5+

3♣: Clubs

3♦: 5+-5+ in majors, GF

Support doubles and redoubles apply after:

1♦-P-1♥-Double or Overcall up to 2♣

1♦-P-1♠- Double or Overcall up to 2♣

Doubles and redoubles are for penalty after a forcing 2/1:

1♦-P-2♣- Double or Overcall up to 2♣

1♦-P-2♦- Double or Overcall up to 2♣

1♦-1♠-2♥-Double or 2♣ even though 2♥ is not forcing

Support doubles and redoubles also apply to:

1♦-1♥-1♠-Double or Overcall up to 2♣

A squeeze bid is a bid between overcaller's suit and the partnership's agreed suit when overcaller made the last bid. Bidding a squeeze suit does not have its normal meaning such as a help suit game try or showing a stopper. Instead, they wish to make an invitational bid and raising the suit would then just be competitive. If a squeeze bid is available then a double is for penalty. However, where there is no squeeze bid available (opponents bid suit below partnership's major suit) and your side has bid and raised a major suit, maximal doubles apply. For maximal doubles, a double would show an invitational raise. Of course the double could be converted for penalty. Again making a raise where maximal doubles apply would merely be competitive. Doubles are for penalty where partner has passed an opportunity to raise. Maximal doubles also apply where partner has not had an opportunity to raise partner's suit, such as 1♦-1♥-1♠-3♥-X would show an invitational raise in Hearts. Maximal doubles and squeeze bids apply up to 3♦ when Hearts is the agreed suit and the 3♥ when Spades is the agreed suit.

Overcall of 2♦ Michaels for the majors

Double shows the ability to penalize at least one suit.

Pass followed by double is penalty in both suits.

2♥ is GF in Clubs

2♣ is limit + in Diamonds

2NT is natural

3♣/3♦ is natural and competitive

3♥/3♠ is a splinter in support of Diamonds

Overcall 2NT for Clubs and Hearts

Double shows the ability to penalize at least one suit.

Pass is weak

3♣ is limit+ raise in Diamonds

3♦ is natural and competitive

3♥ cuebid shows Spades GF
 3♠ is natural and competitive

Overcall 2NT for Minors

Double shows the ability to penalize at least one suit, possibly competitive Diamonds.

Pass is weak

3♣ is limit+ raise in Diamonds or GF in a Major

3♦ is natural and competitive

3♥ is natural and competitive

3♠ is natural and competitive

6. Open 1H/1S

6.1. Responses to 1H/1S without interference

(10)11-15 HCP always at least a 5 card suit. Jump-shifts by opener show a good 13 to 14 HCP. 10-16 HCP in 3rd seat could be light and 12-16 HCP in 4th. Hands with, 5M332 and 15 HCP are often downgraded as a bad 15 and opened 1M or 1NT if possible in 1st or 2nd seat.

6.1.1. Responses to 1H/1S in 1st and 2nd seat

Classic Version, most from *Bidding Precisely Vol 2 (limited Openings)* by CC Wei & Ron Anderson
 over over

1♥	1♠	Points	Description
Pass	Pass	0-8 pts	with no great fit and a tolerance for opener's major(2-3) can pass with as much as 8
1♠		6+	F1, 4+ Spades
1NT	1NT	5-15	F1, Various hands at most 3 card support Some of Responders Rebids: 2M: 5-7 pts with 3 card support or 8-10 pts balanced 2NT: 11-12(13) HCP balanced 3M: (10)11-12(13) pts, Limit raise, with 3+ card support to < Qxx 3NT: (13)14-15 HCP balanced, 2 cards in major 3♠(over 1♥): pre-emptive, decent 7+ card suit without outside K/A 4 of OM, pre-emptive decent 7+ card suit with outside A/K 4M: 3 card support no good 5 card suit, this hand could also bid 4M immediately
2♣	2♣	10+	4+ Clubs, may have 3 card support for major
2♦	2♦	10+	4+ Diamonds, may have 3 card support for major
	2♥	10+	5+ Hearts, may have 3 card Spade support
2♥	2♠	8-10	3-4 card support
2♠		15+	Strong Jump Shift, Self-sufficient suit or Strong Suit and strong support. Strong playing strength
2NT	2NT	16+	Balanced hand, 2-4 of major
3♣	3♣	15+	Strong Jump Shift, Self-sufficient suit or Strong Suit and strong support. Strong playing strength
3♦	3♦	15+	Strong Jump Shift, Self-sufficient suit or Strong Suit and strong support. Strong playing strength
	3♥	15+	Strong Jump Shift, Self-sufficient suit or Strong Suit and strong support. Strong playing strength
3♥	3♠	10+-12	Limit Raise good 3 card support Qxx+ or 4 card support
3♠		12+-16	4 card support plus shortness in Spades, GF
3NT	3NT	(13)14-15	4 card support, flat hand 4M333
4♣	4♣	12+-16	4 card support plus shortness in Clubs, GF
4♦	4♦	12+-16	4 card support plus shortness in Diamonds, GF
	4♥	12+-16	4 card support plus shortness in Hearts, GF
4♥	4♠	0-5 <12 HCP	5 card support, pre-emptive or to make with no slam ambitions

There is a gap in the hands for responder, namely 14-17 HCP, 4 trump plus a singleton. It is perhaps too strong to splinter and there will be some hands not suitable for a strong jump shift. I propose for these hands you stretch and make a jump shift where possible.

After 1M-2M the following raises are used:

- A new suit is a help suit game try
- 2NT ask responder to bid game with a maximum
- 3M asks responder to bid game with good trump

This is also used after 1M-1NT-2X-2M and 1♦-1M-2M.

Opener's rebids after a 2NT response:

1. Rebids own suit with 6 or more
2. Jumps to 4 in own suit if suit headed by AKQ
3. Bids 3NT with 5-3-3-2 distribution
4. Bids a 4 card suit (including Spades over Hearts)
5. Jump to 4 level in new suit with 5-5 or better

Responder can bid the next step (skipping 4 of the major and 3NT if necessary) to inquire about opener's strength

First step: Minimum 10-12 HCP. Second step: Maximum 13-14 HCP

New Minor Forcing over sequence 1♥-1♠-1NT-2♣

2♦: 10-12 HCP denies 3 Spades

2♥: 13 HCP denies 3 Spades

2♠: 10-13 HCP 3 Spades

2NT: 14-15 HCP neither confirms nor denies 3 Spades, 3♣ now asks for 3 Spades

Over 1♥-1N-2♠ we play Lebenshol.

6.1.2. Responses to 1H/1S in 3rd seat

In 3rd seat only we may open light. New suits are not forcing so should generally make a raise or use Reverse Drury, if applicable. 1NT is forcing, passing with a balanced minimum and a 2 Major rebid by opener still could be light. The normal range of values for a third seat opening is 10-16(17) HCP with the maximum being raised by 2 HCP.

over over

1♥	1♠	HCP	Description
Pass	Pass	0-6 pts	with no great fit and a tolerance for opener's major(2-3) can pass with as much as 6 pts
1♠		6-10(11)	non-forcing, 4+ Spades
1NT	1NT	5-10(11)	forcing, Various hands denies 3 card support except for 5-7 pts. Some of Responders Rebids: 2M: 5-7 pts. with 3 card support but no ruffing values or 8-9 pts balanced
2♣	2♣	7-10(11)	Reverse Drury at least 3 card support
2♦	2♦	8-10(11)	NF 5+ Diamonds, denies 3 card support for major
	2♥	8-10(11)	NF 5+ Hearts, denies 3 card Spade support
2♥	2♠	5-7 pts	usually 3 card support with ruffing potential
2♠		8-10(11)	4 card support and splinter
2NT	2NT	8-10(11)	Good 6 card club suit. 3♣ is now a sign-off by opener
3♣	3♣	8-10(11)	4 card support and splinter
3♦	3♦	8-10(11)	4 card support and splinter
	3♥	8-10(11)	4 card support and splinter
3♥	3♠	5-7 pts	4 card support, pre-emptive
4♥	4♠	0-5 0-10(11) HCP	5 card support, pre-emptive or to make with no slam ambitions

Reverse Drury

2♣: 7-10(11) HCP 3+ card support

2♦: minimum opening

2♥ (over 1♠): 4 hearts looking for 4-4 fit

2M: 8-10 pts. supporting hand

2NT: balanced supporting hand

3M: 12+ supporting hand

2♥ (over 1♠): 4 hearts looking for 4-4 fit with a full opener

2M: less than a minimum opener (a minimum opening in 4th seat)

higher bids have regular meaning but will often just bid 4M with no slam interest

6.1.3. Responses to 1H/1S in 4th seat

In 4th seat we do not open light, with bids basically the same meaning as in 3rd seat using Reverse Drury. The range for fourth seat openings is 12-16 HCP and not opening hands with 5M332 distribution and only 12 HCP. The bids with different meaning are 1♠ which is still forcing and the negative response to Drury shows a minimum opening not a sub-minimum. We have mini-splinters with 8-10(11) pts. New suits(except for 1♠) are non-forcing, so a new suit denies support for opener. 1NT is forcing.

over over

1♥	1♠	HCP	Description
Pass	Pass	0-6	with no great fit and a tolerance for opener's major(2-3) can pass with as much as 6 pts
1♠		6-10(11)	F1, 4+ Spades
1NT	1NT	5-10(11)	Forcing, Various hands denies 3 card support except for 5-7 pts. with no ruffing potential. Responders Rebids: 2M: 5-7 pts. with 3 card support but no ruffing values or 8-9) pts balanced
2♣	2♣	7-10(11))	Reverse Drury at least 3 card support
2♦	2♦	8-10(11)	NF, 5+ Diamonds, without 3 card support for major, may have less with semi-solid suit
	2♥	8-9	NF, 5+ Hearts, without 3 card Spade support, may have less with semi-solid suit
2♥	2♠	5-7 pts	usually 3 card support

2♠		8-9	4 card support and splinter in spades
2NT		8-10(11)	Good 6 card club suit. 3♣ is now a sign-off by opener
3♣	3♣	8-10(11)	4 card support and splinter
3♦	3♦	8-10(11)	4 card support and splinter
	3♥	8-10(11)	4 card support and splinter
3♥	3♠	5-7 pts	4 card support, pre-emptive
3♠		8-9	4 card support and void
4♥	4♠	0-5 0-9 HCP	5 card support, pre-emptive or to make with no slam ambitions

6.2. Responses to 1H/1S with interference

Should there be interference three new bids become available, double or redouble and possibly a cue bid.

First we consider what happens after a takeout double:

Pass: no other action.

Redouble: 10+ HCP and denies a 3+ card fit with opener. Opener is invited to double opponents for penalty.

1♠(over 1♥): 6+ HCP, NF

1NT: 8-10 HCP balanced

2♣(after a 3rd or 4th seat opening): Reverse Drury 7-10(11) HCP 3+ card support

2♣ / 2♦: 7-9 HCP 5+ card suit, denies a 3+ card fit for opener, non-forcing

2♥: 7-9 HCP 5+ card suit, denies a 3+ card fit for opener, non-forcing

2♥/2♠: 5-10 HCP, 3-4 card support

2♠(over 1♥): 5+ Spades, 4+ Hearts 10-12 pts, fit showing jump.

2NT(except after a 3rd or 4th seat opening): Limit+ raise, 3+ trump 10+ pts

2NT(after a 3rd or 4th seat opening): 7-9 HCP and 6+ clubs

3♣ / 3♦: 5+ Minor, 4+ Major 10-12 pts., fit showing jump.

3♥ (over 1♠): 5+ Hearts, 4+ Spades 10-12 pts., fit showing jump.

3♥/3♠: Pre-emptive raise 5-7 pts. and 4 trump

3♠(over 1♥)(not in 3rd seat): Splinter raise with 4 trump and 10-12 HCP

3NT: to play, balanced hand with unbid suits stopped. 13-15 HCP

4♣ / 4♦(not in 3rd seat): Splinter raise with 4 trump and 10-12 HCP

4♥ (over 1♠): Splinter raise with 4 trump and 10-12 HCP

4♥/4♠: Pre-emptive raise 5-7 pts. and 5 trump or to make with no slam ambitions likely at most 11 HCP,

Next we consider a simple overcall:

We play negative free bids over obstructed auctions. However, if you could make the same bid you would have made without interference, you make that bid and it has the same meaning (including whether it is forcing) as no interference had occurred. When you are forced to make your bid a level higher, this bid is not forcing and has at most 10 points and shows at least a 5 card suit. I want to emphasise this for Jump-shifts, in the case of an obstructed auction a jump shift is made on a good 5+ card suit and 10-12 HCP.

2NT shows a balanced 10+ - 12 HCP with a stopper. A negative double is made with both unbid suits, guaranteeing 4 of unbid major. If the doubler bids again in a suit that was obstructed by the overcall, that shows a GF hand with a good 5+ card suit and does not require any card in a unbid major.

One sequence is special, Pass-Pass-1♥-1♠ or after a 4th seat opening. Then 2♣ is Reverse Drury and 2NT shows 6 Clubs and 9-12 HCP.

Over a jump overcall, all auctions are obstructed, so if you have a GF hand you must start with a double (in addition to normal negative double hands) a cue bid or a leap to game. New suits are non-forcing with a good 8 to a bad 12 HCP. 2NT has a natural meaning of 10+ - 12 HCP balanced or semi-balanced with a stopper

Over a natural 1NT overcall we keep things simple.

Pass: 0-6 pts.

Double: 9+ HCP

New suit at 2 level: 6-8 HCP 6 card suit

Simple Raise: 6-10 pts. 3+ support

2NT: Limit+ raise 3+ support

Jump Raise: Pre-emptive 5-7 points and 4 card support

New Suit at 3 level:

Over a Michaels:
 New suit is competitive(if a minor)
 2NT: Natural balanced with stoppers in other major and minors.
 Cue bid of other major is a limit+ raise
 Raise is competitive.
 Double is the ability to penalize the major or both minors.

Over a 2NT for the minors, Use a variation on unusual vs. unusual:
 Double shows the ability to penalize at least one minor.
 Pass followed by double is penalty in both minors.
 3 Major is a competitive raise (8-10 pts.).
 3 of other major natural and competitive.
 Club cuebid shows Hearts (Limit + over 1♥, GF over 1♠)
 Diamond cuebid shows Spades (Limit + over 1♠, GF over 1♥)

Support Doubles (showing 3 card support) apply over these sequences:
 1♥-Pass-1♠-2♣ and 1♥-Pass-1♠-2♦
 Support Redoubles (showing 3 card support) apply over this sequences.
 1♥-Pass-1♠-Double
 Over 1♠-Pass-2♥-Double-Redouble suggests penalty.

Squeeze bids and Maximal doubles apply up to 3♥ for Spades and 3♦ for Hearts as described in the 1♦ section.

7. Open 1NT

1NT 14-16 HCP in 1st and 2nd seat Vul, 10-12 HCP in 1st and 2nd seat NV and 15-17 HCP in 3rd and 4th seat. May have a five card major(often with 15 HCP 1st or 2nd seat vul or 17 HCP in 3rd or 4th seat) or a 5 card minor but not 5422. 1NT denies having 2 good 4 card majors except for 10-12 HCP range. In 3rd and 4th seat more leeway and may open 5m422 or 6m322 hands 1NT. Have checked often open 5 card majors on convention card. The handy table below gives the HCP range of invites and required to bid game over 1NT.

HCP Range	Invite On	Bid Game ON
10-12	13-14	15
14-16	9-10	11
15-17	8-9	10

7.1. Responses to 1NT without interference

For invitational balanced hands with a 4 card major invite going through Stayman, without a 4 card major use 2NT. Responder may transfer to a 5+ card major. Also have 3 of minor available to invite with a good 6 card minor in 3rd and 4th seat. 2♣ is a variation on the standard minor suit sign-off, having additionally signoff with both minors or invitational or forcing hands with both minors. Responder can force holding a 1 suited major with 3M in 1st and 2nd seat NV(10-12). To force with a 1 suited minor Stayman and then bid 3m, this may also be minor-major 2-suiter. For slam-going hands with 4 of a minor use Stayman and if no fit is found jump to 4m. After Stayman our methods allow finding a 5-card major in opener's hand unless responder has invitational strength and opener has a minimum. Responder can simply sign-off rather than ask for a 5-card major if it is unlikely to improve contract.

a) Pass: has less than invitational values

b) 2♣: Stayman at least invitational values

2♦: denies a 4-card major, may have a 5-card minor

Pass: Undefined – not playing Garbage Stayman

2♥: INV, 5+ Hearts and 4 Spades

Pass: 3 Hearts Minimum

2NT: 2 Hearts and a minimum

3♥: 6 Hearts

3NT: 2 and a maximum

4♥: 6 Hearts

4♥: 3 Hearts and a maximum

2♠: INV, 5+ Spades and 4 Hearts

Pass: 3 Spades Minimum

2NT: 2 Spades and a minimum
 3♣: 6 Spades
 3NT: 2 Spades and a maximum
 4♣: 6 Spades
 4♠: 3 Spades and a maximum
 2NT: non-forcing, invitational will have a 4-card major
 3♣: GF 5+ Clubs with a 4 card major or 6+ Clubs (With 4-5 Clubs and need 4 card support for a slam try bid 4♣ Sharples)
 3♦/ 3♥/3♠: 3 Clubs to at least a top honor or 4 Clubs, and a control i
 3♥/3♠: cue bid in support of clubs
 3NT: to play
 3NT: no Club fit (probably 3343 distribution) and good major suit stoppers
 4♣: 4 Clubs with no cue-bid available
 4♦: Kickback for Clubs, for all above, even 3NT
 3♦: GF 5+ Diamonds with a 4 card major or 6+ Diamonds (With 4-5 Diamonds and slam try bid 4♦ Sharples)
 3♥/3♠/4♣: 3 Diamonds to a least a top honor or 4 Diamonds, and a control
 3♣: cue bid in support of diamonds
 3NT: no Diamond fit (probably 3334 distribution) and good major stoppers
 4♥: Kickback for Diamonds, for above even 3NT
 3♥: GF, 5+ Hearts and 4 Spades. If 6 + Hearts is a slam try
 3♠: GF, 5+ Spades and 4 Hearts. If 6+ Spades is a slam try
 3NT: to play
 4♣/4♦: Sharples, a slam try with at least one 4-5 card minor, maybe a 4 card major.
 No Kick-back over Sharples
 4♦: 4 Diamonds denies 4 Clubs
 4♥/4♠/5♣: Cue-bid in support of Minor and has slam interest
 4NT: sign-off, no interest in the minors
 5♣/5♦: 4 of minor, but warns not best hand for slam
 4NT: Quantitative
 2♥: 4-5 Hearts, may have 4 Spades
 Pass: Undefined – not playing Garbage Stayman
 2♠: GF has 4 Spades, 3+ Hearts(maybe just checking for 5 Hearts) or interested in 6NT/7NT, may have 5+ card minor
 2NT: No Spade fit, not 5 Hearts, maximum(may have 4 card minor)
 3♣/3♦: GF 5+ minor
 4♣/4♦: GF 4-5 minor, Sharples if 5 then want 4-card support
 3♣: 5 Hearts maximum; 3♦: agrees Hearts and slam try
 3♦: 4 Spades maximum; 3♥: agrees Spades and slam try
 3♥: 5 Hearts minimum
 3♠: 4 Spades, minimum
 3NT: No Spade fit, no 5-card Hearts, minimum
 4♣/4♦: GF 4+ card minor Sharples
 2NT: non-forcing Invitational, guarantees 4 Spades
 3♥: 5 Hearts and maximum
 3NT: 4 Hearts and a maximum
 3♣: GF 6+ Clubs (with 4 Spades bid 2♠)
 3♦/ 3♥/3♠: 3 Clubs to at least a top honor or 4 Clubs, and a control in suit
 3NT: no Club fit, good major suit stoppers
 4♦: Kickback for Clubs, for all above, even 3NT
 3♦: GF 6+ Diamonds (with 4 Spades bid 2♠)
 3♥/3♠/4♣: 3 Diamonds to a least a top honor or 4 Diamonds, and a control
 3NT: no Diamond fit good major suit stoppers
 4♥: Kickback for Diamonds, for above even 3NT
 3♥: INV in Hearts
 3♠: artificial GF setting Hearts as trump and a slam try, opener cue-bids
 3NT: signoff, denies 4 Spades
 4♣/4♦: Sharples, this is a slam try with at least one 4-5 card minor
 No Kick-back over Sharples
 4♦: 4 Diamonds denies 4 Clubs
 4♥/4♠: Cue-bid in support of Clubs and has slam interest
 4NT: sign-off, no interest in the minors

5♣/5♦: 4 cards in minor but hand may not be best for slam
 4♠: Kickback 30/14 for Hearts
 4NT: Quantitative

Example hand for Sharples

	W	E	W	E
♠	AK	853	1NT (14-15)	2♣ Stayman
♥	K983	A7	2♥ 4 Hearts	4♣ Sharples 4 Clubs
♦	QT75	AK63	4♦ 4 Diamonds	4♥ Cue-bid in support of ♦
♣	KT2	QJ85	4♠ Cue-bid	5♦ missing Club control
			6♦ have Club Control	

2♠: 4-5 Spades, may not have 4 Hearts

Pass: Undefined – not playing Garbage Stayman

2NT: non-forcing Invitational has 4 Hearts

3♠: 5 Spades maximum

3NT: 4 Spades maximum

3♣: GF 6+ Clubs may have 4 Hearts. (With 5♣ & 4♥ tend to bid 3NT or with ST bid

4♣ Sharples)

3♦/3♥/3♠: 3 Clubs to at least a top honor or 4 Clubs, and a control

3NT: no Club fit good Diamond and Spade suit stoppers

4♦: Kickback for Clubs, for all above, even 3NT

3♦: GF 6+ Diamonds may have 4 Hearts. (With 5♦ & 4♥ tend to bid 3NT or with ST

bid 4♦ Sharples)

3♥/3♠/4♣: 3 Diamonds to at least a top honor or 4 Diamonds, and at control

3NT: no Diamond fit good club and Spade suit stoppers

4♥: Kickback for Diamonds, for above even 3NT

3♥: artificial GF 3+ Spades (maybe just checking for 5 Spades) or a hand interested

in 6NT/7NT doesn't set Spades as trump as may just be checking for 5 Spades with a GF hand, otherwise is a slam try.

3♠: 5 Spades

4♣: Sets Spades as trump and asks for HCP in steps
 may be prelude to 4NT RKC

4♦: Sets NT and asks for HCP in steps

maybe prelude to 5♣ as Super-Gerber

3NT: 4 Spades

4♣/4♦: same meaning as over 3♠

3♠: INV in Spades

3NT: signoff

4♣/4♦: Sharples, this is a slam try with at least one 4-5 card minor

No Kick-back over Sharples

4♦: 4 Diamonds denies 4 Clubs

4♥: good hand in support of bid minor with slam interest

4♠: 5 Spades; 4NT now is to play

4NT: signoff, no interest in the minors

5♣/5♦: 4 cards in minor but hand may not be best for slam

4NT: Quantitative. If want to kick-back for Spades, bid 3♥ first to suggest Spades

c) 2♦: a transfer to Hearts (0+HCP)

2♥: forced

pass: weak sign-off 5+ Hearts

2♠: 5+ Hearts and 5+ Spades weak sign-off (opener can correct to Hearts)

2NT: invite with 5 Hearts

3♣/3♦: 2 suiter GF may have problems with 3NT. After a 3♦ bid 4NT is often RKC for Diamonds as 4♥ would be a suggested play to play.

3♠: GF 5+ Spades 5+ Hearts is a slam try

4♣: accepting Hearts with extras; 4♠: 30/14 for Hearts

4♦: accepting Spades with extras; 4NT: 30/14 for Spades

4♥: accepting Hearts no extras; 4♠: 30/14 for Hearts

4♣: accepting Spades no extras; 4NT: 30/14 for Spades

3♥: invite 6+ Hearts

3NT: choice of games between Hearts & NT

4♥: sign-off, mild slam try could have done Texas with no slam try

5NT: choice of slams 6♥/6NT forcing

d) 2♥: transfer to Spades (0+HCP)

2♠: forced

pass: weak sign-off 5+ Spades

2NT: invite

3♣/3♦: 2 suiter GF may have problems with 3NT

3♥: INV 5+ Hearts 5+ Spades

Pass: sign-off

3♣: sign-off

4♣: accepting with equal majors, offers choice of games

4♥/4♠: better major

3♠: invite 6+ Spades

3NT: choice of games

4♥: Choice of major suit games, 5-5+ but not a slam try

4♠: sign-off, mild slam try use Texas with no slam try

5NT: choice of slams 6♠/6NT forcing

e) Versatile 2♠

Used with:

- a weak 6+ minor
- weak with minors 5-5+
- GF 5-5+ in minors.

This is an advanced concept

2♠ = initially asks for better minor (2NT for better Diamonds or equal minors)

2NT = better Diamonds or equal minors

3♣ = better Clubs

If opponents double 2♠ it is actually helps, see below for details.

2♠-2NT better Diamonds or equal minors

3♣ = weak sign off in Clubs 6+

3♦ = weak sign off in Diamonds (this could be a weak hand with 5-5 in minors)

3♥ = 5-5+ minors with singleton/void in Hearts

3♠ = 5♠'s suggestion to play in 5-2/5-3, 4♥ = Kickback 30/14 for ♦; 4N = 30/14 for ♠

3NT = Hearts well stopped, Spades stopped, possible wasted values for slam

4♣ = equal minors, possible (43)33 distribution and maximum.

4♦ = Kickback 30/14 for Clubs; 4♥ = Kickback 30/14 for Diamonds;

4♦ = maximum with better Diamonds and poor stoppers.

4♥ = Kickback 30/14 for Diamonds;

4♥ = Kickback 30/14 for Diamonds

4♠ = suggested spot to play in 5-2/5-3

4NT = maximum with 4-4 in minors

5♣ = suitable for minors with equal minors, probably (43)33 or minimum 4-4

5♦ = minimum 5 Diamonds

3♠ = GF 5-5+ in minors with singleton/void in Spades

3NT = Spades well stopped, Hearts stopped, possible wasted values for slam; 4♥ =

Kickback 30/14 for Diamonds

4♣ = equal minors, possible (43)33 distribution and maximum.

Could be passed or corrected to 4♦; 4♥ = Kickback 30/14 for Diamonds

4♦ = maximum with better Diamonds, and poor stoppers. This bid is non-forcing;

4♥ = Kickback 30/14 for Diamonds

4♥ = Suggestion to play in 5-2/5-3 fit

4♠ = maximum with 4-5 Diamonds, possible wasted values for slam

4NT = maximum with 4-4 in minors

5♣ = suitable for minors with equal minors, probably (43)33 or minimum 4-4

5♦ = minimum 3-5 Diamonds

3NT = NF 5-5 in minors with A or K in both majors. Opener bids 4 of minor as a slam try, Kickback then applies. Otherwise, opener places final contract

4♥ = Kickback 30/14 for Diamonds

5♦ = 5-5 in minors, no slam interest

2♠-3♣ = better Clubs

pass = weak sign off in Clubs (this could be a weak hand with 5-5 in minors)

3♦ = weak sign off in Diamonds 6+

3♥ = GF 5-5+ in minors and singleton/void in Hearts

3♠ = 5♠'s suggestion to play in 5-2/5-3♠; 4♦ = Kickback 30/14 for ♣; 4N = 30/14 for ♠

3NT = Hearts well stopped, Spades stopped possible wasted values for slam

4♣ = maximum with 3-5 Clubs and poor stoppers in majors

4♦ = Kickback 30/14 for Clubs

4♥/4♠ = no meaning

4NT = minimum with 3 Clubs, inadequate major stoppers

5♣ = minimum with 4-5 Clubs

3♠ = GF 5-5+ in minors and singleton/void in Spades

3NT = Spades well stopped, Hearts stopped, possible wasted values for slam

4♣ = maximum with 3-5 Clubs and poor stoppers in majors

4♦ = Kickback 30/14 Clubs

4♥ = 5♥'s suggested spot to play in 5-2/5-3 fit, 4♠ = Kickback 30/14 for Hearts

4♠ = no meaning

4NT = minimum with 3 Clubs, inadequate major stoppers

5♣ = minimum with 4-5 Clubs, inadequate major stoppers

3NT = NF 5-5 in minors with A or K in both majors. Bids 4 of minor as a slam try, Kickback then applies. Otherwise, opener places final contract

4♦ = Kickback 30/14 Clubs

5♣ = 5-5 in minors, no slam interest

Interference:

2♠ get doubled, show minor suit length. This gives us 2 extra steps Pass and Redouble to show the minor suit lengths. So the double actually helps us.

Pass = 3-3 in minors

Redouble = 4-4 in minors

2NT = better Diamonds than Clubs

3♣ = better Clubs than Diamonds

2♠-X Pass = 3-3 in minors

Redouble = 3 Spades, suggesting a final contract of 2♠XX

2NT = GF (6-5)+ in minors with one longer 3♣ asks(show void or bid 3NT with Clubs)

3♣/3♦ = sign off in long minor or with both minors

3♥/3♠ = singleton/void in major 5-5+ in minors, GF

3NT = 5-5+ both minors, GF A/K in both majors

4♦/4♥ = Kickback for Clubs/Diamonds

5♣/5♦ = sign off with both minors

Redouble = 4-4 in minors

2NT = GF (6-5)+ in minors with one longer 3♣ asks(show void or bid 3NT with Clubs)

3♣/3♦ = sign off in long minor or with both minors

3♥/3♠ = singleton /void major 5-5+ in minors, GF

3NT = 5-5+ both minors, GF A/K in both majors

4♦/4♥ = Kickback for Clubs/Diamonds

5♣/5♦ = sign off with both minors

2NT = better Diamonds than Clubs

3♣ = sign off in long minor

3♦ = sign off in long minor or with both minors

3♥/3♠ = singleton/void major 5-5+ in minors, GF

3NT = 5-5+ both minors, GF A/K in both majors

4♥ = Kickback for Diamonds

5♦ = to play with both minors

3♣ = better Clubs than Diamonds

pass = sign off in Clubs with long Clubs or weak with both minors

3♦ = sign off in Diamonds with long Diamonds

3♥/3♠ = singleton/void major 5-5+ in minors, GF+

3NT = 5-5+ both minors, GF A/K in both majors

4♦ = Kickback for Clubs

5♣ = to play with both minors

f) 2NT: Invitational to 3NT, generally doesn't have a 4-card major

3♥/3♠: 5-card suit with maximum

3NT: maximum without 5-card major

g) 3♣/3♦: GF 5 of bid minor 4 of other minor 3-1 in majors or (30)(64)

3♣: (31)45 or (30)46

3♦: asks for singleton (with a 5-card major use to find 5-3 fit)

3♥/3♠: suggestion to play in the major or stoppers to play in 3NT with exactly 4 in major

3NT: good major suit stoppers

4♣/4♦: minimum with fit

3♦: (31)54 or (30)64

3♥: asks for singleton (3NT=Heart singleton) (with a 5-card major use to find 5-3 fit or with 4 good Hearts use)

3♠: suggestion to play in Spades or stoppers to play in 3NT with exactly 4 Spades

3NT: good major suit stoppers

4♣/4♦: minimum with fit

For other than 1st and 2nd seat NV 1NT opening or after 1♣-1♦-1NT sequence, we use different response suitable for a stronger NT.

3♣/3♦: INV to 3NT With 6+ card minor with 2 of top 3 honors and little to nothing outside.

h) 3♥: GF in Hearts may have slam interest, may be 5h332 or 5h4xx and unsuitable for 3NT. First responsibility of opener is to show degree of support if none bidding 3NT, then next to show interest in slam.

3♠: Agrees Hearts, cooperates towards slam with Spade cue-bid.

3NT: 2 Hearts suggested spot to play

4♣/4♦: Agrees Hearts, cooperates towards slam with cue-bid.

4♥: Agrees Hearts, but doesn't have an extras for slam purposes.

For other than 1st and 2nd seat NV 1NT opening or after 1♣-1♦-1NT sequence, we use different response suitable for a stronger NT.

3♥: GF Singleton Heart 5-4 in minors or 30(64). Possible to play in other major.

i) 3♠: GF in Spades, may have slam interest, may be 5s332 or 5s4xx and unsuitable for 3NT. First responsibility of opener is to show degree of support, then next to show interest in slam.

3NT: 2 Spades suggested spot to play

4♣/4♦/4♥: Agrees Spades, cooperates towards slam with cue-bid.

4♠: Agrees Spades, but doesn't have any extras for slam purposes.

For other than 1st and 2nd seat NV 1NT opening or after 1♣-1♦-1NT sequence, we use slightly response suitable for a stronger NT.

3♠: GF Singleton Spade 5-4 in minors or 03(64). Possible to play in other major.

j) 3NT: sign-off

k) 4♣: Gerber

l) 4♦: Texas transfer to Hearts, no slam interest unless asks for Aces

4♥: forced acceptance of transfer

4♠: Kickback for Hearts

4NT: Exclusion Keycards with Spade void

5♣/5♦: Exclusion Keycard with minor suit void

m) 4♥: Texas transfer to Spades, no slam interest unless asks for Aces

4♠: forced acceptance of transfer

4NT: Kickback for Spades

5♣/5♦/5♥: Exclusion Keycard with void in bid suit

n) 4♠: sign-off

o) 4NT: invitational to 6NT

7.2. Responses to 1NT with interference

We play systems ON over a direct bid of double or 2♣ by opponents.

The system over a double has the advantage it shows right away when penalty is possible. You can run to opener 5 card suit at the cost of not always being able to play in responder's 5 card minor at 2-level. Stayman and transfers and other systems available, if don't want to penalize. We make no distinction between artificial or penalty double as artificial doubles can be converted to penalty.

Double: (Penalty or artificial)

Redouble: Penalty, sets up forcing pass situation to 2♣

Pass: escaping with (4333), two 4+ suits or 5 card minor, with 6+ minor will likely bid 2♣

2♣/2♦/2♥/2♠: a 5 card suit

Redouble: (4333) or 4432 (no 5 card suit)

Responder bids 4+ card suits up the line, to play in at least a 4-3 fit. Keeping in mind responder could have a one-suiter with a 5+ minor suit.

2♣: Stayman. Prefers to bid own hand possibly due to vulnerability or lack of defense.

2♦ and above: Systems On, as without a double.

In balance 1NT-P-P-X-? always consider as penalty as even if it's not opps. partner can convert
Opener will generally pass, with responder making final decision.

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

Pass; good place to play or (4333) no place to go

Redouble: SOS, asks opener to bid 4+ card suits up the line until at least a 4-3 fit is found

New suit: to sign-off in a long suit, probably a minor

2NT: weak 5-5 or better in minors

2♣: (Artificial or natural)

Double: Stayman

Balance of responses stay the same, play the front of the card.

2♦/2♥/2♠: (Artificial or natural)

Double: Negative 6+ HCP

Cue-bid (2 level): Stayman, only can occur if overcall was artificial

2 of suit: sign-off

2NT: Lebenshol

3♣: puppet

Pass: sign-off in Clubs

3 of suit below overcall suit: sign-off

Cue-bid: Stayman with a stopper

3 of suit above overcall suit: Invitational

3NT: to play with a stopper

3 of suit: forcing

Cue-bid (3 level): Stayman without a stopper

3NT: to play without a stopper

4♣: Gerber

4♦/♥: Texas transfer to a major

2NT: (Minors)

Pass: hand not worth bidding

Double: Penalty of at least 1 minor

3♣: GF in ♥

3♦: GF in ♠

3♥/3♠: natural competitive

3NT: to play

4♣: Gerber

4♦/♥: Texas transfer to a major

3 of suit: (Natural)

Double: Penalty

3 of suit: Competitive

cue-bid: takeout

No Texas Transfers over 3 of suit

8. Open 2C, 6+ Clubs

2♣: (10)11-15 HCP six-carder ♣ suit or better, with a good suit, may have another 4 or 5-card side suit including a major. Of course, you could open with less than this with a good 7 card suit. Could be opened light in 3rd seat 10-16 HCP. In 4th seat range us 12-16 HCP. In 3rd and 4th seat hands with 10-12 HCP and balanced ((233)6 defined as balanced for this purpose) are passed. Responses are given for 1st or 2nd seat openings, in 3rd and 4th seat maximum is 15-16 HCP and minimum is (10)12-14 HCP. Responses require 2 points less after a 3rd or 4th seat opening. The listing of 1 or 2 stoppers is more of a minimum, if asked for further description opener responds with suits best stopped.

8.1. Responses to 2C without interference

(a) Pass: 0-8, no big fit

(b) 2♦: Relay 9+, F1, game possible. See below for continuations.

(c) 2♥/2♠: 8-10 5-carder mild invitation.

Pass: playable contract

2♠(over 2♥): 4 Spades, no Heart fit

- 2NT: Maximum 14-15, no fit
- 3♣: Minimum 10-13, no fit
- 3♦: Maximum and a fit
- 3♥/3♠: Minimum and fit
- (d) 2NT: Balanced hand inviting game in no trump. 10-12 with no interest in the majors
 - Pass: to play with a minimum 10-13
 - 3♣: Minimum 10-13, signoff
 - 3♦/3♥/3♠: Maximum 14-15 forcing with a five card suit
 - 3NT: Maximum 14-15 or solid suit to play
- (e) 3♣: Pre-emptive
- (f) 3♦/3♥/3♠: 12+, Very Good 6-carder, GF
 - Raise: with 2 card support, Hx or xxx
 - 3NT: scattered strength in unbid suits and no fit
 - Rebid clubs: Strength concentrated in Clubs and another suit
- (g) 3NT: 13-16, to play, maybe less with ♣ support with stoppers in the unbid suits
- (h) 4♣/5♣: Pre-emptive
- (i) 4♦: 30/14 for ♣
- (j) 4♥/4♠: to play
- 2♦: Relay
 - 2♥: 4 card major, any strength
 - 2♠: ask
 - 2NT: 4♥'s, minimum
 - 3♣: non-forcing
 - 3♦: four card trump ♥ asking bid
 - 3♥: non-forcing
 - 3♠: non-forcing
 - 3♣: 4♠'s, minimum
 - pass: to play
 - 3♦: four card trump ♠ asking bid
 - 3♥/3♠: non-forcing
 - 3♦: 4♥'s, maximum
 - 3♥: four card trump asking bid
 - 3♥: 4♠'s, maximum
 - 3♠: four card trump asking bid
 - 2♠: maximum, no major, a singleton or void
 - 2NT: asks for shortness (SORR exception)
 - 3♣: any void
 - 3♦: asks (SORR exception)
 - 3♥: Hearts void
 - 3♠: Spade void
 - 3NT: Diamond void
 - 3♦: singleton ♦
 - 3♥: singleton ♥
 - 3♠: singleton ♠
 - 2NT: maximum, balanced, at least 2 stoppers
 - 3♣: non-forcing
 - 3♦: stopper ask (shows suits best stopped with all suits partially stopped)
 - 3♥: ♦ & ♥ stopper
 - 3♠: ♦ & ♠ stopper
 - 3NT: ♥ & ♠ stopper
 - 3♣: minimum. no major may have a singleton or void
 - 3♦: stopper ask
 - up the line, 3NT = ♦ stopper
 - 3♦: natural, 5+ Diamonds, 6+ Clubs
 - 4♣: sign-off in Clubs
 - 4♦: 30/14 in Clubs
 - 4♥: 30/14 in Diamonds
 - 3♥: natural, 5+ Hearts, 6+ Clubs
 - 4♦: 30/14 in Clubs
 - 4♠: 30/14 in Hearts
 - 3♠: Solid Club suit, hoping partner can bid 3NT (Don't forget this one) With bal. max bid 2NT.
 - 4♦: 30/14 in Clubs
 - 3NT: 6+ Clubs and 5 Spades

8.2. Responses to 2C with interference

Double

Redouble: Penalty oriented 10+

Balance of responses stay the same

2 of suit:

Pass: Weak or Trap (10+)

Double: over 2♦ overall double is the 2♦ relay. Otherwise Negative or 1 suited force

2 of suit: 7-10 non-forcing

2NT: 10-11 with a stopper

3 of suit (jump): forcing

3 of suit (non-jump): non-forcing

Cue-bid: 12+ with full or partial stopper, asking opener to bid 3NT with partial stopper

Raises: Pre-emptive or competitive

9. Open 2D, a three-suiter short in Diamonds

Classic Precision 2♦. All (43)15 with (10)11-15 HCP are opened this way, not just the ones with poor Clubs. In 3rd and 4th seat the range to open 2♦ is 12-16 HCP with the ranges for responses and rebids adjusted accordingly, 15-16 HCP being considered a maximum. Also 4414 and 4405 hands are opened 2♦ with Diamond shortness. My suggestion gleaned from book Precision Today by D. Berkowitz & B. Manley and book *Godfrey's Stairway to the Stars* by Dr. Rosencrantz:

9.1. Responses to 2D without interference

Pass: sign-off in Diamonds

2♥: sign-off

2♠: with 3 Hearts and 4 Spades should correct to 2♣. Responder can now set final contract, possibly even 3♥.

2♣: sign-off

2NT: 11+ HCP, forcing 1 round, asking for strength and pattern

3♣ = any hand (10-13 HCP)

If responder now want to sign-off short of game they should do so with their next bid.

pass = sign-off, best suit is Clubs and not enough for game. On a good day opener will have 5 Clubs

3♦ = relay Game-forcing

3♥ = 3-4-1-5 (10-13 HCP)

3♠ = 4-3-1-5 (10-13 HCP)

3NT = 4-4-1-4 (10-13 HCP)

4♣ = 4-4-0-5 (10-13 HCP)

3♥/3♠ = non-forcing

3NT = to play

3♦ = 4-4-1-4 (14-15 HCP)

3♥ = 3-4-1-5 (14-15 HCP)

3♠ = 4-3-1-5 (14-15 HCP)

3NT = 4-4-0-5 (14-15 HCP)

After all 2NT responses but for 2♦-2NT -3♣-3♦-4♣(see below)

3NT: to play

4♣: Puppet to 4♦ in order to use RKCB

4♥: RKCB for ♣; 4♠: RKCB for ♥; 4NT: RKCB for ♠

4♦: asks for controls

4NT: asks for lowest suit you don't have a Q, skipping Diamonds(see below)

4♥: To play in Hearts

4♠: To play in Spades

4NT: **Quantitative**

5♣/5♦: are to play

After 2♦-2NT -3♣-3♦-4♣ we can't use 4♣ as a puppet, so we use 4♦-as a puppet to 4♥ then 4♠ is RKCB for Hearts and 4NT is RKCB for Spades. 4NT directly is RKCB for Clubs, where responder just needs one keycard for slam. Note you can't sign-off in NT must play in suit, so don't use 3♦ relay with no interest in suit unless you can safely play in 5NT.

3♣: sign-off
 3♦: at least 6 semi-solid Diamonds invitational to 3NT
 3♥/3♠: invitational a 5 card suit
 3NT: to play, diamonds well stopped
 4♣: invitational
 4♦: asks for controls Beta
 4NT: asks for lowest suit you don't have a Q, skipping Diamonds
 if opener has Q of trump bid 6 or 7 else if this is trump pass or bid 6 if you were looking for 7. Otherwise sign-off in 5 or 6(if looking for grand)
 4♥/4♠/5♣/5♦: are to play
 4NT: regular Blackwood, no trump set (If you need Aces not Kings this may be the answer)

9.2. Responses to 2D with interference

Systems on over double, redouble of a penalty double = 10+ and a desire to play (you have diamonds).

Doubles of overcalls are for penalty.

4♦ after an overcall of 2♠ or higher is 30/14 for Clubs

2NT over an overcall is systems on.

Use judgment at 3 level

10. Open 2H/2S a Pre-empt

2♥/2♠: good 6 card suit to 2 of top 4 honors, 5-9(10) HCP majority in major, no more than a A or K outside, a 1-suited hand (sometimes a 4 card minor but not a major). Avoid opening weak two bids with 6-4-3-0 distribution as it will be too difficult for responder to judge the best course of action when you have both a side four card suit and a void. Qx or Qxx or better should be enough that there is likely at most 1 trump loser. With trump quality being better than a minimum in standard I feel no need for Ogust. Asking for a singleton is more useful as this *feature* does not take away from the strength of the trump suit. So, if opener does have a singleton and responder is interested in slam it is a distinct possibility.

10.1. Responses to 2H/2S without interference

2♠(over 2♥): F1, inviting opener to raise on Qx or xxx or better

3♣/3♦: maximum, no spade fit & feature in suit bid.

3♥: minimum no spade fit

3♠: minimum with a spade fit

4♠: maximum with Qxx+ spade fit

3N: solid 6 card suit to AKQ432 or better

2N: Asks for a singleton or void

3♣: club singleton or void

3♦: diamond singleton or void

3♥(over 2♥): minimum with no shortness or a minimum with spade shortness

3♥(over 2♠): heart singleton or void

3♠(over 2♥): maximum hand and a spade singleton or void

3♠(over 2♠): minimum with no shortness

3N: solid 6 card suit to AKQ432 or better

4♥/4♠: maximum with no shortness

new suits over these bids: special CAB

3♣: Asks for a high card feature

3♦: maximum with diamond feature

3♥(over 2♥): minimum with no feature

3♥(over 2♠): maximum with heart feature

3♠(over 2♥): maximum with spade feature,

3♠(over 2♠): minimum with no feature

3N: maximum with club feature,

new suits over these bids: special CAB

3♦: F1, inviting opener to raise on Qx or xxx or better

3♥: minimum, no diamond fit

3♠: maximum, no diamond fit & feature in a major

3NT: club feature

4♣: unused.

4♦/5♦: minimum/maximum and diamond fit

3♥(over 2♥): Defensive, not an invitation to game

- 3♥(over 2♠): F1, inviting opener to raise on Qx or xxx or better
- 3♠: minimum, no heart fit
- 3NT: Minor suit feature.
 - 4♣ which minor?
 - 4♦: diamond feature
 - 4♥: club feature
 - 4♥: heart fit
- 3♠(over 2♥): special CAB
 - Other new suits bid after special CAB are also special CAB
- 3♠(over 2♠): Defensive, not an invitation to game
- 3N: sign-off
- 4♣/4♦: special CAB
- 4♥(over 2♥): Sign-off. Pre-emptive or game-going values
- 4♥(over 2♠): special CAB, to sign-off in 4♥, must bid 3♥ F1 first
- 4♠(over 2♥): Kickback 30/14 for Hearts
- 4♠: sign-off, Pre-emptive or game-going values
- 4N (over 2♠): Kickback 30/14 for Spades
- 5♣: sign-off
- 5♦: sign-off
- 5♥/5♠: bid slam with good trump
- 5N: Grand Slam Force (special responses) including after any bid but 4N
 - 1st step 5♣: missing 2 of top 3 honors (ie, has AJ, KJ or QJ)
 - 2nd step 5♦: 2 of top 3 honors including Q (ie. AQ or KQ)
 - 3rd step 5♥: Both A & K, missing Q
 - 4th step 5♠: A, K & Q

2♥/2♠ Opening Third Seat

2♥/2♠: Normal or strong 5 card suit (100 honors would be nice) or a 7 card suit not strong enough to open at 3 level.

- 2♠(over 2♥): Invitational denying a fit, not forcing
- 2N: Asks for a singleton or void
- 3♣: Asks for a high card feature
- 3♦: Invitational denying a fit, non-forcing
- 3♥(over 2♠): Invitational denying a fit, non-forcing
- 3♥/3♠: Invitational, interested in general values
- 3N: no meaning given, seems unlikely of any use
- 4♣/4♦: no meaning given, is not CAB
- 4♥/4♠: sign-off, may be pre-emptive or game-going

2♥/2♠ Opening Fourth Seat

2♥/2♠: (10)11-13 HCP, 2 sure defensive tricks, a good 6 card suit, exceptional 5 card suit or reasonable 7 card suit. Perhaps will even having a normal 1 bid. Hand should be a one suited.

Responses same as over a third seat opening

10.2. Responses to 2H/2S with interference

Double:

Redouble: 14+ HCP, Interest in penalizing opponents with a double (opener is invited to double an escape), sufficient strength to play opener's 2M contract redoubled. Responder usually will have no fit and a hand better suited to defence.

Other bids retain their same meaning.

Overcall:

Double: Penalty.

2NT (over 2♥-2♠): asks for shortness

3♣ (over 2♥-2♠): Asks for a high card feature

Raises: are defensive at 3 level or to make or pre-emptive at game level

Raises to the 5 level are pre-emptive

Simple new suits below game: natural and F1

Simple new suits at game level: Sign-off

Jump in a new suit: special CAB (even at game level)

Bid in opponent's suit is special CAB (even at game level)

2♠ overcall: Double: Penalty. All other bids retain their normal meaning.

2N overcall: strong 1NT values plus stopper(s)

Double: Penalty

3♣/3♦/3♥(over 2♠): non-forcing (with values would have doubled)

3♥/3♠: competitive

3NT: unusual for minors

4♥/4♠: sign-off, may be pre-emptive or game-going

Jump Overall:

Double: Penalty.

Simple new suits below game: natural and F1

Simple new suits at game level: natural and sign-off

Jump in a new suit: special CAB (even at game level) so to play in 5♦ after 2♥-4♣ must

bid 4♦ first

11. Open 2NT

2NT: this shows a balanced hand of 19-21 HCP in 1st and 2nd seat, may include a five-card suit but not (5422). Play the same system over 2NT rebids by opener. In 3rd and 4th seat 2NT shows 20-21 HCP.

11.1. Responses to 2NT without interference

I have changed puppet Stayman, so that it covers 5 Spade and 4 Hearts responding hands. Minor suit transfer being 1 step lower and Gerber back in. I am using a modification of what's called Modified Baron in a book Precision in Acol by Eric Crowhurst. Though called Baron because, it searches for minor suit 4-4 or 5-4 fits, if no major suit found, it is a form of puppet Stayman. 3♠ is a puppet to 3NT to show a strong 1 suited minor or a strong minor 2 suiter. 3NT is used for a slam try 5-5 or better in the majors. If you want to play in 3NT you must first use puppet Stayman, you will usually want to investigate a 5-3 major suit fit.

(a) 3♣: puppet Stayman (also use with 5 Spades and 4 Hearts) Always use on way to 3NT.

(b) 3♦: transfer to Hearts (use with 5 Hearts and 4 Spades), mild slam interest is self-raises

4♥: Super-Accept with 4 trump

(c) 3♥: transfer to Spades, mild slam interest is self-raises

4♠: Super-Accept with 4 trump

(d) 3♠: puppet to 3NT (opener must bid 3NT)

4♣: 6+ Clubs GF; 4♦: Kickback for Clubs; 4NT: poor slam hand; other bids cue bid in support

4♦: 6+ Diamonds GF; 4♥: Kickback for Diamonds; 4NT: poor slam hand; other bids cue bid in support

support

4♥/4♠: Singleton/Void and 5-5+ in minors, ST, 4NT shows stoppers and suggests wasted

values

(e) 3NT: Slam try with 5-5+ in the majors

4♣/4♦: Good hand for Hearts/Spades bidding cheapest suit is a retransfer. Kickback possible

now or after retransfer

4♥/4♠: Better hand for named major but not a great slam hand.

4NT: would be an off-shape hand usually 2-2 in majors

bidding 5 of a minor by responder would be exclusion key card over any bid agreeing trump.

(f) 4♣: Gerber

(g) 4♦: Texas transfer to Hearts, no slam interest unless asks for Aces

4♥: forced acceptance of transfer

4♠: Kickback for Hearts

4NT: Exclusion Keycards with Spade void

5♣/5♦: Exclusion keycard with minor suit void

(h) 4♥: Texas transfer to Spades, no slam interest unless asks for Aces

4♠: forced acceptance of transfer

4NT: Kickback for Spades

5♣/5♦/5♥: Exclusion Keycard with void in bid suit

(i) 4♠: transfer to Clubs. Exclusion Keycard applies to 5-level rebids

(j) 4NT: Quantitative

(k) 5♣: transfer to Diamonds. Exclusion Keycard applies to 5-level rebids, not 6♣

Responses to puppet Stayman 3♣:

note: the 4♣/4♦ bid by responder after hearing the Stayman response while only promises 4 often is a 5 card suit

New responses to puppet Stayman are:

3♦: neither 4 Hearts nor 5 Spades, may have 4 Spades

3♥: 4 card Heart suit

3♠: 5 card Spade suit

3NT: 5 card Hearts suit

3♥: denies 4 Hearts or 5 Spades, may have 4 Spades

3♥: 5 Spades and 4 Hearts. This bid has no natural meaning as opener has denied 4 hearts

3♠: 3+ card Spade support

3NT: 2 Spades, 3 Hearts (or possibly 2-2 if opener is off-shape)

4♣/4♦: 4 Spades and minor suit Ace cue-bid

3♣: a 4-card Spade suit

3NT: denies 4 Spades

4♣/4♦: 4 Spades and minor suit Ace cue-bid

4♥: 4 Spades and a Heart Ace cue-bid

4♠: 4 Spades

3NT: denies a 4-card Spade suit or is 4333, to play

4♣: Natural 4+ Clubs,

4♦: 4+ Diamonds, not 4 Clubs

4NT: is for sign-off

4♥/4♠: Cue-bid in support of Clubs

4NT: Neither 4 Diamonds nor 4 Clubs

5♣: 4 Clubs without a Major suit cue-bid

4♦: Natural 4+ suit, support Diamonds with a cue-bid

4NT: is for sign-off

3♥: 4 card Heart suit

3♠: a 4-card Spade suit

3NT: to play

4♣: Natural 4+ Clubs,

4♦: 4+ Diamonds, not 4 Clubs

4NT: is for sign-off

4♥/4♠: Cue-bid in support of Clubs

4NT: Neither 4 Diamonds nor 4 Clubs

5♣: 4 Clubs without a Major suit cue-bid

4♦: Natural 4+ suit, support Diamonds with a cue-bid

4NT: is for sign-off

4♣: 30/14 KC for Hearts

3♠: 5-card Spade suit

3NT: to play

4♣: Natural 5+ Clubs,

4♦/4♥: Cue-bid in support of Clubs

4♠: Not 3 Clubs

4NT: Not 3 Clubs

5♣: 3 Clubs without a Red suit cue-bid

4♦: Natural 5+ suit, support Diamonds with a Heart cue-bid (may be made up)

4♣: 2 Diamonds; 4NT: sign-off

4NT: 30/14 KC for Spades

3NT: 5 card Heart suit

Pass: to play

4♣: Natural shows 5+ Clubs, support Clubs with a Diamond or Spade cue-bid

4♥: 2 Clubs; 4NT: is for sign-off

4♦: Natural shows 5+ Diamonds, support Diamonds with a cue-bid

4♥: 2 Diamonds; 4NT: is for sign-off

4♣: 30/14 KC for Hearts

Examples: Opener ♣ QJ4 ♦ Q97 ♥ AKQ82 ♠ AQ Responder ♣ KT83 ♦ AJ6 ♥ void ♠ KJT874

2NT(19-21)-3♥(spades)-3♠-4♣(cue or natural)-4♥(stuffing)-4♠(wastage)

Opener ♣86 ♦KQ2 ♥AKJ5 ♠KQT8 Responder ♣AQ82 ♦8 ♥Q98732 ♠J5

2NT(19-21)-3♦(hearts)-3♥-4♥

12. Open 3C/3D Semi-solid minor with entry

3♣/3♦: Semi-solid 7 card suit, at least 2 of top 3 honors, an outside entry (usually A or K), 8 - 12+ HCP, should not have 4 card major, should not have a void or more than 1 A or K. Requirements the same in 3rd or 4th position.

12.1. Responses to 3C/3D without interference

- 3♦ (over 3♣): conventional asking for location of outside entry (3♥=♥, 3♠=♠, 3N=♦)
- 3♥/3♠: F1 good 5+ card suit, inviting opener to raise on Qx or xxx or better or bid an outside feature (3♣ or 3NT for a lower suit)
- 3NT: Sign-off, opener must pass
- 4♣ (over 3♦): special CAB (note this is not a jump)
- 4♦ (over 3♣): special CAB
- 4♣/4♦: Defensive raise
- 4♥-4♠: special CAB (if you want to play in 4M must bid 3M first)
- 5♣/5♦: to play either pre-emptive or game-going values unsuited for 3NT
- Special 5N: Grand Slam Force
 - 1st step 6♣: 2 of top 3 honors including Q (ie. AQ or KQ)
 - 2nd step 6♦: Both A & K, missing Q

After special CAB and after a 3♦ (over 3♣): conventional asking bid new suits are also special CAB .

12.2. Responses to 3C/3D with interference

- Double:
 - Redouble: Interest in penalizing opponents with a double(opener is invited to double an escape), Other bids retain their same meaning.
- Overcall:
 - Doubles: Penalty
 - Raises: same meaning
 - New Suit (at 3 level): F1 good 5+ card suit, inviting opener to raise on Qx or xxx or better, opener needs a stopper to bid 3NT
 - 3NT: Sign-off
 - 4♥-4♠: Sign-off (even if a Jump)
 - Cue bids are forcing to game with slam interest
- For regular partnership
 - 4♦ (over 3♣): conventional asking for shortness (singleton)
 - 4♥=♥, 4♠=♠, 4N=♦, 5♣= no shortness
 - 4♣ (over 3♦): conventional asking for shortness (singleton)
 - 4♦=no shortness, 4♥=♥, 4♠=♠, 4N=♣
 - New suits after shortness ask are CAB
 - This asks makes sense as singleton could be key for a slam

13. Open 3H/3S Pre-emptive

3♥/3♠ The Basics

3♥/3♠: Good 7 card suit, at most 2 losers opposite a singleton(with normal breaks). No more than an A or K outside suit. 6 playing tricks NV, 7 playing tricks Vul. Shouldn't contain a void, a side 4 card suit nor more than 10 HCP.

- Responder should evaluate hand based on playing tricks not HCP's
- 3♠ (over 3♥): special CAB. Subsequent bids in a new suit are CAB.
- 3N: Sign-off, opener must pass
- 4♣/4♦: special CAB. Subsequent bids in a new suit are special CAB.
- 4♥/4♠: raise to game, either pre-emptive or with game-going values
- 4♥/4♠ (over 3 of OM): Sign-off
- 4N: 30/14 exception to Kickback
- 5♥/5♠: asks opener to bid 6 with good trump (two of top three)
- 5N: Grand Slam Force (special responses) including after any bid but 4N
 - 1st step 6♣: missing 2 of top 3 honors (ie, has AJ, KJ or QJ)
 - 2nd step 6♦: 2 of top 3 honors including Q (ie. AQ or KQ)
 - 3rd step 6♥: Both A & K, missing Q
 - 4th step 6♠: A, K & Q

Third Seat 3♥/3♠ Openings

- 3♥/3♠: Normal plus may have a weak 4 card minor or a void.
- 4♥/4♠: raise to game, either pre-emptive or with game-going values

5♥/5♠, 6♥/6♠: pre-emptive or sacrifice in competition

Fourth Seat 3♥/3♠ Openings

3♥/3♠: Good 7 or 8 card suit. Will have at least an A or K outside and 7½ or 8 playing tricks at all Vulnerabilities.

(Basically a 4♥/4♠ pre-emptive opener except can have more than one outside control.)

4♥/4♠: raise to game, either pre-emptive or with game-going values

5♥/5♠, 6♥/6♠: pre-emptive or sacrifice in competition

Opponents Compete over 3♥/3♠

Double:

Redouble: 11+ HCP. Interest in penalizing opponents with a double (opener is invited to double an escape). Sufficient strength to make 3MXX. Usually will not have a good fit and be more suited for defence than offence.

Other bids remain same

Overcall:

Double: Penalty

Other bids remain the same

14. Open 3NT Minor Suit Pre-empt

3N: Reasonable 8 or 9 card broken minor(♣/♦) with at least 2 of top 4 honors, but not AKQ. No outside A or K. 7 playing tricks NV, 8 tricks Vul. No side 4 card major. Extra strength in 4th seat and responses are the same. Problem with all these asks is its assuming you know what opener's long suit it. You just can't be sure. If you have 3 of top 4 in a minor, it's the other minor.

14.1. Responses to 3NT without interference

Pass: to play

4♣: Pass or Correct to 4♦

4♦: Asks opener for shortness

Should responder later bid 5♣, 6♣ or 7♣ this is pass or correct

4♥: heart singleton or void

4♠: Ask for a second short suit

4N: no other shortness

5♣: club singleton or void

5♦: diamond singleton or void

5♠: spade singleton or void

4♣: spade singleton or void

4N: singleton or void in other minor

5♣: shortness in spades and in other minor

5♦: Pass or Correct

4♥/4♠: Sign-off, to play

4NT: Trump Quality Ask

5♣: 2 of top 4 honors missing lacking an A/K/Q. So AJ/KJ/QJ

5♦: 2 of top 3 honors including Q. So AQ/KQ

5♥: 2 of top 3 honors missing Q. So AK

5♠: Pass or correct

14.2. Responses to 3NT with interference

Over Interference:

Double: Penalty and invites opener to double (unlikely)

Redouble: Penalty. Willingness to double opposition and can make 3NT

4♣: pass or correct

4♦: Pass or Correct to 5♣

5♣: Pass or correct

Other bids: Natural and to play

15. Open 4C/4D Solid Major Suit Pre-empt

4♣/4♦: 4♣ with Hearts and 4♦ with Spades. A solid 7 card major with an outside A or K or a solid 8 card suit with no outside Ace (may have an outside K). Always within 1 or 2 tricks of contract. This bid has the same meaning and responses in 3rd and 4th seat.

15.1. Responses to 4C/4D without interference

4♦(over 4♣): Asking bid

4♥: Solid suit, no outside Ace

4♠/5♣/5♦: outside Ace

4N(over 4♠): Asks opener to name a void

4N: outside King

5♣: which suit?

5♦/5♠/5NT(clubs)

4♥(over 4♦): Asking bid

4♠ Solid suit, no outside Ace

4N: Asks opener to name a void

4N: outside King

5♣: which suit?

5♦/5♥/5NT(clubs)

5♠/5♦/5♥: outside Ace

4♠(over 4♣): special CAB

4♥(over 4♣)/4♠(over 4♦): Sign-off, to play

4N: Asks opener to name a void

5♣/5♦/5♥(over 4♦): special CAB

5N: directly or after an asking bid (including a 4NT void ask). Asks if opener completely solid.

6♣: AKQxxxx

6♦: AKQJxxx or AKQxxxxx

Interested in a Grand Slam but have lousy trumps (x) and want to reduce the chances of an opponent having Jxxx when you're in 7. So will bid 6 over 6♣ and 7 over 6♦.

15.2. Responses to 4C/4D with interference

Over Interference:

Redouble: Penalty

Double: Penalty

other bids remain the same.

16. Open 4H/4SD a Major Suit Pre-empt

4♥/4♠: Good 7 or 8 card suit (possibly 2 losers NV opposite a singleton, but 1 loser Vul). No more than 1 A or K outside trump suit. 7 playing tricks NV, 8 tricks Vul. Same requirements and responses on 3rd seat. Must have greater playing strength in 4th seat.

4♠(over 4♥): special CAB

4N: modified Blackwood

5♣: 0 Aces,

5♦: 1 Ace,

5♥: 2 Aces and moderate trump suit (worse than 4 of top 5)

5♠: 2 Aces and good trump (4 of top 5 or better. Could have AKQJTx empty.)

5♣/5♦/5♥(over 4♠): CAB

5♥/5♠: Asks opener to bid 6 with good trump (two of top three)

5N: Grand Slam Force (special responses) including after any bid but 4N

1st step 6♣: missing 2 of top 3 honors (ie, has AJ, KJ or QJ)

2nd step 6♦: 2 of top 3 honors including Q (ie. AQ or KQ)

3rd step 6♥: Both A & K, missing Q

4th step 6♠: A, K & Q

6 and 7 level jump bids are sign-offs.

Over Interference:

Redouble: Penalty

Double: Penalty

other bids remain the same.

For pre-empts of 5♣/5♦, bid one level higher for each top honor (A, K, Q) in partner's suit.

17. They open the bidding and we compete

17.1. Takeout Double

Takeout Doubles are disciplined, showing at least 3 cards in unbid majors with between 12-18 HCP. With more high card points (19+), may have a good 5 or average 6+ card suit not suitable for a strong jump overcall and may not have 3 cards in all minors. Doubler will bid a new suit, jump raise a simple response, jump in NT or cue-bid. Opposite a passed hand a double can be made on as little as 9 HCP with good shape.

With stoppers and no suitable bid responder bids

1NT: 7-10 HCP; 2NT: 11-12 HCP; 3NT: 13-14 HCP

With 0-7 HCP: show your longest suit, bidding Spades with 4-4 in majors.

With 8-11 HCP: jump in your longest suit.

With 8-11 HCP and two equal majors: cue-bid

With 12+ HCP: cue-bid.

With a long (6+) suit but poor values 3-6 HCP double jump in your long suit.

With a long suit (6+) and decent values 7-9 HCP jump to 4 of your long suit.

After a cue bid, doubler with extra values must jump in a suit, bid NT, make a minor suit bid or cue bid. A simple major suit bid would be preference, a minimum takeout double and non-forcing, Lebenshol applies over 1Y-X-2Y or 1Y-P-2Y-X or 1Y-X-2Y-P-P-X and some other similar and obvious situations.

17.2. 1NT Direct Overcall

For the most part, the material on this topic comes from Acol in Competition by E. Crowhurst.

This topic applies to all systems, not just Precision.

A direct 1NT overcall from an unpassed hand shows fairly balanced hand ideally with 2 potential stoppers (but only one needed) and 16-18 HCP, maybe a good 15 HCP. A singleton is possible when the only other feasible action would be a trap pass. Five cards in opponent's suit, a feeble 5 card major or a decent 5 card minor is possible.

This is a bit of a pet peeve with me. The standard method for responses over a 1NT overcall is to play systems on. This means an overcall over 1 of a major, responses have one bid that has no natural meaning. Eg. (1♥)-1NT-P-2♦ What does this mean a transfer to Hearts? I suppose so but not very useful. Eg. (1♠)-1NT-P-2♥ What does this mean, a transfer to Spades? I suppose so but not very useful. Could make some use of these bid by making them minor suit stayman. Also, wouldn't it be nice to play in 2 of a minor which is precluded by transfers where for a minor must play at 3 level. Not playing transfers but playing 2♣ Stayman and otherwise natural, now there is no possible meaning for a cue-bid other than to play in opponent's suit. I think if you have a 5 card holding in opponents some number of NT will be playable.

Responses: It is extravagant to use 2♣ and a cue bid as an artificial force, so we use the cue bid only for our Stayman like enquiries and other forcing hands.

2 Level Bids (other than a cue bid): Natural and competitive. Competitive, as responder should not be taking out 1NT on a poor 5 card suit as it could face a singleton from opener. So a 2 level takeout is somewhat constructive and invites 1NT bidder to compete if necessary.

2NT: Invitational.

3 Level Cue bid:

Over a minor, a jump cue-bid shows 5-5 in the majors invitational strength or better. 1NT overcaller bids 3NT with no interest and bids 4♣/4♦ with good Hearts/Spades, bids 4♥/4♠ with a maximum but little or no slam interest and bids 3♥/3♠ with average support for a major.

Over a major, a jump cue-bid shows 5-5 or better in the minors (often better) and interest in 5 or even 6 of a minor. 1NT overcaller bids 3NT with no interest, 4 of better minor, or with good minors gives preference at the 5 level or bidding 4NT with no preference.

3 Level Bids (other than a cue bid): a 6 card suit needing some help and invitational (to 3NT for a minor)

3NT: natural to play as is other game bids.

4♣/4♦: South African Transfers to 4♥/4♠ where it may be profitable to hide the strong hand. This convention is on over further interference at the 3-level.

For cue bids the meanings and responses vary, depending on the opener's call and the space available (see below). The cue bid promises invitational or better values, so we are forced to at least 2NT

Over 1♣-1NT-2♣

2♦: a minimum hand with only 1 Club stopper

2♥: 4 Hearts any strength

2♠: 4 Spades any strength

2NT: a minimum hand with no 4 card major and with 2 Club stoppers

3♣: a maximum hand with no 4 card major

Over 1♦-1NT-2♦

2♥: 4 Hearts any strength

2♠: 4 Spades any strength

2NT: a minimum hand with no 4 card major

3♣: a maximum hand with no 4 card major

Over 1♥-1NT-2♥

2♠: 4 Spades any strength

2NT: a minimum hand with no 4 card major

3♣: a maximum hand with no 4 card major

Over 1♠-1NT-2♠

2NT: a minimum hand with no 4 card major

3♣: a maximum hand with no 4 card major

3♦: 4 Hearts any strength

3♥: 5 Hearts any strength

Responder follows up cue bid as:

2NT/3NT: natural and limited

Raise of partner's suit: natural and limited

Unbid major: forcing and a 5+ card suit

3♣ over 2♥/2♠: asking bid for further description

3♦: one guard in opp's suit and can't make any other bid

3 of bid major: a 5 card major

3♥ over 2♠: 3 good Hearts and one guard in opp's suit

3♠ over 2♥: 4 Spades

3NT: double guard in opp's suit and no additional information on majors.

A repeat cue bid: poor holding in that suit and suggests a minor suit game if overcaller lacks 2 stoppers

Over 1♦ opening a repeat cue bid of 3♦ is 5+ Clubs and forcing.

A bid of 3 of an unbid minor: is forcing, a 5+ card suit and suggesting 3NT may not be the best spot.

Further Interference:

There are only so many points in the deck, so if there is an opener, a strong NT overcaller and you're contemplating action, there isn't many cards for opener's partner to contemplate action. However with negative free bids, weak jump raises and shifts you never know. So should there be further interference, play Lebenshol and penalty doubles.

Should opp's double 1NT we play the following:

Redouble: is Penalty suggesting balance of power and for overcaller to cooperate in doubling opponents.

This sets up a force to 2NT if nobody doubles opp's escape bid.

Pass: suggesting 1NT as a place to play. Overcaller may run to a 5 card suit or with poor stoppers redouble for SOS, then partnership bids 4 card suits up the line until at least a 4-3 fit is found, unless responder has good stoppers and is satisfied with the contract.

Cue bid: retains its conventional meaning. Responder has a hand not suitable for doubling or the vulnerability suggest bidding own game.

2 of new suit: Weak sign-off

2NT/3NT/ 3 of new suit retains the meaning as if there had been no double.

4♣/4♦ are South African Transfers to 4♥/4♠

17.3. *Balancing 1NT*

The 1NT bid in balancing seat has a different meaning.

From an unpassed hand, these may show a strongish hand, 11-15 HCP with stopper. From a passed hand it shows 10-12 HCP that you didn't open (we open most 10 HCP hands), probably exactly 10 HCP.

1NT: 11-15 HCP, balanced hand, **Natural responses except for 2♣ (Crowhurst) ask**. If partner has 13-14 HCP, must have been trapping, bids 2NT which overcaller will raise to 3NT unless an absolute

minimum. A cue-bid would be natural to play in opponent's suit but for 2♣. With 10-12 responder bids 2♣ to enquire:

Over 1♠: 2♣: ask

2♦: 11-13 usually 4♦

2♥: 11-13 four Hearts

2♠: 11-13 four Spades

2NT: All hands 14-15

3♣: ask for 4 card major

Over 1♦: 2♣: ask

2♦: 11-13 usually 4♣

2♥: 11-13 four Hearts

2♠: 11-13 four Spades

2NT: All hands 14-15

3♦: ask for 4 card major

Over 1♥: 2♣: ask

2♦: 11-13 usually 4♦

2♥: 11-13 usually 4♣

2♠: 11-13 four Spades

2NT: All hands 14-15

3♣: sign-off, all other bids GF

3♥: ask for 4 Spades

Over 1♠ 2♣: ask

2♦: 11-13 usually 4♦

2♥: 11-13 four Hearts

2♠: 11-13 usually 4♣

2NT: All hands 14-15

3♣: sign-off, all other bids GF

3♠: ask for 4 Hearts

From a passed hand, 1NT bid. With this distribution overcaller may have passed heavy initially.

17.4. 2 Suited overcalls

Have been convinced by Ian Payn (see http://www.ebu.co.uk/publications/EB-web_library/2009/October/debate.pdf) that the cost of losing 3♣ as an overcall bid and other difficulties not to use the Questem convention (Ghestem inverted). Instead Michaels and unusual 2NT are the calls. 9+ HCP at IMP, lower points allowed at matchpoints, but remember if you don't have a chance to play the contract, opponents will be able to read your cards like they are exposed. Always at least 5-5, if not it is better to make a simple overcall. With 5-4 in majors overcall the 5 card suit don't make a cue bid. cue-bid over a minor = both major suits 5-5. 2NT is responders asking bid. cue-bid over a major = 5 of other major and 5 of an unspecified minor. 2NT is responders asking bid. 2NT = two lowest unbid 5-5. Cue-bid is responder's asking bid.

17.5. Balancing Cue-bid

Balancing cue-bid. From an unpassed hand, this shows a strong 2-suiter of unknown suits even potentially the two lowest unbid suits. Responder, bids as follows:

new suit: good support for this suit

NT: weak hand wishes to sign-off

Cue-bid: strong responding hand, slam possible

Overcall responds as follows:

To a new suit:

Raise: if that is one of the suits.

Jump Cue-bid: no losers in suit, and has this suit.

New suit: doesn't have this suit, has other 2-suits.

Cue-bid: does have this suit, slam interest.

To a NT bid:

Bid lowest of a 2 suiter

To a Cue-bid:

Bid lowest of a 2 suiter

Jumping with exceptional strength

From a passed hand a cue-bid is Michaels, will show the major or over a major the other major and a minor and will be limited by not opening. Bidding proceeds similar to a direct modified Michaels above.

17.6. *Balancing 2NT*

Balancing 2NT: From an unpassed hand shows a strong balanced hand, 19-21 HCP. **Systems ON.** From a passed hand this shows a weak 2-suiter of the 2 lowest unbid suits, bidding proceed as over a direct call.

17.7. *Jump Overcalls*

The use we have for jump overcall is a little different than normal in North America. We use strong 1-suiter jump overcalls, that is a good 15 to bad 19 HCP, if we are vulnerable or at the 2 level. The suit overcalled should be good. Bidding at the 3-level we use the normal weak jump overcall when not vulnerable. A double-jump is pre-emptive in nature. For a jump overcall in balance seat it still strong from an unpassed hand. However is from 6-10(11) HCP a 6 card suit at the 2-level and a 7+ card suit at the 3-level, if a passed hand or 3 level NV.

Responding to a jump overcall:

A simple raise: can be made on a singleton as overcaller is promising a good suit. This bid is limiting and non-forcing.

A raise to game: again can be made on a singleton

A new suit: F1. Offering a choice of suits.

A cue-bid: GF. Slam try

17.8. *Simple Overcalls*

These can be made quite light, often just for lead. Since most jump overcalls are strong, a simple overcall is often made on what would normally be a weak jump overcall (as little as 5 HCP). With an opening hand, an overcall is often made on a four-card suit (where hand is suitable for a 4-3 fit) with strength in opener's suit where a takeout double is unsuitable. While jump suits are strong, not all hands with 15+ HCP qualify, so an overcall can have as much as 18 HCP. Any higher and you double.

Responses:

Overcall System

following Ch. 17 Modern Methods from Overcalls by M. Lawrence

these methods deal with 1♥/1♠ overcalls,

so 1♣-1♥, 1♦-1♥, 1♣-1♠, 1♦-1♠, 1♥-1♠

Double when only 2 suits shown = takeout, shows 2 unbid suits.

Double where responder bids 1NT = takeout for 2 unbid suits

Double when 3 suits have been bid = shows unbid suit plus tolerance for overcaller's suit. Bid has this meaning only if overcaller can bid unbid suit at 1 or 2 level otherwise penalty.

Double after a 2♠ pre-empt by responder = limit raise or better (using 2NT as natural)

Redouble(after a negative double) = 10+ pts. and doubleton in partner's suit.

New suits are non-forcing, searching for a better fit. So if you have a fit don't mess about make a raise.

New suits by a passed hand, guarantee a fit with overcaller, if they could have bid the suit at 1 level, but not if they would have had to bid that suit at the 2 level.

1NT = 9-11 pts. with stoppers

Cue bid at 2 level (of lowest suit where 2 suits available) = limit raise with 3 card support, most likely balanced, also could be a trap. An unpassed hand could also have a stronger hand sometimes with a fit too.

Cue bid at 2 level of higher ranking suit after a 2/1 = 7-9 pts. raise, not limit raise as opps. have shown 23 pts. so to have limit raise must be shapely and would bid 2NT.

2NT = shapely mixed+ raise with 4+ trump, if no 2 level cue bid available or after a 2/1, may be 3 card support and invitational values

2NT after a 2♠ pre-empt by responder = 11 - 12 HCP with stoppers.

Cue bid at 3 level = mixed raise, a hand with the values to raise to the 2 level, which would probably compete to 3 level.

Cue bid of higher suit (will always be spades) at 2 level = natural

Cue bid of higher ranking suit at 3 level = good pre-emptive raise.

Jump cue-bid at 3 level = mixed raise, a hand with the values to raise to the 2 level, which would probably compete to 3 level.

Jump raise = lousy pre-emptive raise, where 2 cue bids available at 3 level. otherwise a pre-emptive raise.

Jump shift = invitational when responder passes and pre-emptive when responder makes a NT or 2/1 response.

For a 1♦ overcall over 1♣, you would bid basically the same but now a cue bid would be looking for 3NT.
 For a 2♣, 2♦ or 2♥ overcall a cue bid is a limit+ raise and 2NT is 8-11 HCP balanced.

Squeeze bids and Maximal doubles apply to overcalls where our partnership has raised a suit. See 6.2 Responses to 1D with interference for details.

17.9. They open 1NT

1) All other ranges higher than 10-12 and 11-13 (namely 11-14, 13-15, 15-17 or similar) in balance and direct seats. This is a modification of Woolsey switching 2♣ and 2♦, switching back if the Mid-chart is in use. Note: also use this over opponent's 2NT opening.

Double: a Minor(5+) Major(4+) 2-suiter

2♣: Asking for minor (pass or correct)

Pass: Club 2-suiter

2♦: Diamond 2-suiter

2♥: ask for major

2♦: Asks for overcaller's Major

2♥: 5+ Minor and 4+ Hearts

2♠: 5+ Minor and 4+ Spades

2♥: Forcing, this will be very rare, but need only be willing to play at 3-level

2♠: 5+ Clubs and 4+ Spades

2NT: 5+ Clubs and 4+ Hearts

3♣: 5+ Diamonds and 4+ Spades

3♦: 5+ Diamonds and 4+ Hearts

2NT: Asks for overcaller's minor with values

3♣: 5+ Clubs and minimum

3♦: 5+ Diamonds and minimum

3♥: 5+ Clubs and 11-14 HCP

3♠: 5+ Clubs and 11-14 HCP

4♣: 5+ Diamonds and 15+ HCP

4♦: 5+ Diamonds and 15+ HCP

2♣: A one-suited Heart or Spades hand, generally a 6-card suit, but could be 5 NV vs. Vul

2♦: Asks for major. Overcaller shows major then:

2NT: Asks (Ogust style) would rare over a 15-17 NT but possible over lighter NT

3♣: Weak hand, Weak Suit 3♦: Weak hand, Strong Suit

3♥: Strong hand, Weak Suit 3♠: Strong hand, Strong Suit

3NT: AKQ of suit

2♥: Pass or correct

2♠: Pass or correct, values to play in at least 3♥. Responder with Hearts and fair values show shortness(2NT=Spades) and just bids 3♥ with a poor hand or no shortness. Responder also makes this bid if they want to play in some number of Spades regardless of the pre-empt suit, so later 3♠ or 4♠ bids are to play.

2♦: Both Majors, at least 5-4 distribution

If this bid is doubled it actually helps us out.

Redouble now asks for longer major(could use if 3-2, 3-3 or even 2-2)

Pass: 2♦ as a suggested place to play, so 5-6 Diamonds

2♥/2♠: shows a distinct preference (Not to be removed)

2♥: better or equal major, could be as little as 2 Hearts

Pass: 5+ Hearts

2♠: 4 Hearts and 5+ Spades (This is similar to rescuing an 2♥ bid over a 2♦ opening when opener only has 3 cards in the suit)

2NT: Asking for minor fragment

3♣/3♦: 3-4 of minor

3♥: 5422 distribution

3♠: 6 Spades

2♠: better Spades than Hearts 3+ Spades

2NT: Asking bid with vales

3♣: poor hand; 3♦: now asks for longer major

3♦: fair hand with longer or equal Hearts

3♥: fair hand with longer Spades

3♠: good hand with equal or longer Hearts
 3NT: good hand with longer Spades

- 3♣/3♦: 6+ of minor no major suit fit
- 2♥: Hearts and a Minor at least 5-4
 2NT: Asks for Minor
- 2♠: Spades and a Minor at least 5-4
 2NT: Asks for Minor
- 2NT: Both Minors 5-4
- 3♣: 6+ Clubs
- 3♦: 6+ Diamonds
- 3♥: Broken 8+ Heart suit. Invitational to game if responder can fill trump or provide tricks
- 3♠: Broken 8+ Spade suit. Invitational to game if responder can fill trump or provide tricks
- 2) Range 10-12, 11-13 or similar: While rare, it is important to have a system that allows some constructive bidding, in balance and direct seats. We use a modification of Garozzo transfers, adding a bid for both majors.
- 2♣: Both Majors, at least 5-4 distribution
 - 2♦: Asks for better suit
 - 2♥: Better or equal Hearts
 - 2♠: Better Spades
 - 2NT: Equal Majors with strong values(15+ pts.)
 - 3♣: Better Hearts with strong values(15+ pts.)
 - 3♦: Better Spades with strong values(15+ pts.)
 - 2NT: Asking bid with values
 - 3♣: Better or equal Hearts with at most 11 pts
 - 3♦: Better Spades with at most 11 pts
 - 3♥: Better or equal Hearts with at least 12 pts
 - 3♠: Better Spades with at least 12 pts
 - 3NT: Equal Majors with at least 15 pts
 - 4♣: Better Hearts with at least 15 pts
 - 4♦: Better Spades with at least 15 pts
- 2♦: Transfer to Hearts at least a five card suit
- 2♥: Transfer to Spades a least a five card suit
- 2♠: Transfer to Clubs at least a six card suit
- 2NT: Both Minors 5-5
- 3♣: Transfer to Diamonds at least a six card suit
- 3♦: Strong Both Majors at least 5-5 distribution
- Double: Penalty Oriented, 15-18 HCP or 1 suiter with a source of tricks

17.10. They open Weak 2

Are you tired of people pre-empting with 5 card suit? This method gives you the option of penalizing them.

For a Weak 2♦: Double = takeout

For a Weak 2♥/2♠:

Double = Optional Penalty

2NT = Conventional takeout, up to 16 HCP or more if no Club tolerance

3♣ = Conventional NF takeout, 17+ HCP and tolerance for Clubs. This bid is non-forcing which is why you need to have tolerance for Clubs.

If the double is not left in, respond using Lebenshol.

17.11. They open 3 or 4 level Pre-empt

Opening	Double is	Conv. Takeout bid
3♣	Penalty	3♦
3♦	Takeout	na
3♥	Penalty	4♣
3♠	Penalty	4♣

This method is called 3X-4X. Balancing doubles are for takeout.

For 4 level pre-empts, doubles are optional, except for 4♠ which is penalty. 4NT is takeout over 4♠ and for the minors over 4♥. As the double is optional, doubler should have 3 or 4 cards in each major should advancer take out the double.

17.12. They open a Strong Club, Polish Club or Short Club

Modified Mathe

For use vs.: Strong Forcing Clubs, Polish type Clubs(which may show Clubs or a stronger hand) and Short Clubs

Double: Minor-Major 2 suiter or Balanced natural strong NT 15-18 HCP(over short/Polish 1♣ only)

Overcallers 2 suits will be at least 5-5 in length and the difference between the suit lengths will be at most 1 card. So the allowed suit lengths are 5-5, 6-5, 6-6 or 7-6, not 6-4 or 7-5

1♦: asks for major (or over short/Polish 1♣ only bid 1NT with strong balanced, sys on)

1NT: asks for minor (or over short/Polish 1♣ only, bid 2NT with strong balanced, sys on)

After asking for a minor and partner shows Clubs, Diamonds ask for the major. However if partner show Diamonds, then 2♥ is pass/correct.

Higher level NT or Diamond bids also ask for the appropriate suit, but not over short/Polish 1♣.

Special situations arise after 1♣-X-P-P-1NT and 1♣-X-1♦-P-1NT (doubling 1♦ here asks for partner's major). Here you Double with a strong NT 15-18 HCP against a Polish/Short club. Other bids are:

2♣: 5+ Clubs and a major

2♦: 5+ Diamonds and a major; 2♥: Pass or correct

2♥: 6-7 Hearts and a minor

2♠: 6-7 Spades and a minor

1♦: natural 5+ cards, will usually be 5d332 or have 6+ Diamonds as other bids could be used with 5-4

1♥: natural 4+ card suit (may have longer 5 card minor)

1♠: natural 4+ card suit (may have longer 5 card minor or 4+ Hearts) With 4-4 in majors tend to bid 1♠.

1NT: minors 5-4, 5-5, 6-5, 6-6 or 7-6

2♣: natural 5+ cards, will usually be 5c332 or have 6+ Clubs(over short/Polish ♣ only, is intermediate strength with 6 card suit)

2♦: Michael's Cue-bid (shows both majors 5-5, 6-5, 6-6 or 7-6)

2NT: 4 Hearts and 6 Diamonds

Other bids are pre-emptive even where strong jump overcalls being played.

If a suit overcall is doubled, redouble with poor fit and multiple playable spots, as SOS.

This method is used over strong 2♣ only 1 level higher.

Similar methods could be used over a short Diamond, such as in Precision.

18. Asking Bids

The asking bid after a 1♣ opening and a positive response is 30/14 Key Card Blackwood which sets trump. Cue bidding can occur after that. Beta can occur after a 2♦ opening, after 1♣ and some (4441) bids by opener or responder.

18.1. RKCB 30/14 as a Asking Bid and Kickback

There are 5 Keycards, the 4 Aces plus the king of proposed trump. RKCB (often referred to as 30/14) is used in three situations, The first is in place of 4NT RKCB and is called Kickback. It uses 4 of the next highest suit or 4NT for Spades. So 4♦ for Clubs, 4♥ for Diamonds, 4♠ for Hearts and 4NT for Spades is the Kickback ask. To use Kickback the player must have one keycard. If it isn't clear what trump is, you should make a forcing bid which announces trump. Barring that bidding 4NT as 30/14 and will use last suit bid/shown as trump. The second place 30/14 is used when 1♣ has been opened and responder has made a simple suit response and opener makes a simple raise of a major suit or bids 2NT over a minor suit. The four sequences are 1♣-1♥-1♠, 1♣-1♠-2♥, 1♣-1N-2NT, 1♣-2♣-2NT. The third place 30/14 can occur in later rounds of bidding after a 1♣ opening by opener bidding a suit shown by responder below game. If responder has made a response for flat or balanced hands the suit must be bid below 3NT as sec. 19.7 applies to 4♣/4♦. Where responder is being asked about it's 1st bid suit where it may be a 4-card major trump suit and 30/14 is being asked at the 3-level then 3NT is used to show a 4-card major with the higher steps being displaced. After 3NT, 30/14 ask may now bid 4♣ as KC Gerber with the same trump as previous ask, with 4NT being to play.

After 30/14, you can ask for Queen of trump by using the next step above the 30/14 response. Asker can make a cue bid instead if still interested but not sure of a small slam (or even for a grand) to avoid 2 losers in a suit and asks for cue-bidding of Kings and singletons, jumping for singletons (where convenient) and possibly a void with 0 keycards in which case responder will repeat the cue bid. Responder should be careful about cue-bidding with 8-10 HCP as a unpassed hand and just repeat trump or NT where partnership may be in a 4-3 fit. This is because with just two Aces and no further points, opener could get overly excited. Asker can at any time may bid 1 step above trump (at 4 or 5 level) at any point to declares that partnership has all keycards and Q of trump and asks for cue-bidding.

You must not use the Queen ask for cue-bidding. TAB is still possible by bidding trump suit below game after 30/14, but it is only for length, quality is obtained from 30/14.

Responses are:

1 st step	0 or 3 keycards
2 nd step	1 or 4 keycards
3 rd step	2 keycards without Q of trump
4 th step	2 keycards with Q of trump
5 th step	2 keycards and a void (step is trump suit if trump was the ask)
Jump in suit or Jump over 5 th step	1 keycard and void in named suit
Double jump	3 keycards and void in named suit
Jump in NT	4 keycards and a void (this is close to impossible)
If a jump would take you past 6 of trump then bid 6 of trump	

With zero keycards and a void you bid the make normal response and hope to show the void later. If the opener bids game in the major, it is a sign-off, signaling the partnership is off 2 or more keycards or 1 keycard and Q of trump. If after agreeing to a minor if opener bids 3NT, it is a sign-off. So any mention of steps for the 30/14 bidder would not include 3NT over a minor.

Case: 0 or 3 keycards (void possible with 0 keycards)

The asker can make a TAB ask in trump below game (this bumps up a step the Queen ask, can only occur with 2NT ask with Diamonds as trump) and still ask for Queen of trump later.

1st step asks for the trump Q

Responses: bid trump without Q and no void

Bid next step without Q and with a void. Bidding next step asks for void.

Bids 2nd step with the trump Q, but with a void (Can now bid 1 step above trump to ask for the void suit, NT=ask suit and bids 2 steps above trump to declares that partnership has all keycard and Q of trump and asks for cue-bidding of Kings and singletons, jumping for singletons.)

Cue bid a King (up to 2 Kings) with Q

Bid NT with Q and three Kings

Jump in trump with Q but no Kings and at least one more trump than bidding indicated
Jump in no-trump with Q but no Kings and minimum trump for previous bidding
Cue-bidding possible as is announcing all keycards plus Queen of trump (see above).

Case: 1 or 4 keycards(no void)

The asker can make a TAB ask in trump below game and still ask for Queen of trump later.

1st step asks for the trump Q

Responses: bid trump with no Q

Cue bid a King(up to 2 Kings) with Q

Bid NT in NT with Q and three Kings

Jump in trump with Q but no Kings and at least one more trump than bidding indicated

Jump in no-trump with Q but no Kings and minimum trump for previous bidding

Cue-bidding possible as is announcing all keycards plus Queen of trump (see above).

Case 2 keycards with or without trump Q

The asker can make a TAB ask in trump below game and still ask for Queen of trump later..

Cue-bidding possible as is announcing all keycards plus Queen of trump (see above).

Case: 2 keycards and a void Note: must have 5 trump if 1st suit bid.

The asker can make a TAB ask in trump below game and still ask for Queen of trump later.

1st step(not trump or 3NT): Asks for the Q of trump. Without Q bid trump, with Q bid the void suit.

2nd step(not trump or 3NT): above trump asks for the void suit(NT=ask suit)

Cue-bidding possible as is announcing all keycards plus Queen of trump (see above).

Case: 1 keycard and void in named suit

Note: must have 5 trump if 1st suit bid.

The asker can make a TAB ask in trump below game and still ask for Queen of trump later..

1st step (not trump) asks for the trump Q

Responses: bid trump with no Q

Cue bid a King with Q

Jump in trump with Q but no Kings and minimum trump for previous bidding

Jump in no-trump with Q but no Kings and at least one more trump than bidding indicated

Cue-bidding possible as is announcing all keycards plus Queen of trump (see above).

If there is interference use D0P1 below 5 of trump then use DEPO. Also use R0P1.

18.2. Control Asking Bids(Beta)

The Beta ask is used after a 2♦ opening and some 3 suited hands after a 1♣ opening.

1st step 0-2 controls, 2nd step 3 controls, 3rd step 4 controls, 4th step 5 controls, 5th step 6+ controls

Sometimes, opener has shown 19-21 with 4 controls, so 1st step would be 4 controls.

Over interference, Double= 0-2 controls, Pass=3 controls, Bidding 1st step= 4 controls etc.

Queen Ask: If the Beta ask was made and trump is a major, for a jump made to 4NT or the special case of a 2♦ opening, then 4NT is a Queen ask even if late in the auction(ie. not bid right away). Opener bids 5 of the lowest suit they don't have a Queen, skipping known singletons or voids. If responder signs off in 5 of a suit that you have a second Queen in you bid 6 of that suit.

18.3. Modified Trump Asking Bids (TAB/Gamma)

A modified Trump Ask occurs after 1♣-1NT-2NT-3♣ and 1♣-2♣-2NT-3♦. The next step is TAB.

Responses are in steps showing 6, 7, 8 and 9+ cards. TAB also occurs if trump suit bid below game after

30/14 has been asked. Note: the steps start at the minimum possible trump length for the bidding(4 is

possible for a major suit).. When 30/14 has occurred(not revealing the Queen of trump) followed by TAB

the 1st step which is not trump or 3NT is a trump Queen ask with the normal rules. Where there has not

been a SAB ask(gives a HCP range) then the step above the Queen ask step asks for HCP range(8-

10,11-13,14-16 etc) If 30/14 revealed the Queen status then the 1st step is the HCP range ask.

18.4. Suit Control Asking Bid(CAB/Epsilon)

Suit Control bids are only used over opening pre-empts and pre-emptive responses to 1♣

use the following system of special responses for CAB

1st step = no control; 2nd step = singleton; 3rd step = king; 4th step = ace; 5th step = void

If there is interference use D0P1 R0P1

Repeat Special CAB

After no control: step 1 no second rd. control,, step 2: doubleton, step 3: queen

After showing king or ace: step no second rd. control, step 2: doubleton, step 3: queen, step 4: singleton

After showing a singleton: step 1 no Queen, step 2 Queen

18.5. Support Asking Bids (SAB/Alpha)

Note: SAB is not used after a 3rd or 4th seat opening. Used after a 1♣ opening and a positive suit or 2♦ response. SAB is also used after interference and a balanced or flat response showing 8-13 HCP or 9+ HCP possibly including a trap. SAB is not used for flat hands showing 15+ HCP(2NT)

Asks level of support for suit bid and controls (or inferred) using responses from Precision Bidding

1 step: 0-2 controls or 3+ controls and 9-11 HCP JT9 or less support

2 step: 3+ controls 12+ HCP and JT9 or less support

3 step: 0-2 controls or 3+ controls and 9-11 HCP and Q32 or 5432 or better support

4 step: 3+ controls 12+ HCP and three card support Q32 or 5432 or better support

5 step: 3+ controls 12+ HCP and four+ card support Q432 or better support

With a semi-solid 6+ card suit and 4+ controls responder jumps in the suit or jump shifts with 6-5 distribution and 4+ controls. Bidding proceeds naturally.

There is a special 3NT response after a 1NT(Clubs) or 2♣(Diamonds) response to 1♣ and a SAB ask it shows a balanced hand(5332) with 2 cards in the ask suit and 10-13 HCP. After 1♣-2♣-3♣(SAB) you may be bidding past 3NT for the 4th(4♣) and 5th (4♦) step. .

If there is interference, use D0P1 R0P1.

A new suit after a positive fitting response is a cue bid.

Any new bid after a negative (first two steps) response is natural A delayed raise of the SAB suit then shows secondary (Jxx, xxx or Hx) support.

A rebid of the SAB suit after a negative response shows a six+ card suit.

18.6. Jump Asking for Cue Bids

Not sure what this called maybe a Zeta ask. It happens after a 1♣ opening and a double jump after a 1♦ response or after a single jump after a positive response of 1♥, 1♠, 1NT, 2♣ or 2♦. This shows a strong hand with a suit that will play opposite a singleton. This asks for cue bidding but there is a little more to it.

Raise suit: no Ace, King or shortness (must have trump to show shortness)

3NT: a King or singleton (in some case 2NT is the bid available then 3♣ is the ask)

4♣: ask suit of feature

Other suits: show a side Ace or void (not trump)

Rebidding the side Ace suit is repeat CAB(to find if A or void)

4NT: shows two Aces (In cases where 2NT is available 3NT is used for this bid)

Double raise: shows two Aces and a top trump honor

18.7. 4C/4D Special Bid after Balanced Responses to 1C

In special circumstances a later 4♣ bid by opener is a puppet to 4♦ then 4♥ is RKCB for ♦; 4♠: is for ♥ and 4NT is for ♠. 4NT directly is quantitative, 4♦ directly is RKCB for ♣; 4♥/4♠/5♠/5♦ are to play.

Is used over flat or balanced responses where no RKCB ask has not been made below 3NT by opener after 1♣ but not for the flat response of 2NT. The special ask applies after where space is tight over balanced responses below:

1♣-pass-2♦, 1♣-1♦-1♠, 1♣-1♥-1♠, 1♣-1♠-double, 1♣-double-2♦, 1♣-1♦-2♣, 1♣-1♥-2♦, 1♣-1♠-2♥

18.8. Exclusion Keycard

This method does not count the Ace in the suit bid, but does count the King in the agreed trump. So, there are 4 keycards. The responses are

step 1: 0 KC

step 2: 1 KC

step 3: 2 KC

step 4: 3 KC

step 5: 4 KC

Exclusion Keycard can be used in three situations:

1) after Texas where the suit transferred to is agreed as trump. A bid beyond game asks. 4♠ after a Texas 4♥ is Kickback and 4NT is Exclusion Keycard with a Spade void.

2) after a jump beyond game in a new suit where trump has been agreed

3) bidding opponents suit beyond game in agreed trump or last suit bid (does not have to be a jump) and agrees last bid suit if trump has not already been agreed.

The exclusion keycard bid is at the 5-level except for 4NT over Hearts which is a void in Spades.

5♣ is also exclusion keycard where trump is Diamonds and otherwise qualifies even though below game.

19. Defensive Carding and Leads

Carding

Upside-down count and attitude. Simply better, when you like the suit you are playing potentially key 7, 8's or 9's to encourage using standard.

In suit contracts use standard discards. In suit, you can afford to discard in the suit you like so you don't need a discard in another suit which shows a message. Upside down should suffice. In no trump you often can't afford to discard from the suit you want as those cards could be the settings tricks when you run your suit. So you need to discard a suit you don't want giving preference for the suit you do need lead. That is Lavinthol discards versus no trump contracts. Also, play Smith echo vs. no trump. If the suit led, partner was unable to give attitude and declarer wins that trick. On the next lead partner gives a high signal if they liked the lead and a low signal otherwise.

Leads

Playing Rusinow leads vs. suit contracts.

Rusinow: Used on opening lead only and not used when leading a suit bid or raised by partner, standard leads are then used. Generally you lead the second highest card from a sequence or third highest from an exterior sequence. Lead of below shows.

Ace: Denies **K** unless **A K** doubleton, generally from A empty

King: From **A K**, partner should play **Q promising J or with a singleton**, also done with K singleton, KQ or Kx doubleton

Queen: From **K Q** or longer sequence or from singleton Q or Qx doubleton

Jack: From **Q J** or longer sequence or from singleton J or Jx doubleton

Ten: From **JT** or longer sequence, including **KJT** or from singleton T or Tx doubleton

Nine: From **T9** or longer sequences including **KT9** and **QT9** or from singleton 9 or 9x doubleton

MUD: Middle Up Down a higher second card implies an odd number in the suit

UD: Up-Down a high low implies an even number of cards in the suit (third or fifth best leads)

So the top card is led from a doubleton. We are playing third or fifth best leads versus suit contracts.

Journalist leads vs. no trump contracts with a few minor modifications.

Ace: 3+ honor long suit, asking partner to unblock. Otherwise play low for an even count or high for odd count (UDCA). Also could be from Ax but not AK doubleton.

King: Shows **A K** or **K Q** combination but does not want partner to unblock

Queen: Shows **Q J 10** or **K Q 10 9** sequence, asking partner to unblock

Jack: Denies a higher ranking honor (Jack Denies)

Ten: Promising at least an King, or Queen and has either a Jack or nine (interior sequence)

Nine: From **10 9**, denying a higher honor or from shortness

Spot: Second highest or highest, discouraging suit continuation, like attitude. From 9x lead 9+

Top card is led from a singleton or doubleton except for AK. When leading a suit bid by partner you may be leading top card to retain lead, an Ace lead would not ask to unblock.

Playing 4th best leads from no trump contracts, which is different than in Journalist leads. There seems to be a consensus that 4th best is good against no trump, as you often can't afford to lead the 3rd best, as it could be an important spot card. Top of garbage or second top where you have the 9, attitude lead.

Smith echo vs. NT: both partners high-low in suit next led by declarer to say they liked suit of opening lead, low-high suggests a switch.

20. Optional Treatments

20.1. *They Open 1NT (12+ pts)*

This portion replaces the 2♣/2♦ overcalls of 1NT when the General Convention Chart is not in effect. It is not used versus a 10-12, 11-13 pt. or similar 1NT range. This along with the regular bids is the Woolsey convention

2♣: Both Majors, at least 5-4 distribution; 2♦: Asks for better major

2♥: A one-suited hand in Hearts or Spades.

2♥: Pass or Correct; 2♠: Pass or correct. Willingness to compete to 3♥

2NT: Asks. This would be rare against a 15-17 NT but is possible against lighter NT

3♣: Strong hand, Heart Suit 3♦: Strong hand, Spade Suit

3♥: Weak hand, Heart Suit 3♠: Weak hand, Spade Suit

3NT: AKQ of suit

20.2. *Kaplan Style Inversion over 1H opening*

This could be used in 1st and 2nd seat inverting the forcing NT and 1♠ response to 1♥ when midchart conventions are in effect.

1♠: 0-4 Spades acts like a forcing NT

1NT: (11)12-14(15) HCP balanced or 4+ Diamonds

2♣: ask

2♦: 10-13 HCP 4+ Diamonds

2♥: (11)(12)-13 HCP balanced

2♠: 14-(15) HCP 4 Diamonds

2NT: 14-(15) HCP balanced

3♦: 12-13 HCP 5+ Diamonds

2♣: 4+ Clubs 10-14(15) HCP

2♦: NF 5+ Hearts 4 Spades 10-14(15) HCP essentially Flannery and can play same responses at

this point

2♥: 6+ Hearts 10-13 HCP

2♠: 5+ Spades and Lebenshol is in effect after this
other bids retain their normal meaning

1NT: 5+ Spades

2♣: (11)12-14(15) HCP balanced 2533 or 4+ Clubs

2♠: 3+ Spades non-forcing

2NT: 4+ Spades good fit and extremely good distribution

3♠: 4 Spades good fit and good distribution (encouraging)

Other bids similar to responding to over a 1♠ bid

20.3. *Openings if using the Mid Chart*

2♦ = 5-9(10) HCP usually decent 6 card major suit with 2 of top 4 honors (but not AKQ) or 24-26 HCP balanced. Can't use regular methods of having 2NT ask for a singleton and 3♣ ask for a feature. Use 2NT as asking for suit and strength (3NT responses shows balanced hand when systems are on). 2NT over a 2♥/2♠ response shows balanced hand, when systems are on.

Thus. 1♣-1♦-3NT shows a long minor with stoppers and should not be removed.

2♥ = 10-14 HCP short ♦ 4414/4405/(43)15 dist. In 3rd or 4th seat 12-16 HCP. 3♦ now is sign-off in diamonds not INV to 3NT with semi-solid Diamonds. Other bidding is the same as over a normal 2♦ showing a 3-suiter short in Diamonds.

2♠ = Normal minor suit pre-empt 6-8 cards in length. Now 3NT opening unlikely with 7 cards suit NV.

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