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Ch 1: Opening Bids

- 1C** 16+, any distribution. All other openings deny 17 HCP
- 1D** 11+ – 15, 4+ D, or balanced 14+ – 16
- 1M** 11+ – 15, 5+ suit
- 1N** 12 – 13 NV 1st/2nd or Fav 3rd seat, 14 – 16 otherwise. Balanced. May have 5M or 6m
- 2C** 11+ – 15, 6+ C
- 2D** 11 – 15, 3-suiter short in D. 4-4-1-4/4-3-1-5/3-4-1-5/4-4-0-5
- 2M** Weak, 5+
- 2N** 20-21, balanced
- 3X** Preemptive
- 3N** 4-level preempt in a minor with non-solid suit
- 4m** NAMYATS. Independent 7+ H/S respectively, 8 – 9 playing tricks
- 4M** To play, weaker than 4m

Ch 2: The 1C Opening

Requirements:

All hands with 16+ HCP are opened 1C, except for balanced hands with 16 or 20-21 HCP, which are opened 1N (or 1X with 1N rebid) or 2N respectively.

Responses:

1D	Negative, 0 – 7 HCP
1H	12+ HCP, any hand
1S/2m/2H	8 – 11 HCP, 5+ suit
1N	8 – 11 HCP, balanced, no 5M
2S	8 – 11 HCP, 4.4.4.1 or 5.4.4.0 with 5-card minor. Opener bids 2N to ask for shortness.

Opener's rebids after 1C – 1N:

2C	Natural, 5+ suit
2D/H/S	Natural, 5+ suit.
2N	Balanced hand, either 22+ or having a 4-card major. Responder can explore a 4-4 fit by bidding the suit below his 4-card major, or 3C with both majors. (This allows right-siding). Responder also can bid 3S to show a maximum with no major, in case opener has 22+.
3X	Solid suit, sets trumps
3N	To play
4C	Gerber
4D/H/S/N	RKC in suit below. To ask Kings, rebid 5D/H/S/N

Ch 2.1: Bidding After 1C – 1D

Opener's rebids:

1M	Natural, 5-card suit, unless 4441. Not forcing
1N	17 – 19, balanced
2m	Natural, 5+ suit, 17 – 21 HCP, non-forcing
2M/3m	Natural, 5+ suit, 22+ HCP, one-round force

2N 22 – 23, balanced.
3N 24 – 27, balanced

Responses to 1C – 1D – 2C:

2D Inquiry bid. Bidding proceeds like after 2C – 2D.
2M Natural, invitational
2N 6 – 7 HCP, balanced, stoppers in two side suits
3C 5 – 7 HCP, natural
3D/M Splinter with good C fit

Responses to 1C – 1D – 2D:

2H One-round force, artificial, exploring 4-4 Major fit. Now 2S and 3C by opener are natural, 2N shows Hearts, and 3D is the catchall denying extras.
2S/3m Natural, invitational
2N 5+ Hearts, invitational
3M Splinter with good D fit

Bidding after 1C – 1D – 2N

Proceed just like after 2N opening

Bidding after 1C – 1D – 1M

1N temporizing, 3m (and 1C – 1D – 1S – 3H) good 6-card suit, 1S – 2N and 1H – 2S splimit, 1H – 2N = good 6+ Spades

Ch 3: Bidding after 1D opening

Responses:

1M	Natural, one-round force, 4+ suit, may have longer minor
1N	8 – 11-, balanced/temporizing
2m	Natural, ORF. May have 4-card Major if GF
2M	Weak jump shift
2N	Balanced 11+ – 12 HCP, no 4M
3m	Disciplined preempt. 6-card suit with 2 of 3 top honors.
3M/4x	Preemptive.
3N	Balanced 13 – 15 HCP, no 5m, no 4M.

Bidding after 1D – 1M:

1S	Natural, does not limit the hand.
1N	Balanced, range not covered by 1N opening
2C	5-4 or 4-5 in the minors, does not limit the hand.
2D	6-card suit, minimum.
2 of other major	15 – 16, long Diamonds and 4-card suit.
single raise	Natural, could be 3-card
3D	14 – 15, 6-card Diamond, less than 3 cards (usually shortness) in responder's Major
3C	5-5 in the minors, good hand.
2N	14 – 15, unbalanced, 6 Diamonds and 3-card fit for responder's Major OR 4+ fit for partner. Now 3C relays to find out, 3D pass/correct
jump raise	Natural
3 of other major or 4C	Splinter
4D	Solid/semisolid 6-card Diamond, Qxxx or better support

Bidding after 1D – 2C:

	When 1N opening is 11 - 13	When 1N opening is 14 - 16
2D	Any hand with maximum, GF	Any minimum
2M	Min, Stopper showing	GF, stopper showing
2N	Min, 6+ D	GF, 6+ Diamonds
3C	Min, 5.4 or better in minors	GF, 5.4 or better in minors
3D	Natural, semisolid 6+ D suit, GF	GF, semisolid 6+ D
3M	Splinter	Splinter

If responder has bid 2C with 4M and 5+ C, it is his responsibility to explore the 4-4 major fit, typically at the 3 level.

Bidding after 1D – 2D:

	When 1N opening is 11 - 13	When 1N opening is 14 - 16
2H	Any hand with maximum, GF	Any minimum
2S	Min, Stopper showing	GF, stopper showing
2N	Min, Heart stop, no Spade stop	GF, Heart stop, no Spade stop
3C	Min, 5.4 or better in minors	GF, 5.4 or better in minors
3D	GF, 4+ D	GF, 4+ D
3M/4C	Splinter	Splinter

Note: 1D – 2D – 2S/N say nothing about Diamond length. Opener can clarify on next round

Ch 3.1: XYZ

XYZ applies after four sequences: 1D – 1H – 1S, 1D – 1H – 1N, 1D – 1S – 1N, and 1H – 1S – 1N.

It also applies if there was an intervening double by either opponent after responder has bid

Responder's rebids:

2C	Relay to 2D, start of all invitational sequences
2D	Game-forcing, artificial, asks opener to describe their hand
Rebid Major	To play at two level
Raise	Minimum, 4-card fit

3m	Weak, 5+ (usually 6+) suit, only 4 cards in the Major
3M	Game force
2N	Natural, invitational
3N	To play

Other sequences after 1D – 1M:

- After 1D – 1S – 2H or 1D – 1H – 2S, 2N is scrambling, asks opener to bid 3C. Responder may now pass or bid 3D to play, or 3M invitational. All direct 3-level bids are GF and natural, including a simple raise. **1D – 1S – 2H – 2S is 5+ suit, ORF**
- After 1D – 1M – 2M, we use the same game tries as after 1M – 2M

Ch 4: The 1M opening

Responses to the 1S opening:

1N	Semi-Forcing
2m/H	Natural, forcing to game. 1S – 2H promises a five-card suit, 2D may be done with four, and 2C with as few as three.
2S	8 – 10-, constructive raise
2N	Four-card support, GF, usually balanced or semi balanced
3m/H	6+ suit, invitational
3S	Limit raise with 4+ Spades
3N	Forcing raise with 4+ Spades, less than 16 points, and an unspecified void
4m/H	Splinter, specifically a singleton
4S	To play
4N	Kickback (RKCB)
5m/H	EKCB

Game tries after 1S – 2S

3m/H	Long suit
3M	Balanced game try.
2N	Short-suit game try in unspecified suit. Responder rebids the cheapest suit in which he will decline a short-suit try, or signs off in 3S or 4S

Bidding after 1S – 2m/H

When the 1N opening is 14 – 16, the immediate next step bid by opener shows ANY minimum. All other bids show extra values. A rebid of 2N takes the place of the immediate next step (and shows extras). For example, after 1S – 2D, 2H shows any minimum, and 2N shows 4-card Heart and extras.

When the 1N opening is 11 – 13, the immediate next step bid by opener shows ANY hand with extra values. All other non-jump bids show a minimum hand. A rebid of 2N takes the place of the immediate next step (and shows a minimum). For example, after 1S – 2D, 2H shows ANY hand with extras, and 2N shows a minimum with 4-card Heart.

An immediate 3S rebid shows a semi-solid 6+ suit and extras.

Over 1S – 2m, the 3N rebid shows a maximum, 6.3.3.1 hand with shortness in responder's minor. Over this, responder can rebid his minor, which is **MinorWood** and

shows an independent suit, sign off in 4M, or cue bid, which promises a fit for the major. Immediate kickback shows opener's suit (e.g. 1H – 2D – 3N – 4S is kickback in H).

Bidding after 1S – 1N

- 2m** 3+ suit
- 2H** Natural, 4-card suit
- 2S** 6-card suit, minimum
- 2N** Balanced maximum, 6-card suit, distributed values
- 3m/H** 5-card suit, not forcing, good hand
- 3S** Maximum with good 6-card Spades

Responder's Rebids:

- 2D/H** Signoff.
- 2S** To play, could be only 2-card fit. If 3-card fit, then minimum
- 2N** 11 – 12-, balanced.
- Jump shift** Splinter with great fit
- 3S** Limit raise with only 3 trumps or 4-3-3-3

Responses to the 1H Opening:

The bidding is very similar to the 1S opening, with some of the bids shifted one step down. We note the key differences below:

- 2S** Weak
- 3S** Forcing raise with 4+ Hearts, less than 16 points, and an unspecified void
- 3N** Spade splinter

Special Rebids:

- 1H 1S 2N** Similar to 1D – 1M – 2N. Unbalanced, 3+ Spade fit, maximum
- 3H** Similar to 1D – 1M – 3D. 6+ Hearts, less than 3 Spades, maximum

Game tries after 1H – 2H

Similar to after 1S – 2S, shifted one step down. So 2S is unspecified short-suit try, and 2N is long-suit try in Spades

Ch 5: The 1N Opening

Summary

Stayman, Jacoby, Texas, Smolen. 2S Range ask or Clubs, 3C = D.

2N = minors, 3D = Majors, 3M = short, 4 in other Major or long minor

Invitational hands with a long minor always start with 2C (or hide the minor).

Jacoby + new minor GF. Transfer to minor followed by new suit is natural and GF.

Responses

- 1N 2C** Stayman. Also used for invitational hands with a long minor with or without a 4-card Major.
- 2D/H** Transfers. Now, rebid of new minor is natural and game-forcing, but rebid of new major is invitational (see later).
- 2S** Range ask OR Clubs. Opener bids 2N with min, 3C with max. **Now 3D/M is natural and GF. 1N – 2S – 3C – 3N shows mild slam interest.**
- 3C** **Unconditional transfer to 3D. Now responder will pass with a weak hand, or bid a new suit (natural, GF), or 3N to show mild slam interest.**
- 2N** Both minors, weak (usually 5-5 or better) or GF (5-4/4-5/better)
- 3D** Shortness, GF, (4.3)-1-5, 4-4-1-4, 4-4-0-5 or 3-3-1-6
- 3H** Shortness, GF, 3-suiter or long minor
- 3S** Shortness, GF, 3-suiter or long minor
- 3/4N** Natural
- 4C** Gerber (may explore SA xfer later)
- 4D/H** Texas transfers. 4S over 4H or 4N over 4S is Kickback

Bidding After Stayman

- Opener bids his major if he has one, else bids 2D. With both majors, bid Hearts first.
- Over 1N – 2C – 2H, 2S is natural and one-round force. Shows invitational or better values and a 4-card suit.
- 1N – 2C – 2M – 4N is quantitative. 1N – 2C – 2H – 4S is Kickback. To ask key-cards after 1N – 2C – 2S, first go through 3H.

Responder's rebids:

1N 2C 2D 2H	Pass or correct. Weak hand with both majors.
2S	Invitational, 5 Spades and 4 Hearts
2N	Natural and invitational
3m	Invitational , 6+ suit
3M	Smolen. GF, 4 cards in bid Major, 5+ in other Major
3N	Natural
4C	Gerber
1N 2C 2M 2N	Natural and invitational
3m	Invitational , 6+ suit. Now opener can show stoppers to investigate 3N with a max (either can suggest 4m signoff after that). 1N – 2C – 2M – 3D – 3M shows Club stopper
3/4M	Natural
3N	Natural
4m	Splinter
1N 2C 2H 2S	Natural, one-round force. Invitational or better with 4-card Spade. Opener rebids 2N/3S with min, 3N/4S/3H with max
3S	Artificial slam try in Hearts, no minor-suit shortness (may have Spade shortness)
1N 2C 2S 3H	Artificial slam try in Spades, no shortness

Bidding after Jacoby Transfers

Opener normally just accepts transfer. With good hand and good fit (normally 4 cards), he may *super-accept* by either bidding a long/help suit or 2N to show a game try in the suit below. This allows responder to retransfer if signing off at the three level. If opener jumps to 3M, it shows a balanced game try with no specific help suit.

Responder's rebids:

1N – 2D – 2H – 2S Natural and invitational. 1N – 2D – 2H – 2S shows 5 Hearts and 4+ Spades (now 3C relays, with 3D showing stiff D, 3H showing stiff C)

New minor Natural and game forcing. Now a new suit by opener is natural, offering choice of games, and showing concern about unbid suit.

Rebid of suit Natural and invitational.

2/3/4N Natural (no Blackwood).

Jump shift Splinter with good 6-card suit.

Jump to game in same suit Invitational RKC (else could use Texas transfers). In this sequence, next new suit bid asks for Kings and trump Queen if not shown.

e.g., 1N – 2D – 2H – 4H (KCB) – 5D – 5S asks for Kings

1N – 2D – 2H – 4H(KCB) – 4N – 5C asks for HQ and Kings

New suit bid above game Exclusion key-card ask. Note that 1N – 2D – 2H – 4S is NOT Kickback. To ask key cards, go via Texas or cue bid first.

After a minor-suit transfer, 3M by responder is natural and Game Forcing, showing 4 cards in the bid Major with at least a mild slam interest (else suppress the minor).

Bidding after 1N – 2N

1N – 2N shows either a weak hand with 5-5 or better in the minors, intending to pass opener's rebid, or a GF+ hand with 5-4/4-5/better in the minors. Opener initially bids his better minor, 3C with equal length. Any further bid by responder is GF, as below:

1N 2N 3C 3D 5D, 4C, slam interest

1N 2N 3m 3M Shortness (???), 5 cards in chosen minor

3N 2-2-4-5, slam interest. Not forcing.

4C Double key-card ask

4D Slam interest, invites cue bidding. Likely worried about two top losers in a major. Can stop in 4N by either player.

4M Splinter. Should this be a void, with 3M showing stiff?

4N Quantitative, stronger than 3N

Pattern	Weak	Inv	GF	Slammish
Bal, no 4M	Pass	2S	3N	4N
Bal, 4M	Pass	2C	2C	2C
5+S, 4H	2H or 2C+2H	2C+2S	2C+3H	2C+3H
5+H, 4S	2D or 2C+2H	2D+2S	2C+3S	2C+3S
5H,5S	2C+2H	2H+3H	3D	3D
5+M,4+m	XM	XM+2N	XM+3m/3N	XM+3m
5M, bal	XM	XM+2N	XM+3N	XM+4N/cue
6+M	XM	XM+3M	Texas	XM+4M/splinter OR Texas + Kickback
5m,4M	Pass	2C+2N/3m	Xm+3M	Xm+3m
6m,4M	2C+3m	2C+3m	Xm+3M	Xm+3m
2-2-5-4/2-2-4-5	Pass or 2N	2C+2N/3m	2N+3D/3N	2N+3D/3N/higher
3.1M, 5.4m	Pass or Xm	2C+2N/3m	3N or 2N+3M	2N+3M
3.1M, 6.3m	Xm	2C+3m	Xm+3N or 3M	3M
4.1M	Pass or 2C+3m	2C+2N/3m	3M or 2C+3N	3M

General Rule: If responder shows 2 suits and then uses Blackwood/Kickback, it is always double key card

Ch 5.1: Dealing with Intervention

Systems on over Non-Penalty Double or 2C:

- 1N – (2C) – X is Stayman
Unless 2C shows two specific suits (then U/U).
- 1N – (X) – XX shows a willingness to penalize for non-penalty doubles
If X is penalty, then DONT-style runout

Over a natural 2D/M overcall:

- X is negative
- 2-level suit bids are competitive, could be on a 4-card suit
- **Otherwise, we play Rubensohl**

When the overcall shows one known suit, not the one bid (e.g., transfer overcalls, or 1N – (2D) showing Spades and a lower suit):

X	Shows the bid suit (4+). Is lead directing, with values to compete
Lurker X	Penalty. e.g., 1N – (2C) – P – (2H) – P – (P) – X, where 2C showed Hearts.
Cue bid at 2 level	(of suit shown) Takeout. If followed by new suit at 3 level, it is forcing.
2X	Natural
2N, 3X	Rubensohl
Jump cue bid	(of the suit shown). Stopper asking.
3N	Natural, denies a stopper

When the overcall shows bid suit plus unknown second suit

Treat this as if it shows only the known suit.

When the overcall shows two specific suits (e.g., Landy 2C or DONT 2H for the majors):

Unusual over Unusual

Other Scenarios:

- After 1N – (P) – 2C – (X), opener redoubles to show 5-card or strong 4-card Clubs. Direct bid is Stayman response but **promises C stopper**. Without C stopper, pass and wait for a XX.
- If opener doubles an overcall, it is takeout
- Texas Transfers are on after a double or an overcall, even after lurker pass
- If a Jacoby transfer is doubled, Pass shows a doubleton, accepting the transfer shows 3+, and redouble shows 5 cards or strong 4 cards in the doubled suit. If opener passes, responder can redouble to retransfer, or directly bid the suit himself, depending on who he wants to be on lead.

Ch 6: The 2C Opening

Responses:

- 2D** All-purpose inquiry. Used with almost all hands that have at least one 4-card major, and several other hands that do not fit other responses.
- 2H/S** Non-forcing, constructive, 5+ suit.
- 2N** Transfer to C, generally suggests Qxx or better support. Either a simple raise, or showing a variety of game-forcing hands with club fit. Could have 5+ major (if GF), but denies a 4-card major.
- 3C** Transfer to D, denies Qxx/better club support. Either to play with 6+ D (unless opener bids higher than 3D), or GF with 5+ D. Denies a 4-card major, but could have a 5-card major if GF.
- 3D** Transfer to H (5+ suit), denies Qxx/better club support. Absolutely Game Forcing. Denies 4+ Spades
- 3H** Transfer to S (5+ suit), denies Qxx/better club support. Absolutely Game Forcing. Denies 4-card H.
- 3S** 5-5 Majors, GF
- 3N** To play

Bidding After 2C – 2D

2C	2D	2M	4-card suit, wide range (11-16)
		2N	No major, 13+ – 15
		3C	No major, 11 – 13+
		3D/M	4-card suit, 6+ C, 14 – 15
		3N	No major, good C suit, 14 – 15

Further Bidding:

2C	2D	2M	2N	10-11, inv., no major fit
			3C	8-9, simple raise (had the other major)
			3D	GF, 5+ D and 4 cards in other major
			3M	Invitational, 4-card fit
			4C	Invitational
			Other Major	GF, club fit, no fit for opener's Major
			Jump in new suit	Cue-bid, major fit
2C	2D	2N/3C	3C (over 2N)	To play
			3D	GF, 5-card suit, 4 cards in some major
			3M	GF, 5-card suit, 4 in other major
			3N	To play
			4C	Invitational
			4D	Kickback
			4M	cue-bid

Bidding After 2C – 2M:

2C	2M	2N	13-14, no fit
		3C	11-12, no fit
		3D	14-16, 5+C, 4D, no fit
		3M	Invitational
		2S (over 2H)	5+C, 4S, 11-16
		3H (over 2S)	6+C, 4H, 15-16
		3N	no fit, 6+ C, 15-16
		bids above 3M	cue with 3+ fit

Bidding After 2C – 2N:

2N promises a fit, usually Qxx or better. Opener accepts transfers to C and D except with a max, in which case he can bid/explore 3N by showing where his cards are.

2C	2N	3C	3D/M	5+ suit, GF
			3N	Mild slam try in Clubs (although when opener did not pre-accept, slam is unlikely)
			4C	Slammish hand with strong Club support, but unwilling to take control. Typically balanced.
			4D	Kickback
			4M	Exclusion? Splinter? Responder does not have 4 cards in the other major, so he likely has 5+ D or 5+ C. But he did not show his Diamond suit. Maybe exclusion is the best use given all this.

Bidding After 2C – 3X:

- 2C – 3C – 3D – 3M shows GF, 5-5+ in D and the major.
- 2C – 3D – 3H – 3S shows Spade values, exploring best contract. If responder continues with 4-level bids, 3S was advanced cue bid with Hearts set as trumps
- After 2C – 3D/H, opener accepts the transfer with tolerance, bids 3N or 4C with no fit (4C shows very good Clubs, since responder has denied support), or cue-bids below 4 of the transfer suit with 3+ fit.
- Transfer to a major, followed by 4C shows Qx/xxx in clubs, 6+ in the major, and offers choice of games. May also be done with slammish hands. If opener now supports the major, it sets up double key card.
- Other 4-level bids following a transfer to a major set the major as trump (independent suit) and are cue-bids/Kickback.

Ch 7: Other openings

Ch 7.1: The 2D Opening

Responses:

- 2M/3C** To play
- 2N** Relay. At least invitational values
- 3D** Invitational in a major. Now 3H = reject invite in Hearts or both, 3S = reject in Spades but not in Hearts, 4D = accept in both
- 3M/4C** Slammish, sets trumps
- 4D** Key-card ask in Clubs
- 3N/4M** To play

Bidding after 2D – 2N:

- 3C** 5C, minimum. Now 3D relays.
Opener rebids 3H = 3-4-1-5, 3S = 4-3-1-5, 3N = 4-4-0-5
- 3D** 5C, non-minimum. Now 3H relays.
Opener rebids 3S = 3-4-1-5, 3N = 4-3-1-5, 4C/D = 4-4-0-5, medium/max
- 3H** 4-4-1-4, min
- 3S** 4-4-1-4, med
- 3N** 4-4-1-4, max

Ch 7.2: The 2N opening

Responses:

- 3C** Stayman
- 3/4 D/H** Transfers
- 3S** Relay to 3N. Now responder can bid a natural and forcing 4m, or 4M to show a splinter with 5.4 or better in minors
- 3N** To play
- 4C** Gerber
- 4N** Quantitative

Ch 7.3: The 2M Opening

Responses:

New major forcing, new minor to play

Jump shift asks for control and key-cards. Responses: step 1 = no control, step 2 = second-round control, step 3+ = first-round control, key cards

2N = Relay. When non-vul, opener rebids second suit if any, else 3H/S/N with min/med/max. When vul, opener bids feature with non-min, else rebids suit

Ch 8: When Opponents Open

Simple Overcall

7 to 17, per standard vulnerability and level considerations

Responses

New suit	Forcing at one level Non-forcing, constructive at two level. Forcing at 3 level over 2-level overcall (e.g. 1S – 2H – P – 3C)
Jump raise	Weak
2N	Bal 12-13
Jump shift	Splimit by PH, natural and GF by UPH
Cue-bid	LR+ with 3-card support, or any strong hand
Jump cue	Over 2-level overcall, show 4-card fit, establishing a forcing pass auction. Over 1-level overcall, show 4-card fit, 8 – 9 HCP

Further Bidding

Modified Snapdragon: If responder bids a new suit, advancer's double shows the unbid suit plus tolerance for overcaller's suit. E.g., (1H)-1S-(2C)-X shows Diamonds plus Spade tolerance. When the unbid suit is a Major, advancer is promising only 4 cards

Balancing overcalls: 8 – 14-

1N Overcall

15+ to 18 in direct seat, even after both opponents have bid ((1X) – P – (1Y) – 1N)

Systems on over (1m) – 1N, including after non-penalty X and natural-ish 2C

Over (1M) – 1N, 4-suit transfers, with transfer to opener's Major being Stayman

11 to 16 in balancing position

2C = range Stayman.

Now 2D = any 11-12, 2M/N = 13-14 (2N =>no Major), 3X = 15-16

Systems on other than that

Sandwich by passed hand, shows 5+-5+ in unbid suits

Sandwich bids, e.g., after (1D) – P – (1S) – ?:

1N is natural, 15+ – 18.

Bidding 2 of opponent's suit (2D, 2S) is natural.

2N = 5-5 in unbid suits

Doubles

Take-out except over 1N

Negative through 4H

Responsive through 4H (same suit only, plus after **(1X) – 1Y – (1N)**)

Maximal game-try

Support double through 2-raise

Support redouble, including when partner has overcalled?

Most doubles at 1- and 2-level are not Penalty. When not defined, they are DSI

Defense vs NT

In direct seat, when NT range min is 13 or more:

- **X** 4+ H and longer other
- **2C** 4+ S and longer other
- **2N** minors
- Rest natural

Indirect seat, vs weak NT (min < 13):

- **X** values (14+)
- **2C** majors
- Rest natural

Balancing actions same as direct

Two-suited overcalls

Michaels over 1X, Precision/natural 2C

2N overcall = two lowest unbid

- After **(1M) – 2M – (P)**, I prefer 2N = game interest opposite preemptive Michaels bid. Now partner bids 3m with minimum, 3H/S with 10 – 11 and C/D respectively, and 4m with 16+.
- If you just want to play in 3m, bid 3C as Pass or Correct.
- After **(1m) – 2m – (P)**, I prefer 2N as natural, inviting game with a maximal weak Michaels
- What does a cue-bid mean after partner Michaels?

Over Weak Two-Bids

Lebensohl after TO Double

2N = 16-19

Leaping Michaels over 2M: $4C = C + OM$, $4D = D + OM$

Leaping Michaels over 2D: $4C = C + H$, $4D = C + S$

Can also use this over Precision 2C and 2D, showing D and H/S respectively

(2D) – 3D = Regular Michaels

(2M) – 3M stopper asking

Over Multi 2D

X Take-out of Spades

2H Take-out of Hearts

(2D) – X – (2H) – P – (P) - X is penalty, though advancer pulls the second double with poor defense

Other Openings

Truscott over Flannery (X = strong NT, 2H = TO, 2N = minors)

If 2H = Flannery, X = TO, 2S = minors, 2N natural

Over Precision/Roman 2D, X = TO with at least one Major

Responding to Weak Jump Overcalls:

New suits non-forcing, except 3 of other major (e.g., **(1D) – 2S – (P) – 3H**) is forcing.

2N = shortness ask

Ch 9: Dealing With Intervention

Over Opponent's Take-Out Double

Transfers starting at XX and up to bid below 2 of partner's suit (which shows good single raise; direct raise is weak)

1D – (X) – 2N shows the minors

1M – (X) – 2N is Limit+

Jump shifts spllimit by PH, preemptive by UPH

Negative Free Bids (NFB)

Apply at two level when neither player has jumped.

Shows a good 5-card or 6+ suit and below-game going strength.

Minimum strength depends on vulnerability

When NFB applies, jump in such a suit is game-forcing with strong suit (almost always 6+). For instance, **1D – (2C) – 3H**.

When NFB applies, negative double followed by a new suit that could have been bid as NFB earlier is natural and game forcing. For instance, **1D – (2C) – X – (P) – 2D – (P) – 2H**, but NOT **1H – (2D) – X – (P) – 2H – (P) – 3C**

1D – (1M) – 2D is NFB, and **1D – (1M) – X** followed by 2D is game-forcing with 5+ D

3-level jump cue-bid is primarily stopper asking after 1D opening, but **1H – (1S) – 3S** is a splinter

Ch 10: Bidding by a Passed Hand

When partner opens 1M:

- Jump shifts are Splimit.
- 2C is Drury over 3rd or 4th-hand opening.
- 2N = Clubs
- Other bids as before.

When partner opens 1D:

- 2M = 5-5 in Diamonds and the bid Major, constructive

Responding to Drury:

- Return to 2M is weakest bid
- Bids below 2M are game tries
- Suit bids between 2M and 3M strong two-suiter, with possible slam opposite the right hand (e.g., AKxxx,AQxxx,x,xx).

When partner opens 1D:

- 2N = preemptive with 5-5 in the minors. Go via 2m with a balanced 11 count.

When partner opens 2M:

- New suit bids are splimit.
- 2N is invitational with a good fit, asking for a stiff (e.g. 2H – 2N with AXXX,KXXX,X,XXXX).