

Contents

Glossary	- 7 -
Ch 1: Opening Bids.....	- 8 -
Ch 2: The 1N Opening.....	- 9 -
Requirements:.....	- 9 -
Responses:	- 9 -
Ch 2.1: Bidding After Puppet Stayman.....	- 10 -
Responder's rebids (over 1N – 2C – 2D):	- 10 -
Opener's rebids after 1N – 2C – 2D – 2M:	- 10 -
Opener's rebids after 1N – 2C – 2D – 2M:	- 11 -
Ch 2.2: Bidding after Jacoby Transfers	- 12 -
Responder's rebids:	- 12 -
Bidding after 1N – 2H – 2S – 3H:	- 12 -
Bidding after 1N – 2D – 2H – 2S:	- 12 -
Ch 2.3: Dealing with Intervention	- 13 -
Over a Penalty Double:	- 13 -
Over a DONT Double (showing single-suited hand):	- 13 -
Over a Cappelletti 2C overcall (showing any single suiter):	- 13 -
Over a natural 2S overcall:.....	- 13 -
Over a natural 2H overcall:	- 14 -
Over a natural 2D overcall:	- 14 -
Over a natural 2C overcall:	- 14 -
When the overcall shows one suit, not the one bid (e.g. transfer overcalls):.....	- 15 -
When the overcall shows two specific suits (e.g., Landy 2C or DONT 2H for the majors):	- 15 -
When the overcall shows 2 suits, only one of which is known (e.g. 2D DONT showing diamonds and a major):	- 15 -
Other Scenarios:	- 15 -
Ch 3: Low-Power 1N Structure	- 16 -
When used?	- 16 -
Responses:	- 16 -
Notes:.....	- 16 -
Ch 4: Slam Bidding	- 17 -
Control-Asking Bid (CAB):.....	- 17 -
Trump-Asking Bids (TAB)	- 17 -

Epsilon Bids	- 18 -
Queens/Jacks Asking Relay (QJAR).....	- 18 -
Telescope Ask.....	- 18 -
Ch 4.1: The 4CD Convention	- 19 -
Ch 4.2: Key-Card Asking Bids.....	- 20 -
When is 4N not Blackwood?	- 20 -
Which is the trump suit?	- 20 -
Key-Card Responses	- 20 -
Follow-Up Query	- 20 -
Ch 4.3: Kickback	- 21 -
Kickback Responses.....	- 21 -
Ch 4.4: Roman Key-Card Blackwood.....	- 23 -
Double Key-Card Responses.....	- 23 -
Ch 5: The 1C Opening.....	- 25 -
Requirements:.....	- 25 -
Responses:	- 25 -
Ch 5.1: Bidding after 1C – 1M.....	- 26 -
Responses:	- 26 -
Bidding after 1C – 1M – 2M:.....	- 26 -
Bidding after 1C – 1M – 2N:.....	- 26 -
Bidding after 1C – 1M – 1N:.....	- 27 -
Ch 5.2: Bidding After 1C – 1N.....	- 28 -
Opener’s rebids after 1C – 1N:.....	- 28 -
Bidding after 1C – 1N – 2D/H/S/N:.....	- 28 -
Ch 5.3: Bidding After 1C – 2C.....	- 29 -
Opener’s Rebids:	- 29 -
Responses to 1C – 2C – 2D:.....	- 29 -
Ch 5.4: Bidding After 1C – 2D.....	- 30 -
Ch 5.5: Bidding after 1C – 2H	- 31 -
Bidding after 1C – 2H:.....	- 31 -
After 1C – 2H – 2S:	- 31 -
Ch 5.6: Bidding after 1C – 2S.....	- 32 -
Follow-up relays after 1C – 2S – 2N:	- 32 -
Slam Bidding:.....	- 33 -
Ch 5.7: Bidding After 1C – 2N.....	- 34 -
Slam Exploration:.....	- 35 -

Omega Bids:	- 35 -
Follow-up sequences:	- 35 -
Ch 5.8: Impossible-Negative Auctions	- 36 -
Over 1C – 1D – 2m:	- 36 -
Over 1C – 1D – 1M:	- 36 -
Ch 6: Bidding After 1C – 1D	- 37 -
Opener's rebids:.....	- 37 -
Bidding after 1C – 1D – 1M:.....	- 37 -
Ch 6.1: Bidding after 1C – 1D – 2m	- 38 -
Responses to 1C – 1D – 2C:.....	- 38 -
Responses to 1C – 1D – 2D:.....	- 38 -
After 1C – 1D – 2D – 2H:	- 38 -
Ch 6.2: Bidding after 1C – 1D – 2N.....	- 39 -
Responses:	- 39 -
Bidding after 1C – 1D – 2N – 3C:.....	- 39 -
After 1C – 1D – 2N – 3C – 3D:.....	- 39 -
After 1C – 1D – 2N – 3C – 3H:.....	- 39 -
Ch 6.3: Bidding after 1C – 1D – 2S.....	- 40 -
Responses:	- 40 -
After 1C – 1D – 2S – 3C:	- 40 -
Ch 6.4: Bidding after 1C – 1D – 2H.....	- 41 -
Responses:	- 41 -
After 1C – 1D – 2H – 2S:	- 41 -
Ch 7: Dealing with intervention over 1C.....	- 42 -
Notes:.....	- 42 -
Higher bids:.....	- 42 -
Intervention after 1C – Pass – 1D:	- 43 -
Intervention during later rounds:.....	- 43 -
Intervention during distributional relays:.....	- 43 -
Ch 8: Responding to 1H/S opening	- 44 -
Game tries after 1M – 2M:	- 44 -
Bidding after 1H – 1S – 2N:	- 44 -
Bidding after 1M – 2m:	- 45 -
Ch 8.1: Bidding after 1S – 1N.....	- 46 -
Responder's Rebids:.....	- 46 -
Ch 8.2: Bidding after 1S – 2H.....	- 47 -

Responses:	- 47 -
Responder's rebids:	- 47 -
Notes:.....	- 47 -
Ch 8.3: The Jacoby 2N response.....	- 48 -
Opener's rebids:.....	- 48 -
Bidding after 1M – 2N – 3C:.....	- 48 -
Bidding after 1M – 2N – 3D:.....	- 48 -
Bidding after 1M – 2N – 3H:.....	- 49 -
Other sequences:.....	- 49 -
Ch 9: Bidding after 1D opening.....	- 50 -
Responses:	- 50 -
Bidding after 1D – 1M:	- 50 -
Bidding after 1D – 1M – 1N:.....	- 51 -
Bidding after 1D – 1M – 2N:.....	- 51 -
Other sequences after 1D – 1M:	- 51 -
Bidding after 1D – 2C:.....	- 52 -
Bidding after 1D – 2D:.....	- 52 -
Ch 9.1: Checkback Auctions	- 53 -
After 1D – 1S – 1N – 2C – 2S:	- 53 -
After 1D – 1S – 1N – 2C – 2H:.....	- 53 -
After 1D – 1S – 1N – 2C – 2D:.....	- 53 -
After 1D – 1H – 1N – 2C – 2H:.....	- 54 -
After 1D – 1H – 1N – 2C – 2D:.....	- 54 -
Bidding After 1D – 1H – 1S:	- 55 -
Ch 10: The 2C Opening.....	- 56 -
Responses:	- 56 -
Ch 10.1: Bidding After 2C – 2D.....	- 57 -
Further Bidding:.....	- 57 -
Ch 10.2: Other Sequences After 2C	- 58 -
Bidding After 2C – 2M:.....	- 58 -
Bidding After 2C – 2N:	- 58 -
Bidding After 2C – 3X:.....	- 58 -
Ch 11: The 2H opening	- 59 -
Responses:	- 59 -
Bidding after 2H – 2N:.....	- 59 -
Bidding after 2H – 3D:.....	- 59 -

Ch 12: Ch. 9: The 2N opening.....	- 60 -
Responses:	- 60 -
Opener's Rebids after 2N – 4C:	- 60 -
Ch 13: The 2S Opening.....	- 61 -
Responses:	- 61 -
Opener's Rebids after 2S – 4C:	- 61 -
Ch 14: When Opponents Open	- 62 -
Overcalls:	- 62 -
Responses:	- 62 -
1N Overcall:	- 62 -
Take-out doubles: 3+ fit in unbid major or any strong hand.	- 63 -
Special overcalls:	- 63 -
Over a 1NT opening:.....	- 64 -
Over a strong 1C opening:	- 64 -
Ch 14.1: When Opponents Preempt.....	- 65 -
Over weak 2D:	- 65 -
Over 2 of a major:	- 65 -
Over higher-level preempts:.....	- 65 -
Ch 15: Competitive Auctions	- 66 -
Support doubles:.....	- 66 -
Negative Free Bids (NFB):	- 66 -
Responsive Doubles:	- 66 -
Maximal Game-Try Double:	- 67 -
Third-Suit Doubles:	- 67 -
Cue Bids:	- 67 -
New Suit After Partner Overcalls:.....	- 67 -
Responding to Weak Jump Overcalls:	- 67 -
Sandwich bids, e.g., after (1D) – P – (1S) – ?:.....	- 67 -
Ch 16: Competitive Lebensohl	- 68 -
Exceptions:.....	- 68 -
What does CL mean?	- 69 -
What does double mean?	- 69 -
Should partner always bid 3C?	- 69 -
Ch 17: Bidding by a Passed Hand.....	- 70 -
When partner opens 1M:.....	- 70 -
Responding to Drury:	- 70 -

When partner opens 1D:	- 70 -
When partner opens 1N:	- 70 -
Ch 18: Summary of Key Changes	- 71 -
Changes Since 01/01/2021	- 71 -
Ch 19: Open Issues.....	- 72 -
Ch 20: Discontinued Sequences	- 73 -
Ch 20.1: Bidding after 1C – 1H – 1S:.....	- 74 -
Ch 20.2: Bidding after 1C – 1N.....	- 77 -
Opener’s rebids after 1C – 1N:.....	- 77 -
Numerical and zoom principles:	- 77 -
Control asking and zooming:.....	- 77 -
Bidding after 1C – 1N – 2C:	- 78 -
Ch 20.3: Bidding After 1C – 2C.....	- 79 -
Common Principles:	- 79 -
Distributional Relays	- 79 -
Ch 20.4: Bidding after Distributional Relays.....	- 81 -
Type A sequences:	- 81 -
Type B sequences:	- 81 -
Type C sequences:	- 82 -
Type D sequences:	- 82 -
Type E sequence:	- 83 -
Type F sequence:	- 83 -
Type G sequence:.....	- 83 -
Type H/J sequences:	- 83 -
Type I sequence:.....	- 83 -
Ch 20.5: When opener does not relay	- 84 -
After 1C – 2C:	- 84 -
Responses to 1C – 2C – 2D:.....	- 84 -
After 1C – 2C – 2D – 2H:	- 84 -
After 1C – 2C – 2D – 2S:	- 84 -
After 1C – 2C – 2D – 2N:	- 85 -
Ch 20.6: Bidding after 1C – 2D	- 86 -
Ch 20.7: Other Minor Suit Responses to 1C Opening	- 87 -

Glossary

Color coding note: I have not color-coded everything as yet, but am in the process of doing so.

Black text Normal descriptions.

Blue text Unusual treatments that we may not remember.

Red text Changes to our original system.

Grey text Parts of our system that we have discontinued, at least for now.

Purple text Proposed changes, not discussed or agreed.

4-4-3-2 Exact distribution (4 Spades, 4 Hearts, 3 Diamonds, 2 Clubs)

4.4.3.2 A hand with two 4-card suits, one 3-card suit, and a doubleton.

4-4-3.2 A hand with 4 Spades, 4 Hearts, and 3-2 or 2-3 in the minors.

Ch 1: Opening Bids

- 1C** 17+, any distribution. All other openings deny 17 HCP
- 1D** 11+ – 16, 4+ D, or balanced 14+ – 16
- 1M** 11+ – 16, 5+ suit
- 1N** 12 – 14, balanced. May have 5M or 6m. If 14 HCP, no 5+ suit
- 2C** 11+ – 16, 5 C and 4M or 6+ C, or 15 – 16 HCP with 5+ C and 4 D
- 2D** Weak two in either major
- 2H** 11+ – 16, 4-4-1-4 or 4-4-0-5, OR 14 – 16, 4-3-1-5/3-4-1-5 with QT_x or better in 3-card suit
- 2S** Weak, 5-5+ in the reds or in the blacks
- 2N** Weak, 5-5+ in the majors or in the minors
- 3X** Preemptive
- 3N** Gambling. No outside A/K in 1st/2nd position. Over this, 4/5C is Pass-or-Correct, 4M is to play, and 4D is shortness ask (respond 4M with Major short, 4N with other minor short, and 5 of your minor with no short).
- 4m** NAMYATS. Independent 7+ H/S respectively, 8 – 9 playing tricks
- 4M** To play, weaker than 4m

Ch 2: The 1N Opening

Requirements:

12 – 14 HCP. If 14, no 5-card suit. Balanced or semi-balanced hand (4.3.3.3, 4.4.3.2, 5.3.3.2, 5.4.2.2, or 6.3.2.2). In the last two shapes, the long suit should be a minor and, if 6 carded, it should be weak. Hands with strong 5-card majors and rest of the strength in only one suit may open 1M and rebid 2M. Non-vul, may have only 11 HCP. Vul, tend to avoid opening 4.3.3.3, 12 HCP hands.

Responses:

- 1N 2C** Puppet Stayman. Used on the following types of hands:
- Hands with one or two 4-card majors, invitational or better
 - All hands 5-4 or better in the majors, invitational or better
 - Invitational hands with a long minor
 - Balanced invitational hands with or without a major
- 2D/H** Transfers to H/S respectively Denies 4+ cards in other major, unless hand is very weak and does not intend to take another call. Transfers followed by new minor are natural and game-forcing, but transfers followed by new major are artificial slam tries (see later).
- 2S** Shows 5-4 or better in the minors and either a preemptive or a strong, slammish hand. Opener rebids a 4-card minor or 2N with none. After this, 3m would be to play, 3M would be a stiff, and 3N would be 2-2-5.4 slammish (not forcing).
- 2N/3C** Unconditional transfers to C/D respectively. Either a signoff or a game-forcing hand. Invitational hands go via puppet Stayman.
- 3D** Minor-suit Stayman, suggesting a strong, 2.3-4-4 shape. Opener bids 3H with C, 3S with D, 3N with no minor.
- 3M** 3-suited hand with shortness in bid major and 4 cards in the other. Minor suit length may be 5-3, 4-4, or 5-4
- 3/4N** Natural
- 4C** Gerber
- 4D/H** Texas transfers. 4S over 4H or 4N over 4S is Kickback. Any higher bid (5m, 4N over 4H, or 5H over 4S) is a cue-bid denying any shortness.

Ch 2.1: Bidding After Puppet Stayman

Opener bids a 5-card major if he has one, else bids 2D.

Over 1N – 2C – 2H, 2S agrees Hearts and initiates a Telescope Ask (p - 18 -).

Over 1N – 2C – 2S, 3H is a general slam try, inviting cue bids.

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 (over 1N – 2C – 2D):

- 1N 2C 2D 2M** 4-card suit, one-round force, invitational or better values
- 2N/3m** Natural and invitational, no 4+ major
- 3H** 5-5+ in majors, invitational. May be passed.
- 3S** 5-5 in the majors, forcing, stiff minor. Opener bids
 - 4C/D = good hand with H/S fit respectively,
 - 4M = bad hand, preference for bid major
 - 3N = good hand, equal support for both majors.
- 3N** Natural (bid 2C just to check for 5-card major)
- 4m** Void, 5-5 in majors, slammish. Now 4N by responder is exclusion DKC.

Opener's rebids after 1N – 2C – 2D – 2M:

- 1N 2C 2D 2H 2S** Natural, denies 4 H
- 2M 2N** No fit, min
- 3C** No fit, max
- 3D** 4-card fit, little better than min
- Raise** 4-card fit, min
- 3N** Max, 4-card fit, no side Ace
- Jump Shift** Max, 4-card fit, Ace in bid suit. Also 3H over 2S.

Opener's rebids after 1N – 2C – 2D – 2M:

1N 2C 2D 2M 2N/3C	3m	5+ suit, invitational
	3H	5-4 in majors, 4 in first-bid suit, invitational
	3S	5-4 in majors, 4 in first-bid suit, GF
	4m	6 – 4 in majors, 4 in first-bid suit, void in bid minor
	4H	6 – 4 in majors, 4 in first-bid suit, no slam interest. Opener must pass or correct to 4S.
	4S	6 – 4 in majors, 4 in first-bid suit, no voids, RKC in 6-card suit
	3/4N	Natural (4N is quantitative)

After 1N – 2C – 2D – 2H – 2S, 3H = minor-suit Stayman.

Responses are 3S = 4 Diamonds, 3N = 4-3-3-3, 4C+ = 4 Clubs, 0-2, ... controls

Ch 2.2: 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 doubleton (1N – 2D – 2N shows Spade doubleton) or bidding 1N – 2D – 2S or 1N – 2H – 2N to show a long-suit try with unspecified long suit (next step asks). Finally, 1N – 2D – 3H or 1N – 2H – 3S show a *super-accept* with honors in the doubleton (e.g., Axxx,Kxxx,AJ,Qxx).

Responder's rebids:

New major	Trump ask, slam try (see below).
New minor	Natural and game forcing.
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

Bidding after 1N – 2H – 2S – 3H:

This is a general slam try in Spades, denying any singleton. The first concern is trump support, and opener rebids as follows:

- 3S** Jxx or worse support.
- 3N** 3 trumps to the A/K/Q or 4 trumps missing the top 3 honors
- 4x** Cue bid showing KQX, Qxxx or better trumps and 1st round control.

Bidding after 1N – 2D – 2H – 2S:

Asks for trump length. Responses show 2, 3 and 4 trumps respectively. Now step 1 is STA, step 2 is controls / Epsilon.

Ch 2.3: Dealing with Intervention

Over a Penalty Double:

- XX** Good hand, sets up a forcing auction. Cannot let opponents play undoubled now.
- 2D/H/S** Runout, 5+ suit.
- 2C** Either natural, or start of a runout. Partner assumes natural.
- 2N** Preemptive with both minors.
- 3m** Preemptive
- 3M** Invitational

Over a DONT Double (showing single-suited hand):

Redouble again shows a good hand, setting up a forcing auction. (Cannot let opponents play undoubled now.) All other bids follow the low-power NT approach (p - 16 -).

Over a Cappelletti 2C overcall (showing any single suiter):

Switch to low-power NT, with X being Stayman

Over a natural 2S overcall:

- X** Penalty
- 2N** Unconditional transfer to 3C. Responder will now pass, or bid 3D (natural, C + D, one-round force), 3H (invitational, 4-card suit, nothing about Clubs), 3S (5+ Clubs, 4 Hearts, forcing), 3N (only partial stopper promised), 4C or higher cue bids.
- 3C** Unconditional transfer to 3D. Responder will now pass, bid 3H (invitational, 5-card suit, nothing about Diamonds), 3S (5 Diamonds, 4 Hearts, forcing), 3N (only partial stopper promised), or higher natural/cue bids;
- 3D** Unconditional transfer to 3H, promises 5-card suit. Responder will now pass, or bid 3S (asks for stop), or other natural bids.
- 3H** Game-forcing hand with 4 Hearts. Opener may raise or bid 3N or 3S without Spade stopper.
- 3S** Game-forcing hand with no Spade stop
- 3N** Natural, promises a Spade stopper
- 4C** Gerber
- 4D** Texas transfer, denying power to play at 5 level if opponents compete

Over a natural 2H overcall:

- X** Penalty
- 2S** Competitive. Could have only 4-card suit
- 2N** Unconditional transfer to 3C. Responder will now pass, or bid 3D (natural and one-round force), 3H (invitational, 4 Spades, less than 4 Diamonds), 3S (5+ Clubs, 4 Spades, forcing), 3N (only partial stop promised), or 4C+ cue bids.
- 3C** Unconditional transfer to 3D. Responder will now pass, or bid 3H (invitational, 4+ Diamonds, 4-card Spade), 3S (5 Diamonds, 4 Spades, forcing), 3N (only partial stopper promised) or higher natural/cue bids.
- 3D** 5-card Spade, invitational or better hand. Opener bids 3/4S with a fit, 3N with no fit, max and Heart stop, 3H with no Heart stop and no fit, any strength.
- 3H** Game-forcing hand with 4 Spades. Opener may raise, or bid 3N or 3S without Heart stopper or fit
- 3S** Game-forcing hand with no Heart stop. Denies 4 Spades.
- 3N** Natural, promises a Heart stopper.
- 4C** Gerber
- 4D** Texas transfer, denying power to play at 5 level if opponents compete.

Over a natural 2D overcall:

- 2M** Natural and competitive
- 2N** Unconditional transfer to 3C. Responder may pass, or bid 3D, which is forcing Stayman with no Diamond stop (nothing about Clubs), or other natural bids.
- 3C** 5-card Heart, invitational or better hand.
- 3D** 5-card Spade, invitational or better hand.
- 3M** 4-card suit, forcing, shows a Diamond stop.
- 3N** Natural, shows a Diamond stop.

Over a natural 2C overcall:

- 2D** Stayman. Any 3-level new suit by responder is now forcing
- 3C** balanced forcing hand with no Club stop. No 4-card major.
- 2M** natural and competitive.
- 2N** natural, may not have Club stopper.
- 3N** natural, promises Club stopper
- 3D/M** natural and invitational

When the overcall shows one suit, not the one bid (e.g. transfer overcalls):

X	Shows the bid suit (4+). Is lead directing, with values to compete
Cue bid	(of suit shown) Takeout. If followed by new suit at 3 level, it is forcing.
2X/N	Natural
3X	Natural and invitational
Jump cue bid	(of the suit shown). Stopper asking.
3N	Natural, promises a stopper

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

X	Penalty oriented. If the suit bid is one of the two suits, the X is penalty for the bid suit. If not (as in the above example), it is a general penalty – oriented hand, inviting opener to double any suit they pick
Lower cue bid	Takeout, non – game – forcing hand.
Higher cue bid	Game – forcing takeout.
2X/N	Natural, 2N may not have stoppers
3X	Natural and invitational
Jump cue bid (3-level)	Shows stopper in bid suit, looking for stopper in the other
3N	Stoppers in both suits.

When the overcall shows 2 suits, only one of which is known (e.g. 2D DONT showing diamonds and a major):

Treat this as if it shows only the known suit.

Other Scenarios:

After 1N – (P) – 2C – (X), opener redoubles to show 5-card or strong 4-card Clubs, or 2D/M with a 5-card suit. Else, opener passes by default. If opener passes, responder's redouble is normal Stayman, denying game-forcing values (helps keep the auction low), 2D is to play, and all other rebids are normal puppet Stayman follow-ups, just as after 1N – 2C – 2D.

If opener doubles an overcall, either directly or in balancing seat, this is takeout.

Texas Transfers are on after a double or an overcall.

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.

Ch 3: Low-Power 1N Structure

When used?

- a) When responder is a passed hand
- b) After 1C – 1D – 1N or equivalent sequences
- c) When partner overcalls 1N

Responses:

- 2C** Simple Stayman, does not promise a major.
- 2D/H** Jacoby transfers
- 2S/N** Transfers to C/D respectively. Opener bids 2N/3C respectively to show interest.
- 3X** 3-suiter with shortness in bid suit. Game forcing in (c), impossible negative in (b), unused in (a).
- 4D/H** Texas transfers.

Notes:

- Stayman + new minor is mildly invitational.
- Jacoby + new minor is invitational in (a) and (b), one-round force in (c).
- In (c), transfers apply even to opener's suit.
- Transfer + new major is always invitational.
- 1N – 2C – 2D – 3M is Smolen in (c). **In (a) and (b), it shows 5-5 in the majors, 3H being invitational, 3S forcing.**
- 1N – 2C – 2D – 2H shows a weak hand with 4 Spades and 4+ Hearts.
- 1N – 2C – 2D – 2S is signoff (5+ Spades, 4 Hearts).

Ch 4: Slam Bidding

The approaches described here apply to various situations, the majority after a 1C opening. Wherever possible, we will enumerate the areas of applicability.

Control-Asking Bid (CAB):

Typically initiated by setting trumps, immediately or delayed. Asks for controls in steps. The number of controls shown in step 1 depends on responder's declared point range, as follows:

0 – 7	0
8 – 11	0 – 1
14+	0 – 3
Any other	0 – 2

Thereafter, each step shows 1 more control than the last.

Trump-Asking Bids (TAB)

Trump-asking bids are initiated by the strong, unlimited hand, usually after trumps have been agreed and a control ask has happened. (The exception is after 1C – 1M – 1N (control ask), where opener asks for a second suit before the trump ask.)

Responder's trump length may be known precisely, in which case we use the special trump ask (STA), or it may be ambiguous, in which case we use the normal trump ask (TA).

Trump-Asking Bid

Used when exact trump length is not known, but a certain minimum is promised:

Step 1 0 or 3 honors, or extra length with 0 honors

Step 2 one honor

Step 3 two honors

Step 4 extra length with one honor

Step 5 extra length with two honors

Step 6 extra length with all three honors

Special Trump-Asking Bid

When trump length is known precisely,

Step 1 0 or 3 honors

Step 2 Q

Step 3 A or K

Step 4 2 honors

Repeat trump ask:

If responder has shown exact number of controls, then this asks for Jack or extra length.

If responder has shown 0 – n controls, then it asks as follows:

Shown 0 honors Ask for J/extra length

Shown 1 honor Ask if Q/K/A

Shown 2 honors Asks if KQ/AQ

Epsilon Bids

Asks for control (honor/shortness) in a suit. Typically follows CAB and TAB. In the epsilon stage, a bid in NT, when it cannot be to play, is epsilon in the last suit bid (usually not naturally) by the responder. This is to save space. Responses are in steps:

Step 1	No control
Step 2	Third-round control
Step 3	Second-round control
Step 4	First-round control
Step 5	AK / AQ

Do not show doubletons if already shown 5-4 or better in two other suits.

Repeat Epsilon asks if control was shortness (step 1) or honor (step 2).

Queens/Jacks Asking Relay (QJAR)

This approach occurs after responder has described his distribution in some detail and shown the number of controls. Trumps may or may not have been set. **This is an alternative to TAB. You can do one or the other.** This relay asks for Queens, then more Queens, Jacks, etc. Responses are step 1 = no (more) Queens, step 2 = lowest undescribed Queen, etc. When only one Queen remains to be shown, responder bids step 1 to deny the Queen, step 2 shows the Queen but denies any Jacks, and higher steps show the Jacks (in ascending rank order). **Any non-relay bid by opener is to play.**

Telescope Ask

This is done by the strong, unlimited hand (typically the 1C opener) setting trump after responder reveals his distribution. The bid that sets the trump starts the Telescope Ask, and the first response shows controls (CAB). Now the asker can choose step one to initiate a TAB followed by Epsilon, or step two to initiate a QJAR.

Ch 4.1: The 4CD Convention

The 4CD convention applies to situations where

1. One hand (the teller) has described their shape in some detail.
2. At least three suits are potential candidates for trump suit. Potentially, all four suits, as well as NT, could be candidates.
3. The other hand (the asker) is in position to pick the trump, but has not communicated the choice to partner,
4. The bidding is currently at 3S or 3N. (It could apply when the bidding is at 3H, provided a 3S bid at this point would be non-forcing).

The challenge here is that the asker may be interested just in game, or in a cooperative slam try, or taking control in a slam exploration, in one of several strains. The 4CD convention is an invaluable tool here.

In 4CD scenarios, 3N, if available, is to play. The four-level bids mean the following:

- 4C** slam try in one of the three suits. Opener rebids 4D, and now responder **shows the suit in steps (low/mid/hi)**.
- 4D** signoff in one of the three suits. Opener rebids 4H and now responder passes or corrects to the appropriate suit
- 4H/S/N** RKC in low/mid/hi suit respectively

When the asker has earlier bid partner's short suit naturally, all four suits, plus perhaps NT, are viable strains for trump. In this case, the above steps are extended to cover all the strains. So 4C relays to 4D, after which 4H is slam try in Clubs, 4S in Diamonds, etc., up to 5D being a slam try in Spades. Likewise, a direct 4H is RKC in Clubs, 4S in Diamonds, etc., up to 5D being RKC in Spades. For example,

1C – 1D – 1S – 2N (impossible negative) – **3C – 3S** (Spade short, 14+ HCP)

1C – 2H – 3C (solid Clubs) – **3N** (short Clubs)

Ch 4.2: Key-Card Asking Bids

When is 4N not Blackwood?

- Over NT openings, even when preceded by Stayman or transfers. Only a few sequences after 1N opening are RKC.
- Over notrump-like sequences, e.g., 1D – 2C – 2N – 4N or 1D – 1S – 2H – 3C – 3N – 4N. In doubtful cases, try and cue bid first, so as to establish a non-quantitative slam auction.
- **When kickback is available and applicable.**

Which is the trump suit?

- When only one suit is bid and supported, that is trump. The support may be explicit or implicit (jump to 4N, splinter, cue bid, etc.).
- When two suits are explicitly supported without intervening bids (e.g., 1H – 2D – 3D – 3H), both become key suits, and we use Double Key-Card (DKC) ask.
- When the second suit is supported after a delay or indirectly, only the first suit is trump (e.g., 1H – 1S – 2S – 3C – 3D – 3H ...).
- When one partner shows a balanced hand and the other shows a 5-5, both long suits are key, even if one of them has been explicitly agreed.

Key-Card Responses

Responses are in steps: Step 1 = 1 or 4 key cards, Step 2 = 0 or 3, Step 3 = 2 key cards without trump Queen, and Step 4 = 2 key cards plus the trump Queen.

Follow-Up Query

After asking for key cards, the asker may place the contract, or use one of the following two asks. The subsequent sections describe which bids may be used for these asks.

TQK Asks for trump Queen and specific Kings. In response, step 1 denies the trump Queen, whereas higher steps promise the trump Queen plus the named King. Bidding 6 of the trump suit shows the trump Queen but no Kings. Asker can use further relays to check for Kings not yet shown or denied.

In some cases, TQK allows two responses at/below 5 of the trump suit. Now, Step 1 shows neither trump Queen nor extra length, Step 2 shows extra length (asker can now ask for Kings), and Step 3 and above show trump Queen plus the named King. If the asker signs off after a Step 1 response, responder may show kings if he had both trump Queen and extra length.

SKA Specific King ask. As above (just don't worry about the trump Queen), you bid the King you have, and further relays check for other Kings.

Ch 4.3: Kickback

Kickback refers to the use of the bid above four of the trump suit as the replacement for RKC. Kickback is always our preferred form of key-card ask, since it saves space and allows safe investigation without getting too high. For instance,

- 1S – 2D – 3D – 4H is key-card ask in Diamonds
- 1N – 2N – 3C – 4D is key-card ask in Clubs
- 1H – 2N – 3N – 4S is key-card ask in Hearts

Kickback does not apply when the suit above the trump suit is a viable trump suit. For instance,

- 1H – 2D – 3D – 4H is to play
- 1H – 1S – 2H – 4S is to play

Kickback also does not apply if suit agreement is not clear. For instance,

- 2C – 3D – 3H – 3N – 4D is a cue-bid with a strong heart suit, not key-card ask in trumps.

Kickback Responses

Immediate responses are in steps, just as for RKC – 1/4, 0/3, 2 without trump Q, 2 with trump Q. Now the follow-up is either TQK or SKA, analogous to RKC with Spades trump. Hence,

Spades trumps:

4N is Kickback. (here, it is same as RKC.) Now,

- Over 5C (1 or 4 key cards), 5D = TQK, 5H = SKA
- Over 5D (0 or 3 key cards), 5H = TQK, 5N = SKA
- Over 5H/S (2 key cards), 5N = SKA

Hearts trumps:

4S is Kickback. Now,

- Over 4N (1 or 4 key cards), 5C = TQK, 5D = SKA
- Over 5C (0 or 3 key cards), 5D = TQK, 5H = signoff, 5S = SKA
- Over 5D/H (2 key cards), 5S = SKA

Diamonds trumps:

4H is Kickback. Now,

- Over 4S (1 or 4 key cards), 4N = TQK, 5C = SKA
- Over 4N (0 or 3 key cards), 5C = TQK, 5D = signoff, 5H = SKA
- Over 5C/D (2 key cards), 5H = SKA

Clubs trumps:

4D is Kickback. Now,

- Over 4H (1 or 4 key cards), 4S = TQK, 4N = SKA
- Over 4S (0 or 3 key cards), 4N = TQK, 5C = signoff, 5D = SKA
- Over 4N5C (2 key cards), 5D = SKA

Ch 4.4: Roman Key-Card Blackwood

When Spades are trumps, RKC and Kickback are identical and described on p - 21 -. For other trumps, RKC may be needed when Kickback is not available. Now the initial step responses are the same as when Spades are trump, but we may be cramped for further exploration. The following describes our options:

Hearts trumps:

- Over 4N – 5S, 5N = SKA
- Over 4N – 5H, 5S = SKA
- Over 4N – 5D, 5H = signoff, 5S = TQK, 5N = SKA
- Over 4N – 5C, 5H = signoff, 5D = TQK, 5S = SKA

Diamonds trumps:

- Over 4N – 5S, 5N = SKA
- Over 4N – 5H, 5S = SKA, 5N = signoff.
- Over 4N – 5D, 5H = TQK, 5S = SKA, 5N = **signoff**.
- Over 4N – 5C, 5D = signoff, 5H = TQK, 5S = SKA, 5N = signoff

Clubs trumps:

- Over 4N – 5S, 5N = SKA
- Over 4N – 5H, 5S = SKA, 5N = signoff.
- Over 4N – 5D, 5H = TQK, 5S = SKA, 5N = signoff.
- Over 4N – 5C, 5D = TQK, 5H = SKA, 5N = signoff

Double Key-Card Responses

5C	0/3/6 key cards	5D	1/4
5H	2/5 with no key Queen =	5S	2/5 with 1 key Queen
5N	2/5 with both key Queens		

Now over 5C/D, cheapest bid of non – key suit or NT is further ask, and responses show key Queens + non – key Kings in steps (0/4, 1, 2, 3).

After 4N – 5H/S, 5N asks for non – key Kings (O, 1, 2).

After 4N – 5N, bid of non – key suit asks partner to bid grand with King in that suit. Without it, partner rebids 6 of the trump suit. If partner has the King of the other non – key suit, he may bid it or bid the non – trump key suit if cheaper than the trump key suit

(e.g. Spades and Clubs are key suits, auction goes ... 4N – 5N – 6D, now 6H denies DK, shows HK).

Ch 5: The 1C Opening

Requirements:

All hands with 17+ HCP are opened 1C

Responses:

1D Negative, 0 – 7 HCP, OR 12+ HCP, 3-suiter hands

1M/2m 8+ HCP, game forcing and natural

1N 10 – 13 HCP, balanced, no 5M

2H 8 – 11 HCP, 4.4.4.1 or 0-4-5-4 / 4-0-5-4 / 0-4-5-4

2S 8 – 9 HCP, balanced, no 5M

2N 14+ HCP, balanced, no 5M

3C 8 – 11 HCP, 5 Diamonds and 4 Clubs

3D 8+ HCP, 6 Diamonds and 4 Clubs

3H 12+ HCP, 3-1-5-4

3S 12+ HCP, 1-3-5-4

3N 12 – 13 HCP, 2-2-5-4

4C up 14+ HCP, 2-2-5-4, 0 – 3, 4, ... controls

Ch 5.1: Bidding after 1C – 1M

Responses:

- Raise** 20+ HCP, denies a fit or other five-card suit. 4.4.3.2 or 4.4.4.1 shape.
- 2N** 17 – 19 HCP, no fit or 5-card suit (same as above).
- 1N** 3 small or better fit. Control asking.
- New suit** Natural, 5+. ~~1C – 1H – 1S maybe 4144.~~ Bid naturally now.
- Jump shift** Solid suit, control asking
- Jump raise** Minimum, natural

Bidding after 1C – 1M – 2M:

Responder rebids 2nd suit if any, else

- 3N** 5.3.3.2 and 8 – 9 HCP. Now step 1 = CTL/Q, step 2 = CTL/Epsilon for NT.
- 3M** 5.3.3.2, 10+ HCP. Now step 1 = CTL/Q, step 2 = CTL/Epsilon for NT.
- 2N** 6+ suit, single suiter. Now step 1 = CTL/STA/Epsilon, agreeing major. Step 2 = CTL/Epsilon for NT.
- 4M,** Solid 6 – 7-card suit, nothing outside
- 4X** Void, solid major

Bidding after 1C – 1M – 2N:

Responder bids 2nd suit if appropriate (**no reverses**). Else,

- 3N** To play.
- 3M** 6-card suit.
- 4X** Void, solid major.
- 4M** To play.
- 4N** Quantitative
- 5X** Response to Aces for NT (generally ensuring slam).

1C – 1H – 2N – 3H – 3S is natural, as 3H may be bid with 6H, 4S.

Bidding after 1C – 1M – 1N:

Responder shows controls (0-1,2,3,...). Now,

- Step 1** Relay for second suit. Responses are 2/3N = 5.3.3.2, 3M = 6-card suit, else bid second suit. With 6-4, show the second suit before the 6th card. This is followed by TA/eps for lower suit (step 1) or higher suit (step 2). Immediate 3N after 2nd suit ask is natural.
- Step 2** TA/Epsilon. If responder bids step 1 or 2, then 3N is natural. Else it is Epsilon.
- 3M** Weak, 8 or fewer controls in both hands combined. Asks responder to raise, unless he has a void or a freak hand with a stiff. Responder bids step 1 to show freak with stiff (next bid asks), else bids void. After 1C – 1H – 1N – 2X – 3H, 3N = Spade void.
- 4M** Sign off, 7 or fewer controls in both hands combined.
- Bids between 3M and 4M** Balanced minimum, 9 or fewer controls in both hands combined. Denies slam interest, but slam may be possible, especially if responder is short in bid suit.
- Other bids below 3M** Epsilon.

Ch 5.2: Bidding After 1C – 1N

Opener's rebids after 1C – 1N:

2C	Natural, 5+ suit (for now)
2D/H/S	Natural, 5+ suit.
2N	Balanced hand, either 19+ or having a 4-card major. Asks responder to show his hand, using same approach as after 1C – 2S – 2N. Hence, responder's rebids show 3C = 4-card Heart 3D = 4 Spades, no 4-card Heart 3H = 4+ Clubs, no Major 3D = 5 Diamonds 3N = 3-3-4-3
3X	Solid suit, sets trumps and asks for CTL/epsilon
3N	To play
4C	Gerber
4D/H/S/N	RKC in suit below. To ask Kings, rebid 5D/H/S/N

Bidding after 1C – 1N – 2D/H/S/N:

2N	No 3-card support
3N	3-card fit, bad hand
Single raise	4-card fit, bad hand
Jump raise	3/4-card fit with 2 of 3 top honors, no side A/K.
New suit	Natural, or advanced cue bid with 3-card fit.
Jump shift	Cue bid with 4-card fit and good hand. Must hold at least one Ace.

Ch 5.3: Bidding After 1C – 2C

Opener's Rebids:

- 2H/S** Natural, 5+ suit.
- 2N** 5+ Diamond.
- 3C** Control asking, followed by relay for trump ask and Epsilon. 3N by opener at any point is natural, not part of the relay. Promises 4-card fit.
- 3D/H/S** Stopper asking, promises Club support
- 3N** Bad 17 – 18 HCP, 3-3-4-3 or 3-3-3-4

Responses to 1C – 2C – 2D:

- 2M** 4-card suit
- 2N** 4-card Diamond, 8-11
- 3C** 6+ Clubs
- 3D/M** 4-card suit, 6+ Clubs, (11)12+
- 3N** 3.2.2-6, 11-12, at least partial stop in each side suit
- 4C** Solid clubs (AKQTxx or better), no singleton
- 4D/M** Solid clubs (AKQTxx or better), splinter

Ch 5.4: Bidding After 1C – 2D

For now, we play this as totally natural. Opener rebids a 5+ suit (may choose not to show 5 Clubs when balanced), or 2N with most balanced hands. An immediate or delayed 3D sets trump and starts a Telescope Ask.

Ch 5.5: Bidding after 1C – 2H

1C – 2H shows a 3-suiter hand with 8 – 11 HCP: any 4.4.4.1, or a 5.4.4.0 with void in a major and 5.4 in the minors.

Bidding after 1C – 2H:

1C	2H	2S	Asks for shortness.
1C	2H	2N/3m/H	Single suiter, independent suit (2N = Spades). This is trump regardless of it being responder's shortness (likely). Respond with shortness, 3N = short trump. After 1C – 2H – 2N, 3S is stronger than 3N, both show short Spades.

After 1C – 2H – 2S:

1C	2H	2S	3C/D/H	4.4.4.1, short in bid suit. Now any non-jump suit bid sets trumps and is Telescope Ask, and 3N/4M is to play. 1C – 2H – 2S – 3D – 4D is a general slam try in Clubs, saying nothing about Diamonds, and invites cue bidding. 1C – 2H – 2S – 3H – 4H is a general slam try in Diamonds, saying nothing about Hearts, and invites cue bidding.
			3S	1-4-4-4. Now use 4CD. 3N is to play.
			2N	5-card minor. Now,
1C	2H	2S	2N	3C Asks further. Responder bids 3D = 4-0-4-5, 3H = 4-0-5-4, 3S = 0-4-4-5, and 3N with 0-4-5-4. Now, Over 3D/H response, 3S/4m sets trump and is Telescope Ask, 3N/4S is to play, and 4H is general slam try in Diamonds, saying nothing about Hearts, and invites cue bidding. Over 3S/3N response, use 4CD. 3N over 3S is to play. With a maximum 0-4-5-4, responder can bypass 3N and bid 4C. Now opener can initiate a sign-off with 4D, or bid 4H/S/N to ask key cards in C/D/H respectively (4CD-lite).
			3D	TA/Epsilon in Clubs
			3H	TA/Epsilon in Diamonds
			3S	Natural, responder bids 3N without a fit

Ch 5.6: Bidding after 1C – 2S

1C – 2S shows a balanced hand of 8 – 9 HCP with no 5-card major or 6-card minor. Opener's rebids are natural, except for 2N, which is a shape asking bid, with the following replies:

3C	4 Hearts	A
3D	4 Spades, <4 Hearts	A
3H	4+ Clubs, no major	B
3S	5 Diamonds (A)	A
3N	3343	A

Follow-up relays after 1C – 2S – 2N:

1C	2S	2N	3C	3D	3H	4 Clubs	C
					3S	4 Diamonds	C
					3N	4 Spades	C
					4C+	3433, controls	A
			3D	3H	3S	4 Clubs	C
					3N	4 Diamonds	C
					4C+	4-3-3-3, controls	A
			3H	3S	3N	4-4 in the minors	C
					4C	5 Clubs	A
					4D+	3-3-3-4, controls	A

Notes:

- After 1C – 2S – 2N – 3C, with 4 Spades and no slam interest, opener bids 3N. Responder transfers into Spades with a Spade suit.
- 3N by opener is to play if he has made only 1 relay. 3N is either a relay or an asking bid if he has made 2 relays.
- Doubletons are never clarified.

Slam Bidding:

Type A sequences (Responder has only 1 suit of known length):

Step 1: controls/Q (or Q ask if zoomed)

Step 2: STA/Epsilon

Step 3+. Epsilon for NT

When opener has made only one relay, he may still use above steps, skipping the first bid (2nd shape relay) and 3NT (to play).

Type B sequences (Responder has one suit of indeterminate length):

Only happens after 1C – 2S – 2N – 3H. Now

3S Shape ask relay

3N To play

4C CTL/Q

4D TA/Epsilon

4H Epsilon for NT

4S To play (could have had 5S, 4H)

4N Diamond Epsilon for NT

Type C sequences (Responder has two 4-card suits):

Step 1: CTL/Q

Step 2: STA/eps for lower suit

Step 3: STA/eps for higher suit

Step 4+: Epsilon for NT

The above applies even if the step is a possible trump suit (opener must be strong). A bid of 4N after types A/C is mildly quantitative.

Ch 5.7: Bidding After 1C – 2N

1C – 2N shows a balanced hand with 14+ HCP and no 5-card major. The bid is forcing to 4H, and any bid of 3N by either player cannot be passed.

1C 2N 3D/M Natural
3N Shows a Club suit.

The main asking bid is 3C (forcing to 4N), to which the responses are:

1C	2N	3C	3D	No majors	
			3H	4H, no 4S	
			3S	Spades and a minor	
			3N	4-4 in majors	A
			4C+	4-3-3-3, zoom to show controls	C

1C	2N	3C	3D	3H	3S	5 Clubs or Diamonds. Now over 3N, bid	
						4C with Clubs,	B
						4D+ with Diamonds	C
					3N	4-4 in minors (can't be passed)	A
					4C	3-3-3-4	B
					4D+	3-3-4-3, zoom to show controls	C

1C	2N	3C	3H	3S	3N	3-4-3-3 (can't be passed)	B
					4C	Hearts and Clubs	A
					4D+	Hearts and Diamonds, zoom	C

1C	2N	3C	3S	3N	4C	Spades and Clubs	A
					4D+	Spades and Diamonds, zoom	C

Slam Exploration:

Generally, proceed via CTL/Q or STA/Epsilon sequences. After 1C – 2N – 3C, we cannot play in a suit other than one of responder's suits below slam level. Thus, a non-relay bid in such a suit in a CTL/Q auction is an Omega bid, described below.

Omega Bids:

Similar to Epsilon, with fewer responses. Step 1 = no A/K, step 2 = K or AK, step 3 = A, no K. Further asks are continued CTL/Q (next step), or further Omega bids. Omega bids may also be used in one of responder's suits below 4N, since the auction is forcing to 4N.

Follow-up sequences:

Type A: Responder has shown two suits, and bidding has stopped at 3N or 4C (no zoom). Now, opener first relays for CTL (0-3, 4, ...), after which step 1 starts Queen ask, step 2 is STA for lower suit, and step 3 is STA for higher suit. STA's are always followed by Epsilon bids, and only signoffs are in the agreed suit. Any suit bid above step 3 is Epsilon for NT, and we can't play in a 5-level suit contract.

Type B: Responder has shown 1 suit, and bidding has reached 3N or 4C (no zoom). The approach is very much like above. Opener first relays for CTL (0-3, 4, ...), after which step 1 starts Q ask, step 2 is STA/Epsilon, and higher bids are Epsilon for NT.

Type C: Responder has made a zoom response at the 4 level, identifying one or two long suits plus controls. Now step 1 asks Queens, step 2 (and step 3 if two suits shown) is STA/Epsilon, and higher bids are Epsilon for NT. Cheapest NT bid is sign-off, so not counted as one of the steps.

Ch 5.8: Impossible-Negative Auctions

1C – 1D may be done on a hand with 12+ HCP, 4.4.4.1 or 5.4.4.0 shapes, the 5-card suit being a minor. Responder shows these hands by their next bid, as follows:

Over 1C – 1D – 2m:

Responder shows an impossible negative by jump-shifting into the short suit, or to 3N if short in opener's minor. After 1C – 1D – 2m – 3N, we use 4CD with all suits plus NT in play. Hence, 4C shows better than min, 4D shows min hand (in each case, responder relays to find out which suit), and 4H/S/N/5C are RKC in C/D/H/S respectively.

Over 1C – 1D – 1M:

- 3N** Short in partner's suit, 12 – 13 HCP. Over this,
4C asks responder to rebid 4D with major void, else 4H.
Opener will pass 4H, or bid a suit, which is to play, or bid 4N, which is ordinary Blackwood.
4D/H/S/N are RKCB in the suit below the bid.
- 2N** Short in partner's suit, 14+ HCP or side suit short, 12+ HCP. Over this,
3N = no 2nd suit, 17 – 18 HCP
3D = natural
3 of other major = natural
Rebid of major = good enough to play opposite stiff
3C = shortness asking. Now,
 3D/other major = short
 3N = Club short
 4m = 5 cards, void in other major
 3 of partner's suit = short. Now,
 3N = no fit, 19+ (forcing, since we have 33+ HCP)
 4C = RKCB in other major
 4D = RKCB in Clubs
 4H = RKCB in Diamonds

Ch 6: Bidding After 1C – 1D

Opener's rebids:

1M	Natural, unlimited, one-round force. 5-card suit, unless 4441 or balanced 20 HCP
1N	17 – 20, balanced. If 20 HCP, no 4M/5m. Low-power 1N structure applies.
2m	Natural, 5+ suit, 17 – 22 HCP, non-forcing
2M	Exactly 4-card suit. Either 24+ balanced, or 22+ with a longer suit. 2S => longer suit is a minor. One-round force.
3m	Natural, 5+ suit, 22+ HCP, one-round force. Denies a 4+ card major.
2N	21 – 23, balanced.
3N	24 – 27, balanced, no 4-card major.

Bidding after 1C – 1D – 1M:

1N	0 – 5 HCP non-forcing, could be unbalanced.
1S	(over 1H) natural, 4+ suit, 0 – 7 HCP
2m	5 – 7 HCP, 5+ suit, or better minor with balanced 6 – 7 HCP (tends to deny 3-card fit).
2H	(over 1S) 5 – 7 HCP, 5+ suit, tends to deny 3-card fit.
Raise	2 – 4 HCP, 3+ fit.
Jump raise	5 – 6 HCP, 4+ fit.
2/3N	Impossible negative, described above.
Jump shift	Fit showing. 5 – 7 HCP, 4+ suit with 3-card fit.
Jump to game	6 – 7 HCP, 4+ fit.
Splinter	6 – 7 HCP, 4+ fit, stiff/void.

Ch 6.1: Bidding after 1C – 1D – 2m

Responses to 1C – 1D – 2C:

- 2D** Inquiry bid. Bidding proceeds like after 2C – 2D.
- 2M/N/3C** Natural, invitational
- 3D/M** 6-card suit, 6 – 7 HCP, forcing.
- 4D/M** Impossible negative (12+ HCP, 4441 with stiff in bid suit)
- 3N** Impossible negative with Club shortness.

Responses to 1C – 1D – 2D:

- 2H** One-round force, either 4 Spades or 4+ Hearts. 4 – 7 HCP.
- 2S/N/3m** Natural, invitational.
- 3M** 6-card suit, 6 – 7 HCP, forcing.
- 3N** Impossible negative with stiff Diamond.
- 4C/M** Impossible negative, stiff in bid suit.

After 1C – 1D – 2D – 2H:

- 2S** Natural. Now 2/3N/3D = 4-card Heart, 3C = 5+ Hearts, 4 – 5 HCP, 3H = 5 Hearts, 6 – 7 HCP.
- 2N** 4-card Heart. **Now 3C = artificial game try**
- 3C/N** Natural
- 3M** 20 – 21 HCP, 4-card suit (game forcing)

Ch 6.2: Bidding after 1C – 1D – 2N

Responses:

- 3C** Stayman. Done with (a) hands holding a 4-card major(s); (b) hands wishing to sign off in 3N; (c) hands with 5-5 or better in the minors.
- 3D/H/S/N** 4-suit transfers. 3N may be passed.
- 4X** Impossible negative hands, short in bid suit.

Bidding after 1C – 1D – 2N – 3C:

- 3D** None or both majors, or just Spades.
- 3H** 4 Hearts, no 4-card Spade.
- 3S** 5-card Diamond.
- 3N** 5-card Club.

After 1C – 1D – 2N – 3C – 3D:

- 3N** sign off, no interest in majors.
- 3H** shows 4 Spades. May show a 5+ minor later.
- 3S** shows 4 Hearts, <4 Spades. May show a 5+ minor later
- 4C** 5-5+ in the minors, game forcing.
- 4D** 6 – 7 HCP, 6+ suit.

After 1C – 1D – 2N – 3C – 3H:

- 3N** sign off.
- 3S** slam try in Hearts, or 6+ Clubs, or 4 Spades and 5+ Diamonds. Opener rebids 3N to find out.
- 4C** 5-5+ in the minors, game forcing.
- 4D** 6 – 7 HCP, 6+ suit.

Ch 6.3: Bidding after 1C – 1D – 2S

Responses:

- 2N** 0 – 2 HCP, 6+ Clubs or 4+ Spades.
- 3C** 0 – 2 HCP, 3+ fit for both minors or Spades, or any 3+ HCP hand with <4 Spades. Now 3H/S = 5+C, non-forcing/forcing
- 3D/H** 0 – 2 HCP, 6+ suit.
- 3S** 3 – 7 HCP, 0 controls.
- 3N** 3 – 7 HCP, 1 control.
- 4X** 3 – 7 HCP, 2/3 controls, cheapest cue bid.

After 1C – 1D – 2S – 3C:

- 3D** 5+ suit. Now 3S and 4D are passable.
- 3H** 5+ Clubs. Now 3S and 4C are passable.
- 3N** balanced 24 – 27.

Ch 6.4: Bidding after 1C – 1D – 2H

Responses:

- 2S** Waiting bid. Either 0 – 2 HCP, 3+ fit for any 2nd suit or Hearts or any 3+ HCP hand with <4 Hearts.
- 2N** 0 – 2 HCP, 6+ Clubs or 4+ Hearts.
- 3C** 0 – 2 HCP, 6+ Diamonds
- 3D** 0 – 2 HCP, 5 Spades. Now
 - 3H = can we play here?
 - 3N/4m force.
- 3H** 3 – 7 HCP, 4+ fit, 0 controls
- 3S** 0 – 2 HCP, 6+ Spades
- 3N** 3 – 7 HCP, 4+ fit, 1 control
- 4X** 3 – 7 HCP, 4+ fit, 2/3 controls, cheapest cue

After 1C – 1D – 2H – 2S:

- 2N** 24 – 27 balanced, no 4-card Spade. New suit bid by responder is now natural (5+ if Spades, 4+ if minor) and game forcing.
- 3m** Natural, 5+ suit. Now raise or 3H are passable.
- 3H** 5 Spades, 4 Hearts, non-forcing.
- 3S** 5 Spades, 4 Hearts, forcing to game.
- 3N** 24 – 27 balanced, 44 in the majors

Ch 7: Dealing with intervention over 1C

1C	(X)	P	0 – 4 HCP, any shape
		XX	8+ HCP, 5+ Clubs
		1D	5 – 7 HCP, any shape
		2m	Same as 3m without intervention
		3X	3 – 5 HCP, 7 card suit
1C	(1D)	P	0 – 4 HCP, any shape
		X	5 – 7 HCP, any shape
1C	(1H)	P	0 – 7 HCP
		X	8+ HCP, 5+ Hearts
		Rest	As if no overcall
1C	(1S)	Pass	0 – 7 HCP or Spades
		X	8+ HCP, 5+ Hearts
1C	(1N)	(for minors)	
		X	Penalty oriented
		2C	balanced 8+. Now 2D is Stayman
		2D	5 – 7 pts, 9+ cards 1n the majors

Notes:

- Pass is 0 – 7 except where noted.
- 1/2N, 2S do not show stoppers.
- After 1C – X – XX/1D and 1C – 1D – X, bidding proceeds like after 1C – 1H
- Wherever applicable, further bidding 1s as though there was no intervention.

Higher bids:

Pass	0 – 7
X	Penalties
Bid	8+, natural.

* Now 1N = 3+ fit, control ask, raise/2N = no fit hke after 1C – 1H

Intervention after 1C – Pass – 1D:

Natural suit bid:

Pass	balanced, no stop.
X	Penalty
1N	Promises stop. Further bidding as if no intervention.

Bid shows bid suit and another specific suit:

Like above, except that cue bidding second suit shows balanced hand with no stop in the second suit.

Bid shows some other suit(s) or is ambiguous:

Pass	Shows the bid suit.
X	Penalty oriented.
Cue bids	Deny stopper in suit cue bid.
1N	Promises stop(s). Further bidding as if no intervention.

Intervention during later rounds:

- Double is usually for penalty. It does not promise trump length particularly at high levels.
- If we were about to make a step ask (*), and the bid took away at most 3 bids, then pass = step 1, next bid = step 2, etc. This steps around any bids that could be to play.
- If we were about to make a step response (*), pass shows step 1, next bid step 2, etc. This includes bids that could be to play, since responder may not unilaterally signoff.
- If we were in an Epsilon sequence, and we were the asker, pass is Epsilon in the bid suit. In response, X is penalty (not first step).

* Not including distributional relays

Intervention during distributional relays:

- If we were the asker, and intervention is X or step 1/2, then PASS is the asking bid. In response, X is step 1 only if intervention was step 2 overcall (e.g. after 1C – P – 2C – 2H – P – P, X = 4-card Heart). Else make the bid you would have made Without the intervention, leaving X for penalties.
- If we were the responder, and intervention is X or step 1/2, then pass = step 1, and X = step 2 if needed (overcall was step 2).
- In all other cases, revert to natural, with X = penalty.

Ch 8: Responding to 1H/S opening

- 1N** Forcing
- 2m** Natural, 4+, forcing to game. 1S – 2C may be 3-4-3-3.
- 1S – 2H** Natural, 10+ HCP, one-round force, promises a rebid. If responder rebids 2N/3H/3S, it may be passed.
- Raise** Simple raise, tends to show exactly 3 trumps or 4-3-3-3.
- 2N** Jacoby. Forcing raise with 4+ trumps and balanced hand.
- 3C** Single raise with 4 trumps and at least a doubleton, OR slammish hand with Clubs and 4+ Spade support.
- 3D** Limit raise with 4 trumps and at least a doubleton, OR slammish hand with Diamonds and 4+ Spade support.
- 1S – 3N** Forcing raise with some singleton. 4C asks, 4S shows Club singleton, non-forcing. 4N+ show Club singleton, forcing, and are RKC responses.
- 1H – 3S** Forcing raise with some singleton. 3N asks, 4H shows Spade singleton, non-forcing. 4S+ show Spade singleton, forcing, and are RKC responses.
- 4X** Void-showing Splinter
- 1H – 3N** Spade void
- 4M** Preemptive or minimum balanced game force. Signoff
- Jump shift in other major** Strong
- Jump raise** preemptive
- 1H – 4S or 1S – 4N** Kickback

Game tries after 1M – 2M:

- 3m** Short suit (stiff/void). Also, 1S – 2S – 3H
- 3M** Balanced game try.
- 1H – 2H – 2N** Stiff/void Spade
- 1S – 2N or 1H – 2S** Long suit game try in unspecified suit. Responder relays with next step. Opener bids the long suit, or bids 3 of the trump suit to show the remaining suit (1H – 2H – 2S – 2N – 3H = long Spades, and 1S – 2S – 2N – 3C – 3S = long Clubs). Responder should only relay for long suit if it will affect his decision.

Bidding after 1H – 1S – 2N:

When opener rebids 2N over 1H – 1S, he shows an unbalanced maximum with 3-card Spade support, typically a 3-6-3.1, 3-5-4.1, or shapelier hand. Now responder can suggest a sign-off with natural bids of 3/4H, 3/4S, 3N, or even 3D (with something like a

weak 4-1-5-3, for example), cue-bid at the four level guaranteeing 5-card spades, or bid an artificial, game-forcing 3C. Over 1H – 1S – 2N – 3C, opener rebids as follows:

- 1H 1S 2N 3C 3D** 3-5-4-1. Now 3M agrees trump and asks for Controls/Queens/TA/Epsilon, 4C/D is slam try in Diamonds (4C is cue bid, 4D denies Club cue bid), and 3N/4M is signoff.
- 3H** 3-6-3-1 or 3-6-4-0. Now 3S confirms Spades as trumps, 3N is natural, and 4m is a cue bid with Hearts as trumps
- 3S** 3-6-3-1 or 3-6-4-0. Now 3N/4M are signoffs, 4C is artificial slam try in Hearts, and 4D is artificial slam try in Spades.
- 3N** 3-5-1-4. Use 4CD now.
- 4m** 5-card minor (3-5-5-0 or 3-5-0-5 respectively). Not much room to explore now, so use 4N, or 4D if available, as control ask.

Bidding after 1M – 2m:

Opener's rebids are mostly natural. 1M – 2D – 3C and 1H – 2m – 2S show extra strength, so a 2M rebid may be done as a waiting bid with minimum hands having only five trumps. We are in a game-forcing auction and fast arrival applies, but 1M – 2m – 3M shows extras and six good trumps.

The one systemic rebid is 3N, which shows a minimum, 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. An immediate Kickback by responder is double key card. To initiate normal Kickback, responder should first cue bid.

Ch 8.1: Bidding after 1S – 1N

- 2m** Either 4-card suit or bal 14 pts and 3-card suit
- 2H** Natural, 4-card suit
- 2S** 6-card suit.
- 2N** Balanced 15 – 16.
- 3m** 5-card suit, not forcing, good hand
- 3H** Very good 4 (rare) or 5-card suit, not forcing Good hand
- 3S/N** Maximum with good 6-card Spades. 3N shows a balanced hand.

Responder's Rebids:

- 2D/H** Signoff.
- 2S** Minimum, probably only 2-card fit
- 2N** 10+ – 12-, balanced.
- 3m/H** Invitational hand (9 – 11), 6-card suit. 3H 1s only 8+ – 10 –
- 3S** Limit raise with only 3 trumps or 4333

Ch 8.2: Bidding after 1S – 2H

Responses:

- 3H** 3+ fit, minimum, passable.
- 4H** 3+ fit, no slam interest.
- 4m** 3+ fit, splinter.
- 3S** 3+ fit, no stiff/void, slam try. Says nothing about Spades.
- 3N** 13+ – 16, balanced/semi-balanced, less than 3 Hearts.
- 2N** 11 – 13-, semi-balanced, less than 3 Hearts. Passable.
- 3m** 5+ suit, PASSABLE. Denies 3 Hearts.
- 2S** Catch-all. Denies 3 Hearts. May have 6+ Spades, or any game-forcing hand.

Responder's rebids:

- 2N** Minimum, balanced/semi-balanced, passable.
- 3m** Natural and forcing.
- 3H** Passable over 2S/N. Natural and forcing (one round) over 3m
- 3S** To play (preference) over 3m. Else game forcing, with QX or better in trumps.

Notes:

- After 1S – 2H – 3D, 3H is game forcing, showing doubt about proper strain. If responder knows what must be trump, he may bid 4C/D to make a slam try / signoff, or 4H/S/N as RKCB in D/H/S respectively.
- After 1S – 2H – 3C, 3D is looking for stopper, intending to play in 3N/5C. Other bids are as after 1S – 2H – 3D.

Ch 8.3: The Jacoby 2N response

Opener's rebids:

- 3C** All hands with a singleton, except 5.5.2.1 or better shapes.
- 3D** All semi – balanced hands (5.4.2.2, 6.3.2.2).
- 3H.** 5.5.3.0 / 6.5.2.0 hands
- 3S** All hands with a void, except 5.5.3.0 or better shapes.
- 3N** Balanced max (5.3.3.2, 14 – 16 HP).
- 4m/H** 5.5.2.1 / 6.5.1.1. After 1H opening, 4H is 5-6-1-1.
- 4S** signoff after 1S opening. subminimum hand.

Bidding after 1M – 2N – 3C:

3D by responder asks further. Opener rebids

- 3H** 6 trumps; if stiff Club, then maximum.
Now 3S asks further. Bid stiff with max (4H = 1-6-3-3 if H is trump), else bid 3N followed by 4D (stiff D) or 4H (stiff major).
- 3S** Min, 5 trumps. Rebid stiff over 3N (4H = stiff major).
- 3N** Min, 6 trumps, stiff Club.
- 4m** Max, 5 trumps, stiff in bid suit.
- 4H** Max, 5 trumps, stiff major.

Bidding after 1M – 2N – 3D:

3H by responder is further asking. Opener rebids

- 3S** Min, any 5.4.2.2. Rebid suit over 3N (4H = 4-5-2-2 if H is trump).
- 3N** 6.3.2.2. Over 4C, rebid strength (strong, Weak if Hearts trump, strong, med, weak if Spades trump)
- 4m** Max, 4-card suit.
- 4H** Max, 4-5-2-2 or 5-4-2-2 as the case may be.

Bidding after 1M – 2N – 3H:

3S asks further. Opener rebids numerically, with the 6.5.2.0's merged with the 5.5.3.0's, and with 3N showing two possible hands. Thus, after 1S – 2N – 3H – 3S,

3N = 5-0-3-5 / 5-0-5-3,

4C = 5-3-0-5, 4D = 5-3-5-0,

4H = 5-5-0-3,

4S = 5-5-3-0.

After 1H – 2N – 3H – 3S,

3N = 0-5-3-5 / 0-5-5-3,

4C = 3-5-0-5,

4D = 3-5-5-0,

4H = 5-6-0-2,

4S = 5-6-2-0 (goes over 4H, but with such shape, we should be OK).

Other sequences:

- After 1M – 2N – 3S – 3N, bid your void (4H = Spade void if H is trump).
- After 1M – 2N – 3N, both partners cue bid cheapest Ace/King. Immediate 4N without any cue bid is quantitative Blackwood (pass with min, else show key cards).
- After opener has shown a 5-5 or better, treat both long suit Kings as key cards (6 Ace Blackwood). Also, if a void has been shown, Ace or King of that suit is not shown over Blackwood.

Ch 9: Bidding after 1D opening

Responses:

1H/S	Natural, one-round force, 4+ suit.
1N	8 – 10.
2C/D	Natural, one-round force, (10)11+ HCP, 5+ suit. May have 4-card Major, but only with GF hand.
2H/S	Strong jump shift, single suiter or balanced 15 – 17 with 5-card suit
2N.	Balanced 10+ – 12 HCP, no 5m, 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 14+ – 16.
2C	5-4 or 4-5 in the minors, does not limit the hand.
2D	6-card suit, minimum.
2 of other major single raise	15 – 16, long Diamonds and 4-card suit. Could be (often is) only 3 cards.
2N	15 – 16, 3-card support, unbalanced hand, denies 4 cards in other major.
3C	5-5 in the minors, good hand.
3D	Good 6-card Diamonds, max, denies good 3-card fit.
3 of other major or 4C	Splinter
jump raise	Natural
4D.	6 Diamonds with 3 of top 4 honors, Qxxx or better support

Bidding after 1D – 1M – 1N:

2C	Checkback Stayman, promises 5+ in major (details below).
2D	Unbalanced, 5 cards in major, 4+ C/D, 7 – 9 HCP
2/3M/N	Not forcing (except 1D – 1H – 1N – 2/3S), natural 3m 5+ suit, only 4-card major, invitational (7 – 9 HCP)
3m	Invitational, 6+ (rarely 5) suit, only 4 cards in first-bid major

Bidding after 1D – 1M – 2N:

This sequence shows an unbalanced maximum with 3-card support, typically a 6.3.3.1, 5.4.3.1, or shapelier hand. Opener also denies four cards in the other major. Now responder can suggest a sign-off with natural bids of 3/4M, 3D, or 3N, cue-bid above 3M guaranteeing 5 cards in the major, or bid an artificial, game-forcing 3C. Over 1D – 1M – 2N – 3C, opener rebids as follows:

1D	1M	2N	3C	3D	6 (rarely more) Diamonds, short Clubs. Now 3M confirms 5+ and sets trumps, while any other bid (except 3N) is cue bid in support of Diamonds.
				3H	6 (rarely more) Diamonds, short in other major. Now 3S or 4 of original major confirms 5+ in original major and sets trumps, while 4C/D/4-of-other major are slam tries in Diamonds.
				3S	5+ Diamonds, 4 Clubs. Use 4CD now.
				3N	5 Diamonds, 5 Clubs. Use 4CD now.

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 other bids except 2N are forcing, except 1D – 1S – 2H – 2S, which is to play.
- 1D – 1M – 2M – 2N – 3m is natural (4+), only 3-card support, not forcing.
- After 1D – 1S – 2C, 2H is fourth suit force. Opener may bid
 - 2S = Qx or better fit (minimum hand),
 - 2N = Heart stopper, minimum,
 - 3m = No fit, no H stop, 5 cards in bid minor,
 - 3H = 1444,
 - 3S = 3-card fit, max, and
 - 3N = Heart stop, max.

Responder may pass the 3m/2N rebid. His only non-forcing rebid is 2N. Rest is natural and forcing to game.

Bidding after 1D – 2C:

- 2M** 4-card suit, 4+ Diamonds, 14 – 16 (game force).
- 2N** Balanced 14 – 16, game force. Responder may bid a 4-card major.
- 3C** 11 – 13, 4+ Clubs, invitational.
- 2D** 11 – 13, 4+ Diamonds. Now responder can bid a 4-card major, which is only a one-round force, or bid a non-forcing 2N/3C/D.
- 3H/S** Is a slam try in Clubs/Diamonds respectively
- 3M** 13 – 16, 4+ Clubs, shows a stop.
- 3N** 14 – 16, 3-3-3-4.

Bidding after 1D – 2D:

- New suit by opener does not show extra values, but is forcing for one round.
- Responder's rebids of 2N, 3D, or raise of opener's 2nd bid are non-forcing.
- 1D – 2D – 3D shows a minimum and may be passed.
- 1D – 2D – 2N is balanced 14 – 16, game forcing. It does not deny a 4-card major, and responder may bid one at the 3 level if desired.

Ch 9.1: Checkback Auctions

After 1D – 1M – 1N, the 2C bid is checkback, trying to clarify opener's hand. Opener's first priority is to show 3-card fit for partner. Failing that, he can bid the other major with 4 cards in that suit. This applies only after 1D – 1S, since the auction 1D – 1H – 1N denies four Spades. With neither, he rebids 2D. Responder may now make a natural or asking bid, as follows:

After 1D – 1S – 1N – 2C – 2S:

- 2N** Further asking. Opener rebids a 5-card minor, or a 4-card Heart, or 3S with 4-4 in minors, or 3N with 3-3-4-3 / 3-3-3-4.
- 3m** Natural and game forcing, 4+ suit.
- 3H** Natural and forcing, 5-5 or better in the majors.
- 3S** Natural and invitational.
- 4m/H** Splinter
- 3N** Slammish hand with no shortness and 5+ Spades.

After 1D – 1S – 1N – 2C – 2H:

- 2S** Further asking. Opener rebids 2N = 2-4-4-3, 3C = 2-4-3-4, 3D = 2-4-5-2.
- 2/3N** Natural
- 3m** Natural and game forcing, 4+ suit.
- 3H** Natural and invitational.
- 3S** Natural, forcing, shows 6-card suit.
- 4m** Splinter in support of Hearts.

After 1D – 1S – 1N – 2C – 2D:

- 2H** Further asking. Opener rebids 2S = 2-2 in the majors (rebid longer minor over 2N), 2N = 2-3-4-4, 3C = 2-3-3-5, 3D = 2-3-5-3 / 2-3-6-2
- 2S** 5 Spades, unbalanced, game forcing.
- 2/3N** Natural
- 3m** Natural and game forcing, 4+ suit.
- 3H** 5-5 or better in the majors, game force.
- 3S** 6-card Spade, game forcing

After 1D – 1H – 1N – 2C – 2H:

- 2S** Further asking. Opener bids
2N = 3-3-3-4 / 3-3-4-3,
3C = 2-3-3-5 / 3-3-2-5,
3D = 2-3-5-3 / 2-3-6-2 / 3-3-5-2,
3H = 2-3-4-4.
- 2N** Balanced invitational hand with 5 Hearts.
- 3m** Natural, game forcing, 4+ suit.
- 3H** Natural and invitational, unbalanced hand with 5 Hearts.
- 3S/4m** Splinter

After 1D – 1H – 1N – 2C – 2D:

- 2H** Further asking. Opener rebids
2S = 2-2-5-4 / 2-2-4-5 (rebid longer minor over 2N),
2N = 3-2-4-4,
3C = 3-2-3-5,
3D = 3-2-5-3 / 3-2-6-2 / 2-2-6-3.
- 2S** Invitational hand with Spade Weakness (stiff or two small) and 5 Hearts.
- 2/3N** Natural
- 3m** Natural and game forcing, 4+ suit.
- 3H** 6-card Heart, game forcing

Bidding After 1D – 1H – 1S:

This sequence shows a hand with 4 spades and 5+D or a 4-1-4-4. Responder's rebids are natural and non-forcing, except for 2C, which is an artificial 4th suit bid forcing to game. (Of course, 4C/D rebids are forcing as well.)

1D – 1H – 1S – 3m is invitational. 3D shows a 4+ suit, 3C typically 6+. Both show just 4 cards in Hearts.

Opener responds to 2C as follows:

1D	1H	1S	2C	2D	6+ D, 0-2 H. Show 0/1/2 H in steps over 2H, Zoom
				2H	3-card H. Show 5/6 D in steps over 2S, Zoom
				2S	Stiff H, over 2N show 4/5 D in steps, Zoom
				2N	4-2-5-2
				3C	4-0-4-5
				3D	4-0-5-4, Zoom

Once pattern is established, next step asks for strength, shown in three steps. For efficiency, the last step in the pattern ask directly zooms to show strength; e.g., 1D – 1H – 1S – 2C – 2H – 2S – 3D shows 4-3-6-0, intermediate strength (13-14).

If responder goes through these steps and the bidding gets to 3S or 3N, then use 4CD for signoff/slam exploration. In most sequences, assume that viable trumps are D/H/S, but when opener has shows heart void, assume that all four suits are viable.

Of course, don't keep asking unless you have a strong reason.

Ch 10: 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-card S but could be 5-5+ in majors with GF hand.
- 3H** Transfer to S (5+ suit), denies Qxx/better club support. Absolutely Game Forcing. Denies 4-card H.
- 3S** This is a bid searching for a meaning. Could use it to fill some gaps. Perhaps strong club raise unsure of NT? Suggestions welcome.
- 3N** To play

Ch 10.1: Bidding After 2C – 2D

2C	2D	2M	4-card suit, wide range (11-16)
		2N	No major, 13-14, could be a bit stronger with bad clubs
		3C	No major, 11-12
		3D	5C,4D, 14-16
		3M	4-card suit, 6+ C, 15-16
		3N	No major, good C suit, 15-16

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	
			3H over 2S	GF, club fit, no Spade fit	
			2S over 2H	Asking bid – see below	
			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	
2C	2D	2H	2S	2N	5C, 4H, minimum. Now, 3C/H sets suit and starts Telescope Ask, whereas 3D/S asks for stopper in the other suit.
				3C	6C, 4H. Now 3D/H agree C/H respectively and start Telescope Ask.
				3D/S	5C, 4H, 3 cards in bid suit, maximum. Now 3N is to play, 4C agrees Clubs, other bids agree Hearts
				3H	6C, 5H. Now 4C agrees Clubs, 3N is to play, and any other bid agrees Hearts.
				3N	2-4-2-5, maximum

Ch 10.2: Other Sequences After 2C

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 GF, 5-5+ in the majors.
- 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 11: The 2H opening

Shows a 4-4-1-4 or 4-4-0-5 hand with 11 – 16 HCP, or a 4-3-1-5 / 3-4-1-5 hand with 14 – 16 HCP and Q10X or better in 3-card suit.

Responses:

2M/3C To play

2N Artificial relay

3D Invitational hand with 4-4 or better in Clubs and a major, needing some help in Diamonds for 3N

3M/4C Game forcing, setting suit.

Bidding after 2H – 2N:

3C 3-4-1-5. Now 3D is invitational in one of the majors or Clubs (opener now bids 3H with minimum). All else game force, except 4C

3D 4-3-1-5. All follow-ups game forcing except 4C

3H 4-4-1-4, 11 – 13. Responder may end the auction with pass or 3S/N. Higher bids are 4CD (see below).

3S 4-4-1-4, 14 – 16, no Diamond honor. Game forcing. Now 4CD.

3N 4-4-1-4, 14 – 16, Diamond A/K/Q. Game forcing. Now 4CD.

4C 4-4-0-5, 11 – 13

4D 4-4-0-5, 14 – 16, no Heart A/K.

4H 4-4-0-5, 14 – 16, Heart A/K.

Bidding after 2H – 3D:

3H 4-4-1-4, 11 – 13 or 4-4-0-5, 11 – 12. Now 4CD.

3S 4-3-1-5. Now 3N by respectively looks for diam. A/K/Q. Now 4CD

3N 3-4-1-5, Diamond A/K/Q. Now 4CD.

4C 3-4-1-5, no Diamond honor

4D 4-4-1-4, 14 – 16 or 4-4-0-5, 13 – 15

4H 4-4-0-5, 15+ – 16 HCP.

Ch 12: Ch. 9: The 2N opening

Responses:

- 3m** Minor-suit preference, OR good minor-oriented hand intending to bid NT to play next. With majors, opener rebids 3H, or 3D with max if available.
- 3M** Major-suit preference showing 4+-level minor support. Now
2N – 3H – 3S or 2N – 3S – 3N = minors, max;
2N – 3H – 3N = minors, max, stop in unbid major;
2N – 3M – 4C, minors, min.
- 3N** To play if opener has the minors. With majors, opener rebids 4C = min; 4D = max, =/better Hearts; 4H = max, better Spades. 4N now is DKC.
- 4C** Mild+ slam try.
- 4D** Transfer to a major (usually solid or semi-solid). Opener rebids 4H, but with the majors, he may cue bid 4S/5m, or bid 4N (regular Blackwood) or 5H (good aceless hand, unsuitable for Blackwood).
- 4M** Support for unbid suit and a minor. Opener corrects with the minors, with
2N – 4H – 4S = max, short Spades;
2N – 4H – 4N = max, short Hearts;
2N – 4S – 4N = any max; and
2N – 4M – 5C = min.
- 4N** Regular Blackwood.

Opener's Rebids after 2N – 4C:

- 4D/H** Majors, max/min respectively. Now 4M is to play, 4N = DKC, others = cue.
- 4S** Minors, max.
- 4N** Minors, min., short Heart
- 5C** Minors, min., short Spades
- 5D** Supermax, void Diamond
- 5H** Supermax, void Club.

Ch 13: The 2S Opening

Responses:

- 2N Asking. Responses are:
3C = Black suits, minimum
3D = Red suits, minimum
3H = Red suits, maximum
3S = Black suits, maximum.
- Now we are committed to playing in one of opener's suits or in NT. A bid of one of the other suits is a slam try, cheaper for cheaper suit and higher for higher.
- 3C Prefer Clubs over Spades. Opener passes or corrects to 3D. Responder may have bid 3C with a strong black-suit-oriented hand, intending to bid 3N to play over the correction.
- 3D/H Red suit preference, with better Spades than Clubs or with a higher goal if opener has the black suits. Opener corrects to 3S with the black suits.
- 3S Prefer Spades to Clubs, but willing to go to 3N or higher if opener has the reds. Opener must bid 3N with the reds.
- 3N To play, regardless of opener's hand. Typically done with a lot of soft values.
- 4C Mild+ slam try
- 4D Transfer to responder's independent suit. Opener rebids 4H, which responder will pass or correct to the opener's suit.
- 4M Support for bid major and one suit of the other color. Opener passes or corrects to 4S/5D

Opener's Rebids after 2S – 4C:

- 4D/H H + D, max/min respectively. Now 4H/5D is to play, 4N = DKC, others = cue.
- 4S S + C, min.
- 4N S + C, max., short D
- 5C S + C, max., short H
- 5D/M Supermax, void in bid suit, at least one Ace
- 5N Supermax, void Club, at least one Ace

Ch 14: When Opponents Open

Overcalls:

6 – 17 HCP, sounder vulnerable, 4-card suit OK if hand warrants it.

Responses:

Jump raise preemptive

Cue bid = limit raise+ with 3-card support, or any strong hand.

New suits:

- Non-forcing over 1-level overcall
- Non-forcing at 2 level over 2-level overcall (e.g. 1S – 2C – P – 2H)
- Forcing at 3 level over 2-level overcall (e.g. 1S – 2H – P – 3C)
- Non-forcing when all other players have bid (e.g. 1S – 2H – 2S – 3C)

Jump shifts:

- Weak over 2-level overcalls
- Invitational (11 – 14) over 1-level overcall
- Fit showing by passed hand over any overcall
- Lead directing splinter at 4 level

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.

2N = limit raise over 1-level overcall. Jacoby type responses?

Balancing overcalls: 8 – 14-. Now 2N = natural, all else same.

1N Overcall:

In direct seat, shows bal. 15 – 17.

In balancing seat, shows bal. 11+ – 15-.

In both cases, low-power NT is used for follow-up.

In balancing seat, a 2N overcall is bal. 19 – 21.

Take-out doubles: 3+ fit in unbid major or any strong hand.

Responses:

Jumps invitational

Cue – bid:

In minors, does not promise rebid

In Spades = game force.

In Hearts = 11+. Now,

2S = only 3 Spades, 12 – 13 HCP, no Heart stop

2N = 12 – 13 HCP, only 3 Spades, Hearts stopped

3m = 14+ HCP, 5+ suit.

3H = 14+ HCP, no 5-card suit.

3S = 12 – 13 HCP, 4-card Spade.

3N = 18+ HCP, balanced hand with Heart stop.

Jump cue = partial stop, direction asking.

Balancing X = 8+ HCP with 3+ fit in unbid majors, else 14+. Now cue – bid = one-round force, rest same.

Special overcalls:

- Jump overcalls weak in direct, intermediate in balancing.
- 2N shows 2 lowest unbid, preemptive or 16+.
- Cue – bid is Michaels, preemptive or 16+.
- Over 1M – 2M, 3C is pass or correct, 3D is game try in the major, 4C is preemptive pass or correct, and cue – bid asks for a stopper. 2N shows 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+.

Over a 1NT opening:

- X** Good 13+ over weak NT.
Over strong NT, shows Clubs, or Diamonds and Hearts
- 2C** Diamonds or the majors
- 2D** Shows Hearts
- 2H** Shows Spades
- 2S** Over weak NT, shows 4 Spades and 5+ Clubs.
Over strong NT, shows 5 S and 4 C, weaker than bidding 2H followed by 3C.
- 2N** Both minors
- 3C** Natural. Preemptive over strong NT, constructive over Weak

Balancing over strong NT: X = both majors; 2N = both minors.

Balancing over weak NT: X = opening hand; 2C = both majors, 2N = both minors

Over a strong 1C opening:

- 1N** Any single suiter OR 3 suiter OR 2 suits of the same color
- 2C** Minors
- 2D** Majors
- 2N** Clubs + Hearts or Diamonds + Spades

Over strong 2C, X = majors, 2N = minors.

Ch 14.1: When Opponents Preempt

Over weak 2D:

3D	Majors (Michaels)
3M	Natural, 16 – 18, no stopper
4C	Hearts and Clubs
4D	Spades and Clubs

Over 2 of a major:

Cue bid	Minors
2H – 4H	Tolerance for Spades
2S – 4S	Spade void.
4m	Leaping Michaels (bid minor plus the other major).
2N	16 – 19. Now 3D = other major, 3S = D, 3H = C/C+D. 3C is Stayman, over which
3D/N	No other major, min/max, and
3H/S	Show 4 cards in other major, min/max.
X	Takeout. Modified Lebensohl applies

Over higher-level preempts:

- Over 3m, 4 of other minor = 2 lowest unbid, except 3D – 4C in balancing seat
- 4N = takeout over 4S, else minors.
- X = takeout through 4D, semi-takeout over 4H.
- Cue bid = Michaels.

Ch 15: Competitive Auctions

Support doubles:

Played in only one auction: 1D – P – 1H – 1S – X shows 3-card Heart support, and any type of hand. All bids other than X in this auction tend to deny 3 Hearts, and the raise to 2/3H promises 4 trumps. This is the only case in which we play support doubles.

Negative Free Bids (NFB):

When we open and opponents overcall, any non – jump new suit bid by responder upto 3S is an NFB. The maximum is any hand unwilling to force game. The minimum depends on level and vulnerability. When the suit bid would be an NFB, the game-forcing hands are dealt with in 3 ways –

Jump shift	Shows a forcing single suiter hand
Cue bid	If opener had bid 1M/2C, this shows limit raise or better. If the opening bid was 1D, this shows a general game force unsuitable for other action.
Negative double followed by new suit	Is a general game force.
Jump cue	Bid is primarily stopper asking (could be advanced cue).

Responsive Doubles:

Apply when LHO has opened, partner has made a simple overcall in a suit, or a takeout double, and RHO has made a direct raise of RHO's suit, at the 2 or 3 level. When partner has overcalled, the responsive double (e.g. 1H – 1S – 2H – X) tends to show the unbid suits. If the doubler does not have length in both unbid suits, he should have a convenient rebid. When partner has made a takeout double, the responsive double shows values to compete at the requisite level, but no good suit to bid. If the opponents' suit was a major, then the double tends to deny 4 cards in the other major.

Maximal Game-Try Double:

This applies when both we and the opponents have bid and raised a suit, and the opponents' suit is the one directly below ours, thus robbing us of bidding intermediate suits as game tries (e.g. 1H – 1S – 2H – 2S – 3H – X or 1H – 2D – 2H – 3D – X). The double in such auctions is an artificial game try, and the rebid of the agreed suit is purely competitive. When opponent's suit is not the one directly below ours, doubles are simply penalty, and we use the intervening suits to make game tries. If there is only one intervening suit (e.g. 1S – 2D – 2S – 3D – 3H), it is a completely artificial game try and says nothing about the bid suit. If there are two intervening suits (e.g. after 1S – 2C – 2S – 3C), the game try in the higher one is a long suit game try in that suit, and the lower game try is artificial, says nothing about that suit.

Third-Suit Doubles:

When LHO opens, partner overcalls, and RHO makes a natural, forcing new suit bid (e.g. 1H – 1S – 2C), the double is a third suit double. This double shows the unbid suit (Diamonds in the above example) with no support for partner's suit (J X or worse). The direct bid of the fourth suit, then, promises support for partner (Qx or better).

Cue Bids:

Tend to be limit raise or better, but may also be used on game-forcing hands without a fit for partner, in which case they will be followed by a new suit bid (natural, game forcing), or 3N (denies a stopper). Partner should make the most descriptive bid, but not jump to game in his suit without good trumps. Simple rebid of his suit does not show extra length, simply a minimum.

Jump Cue Bids: 1D – (1M) – 3M is stopper asking, but other jump cue bids (1D – (2C) – 4C, 1H – (1S) – 3S) are all splinters.

New Suit After Partner Overcalls:

Natural, constructive, but not forcing. Jump shifts are fit showing.

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

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

Ch 16: Competitive Lebensohl

The 2N bid is used as Lebensohl in several competitive auctions. The one necessary condition is that the RHO of the 2N bidder must have bid at the two level. This situations in which the convention applies are detailed in the following examples:

Case	LHO	Part	RHO	You
1	1H	1S	2H	2N
2	1H	1N	2H	2N
3	1S	X	2S	2N
4	1D	1N	2S	2N
5			1D	P
	1S	X	2S	2N
6			1S	P
	1N	2H	2S	2N
7			1S	P
	1N	X	2S	2N
8				1D
	P	1S	2H	2N
9				1H
	1S	X	2S	2N
10				1D
	P	1N	2H	2N
11				1D
	X	1N	2S	2N
12		1D	P	1S
	X	P	2H	2N

Exceptions:

- 1S – (2H) – 2N: This is natural (also 1D – 2S – 2N)
- 1N – (2S) – 2N: Other conventions apply.
- Either party has opened a strong Club.
- Either party has preempted.

What does CL mean?

CL is used analogously to Lebensohl, distinguishing better hands from purely competitive. The direct 3 bids show better hands, but are still not forcing. The 2N bid asks partner to bid 3C (normally), after which you may pass or bid something else, which shows a weaker hand than if you had bid it directly. The exception is when partner has overcalled, as in examples 1 and 6 above. In such cases, instead of distinguishing strength ranges, we use direct bids of 3 of a new suit as showing some support for partner (Qx or better), whereas going via 2N denies support. The direct and indirect raises still distinguish the strengths. Also, if a suit can be bid at the 2 level (like 2H over 1D – 1S – 2D), bidding it at 3 level is forcing (direct => support). In an auction like 1H – 1N – 2H, 2S is competitive, 3S is forcing, and 2N followed by 3S is invitational.

What does double mean?

In example 1 and 3 it is clearly responsive. In 4, 6, 7 and 12 it is penalty. In 8 – 11 it shows a strong notrump type hand, with honor third or better in opponent's suit. In 2 it should be takeout, and in 5 it should be responsive again.

Should partner always bid 3C?

Only if he does not mind us passing. For example, after 1D – P – 1S – 2H – 2N – P, holding Kxxxx,xxx,Kxx,Ax, bid 3D, since if partner has both minors we want to be in Diamonds. Bidding 3C in this auction would promise longer Clubs than Diamonds, and partner would pass with x,Ax,Axxxx,Kxxxx

Ch 17: Bidding by a Passed Hand

When partner opens 1M:

- Jump shifts are Splimit.
- No Bergen raises.
- 2C is Drury over 3rd or 4th-hand opening.
- Other bids as before.

Responding to Drury:

- Return to 2M is weakest bid
- Bids below 2M are mild game tries
- Suit bids between 2M and 3M are splimit
- 3M shows slamish hand with unspecified void. Now, next step asks.
- Jumps (e.g., P-1S-2C-4m) show a strong 2-suiter
- 3N offers choice of games

When partner opens 1D:

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

When partner opens 1N:

- Low power NT applies.
- When partner opens 2M:
- New suit bids are fit showing.
- 2N is invitational with a good fit, asking for a stiff (e.g. 2H – 2N with AXXX,KXXX,X,XXXX).

Ch 18: Summary of Key Changes

- Proposed changes on bidding after 2C and 2D overcalls over our 1N, and added other intervention scenarios (p - 14 -)
- Consolidated and expanded chapter on slam bidding (p - 17 -)
- Clarification on second-suit asks after 1C – 1M – 1N (p - 27 -)
- Remove whole complex section of bidding after 1C – 1H – 1S (p - 74 -).
- New treatment of 1C – 1N (p - 28 -)
- Relays after 1C – 1N and 1C – 2C deleted for now (p - 28 - to p - 29 -)
- Codified responses to 1C – 2C – 2D (p - 29 -)
- Bidding after 1C – 2D reverts to natural for now (p - 30 -)
- Restructured the section on 1C – 2H and deleted 1C – 3X responses (p - 31 -)
- Improved slam exploration over 1C – 2N (p - 35 -)
- Clarifications on dealing with intervention over 1C (p - 42 -)
- Added sections on 1H – 1S – 2N and 1M – 2m (p - 44 -)
- Added section on 1D – 1M – 2N (p - 51 -)
- New subsection on 1D – 1H – 1S – 2C (p - 55 -)
- Completely changed treatment of 2C opening (p - 56 -)
- Changed 2D opening to 2H opening (p - 59 -)
- Some clarifications on 4CD (p - 19 -)
- Added chapter on 2S opening (p - 61 -)
- Expanded section on Key-Card asking. Mostly clarifications, but eliminated KA and just used SKA (p - 20 -).
- Added Leaping Michaels to dealing with opponents' preempt (p - 65 -).

Changes Since 01/01/2021

- Added details on responding to Gambling 3N (p - 8 -)
- Added follow-up over Texas transfers (p - 9 -)
- Clarified slam tries after 1N – 2C – 2M (p - 10 -)
- Defined super-acceptance bids after Jacoby (p - 12 -)
- Defined NT overcall treatment (p - 62 -)
- Further improvements to 2C opening (p - 55 -)
- Added treatment of jump cue bids, weak jump overcalls and sandwich actions (p - 67 -)

Ch 19: Open Issues

Regarding Ch 10.2: Other Sequences After 2C

As I write this, I am wondering if we should keep these 3-level transfers as unambiguously game-forcing, especially the transfers to the majors. With invitational hands, we can always go with 2C – 2M. 2C – 3C could be done with a weak hand and long diamonds (KQTxxxxx and out), so should be drop-dead or GF. With an invitational strength and just diamonds, may be better to explore NT and suppress diamonds.

Regarding Over a natural 2D overcall: (p - 14 -)

Should we consider reversing this, to be like standard Lebensohl? So that 1N – (2D) – 3M/N denies a stopper, whereas 1N – (2D) – 2N – 3C – 3D/N shows a stopper?

Regarding Over a natural 2C overcall: (p - 14 -)

Should we play FOC, with 1N – (2C) – X = puppet Stayman. Or perhaps low-power NT structure, with X = regular Stayman?

Regarding Bidding after 1D – 2D: (p - 52 -)

Does 1D – 2D – 2N – 3M show a reverse? I would prefer not.

Ch 20: Discontinued Sequences

The contents of this chapter were used earlier but have now been discontinued, at least for the moment. Leaving them here in case we want to revisit.

Ch 20.1: Bidding after 1C – 1H – 1S:

Responder's rebids:

1N	5.3.3.2 shape, any strength
2m	Natural, 4+ suit
2H	6+ Hearts, single suiter
2S/2N/3m	4+ Spade support, zoom responses to STA (assume 4 cards) followed by controls/Epsilon.
3H	Solid 6+ Hearts, 12+ HCP, natural follow-up.

After 1C – 1H – 1S – 1N:

2C	Relay for strength, etc. See details below.
2D/3C	5-card suit.
2H	Relay for controls/STA/Epsilon
2S	Natural, 6+ suit.
2N	17 – 19, 5-2-3-3 / 5-2-4-2 / 5-2-2-4
3N	17 – 19, 4-1-4-4

After 1C – 1H – 1S – 1N – 2N:

- 3C** 2-5-3-3, 14+ HCP. Now control ask (B)
3D/M/4m 3-5-3.2, 11+, zoom to show controls. Then STA/Epsilon.
4S To play
4N 2-5-3-3, 13 HCP, quantitative.
3N 2-5-3-3, 8 – 12 HCP, to play

After 1C – 1H – 1S – 1N – 2C:

- 2D/H/S** Reverse strength steps (14+, 12 – 13, 10 – 11). Now step 1 = support ask (A), step 2+ = controls ask (B), 3N/4S = to play.
2N, 2-5-3-3, 8 – 9. Now step 1+ = control ask (B)
3X 3-5-3.2, 8 – 9, zoom responses to STA. Now fit auction (C).

Slam Exploration:

Support ask: Point range known but Spade length unknown. Responses:
step 1 = doubleton (followed by B),
step 2+ = zoom responses to STA (3-card fit), followed by CTL.

Control ask: Spade fit has been denied. Now
step 1 asks controls followed by /Q or Epsilon for S/N,
step 2+ = Epsilon for Spades/NT

After 1C – 1H – 1S – 2m/H:

- 2D** (Over 2C) special relay, denies 3 Hearts.
2H Controls/TA/Epsilon for Hearts.
2S 6-card suit, natural
2N 19 – 20, balanced/semi-bal. Stop in other minor. Could be waiting
3 of other minor 5-card suit.
Raise of minor Natural. If Clubs, 17 – 19. If Diamonds, 17+.
3H 17 – 19, no stop in other minor, good doubleton Heart
3S Solid Spades; any cue shows slam interest; natural
3N 17 – 18, balanced or semi-balanced. Over 2H, this is 17 – 19, 4-1-4-4

Bidding after 1C – 1H – 1S – 2C – 2D:

- 2H** Catch-all bid, 8 – 11 or no Diamond stop.
2S 3-card fit. Now 2N asks controls/STA/Epsilon for Spades, 3 Clubs asks controls/TA/Epsilon for Clubs.

- 2N** 12+, 1534 or 2-5-2-4 with Diamond stop.
- 3C** 5-5. Now 3D shows slam interest.
- 3D** 0 – 5-4-4. Natural follow-up
- 3H** 12+ HCP, 6+ Hearts. Natural follow-up
- 3S** Weak 3-card support, NT type hand (probably stiff D honor).
- 3N** 2-5-2-4, 8 – 9 HCP, Qx or better Diamonds.

After 1C – 1H – 1S – 2C – 2D – 2H:

- 2S** 6 Spades, 4 Diamonds.
- 2N** Natural, Diamonds are stopped.
- 3C** Controls/STA/Epsilon in Clubs.
- 3D** 5-5, 20+ HCP.
- 3H** No Diamond stopper, good doubleton Heart.
- 3S** Solid Spades, 4 Diamonds.
- 3N** To play, assuming partner has 8 – 11.

After 1C – 1H – 1S – 2C – 2D – 2N:

- 3C** Controls/STA/Epsilon in Clubs
- 3D** 5-5, 20+ HCP
- 3H** Controls/Epsilon for NT.
- 3S/N** Natural
- 4N** 19 – 20-, quantitative.

Slam exploration:

New suits show slam interest. Notrump bids quantitative, unless preceded by new suits, in which case they are regular Blackwood. Immediate secondary raise show doubleton Ace or King.

Ch 20.2: Bidding after 1C – 1N

Opener's rebids after 1C – 1N:

2C	Modified Stayman. Does not promise a major. Initiates distribution and control asking sequences.
2D/H/S	Natural, 5+ suit.
2N	5+ Clubs.
3X	Solid suit, sets trumps and asks for CTL/epsilon
3N	To play
4C	Gerber
4D/H/S/N	RKC in suit below. To ask Kings, rebid 5D/H/S/N

Numerical and zoom principles:

The 2C rebid by opener initiates a distribution asking sequence. The last stage in this clarifies among a few specific distributions. In all such cases, these distributions are shown in numerically ascending order, as illustrated by the following example:

1C – 1N – 2C – 2S shows a hand with 4 Spades and a 4-card minor. 2N by opener now asks for clarification. The four possible hands are shown in the order

3C = 4-2-3-4, 3D = 4-2-4-3, 3H = 4-3-2-4, 3S = 4-3-4-2

All such cases will be denoted by the statement "*rebid num*".

Control asking and zooming:

The distribution ask is followed by control ask. To save space, the last bid that shows the shape is extended to directly show controls. Thus, in the above example, after 1C – 1N – 2C – 2S – 2N, 3C/D/H simply show the shapes, whereas 3S/N/4C/D/H all show 4-3-4-2 with 0 – 2, 3, 4, 5, and 6 controls respectively. These cases will be denoted by "*zoom*".

In all cases where responder has not zoomed, the next suit bid by opener after distribution has been completely specified is control asking. In all cases when this asking sequence is not followed, the following rules apply:

- The step after the relay step is CTL/STA/Epsilon if at 3 level, STA/epsilon at 4 level. If 2 suits shown, STA is in the lower suit.
- The step after that fixes higher suit if two suits are shown, asking same info as previous bid did for lower suit.
- Higher bids are to play or Epsilon for NT, as obvious.

Finally, cheapest non-signoff bid (4m or 5M) after control asking asks responder to bid his Queens. From this point on cheapest bid by opener asks for more features until the

auction reaches 5N or opener skips a bid. Responder first shows all his Queens. When all Queens are shown or denied, he shows Jacks.

If responder had 6 controls, he zooms to show Queen info directly.

Bidding after 1C – 1N – 2C:

- 2D** 5.3.3.2 with a 5-card minor. Now,
- 2H** Further asking
- 2S** 5-card Club, rebid num with zoom over 2N.
- 2N** 2-3-5-3
- 3C** 3-2-5-3
- 3D+** 3-3-5-2 (zoom).
- 2H** 4 Hearts and 4 of a minor. Rebid num with zoom over 2S
- 2S** 4 Spades and 4 of a minor. Rebid num with zoom over 2N
- 2N** 4-4 in the majors. Rebid num with zoom over 3C.
- 3C** 4-4 in the minors. Rebid num with zoom over 3D.
- 3D/H/S** 4.3.3.3 with 4 cards in bid suit.
- 3N** 3-3-3-4 (no zoom here)

Ch 20.3: Bidding After 1C – 2C

The following is the scheme for distribution and strength showing sequences. The opener is assumed to always relay with the next step. Opener's non-relay options will be discussed separately.

Common Principles:

- The first bid identifies the second suit, if any. Thereafter, we usually bid 3C with all minimums, and 3H/S/N with maximums identifying the shape.
- The exception is the 6-4 shape, which is shown by a 3D bid after showing the 4-card suit, regardless of the strength.
- The same final bid shows two strengths, the 12+ range via a fast approach, and the 8 – 11 range via the slow approach.
- 5.4.2.2s are shown by final bid of 3N, or 4C+ with 14+ HCP. 5.4.3.1s are shown by final bid of 3H/S, bidding the stiff directly if possible, or by bidding the 4-card suit with stiff Diamond.
- In the following descriptions, bids with a **X** at the right end, where **X** is any character from **A** to **J**, denote different types of terminal bids, where the distribution and strength has already been specified (except types **H**, **I** and **J**), and we move on to further control, etc. asking bids as specified later. All type **A** bids, for instance, end at 3H, and show a 5.4.3.1 shape with 5 Clubs and stiff H/D, the exact shape and strength known by this time. They can all be treated alike for further inquiry.

Distributional Relays

2C			All hands with 5+ Clubs, except 4-0-4-5, which responds 1C – 2H	
2C	2D	2H	5+C, 4H	
		2S	5+C, 4S, no 4H/D	
		2N	5C, 4D, 8 – 11 HCP or 6C, 4D, 8+ HCP	
		3C	6+ Clubs, single suiter, 8+ HCP	I
		3D	5-5 or better in the minors, 8+ HCP	J
		3H	3-1-4-5, 12+ HCP	A
		3S	1-3-4-5, 12+ HCP	B
		3N	2-2-4-5, 12 – 13 HCP	C
		4C+	2-2-4-5, 14+ HCP, 0 – 3, 4, ... controls	D

2C	2D	2H	2S	2N	4-4-0-5 / 0-4-4-5, 8+ HCP. Over 3C, 3D = 0-4-4-5 (rebid min/max/controls), 3H = 4-4-0-5 8 – 11, 3S = 4-4-0-5 12+, controls.	E F G
				3C	5C, 4H, 8 – 11 HCP. Over 3D, 3H = stiff D, 3S = stiff S, 3N = 2-4-2-5	A B C
				3D	6C, 4H, 8+ HCP	H
				3H	3-4-1-5, 12+ HCP	A
				3S	1-4-3-5, 12+ HCP	B
				3N	2-4-2-5, 12 – 13 HCP	C
				4C+	2-4-2-5, 14+ HCP, controls	D

2C	2D	2S	2N	3C	5C, 4S, 8 – 11 HCP. Over 3D, 3H = stiff H (4135) 3S = stiff D (4315) 3N = 2-4-2-5	A B C
				3D	6C, 4S, 8+ HCP	H
				3H	4-1-3-5, 12+ HCP	A
				3S	4-3-1-5, 12+ HCP	B
				3N	4-2-2-5, 12 – 13 HCP	C
				4C	4-2-2-5, 14+ HCP, controls	D

2C	2D	2N	3C	3D	6C, 4D, 8+ HCP	H
				3H	3-1-4-5, 8 – 11 HCP	A
				3S	1-3-4-5, 8 – 11 HCP	B

Ch 20.4: Bidding after Distributional Relays

Type A sequences:

Cases:	Responder shows
1C – 2C – 2D – 2H – 2S – 3H	3-4-1-5, 12+ HCP
1C – 2C – 2D – 2H – 2S – 3C – 3D – 3H	3-4-1-5, 8 – 11 HCP
1C – 2C – 2D – 2S – 2N – 3H	4-1-3-5, 12+ HCP
1C – 2C – 2D – 2S – 2N – 3C – 3D – 3H	4-1-3-5, 8 – 11 HCP
1C – 2C – 2D – 3H	3-1-4-5, 12+ HCP
1C – 2C – 2D – 2N – 3C – 3H	3-1-4-5, 8 – 11 HCP

Synopsis: Relays have ended at 3H, resp showing a specific 5431 pattern, known strength (8 – 11 or 12+), and the stiff is D/H Opener probably lacks 4+ support for either of responder's long suits.

Opener's further actions:

- 3S asks for controls/Q
- 3N to play. With 12+ hands, resp may still go on.
- 4C STA in Clubs, followed by Epsilon

Type B sequences:

Cases:	Responder shows
1C – 2C – 2D – 2H – 2S – 3S	1-4-3-5, 12+ HCP
1C – 2C – 2D – 2H – 2S – 3C – 3D – 3S	1-4-3-5, 8 – 11 HCP
1C – 2C – 2D – 2S – 2N – 3S	4-3-1-5, 12+ HCP
1C – 2C – 2D – 2S – 2N – 3C – 3D – 3S	4-3-1-5, 8 – 11 HCP
1C – 2C – 2D – 3S	1-3-4-5, 12+ HCP
1C – 2C – 2D – 2N – 3C – 3S	1-3-4-5, 8 – 11 HCP

Synopsis: Relays have ended at 3S, resp showing a specific 5431 pattern, known strength (8 – 11 or 12+), and the stiff is D/S Opener probably lacks 4+ support for either of responder's long suits.

Opener's further actions:

- 3N to play. With 12+ hands, resp may still go on.
- 4C asks for controls/Q
- 4D STA in Clubs, followed by Epsilon

Type C sequences:

Cases:	Responder shows
1C – 2C – 2D – 2H – 2S – 3N	2425, 12 – 13 HCP
1C – 2C – 2D – 2H – 2S – 3C – 3D – 3N	2425, 8 – 11 HCP
1C – 2C – 2D – 2S – 2N – 3N	4225, 12 – 13 HCP
1C – 2C – 2D – 2S – 2N – 3C – 3D – 3N	4225, 8 – 11 HCP
1C – 2C – 2D – 3N	2245, 12 – 13 HCP
1C – 2C – 2D – 2N – 3C – 3N	2245, 8 – 11 HCP

Opener's further actions:

- 4C asks for controls/Q
- 4D STA in Clubs
- 4H (only after 1C – 2C – 2D – 3N) STA in Diamonds

Type D sequences:

Cases:	Responder shows
1C – 2C – 2D – 2H – 2S – 4C+	2425, 14+ HCP, controls
1C – 2C – 2D – 2S – 2N – 4C+	4225, 14+ HCP, controls
1C – 2C – 2D – 4C+	2245, 14+ HCP, controls

Opener's further actions: Next step is relay for Queens. Immediate bids of long suits or 4N are to play. Queen ask followed by non – relay long suit bid is STA. Short suit bids, either immediate or later, are Epsilon (unless with jump). NT bids after Queen ask are Epsilon.

Type E sequence:

Only case is 1C – 2C – 2D – 2H – 2S – 2N – 3C – 3D, showing a 0-4-4-5 hand, 8+ HCP. Now 3H asks, over which 3S = 8 – 11, and 3N+ show 12+ HCP and controls. After 3H – 3S, 4C asks for controls. Relay after controls is for Queens. Instead of asking with 3D, opener may bid 3H, which is STA in Diamonds, or 3S, which is STA in Clubs.

Type F sequence:

Only case is 1C – 2C – 2D – 2H – 2S – 2N – 3C – 3H, showing a 4-4-0-5 hand, 8 – 11 HCP. Now 3S asks for controls/Q, 3N is to play, 4C is STA in Spades, and 4D is STA in Clubs.

Type G sequence:

Only case is 1C – 2C – 2D – 2H – 2S – 2N – 3C – 3S, showing a 4-4-0-5 hand, 12+ HCP. Now 3N is CTL/Q, 4C is STA in Spades, and 4D is STA in Clubs.

Type H/J sequences:

Cases:

H: 1C – 2C – 2D – 2H – 2S – 3D

H: 1C – 2C – 2D – 2S – 2N – 3D

H: 1C – 2C – 2D – 2N – 3C – 3D

J: 1C – 2C – 2D – 3D

Responder Shows

6 Clubs, 4 Hearts, 8+ HCP.

6 Clubs, 4 Spades, 8+ HCP.

6 Clubs, 4 Diamonds, 8+ HCP.

5-5+ in minors, 8+ HCP.

Opener's further actions:

3H Further ask. Now

3S = 8 – 11, no voids.

3N = 8 – 11, rebid shows lower/higher void.

4C = 12+, no voids.

4D/H = 12+, lower/higher void.

After this, next step (excluding 3N) asks for CTL/Q.

3S STA in Clubs for type H, STA in Diamonds for type J.

Type I sequence:

Only case is 1C – 2C – 2D – 3C, showing any Club single suiter. Now 3D asks, over which 3H = 8 – 11 (rebid controls over 3S), and 3S+ show 12+ and controls. Next relay after controls is STA in Clubs, followed by Q ask, etc.

Ch 20.5: When opener does not relay

After 1C – 2C:

- 2H/S** Natural, 5+ suit.
- 2N** 5+ Diamond.
- 3C** Control asking, followed by relay for trump ask and Epsilon. 3N by opener at any point is natural, not part of the relay. Promises 4-card fit.
- 3D/H/S** Stopper asking, promises Club support
- 3N** Bad 17 – 18 HCP, 3-3-4-3 or 3-3-3-4

Responses to 1C – 2C – 2D:

- 2M** 4-card suit
- 2N** 4-card Diamond, 8-11
- 3C** 6+ Clubs
- 3D/M** 4-card suit, 6+ Clubs, (11)12+
- 3N** 3.2.2-6, 11-12, at least partial stop in each side suit
- 4C** Solid clubs (AKQTxx or better), no singleton
- 4D/M** Solid clubs (AKQTxx or better), splinter

After 1C – 2C – 2D – 2H:

- 2N** Control asking. After controls are shown, step 1 is TAB in Clubs, step 2 is STA in Hearts.
- 3C** Min hand with Clubs and Spades
- 3D/S** Stopper asking (3S is rare).
- 3H** Balanced 17 – 19 with 4 Hearts.
- 3N** Balanced 17 – 19 with no good fit.

After 1C – 2C – 2D – 2S:

- 3C** Control asking. After controls are shown, step 1 is TAB in Clubs, step 2 is STA in Spades
- 3D** Stopper asking in Diamonds.
- 3H** Stopper asking in Hearts.
- 3S** Balanced 17 – 19 with 4 Spades

3N Balanced 17 – 19 with no good fit.

After 1C – 2C – 2D – 2N:

3D Control asking. After this, first step would be tab in Clubs, and next step would be STA in Diamonds.

3H/ S Stopper asking.

3N Balanced 17 – 19 with no good fit.

Ch 20.6: Bidding after 1C – 2D

The same principles apply as after 1C – 2C. 1C – 2D – 2N shows 5+ Hearts, allowing 1C – 2D – 2H to be used to start the relays. The distributional relays are as follows:

1C	2D					8+ HCP, 5+ Diamond, denies 4+ Club	
1C	2D	2H	2S			5+ Diamonds, 4 Spades, 8+ HCP	
			2N			5 Diamond, 4 Hearts, 8 – 11 HCP or 6D, 4H, 8+ HCP	
			3C			Single-suiter hand with 6+ Diamonds, 8+ HCP	
			3D			4-4-5-0, 8+ HCP	K
			3H			3-4-5-1, 12+ HCP	A
			3S			1-4-5-3, 12+ HCP	B
			3N			2-4-5-2, 12 – 13 HCP	C
			4C+			2-4-5-2, 14+ HCP, controls	D
1C	2D	2H	2S	2N	3C	5D, 4S, 8 – 11 HCP. Over 3D, 3H = stiff H (4-1-5-3) 3S = stiff D (4-3-5-1) 3N = 2-4-5-2	
					3D	6D, 4S, 8+ HCP	A
					3H	4-1-5-3, 12+ HCP	B
					3S	4-3-5-1, 12+ HCP	C
					3N	4-2-5-2, 12 – 13 HCP	H
					4C	4-2-5-2, 14+ HCP, controls.	A
1C	2D	2H	2N	3C	3D	6D, 4H, 8+ HCP	B
					3H	3-4-5-1, 8 – 11 HCP	C
					3S	1-4-5-3, 8 – 11 HCP	D
					3N	2-4-5-2, 8 – 11 HCP	H

Further bidding after sequences of type A, B, C, D, and H is identical to the analogous auctions after 1C – 2C, except that asking bids in Clubs are now asking bids in Diamonds

After 1C – 2D – 2H – 3D, 3H asks, over which 3S = 8 – 11, 3N+ = 12+, controls Non relay auctions are similar to those after 1C – 2C, except 1C – 2D – 2N shows a Heart suit.

Ch 20.7: Other Minor Suit Responses to 1C Opening

3C	5 Diamonds, 4 Clubs, 8 – 11 HCP. Now 3D asks, over which	
	3H = 3154	A
	3S = 1354	B
	3N = 2254	C
3D	6 Diamonds, 4 Clubs, 8+ HCP	H
3H	3154, 12+ HCP	A
3S	1354, 12+ HCP	B
3N ,	2254, 12 – 13 HCP	C
4C+	2254, 14+ HCP, controls.	D

Further bidding is analogous to corresponding sequences discussed above.