

Supplementary details

1. South African Texas

1NT-4c/d shows a game going hand with hearts/spades respectively. This is used for hands which the main feature is a solid trump suit. Game going hands which do not have solid trumps should be described through jumping straight to game, transferring and then jumping to game or jumping to the 3 level to show a slam try. South African Texas bids usually have mild slam interest.

1NT-4c-:

- i) 4d = Hand with slam interest. Must be extremely control rich (Aces and Kings)
- ii) 4H = Any hand which does not fit the above description.

1NT-4d-:

- i) 4H = Hand with slam interest. Must be max and control rich (Aces and Kings)
- ii) 4S = Any hand which does not fit the above description.

2. Helmig Escape to 1NT-x

When they double our no trump for penalties in direct seat:

- i) pass = to play
- ii) xx = relay to 2c to pass or correct to a single suit
- iii) 2x = lower of two equal length suits
- iv) 2S = constructive distributional (5+-5+) with spades
- v) 2NT = constructive distributional (5+-5+) without spades
- vi) 3x = long suit, pre-emptive on assumption 2 level double won't be left

With a 4333 hand it is usual to bid 2c as the lower of two suits even if clubs is not your 4 card suit. Bidding 2c and then redoubling when doubled can be done to show this hand with a 3 card club suit.

3. Lebensohl applies when:

- a) When they interfere with 2x over our 1NT (opening or overcall)
- b) When they have opened any weak/intermediate opening bid at the 2 level and partner has doubled for takeout or to show a balanced hand.

After 1NT-(2x=natural)-

- i) pass = natural (x is takeout from opener)
- ii) x = penalties
- iii) 2y = natural, competitive
- iv) 2NT = lebensohl forcing 3c
 - a) 3c-pass/3y (y<x) = sign off
 - b) 3c-3x = staymanic without a full stop in x
 - c) 3c-3y (y>x) = Invitational 5+ cards
 - d) 3NT = Game values, no major interest, no full stop in x
- v) 3y = game forcing 5+ cards
- vi) 3x = staymanic with a full stop in x
- vii) 3NT = game values, no major interest, full stop in x

If 2x is not natural then all bids hold their current meanings with the exception of x, 2y if they have shown that suit, 3y (possibly through 2NT) if they have shown that suit.

If they have shown one or more specific suits:

- i) x = penalties of at least one of suits shown

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- ii) $2x$ (one of their suits) = takeout of that suit, competitive
- iii) $3x$ (one of their suits) = Staymanic in same style as above

If they have not shown any specific suit:

- i) x = Invitational values+, all subsequent doubles are penalties
- ii) $2x$ = competitive
- iii) $3x$ = Natural and game forcing

To bid staymanically, double and then wait for the opposition to show a suit. Cue bids are now staymanic.

After $(2x)-x-(p)-$ or $(2x)-p-(p)-x$:

- i) pass = penalties
- ii) $2y$ = natural, competitive
- iii) $2NT$ = lebensohl forcing $3c$, lebensohl can be broken to show a very strong hand
 - a) $3c$ -pass/ $3y$ ($y < x$) = sign off
 - b) $3c$ - $3x$ = staymanic without a full stop in x
 - c) $3c$ - $3y$ ($y > x$) = Invitational 4+ cards
 - d) $3NT$ = Game values, no major interest, no full stop in x
- iv) $3y$ = encouraging (8-10 HCP) 4+ cards
- v) $3x$ = staymanic with a full stop in x
- vi) $3NT$ = game values, no major interest, full stop in x

If they interfere at the 2 level before lebensohl can be applied (e.g. $(2d)-x-(2H)-$) then structure is the same as over $1NT-(2x)$.

If the opponents compete up to or above $2NT$ then lebensohl is off and standard bidding structure resumes.

4. $2d-2NT-$:

- i) $3c$ = Good diamonds with club stop feature
- ii) $3d$ = bad diamonds
- iii) $3h$ = good diamonds with heart stop feature
- iv) $3s$ = good diamonds with spade stop feature
- v) $3NT$ = AKQxxx

5. $2h/s-2NT-$:

- i) $3c$ = Minimum with a bad suit
- ii) $3d$ = Minimum with a good suit
- iii) $3h$ = Maximum with a bad suit
- iv) $3s$ = Maximum with a good suit
- v) $3NT$ = AKQxxx

6. Jacoby $2NT$.

After $1M$, $2NT$ shows a game forcing hand with 4 card or longer support. This hand should not contain a shortage unless it is:

- a) Very strong (Splinters should be limited to around a maximum strength of 14 HCP)
- b) A singleton Ace (Splinters should not be made on singleton Aces)

$1M-2NT-$:

- i) $3M$ = good 14+ HCP with no shortage or good second suit (e.g. 5-4-2-2 or 6-3-2-2). Cue bid continuations.

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- ii) 3x = Shortage showing. Cue bid continuations.
- iii) 3NT = Serious slam try. Cue bid continuations.
- iv) 4M = Minimum (11- bad 14 HCP)
- v) 4x (below 4M) = Second 5+ card suit of good quality (2 of top 3 honours). Cue bid continuations.
- vi) 4NT = RKCB

7. Michaels Cue bids.

The auction (1m)-2m promises both majors and either a weak (4-10 HCP) or a strong (15+ HCP) hand. This will almost always be 5+-5+ distribution. Favourable vulnerability opposite a passed partner allows license to be 5-4. Furthermore, opposite a passed partner the Michaels bidder can be any strength. After Michaels has been bid, any further unforced action by the Michaels bidder shows either a strong type or extra distribution.

The auction (1M)-2M promises the other major and an unspecified minor suit. This bid follows the format above. In response to this 3c would be pass or correct and 2NT would be an enquiry about the second suit with possible further interest.

After (1m)-2m:

- i) 2om = no preference
- ii) 2M = preference (to play)
- iii) 2/3NT = to play
- iv) 3/4M = pre-emptive
- v) 3om = natural, constructive, non-forcing
- vi) 3m = stop ask

After (1M)-2M:

- i) 2oM = preference (to play)
- ii) 2NT = ask for minor suit
- iii) 3NT = to play
- iv) 3/4oM = pre-emptive
- v) 3c = pass/correct
- vi) 3M = stop ask

If opponents interfere over Michaels bid then all the above available bids hold their current meaning. In addition to this:

After (1x)-2x-(x):

- i) pass = suggestion to play (strong 5+ in x)
- ii) xx = relay to next bid up for sign off

After (1x)-2x-suit bid:

- i) pass = natural
- ii) x = penalties

If the opposition bid Michaels then double is penalties of one of their possible suits and all subsequent doubles are penalties. Suit bids are natural and forcing unless it is a suit promised by the oppositions bid. If the suit is promised by the oppositions bid and is the last known suit then it is a stop ask, if it the first of two suit definitely shown then it is a stop showing bid.

- e.g. 1c-(2c=majors)-2H=stop show-2s=stop ask
1H-(2H=spades and either minor)-2S=stop ask

8. After (1NT)-

- i) 2c = Hearts and another (5-4+ either way if majors better spades)

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- a) 2d = not 4H asks for cheapest 5 card suit (pass if diamonds)
 - b) 2H = to play
 - c) 2S = Constructive, non forcing, 5+ cards
 - d) 3c/d = constructive, non forcing, 6+ cards
 - e) 2NT = enquiry
 - 1) 3c/d = c/d is second suit (now new suit is stop showing)
 - 2) 3H = 5 spades with bad hand
 - 3) 3S = 5 spades with good hand
 - f) 3H = Invitational (equivalent to 8 loser hand)
 - g) 3S = forcing, 6+ cards
- ii) 2d = Spades and another (5-4+ either way if majors better hearts)
- a) 2H = not 4S asks for cheapest 5 card suit (pass if hearts)
 - b) 2S = to play
 - c) 3c/d/H = constructive, non forcing, 6+ cards
 - d) 2NT = enquiry
 - 1) 3c/d = c/d is second suit (now new suit is stop showing)
 - 2) 3H = 5 hearts with bad hand
 - 3) 3S = 5 hearts with good hand
 - e) 3S = Invitational (equivalent to 8 loser hand)

9. Long Suit Trial Bids.

When a minor is agreed below 3NT:

Once a minor suit has been agreed below 3NT a bid of a new suit will not necessarily show 4 cards. It will often be only 3 cards but with a stop in that suit looking for 3NT, it can occasionally be 2 cards with a stop in the suit or the start of a cue bidding sequence if the bidding is voluntarily taken past 3NT when all stops are held or if a suit other than trumps is bid as a cue above 3NT. There should be no major fit as in the early action showing a 4 card major should take preference to raising a minor.

When a major is agreed at the 2 level (Typically 1M-2M):

After the auction 1M-2M (or any other auction which has a major agreed at the 2 level) bidding a new suit without jumping is a long suit trial bid. It asks partner if they can help in that suit based on the knowledge that partner has length. In this case length could mean anything from xxx to AQxxx in a suit.

In response to a long suit trial hands are evaluated as follows.

- 0-1 losers in trial suit – bid game.
- Completely maximum hand – bid game
- 2 losers in suit – bid game if max or near max otherwise sign off at 3 level (or retry*)
- 3 losers in suit – Sign off at 3 level unless complete maximum (or retry*)

*If you are close to accepting then you can make a long suit trial of your own by bidding a new suit below the 3 level of your suit.

10. Three different situations for checkback.

A) After 1x-1y-1NT(15-17)-2c :

- i) 2d = 15-bad 16 HCP and no major suit length feature
- ii) 2h = 15- bad 16 HCP and a heart length feature possibly with spade feature
- iii) 2s = 15- bad 16 HCP and a spade length feature with no heart length feature
- iv) 2NT = good 16-17 HCP

Natural/system consistent continuations after all of the above

B) After 1x-2y-2NT(15-19)-3c- :

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- i) 3d = 15-17 HCP, natural continuations to suit agreement
- ii) 3h = 18-19 HCP with extra heart length feature possibly spade length feature
- iii) 3s = 18-19 HCP with extra spade length feature with no heart length feature
- iv) 3NT = 18-19 HCP with no major suit length feature

C) After 1x-1y-2NT(18-19)-3c :

- i) 3d = 18 HCP, natural continuations to suit agreement
- ii) 3h = 19 HCP with extra heart length feature possibly spade length feature
- iii) 3s = 19 HCP with extra spade length feature with no heart length feature
- iv) 3NT = 19 HCP with no major suit length feature

11. Truscott.

After they have opened a strong club 1c-:

- i) x = clubs and hearts
- ii) 1d = diamonds and hearts
- iii) 1H = hearts and spades
- iv) 1S = spades and clubs
- v) 1NT = diamonds and spades
- vi) 2x = Single suit, 5-14 HCP
- vii) 2NT = minors 5+-5+ 5-14 HCP
- viii) 3x = Pre-emptive single suit

If they open a strong 1d all bids retain their meaning as over a strong 1c except x shows diamonds and spades and 1NT shows clubs and hearts.

12. Transfer Breaks.

After 1NT-2d (=Hearts)-:

- i) 2H = Complete Transfer (No break available)
- ii) 2NT = Maximum with 4 card heart support, 3d continuation is retransfer.
- iii) 3H = Minimum with 4 card heart support

After 1NT-2H (=Spades)-:

- i) 2S = Complete Transfer (No break available)
- ii) 2NT = Maximum with 4 card heart support, 3d continuation is retransfer.
- iii) 3S = Minimum with 4 card heart support

After 1NT-2S (=Clubs)-:

- i) 2NT = Ax, Kx or Hxx+ in clubs
- ii) 3c = Completion of transfer

After 1NT-2NT(=Diamonds)-:

- i) 3c = Ax, Kx, Hxx+ in diamonds
- ii) 3d = Completion of transfer