

OTHER OPENING BIDS				
	HCP	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11-22	2	For opener's NT rebids – see Notes 1 – 3	Transfer responses 3
1♦	11-22	5(4)		Inverted raises, Splinters
1♥	11-22	5		1NT= F1, 2NT= GF with fit 6, Splinters, Drury 9
1♠	11-22	5		
3 bids	0-10	6	Pre-emptive	
4	0-9	7	Pre-emptive	

### DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	
Simple overcall		7+ occasionally 4 cards	
Jump overcall		Weak; In 4 <sup>th</sup> = 10-14	
Cue bid		= Michaels	
1NT	Direct: Protective:	15-18 10-14	As for 1NT opening
2NT	Direct: Protective	Lowest 5-5 19-21	Limit bids
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	X= Majors 1NT= Minors		
Short 1♠/1♦	Natural		
Weak 1NT	2♣= Majors, 2♦= ♥ or ♠, 2M= That suit and a minor X= Pens		
Strong 1NT	Same as above		
Weak 2	Double = take out, Leaping Michaels	Lebensohl	
Weak 3	Double = take out		
4 bids	Double = take out, 4NT = two suiter		
Multi 2♦	X = T/O 12+ pts, Leaping Michaels Lebensohl responses 2NT = 15-18 balanced		

### SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB	3041 5NT = 0/2/4 with void+ Q, 6L = 1/3/5 5NT Specific K	DOPI/ROPI
Simple Blackwood	5♣ = 0 or 4; 5♦ = 1, 5♥ = 2; 5♠ = 3	
Exclusion KCB	1 step = 3 or 0, 2 steps = 1 or 4 etc	
5NT = Grand Slam Force or 'pick a slam'	6♣ = 0; 6♦ = 1; 6♥ = 2 of top 3 honours	Serious 3NT

### COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		4♦		
Special meaning of bids		Cue bid = directional asking bid or support		
Exceptions / other agreements		Jump raise = Stretch		
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	F1/Tran	Jump in new suit = weak or fit
Jump raise	Pre-emptive	2NT	Good raise	

Other agreements concerning doubles and redoubles				
Responsive doubles, game-try doubles, Lightner doubles, Support doubles and redoubles				


### OTHER CONVENTIONS

<b>Unassuming Cue Bids</b> – Good raise of partners suit				
<b>Splinter bids</b> – Opposite opener, overcall or as a rebid				
<b>Multi Landy</b> – Defence to 1NT				
<b>Two-way Checkback</b> - Enquiry over 1NT rebid				
<b>Drury</b> – Good raise by passed hand				

### SUPPLEMENTARY DETAILS

1 1NT rebid is 11-14 with 2♣ invitational 2♦ GF (After Non 1♣ Opener)				
2 NT rebids after 1 level response 2NT = 18-19 with checkback				
3 NT rebids after a 2-level response 2NT = 11-14 or 18-19				
4 Response to 2NT opener 3♠ = minor suit stayman				
Lebensohl after interference over our 1NT opener X for T/O, 2NT asks for 3 clubs; Suit natural and F, Direct cue stayman with stop, Cue after 2NT is stayman with no stop. 3NT stopper and no major.				
6 1♠/♥- 2NT – 3♣ = <15, 3D= 15+ no short, 3♥/♠/NT = shortage 15+				
7 Over a major transfer break to a poor doubleton with 4 card support and min, 2NT= max doubleton, 3 major= 4333 and max.				

(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> K x ( <u>x</u> )	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:- against slams and in partners suit we lead top of sequence.							
<b>CARDING METHODS</b>							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Reverse attitude on A&Q EXCEPT lead of K asks partner to unblock or give count.						
On Declarer's lead	Rev count: high-low = ODD no. of cards; upwards = EVEN						
When discarding	Reverse attitude on first discard otherwise rev count						
<b>Suit preference signals:</b> where appropriate							
<b>SUPPLEMENTARY DETAILS (continued)</b>							
8 Over a minor transfer accepting the transfer shows 3+ card support to an honour or better							
9 Drury – a bid of 2C in response to a major by a passed hand shows a good raise, including after a double							
10 Transfer Responses – 1D= Hearts, 1H= Spades, 1S= 5-9 no major/invitational with 5D/GF balanced without 5 card suit, 1NT= GF 5+ diamonds, 2C= Nat Inverted, 2D/2H/2S= Nat Invite							

	<b>Name: Tom Copeland</b>	<b>EBU No:</b>
	<b>Partner: Tom Rainforth</b>	<b>EBU No:</b>
<b>GENERAL DESCRIPTION OF BIDDING METHODS</b>		
2/1 GF, 5 Card majors, Short Club		
<b>1NT OPENINGS AND RESPONSES</b>		
<b>Strength</b>	(14) 15-17	Tick if artificial and provide details below <input type="checkbox"/>
<b>Shape constraints</b>	5M 6m Ok	Tick if may have singleton <input type="checkbox"/>
<b>Responses</b>	2♣ Stayman	
2♦	Transfer to ♥	2♥ Transfer to ♠ Note 7
2♠	Transfer to ♣	2NT Transfer to ♦ Note 8
Others	Natural forcing	
Action after opponents double	XX Strong	Bid is a 5card suit
Action after other interference	See Note 5	
<b>TWO-LEVEL OPENINGS AND RESPONSES</b>		
	<b>Meaning</b>	<b>Responses</b>
2♣	Game force / 23+ balanced (kokish)	2♦ relay
2♦	Weak	2NT enquiry 2♥/♠ NF
2♥	Weak	2NT enquiry 2♠ NF
2♠	Weak	2NT enquiry
2NT	20 – 22; 3♣ 5-card puppet Stayman, 3♦/♥ Transfers; 4	
<b>OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE</b>		
(Please include details of any agreements involving bidding on significantly less than traditional values).		
Frequent use of Lebensohl		
If no suit agreed after NT opener 4NT= Quantitative otherwise Blackwood		
1C is opened on all balanced hands (11) 12-14 without a 5 card suit		
Transfer responses to 1C		
Anything goes for pre-empts in 3 <sup>rd</sup> seat NV		
Junior Camrose Feb 2010		

Both players of a partnership must have identically completed convention cards.  
Cards must be exchanged with opponents for each round.

Both players of a partnership must have identically completed convention cards.  
Cards must be exchanged with opponents for each round.

**EBU 20B**

## Uncontested Auctions

1c:

1d = hearts (may be canapé if not gf)

1h = spades (may be canapé if not gf)

1s = balanced or 5-9 with clubs or diamonds or 10-11 with 5 diamonds and no 4+ card major

1nt = GF, 5+ diamonds

2c = 10+ points, 5+ clubs

2d/2h/2s = invitational single suited (6+)

2nt = 3 suited with clubs and diamonds (4441/4540/4414/4504)

3c = 0-5 Pre-emptive

3d/3h/3s = Splinter

1c-1d (showing hearts)

- 1) 1h= 3hearts wk nt
- 2) 1s= Nat fl not a weak nt
- 3) 1n= wk nt 2hearts
- 4) 2c= nat
- 5) 2d= nat reverse
- 6) 2h= 4cd hearts, weak raise
- 7) 2s= GF agreeing hearts
- 8) 2n= 18/19
- 9) 3c= nat
- 10) 3d= mini splinter
- 11) 3h= same as 1c-1h-3h in acol NF
- 12) 3s = void
- 13) 3n = Running clubs
- 14) 4d = void

1c-1d-1h-:

1s: Nat, forcing for 1 round

1n= to play

2c = 4 hearts, 5+ clubs, weak, choose from 2c/2h

2d= 4 hearts, 5+ diamonds, weak, choose from 2d/2h

2h= To play

2s= GF Setting hearts as trumps (note later bids of 3nt are now baby blackwood)

1. Opener makes a fragment bid, 2nt would show no good fragment bid

2n= Invitational 4 hearts

3c= Natural slam try (min 5-5)

- i) 3d/3s – cue agreeing clubs (4 or more clubs), 3nt is then baby blackwood
- ii) 3h – agreeing hearts (2434, 3433 or 3334), 3nt is then baby blackwood
- iii) 3nt – very little slam interest, e.g. ace-less hand without club support or minimum 3433/3334 hand
- iv) 4c – agreeing clubs without a diamond or spade control

3d= Natural slam try (min 5-5)

- i) 3h – agreeing hearts (4234, 4333 or 3334), 3nt is then baby blackwood
- ii) 3s – cue agreeing diamonds, 3nt is then baby blackwood

- iii) 3nt – very little slam interest, e.g. ace-less hand without diamond support or minimum 4333/3334 hand
- iv) 4c – cue agreeing diamonds, 4d is then minorwood
- v) 4d – agreeing diamonds without a spade or club control

3H= Inv 5 hearts

3s/4c/4d= splinter

4nt = Quantitative

1c-1d-1N- :

2c- To play

2d- To play

2h- To play

2s- 4+H 4+S fl Opener then bids 2nt or bids a new suit as a cue agreeing spades

2n- Nat inv

3c- Natural GF min 5h-4c and usually 5-5 then:

- i) 3d/s – cues agreeing clubs (min 4), 3nt is still then a suggestion to play as there isn't also an 8 card major fit agreed like after 1c-1d-1h-3c
- ii) 3h = no club fit (agreeing either hearts or nt)
- iii)

3d- Natural GF min 5h-4d and usually 5-5 then:

- iv) 3s/4c – cues agreeing diamonds (4), 3nt is still then a suggestion to play as there isn't also an 8 card major fit agreed like after 1c-1d-1h-3c
- v) 3h = no diamond fit (agreeing either heart or nt)
- vi)

3h- **Nat forcing**, sets hearts as trumps (after 3s, 3nt is babyblackwood)

3s/4c/4d – Splinters setting hearts as trumps

4nt = Quantitative

Continuations after 1c-1d-2h

2s/3c/3d: 1stb

2n: gf (note all bids of 3nt by responder are now baby blackwood)

- i) 3c – 6 clubs
- ii) 3d/3s – Singleton (showing 5 clubs or 4144 by inference)
- iii) 3h – 5242
- iv) 3nt – wnt
- v) 4c – spade void
- vi) 4d - void

3h: general invite

3s/4c/4d: void

After 1c – 1d – 2s, note that except for an immediate 3nt, all bids of 3nt by responder are now baby rkcb

- 1) 2nt – Inquiry then (note shortage showing bids are always in order of suit rank and then the bid not showing a single shortage (either no shortage or both shortages) is last):
  - a. 3c = 6+ clubs
  - b. 3d = singleton
  - c. 3h = 5422
  - d. 3s = singleton

- e. 3nt = 18-19 balanced
- f. After a response to 2nt, 3nt is baby rccb and bids not already given are cues agreeing hearts

Usually go through 2nt but

- 2) 3c/3d/3s = singleton
- 3) 3h = asking opener to cue
- 4) 4c/4d = voids

1c – 1d – 2nt:

- a) 3c- checkback, then
  - a. 3d shows 4423 or 4333 or 3433 after which 3h shows 5 hearts and asks partner to bid 4h with 3
  - ~~b.~~ 3h shows 3 hearts, 3s then shows 4-4 in majors
  - c. 3s shows 4 spades without 3 hearts (ie 4324 or 3424)
  - d. 3nt shows 5323 exactly (4c is then a slam try in clubs)
- b) 3d – re-transfer to 3h then
  - a. Pass
  - b. 4h to play
  - c. A new suit is a cue and a slam try with 6+ hearts
  - d. 3nt is baby rccb
- c) 3h – forcing with diamonds (min 5-5, with 5-4 bid check back), all bids by opener are then cues agreeing hearts except 3nt which is a suggestion to play (likely to have 2/3 diamonds and 2 hearts) and 4d which agrees diamonds
- d) 3s – forcing and natural (min 5-5, with 5-4 or 4-4 bid check back), 3nt now agrees hearts and 4c/d/h are cues agreeing spades
- e) 3nt – to play
- f) 4c/d/s – splinters agreeing hearts
- g) 4h to play

1c-1h (showing spades)

- a) 1s= 3cd spade wk nt
- b) 1n= nat 2cd spade
- c) 2c= nat
- d) 2d= nat reverse
- e) 2h= nat reverse
- f) 2s= 4cd spade weak raise
- g) 2n= 18/19
- h) 3c= nat
- i) 3d= GF spades
- j) 3h= mini splinter
- k) 3s= same as 1c-1s-3s in acol NF
- l) 3n= running clubs
- m) 4d/h = void showing splinter

1c-1h-1s-:

1n= to play

2c = 4 spades, 5+ clubs, weak, choose from 2c or 2s

2d= 4 spades, 5+ diamonds, weak, choose from 2d or 2s

2h= Natural, forcing for 1 round (at least 5 spades)

2s= To play

2n= Invitational 4 spades

3c= Natural slam try min 5-5

- v) 3d/3h – cue agreeing clubs (4 or more clubs), 3nt is then baby blackwood and 3s is a cue and does not change that clubs are agreed
- vi) 3s – agreeing spades (2443, 3433 or 3343), 3nt is then baby blackwood
- vii) 3nt – very little slam interest, e.g. ace-less hand without club support or minimum 3433/3343 hand
- viii) 4c – agreeing clubs without a diamond or spade control

3d= Natural slam try min 5-5

- vi) 3h – cue agreeing diamonds, 3nt is then baby blackwood
- vii) 3s – agreeing spades (4243, 4333 or 3343), 3nt is then baby blackwood
- viii) 3nt – very little slam interest, e.g. ace-less hand without diamond support or minimum 4333/3343 hand
- ix) 4c – cue agreeing diamonds, 4d is then minorwood
- x) 4d – agreeing diamonds without a heart or club control

3h= Forcing setting spades as trumps

- h) 3s – club cue, 3nt then baby blackwood
- i) 3nt – 4333 (which can be passed)
- j) 4c – 5 clubs
- k) 4d/h – cue
- l) 4s – no control outside spades

3s= Invitational 5 spades

4c/4d/4h= splinter

4nt = Quantitative

1c-1h-1N- :

2c- To play

2d- To play

2h – Natural F1

2s – To play

2n- Nat inv

3c- Natural GF min 5s-4c and usually 5-5 then:

- vii) 3d/h/s – cues agreeing clubs (min 4), 3nt is still then a suggestion to play as there isn't also an 8 card major fit agreed like after 1c-1h-1s-3c
- viii) 3nt - 3442

3d- Natural GF min 5s-4d and usually 5-5 then:

- ix) 3h/s – cues agreeing diamonds (4), 3nt is still then a suggestion to play as there isn't also an 8 card major fit agreed like after 1c-1h-1s-3d
- x) 3nt – 4342 or 5332

3h- Forcing, sets spades as trumps

3s- Invitational

4c/4d/4h – Splinters setting spades as trumps

Continuations after 1c-1h-2s

2n: gf setting spades as trumps

- vii) 3c – 6 clubs
- viii) 3d/3h – Singleton (showing 5 clubs or 4441 by inference)
- ix) 3s – 5224
- x) 3nt – wnt

xi) 4d/4h - void

3c/3d/3h: 1stb

3s: general invite

3nt: suggestion to play

After 1c – 1h – 3d, note that after any rebid but 3nt then subsequent bids of 3nt are baby-roman key card blackwood.

- 5) 3h – enquiry of singleton, 3s shows none then 3nt = clubs etc
- 6) 3s – asks opener to cue
- 7) 3nt – suggestion to play
- 8) 4c/d/h - shortage

1c – 1h – 2nt:

m) 3c- checkback, then

- a. 3d shows 4432 or 4333 or 3433 after which 3h shows 5 spades and asks partner to bid 3s with 3 and 3nt with 2
- b. 3h shows 4 hearts and possibly also 3 spades, if responder has 5 spades and not 4 hearts he bids 3s over which opener bids 3nt or cues. 3c-3h-3nt would be to play
- c. 3s shows 4c4d2h3s or 5c3d2h3s
- d. 3nt shows 5c3d3h2s exactly (4c is then a slam try in clubs)

n) 3d – Natural slam try, min 5-5

- a. 3h – 3 hearts agreeing hearts as trumps
- b. 3s/4c – cues agreeing diamonds
- c. 3nt – to play (2h and 2/3d)

o) 3h – Retransfer to 3s then:

- a. Pass
- b. 4s – to play
- c. 3nt – baby rkcb
- d. 4c/d/h - cues

p) 3s – 6+ spades and 5 hearts (or could be 7-6), 3nt then agrees hearts and other bids a cues and agree spades

q) 3nt – to play

r) 4c/d/h – splinters agreeing spades

s) 4s to play

1c-1s (transfer to nt, either balanced or relay)

- i. 1n= weak nt
- ii. 2c nat
- iii. 2d/h/s nat revers
- iv. 2n= 18/19
- v. 3c= nat
- vi. 3d/h/s= shortage promises other 3 suits gf
- vii. 3n= to play

After 1c – 1s – 1nt:

a) 2c = 6-9 points 5+ clubs

b) 2d = 5-9 points 6+ diamonds (to play)

c) 2h = general force with a balanced hand (4333 / 3433 / 4432 / 4423)

d) 2s = 5 diamonds invitational (opener's next bid is to play)

e) 2nt = 11(12) invite

#### 1c-1s-2c

viii. 2d = 5-9 points 6+ diamonds (to play)

ix. 2h = general force with a balanced hand (4333 / 3433 / 4432 / 4423)

x. 2s = 5 diamonds invitational (opener's next bid is to play)

xi. 2nt = 11(12) invite

xii. 3c = invite with club support

#### 1c-1s-2d

1) 2h – 5-7 points balanced trying to sign off

2) 2s – transfers to clubs or diamonds (weak varieties), opener then bids 3c with minimum for bidding, 2nt with maximum and not 5 diamonds and 3d with maximum 5+5+

3) 2nt – forcing, very balanced hand (i.e. 4333, 3433, 4432 or 4423)

4) 3c – forcing with clubs (4+)

5) 3d – forcing with diamonds (4+)

#### 1c-1s-2h

1) 2s – Trying to sign off (either 5-7 balanced or with a minor)

2) 2nt = forcing, very balanced

3) 3c – forcing with clubs

4) 3d – natural and forcing

#### 1c-1s-2s

1) 2nt – 5-7 to play (sometimes with 6 diamonds)

2) 3c – to play

3) 3d – Natural and forcing

4) 3h – 7-10 points 5+ clubs GF

5) 3s – 3 card spade support and some club support, forcing, balanced hand

6) 3nt – Not 3 card spade support and by inference exactly 4 clubs

#### 1c-1s-2nt

1) 3c – natural and forcing

2) 3d – natural and forcing

#### 1c-1s-3c

1) 3d – natural and forcing

2) 3h/s - cues

#### 1c-1n (5+ diamonds, GF)

xiii. 2c – nat, not wnt

xiv. 2d – 2nt, not 4d

xv. 2h/2s – reverse

xvi. 2nt – 18-19 balanced

xvii. 3c – nat 16+, 6+ clubs

xviii. 3d – 4+ diamonds, non minimum

xix. 3h – 4 diamonds, minimum

xx. 3s/4c – splinter

xxi. 3nt – heart splinter

#### 1c-2c (10+points 5+clubs)

2d= wnt, 2nt/3c are then invitational and all other bids GF

2h/2s/3d = Fragment bids, showing extra points and a natural suit, unbalanced

2n= 18-19 balanced

3c= natural weak  
3h/s= splinter

1c- 2d/h/s (Nat 10/11HCP 6cd suit, should not have a second suit)

2n= weak nt 2card suit some game interest 13/14

3c= nat, non forcing

2/3 new suit = forcing, natural (may sometimes be 3 card suit when needing to force when single suited with clubs)

3 level Support= slam try

3n: To Play

3/4 new suit when jump = splinter

Don't think particularly worth worrying about this (1c – 2nt (three suited with shortage in a major)

- 1) 3c – natural (5+), 3h/3s are then natural
- 2) 3d – enquiry about major, after 1c-2nt-3d-3h, 3s/4d agree hearts and 4c agrees clubs (does not have to have other major), after 1c – 2nt – 3d – 3s, 4c agrees clubs and 4d/h agree spades (cues)
- 3) 3h – 18-19 balanced
- 4) 3s – shortage (agreeing clubs)
- 5) 3nt – 12-14 balanced (not 5 clubs)
- 6) 4c – heart shortage (agreeing clubs)
- 7) 4d – shortage (agreeing clubs)

1c-3c 0-5HCP pre emptive

- 1) 3d/h/s are then long suit trial bids

1c-3d/h – Splinter 5+ clubs, opener then bids suit above to show 18-19 balanced with 3 or less clubs, 3nt rebid is a wnt to play

1c-3s – Splinter 6+ clubs, 3nt rebid is wnt to play

1d – Minimum of a 5 card suit unless unbalanced or 18-19 balanced (when can be 4)

- i) 1h/s – Natural, fl
- ii) 1N – Natural, 5-10 no 4 card major, usually 4 clubs
- iii) 2c – Natural, FG
- iv) 2d – Inverted, 10+ points, 4+ diamonds
- v) 2h/2s – Weak (Jump fit by passed hand)
- vi) 2nt – Natural, 11-12, 4+ clubs
- vii) 3c – Mixed raise (6-9)
- viii) 3d – Pre-emptive (0-5)
- ix) 3h/3s/4c – Splinter, 9-13 (with more bid 2d first)
- x) 3nt – Natural 13-15, usually 4333 or 3433
- xi) 4d – Pre-emptive
- xii) 4h/s – Voidwood

1d-1h

- i) 1s- Natural, unbalanced, forcing 1
- ii) 1nt – Wnt, 5(6) diamonds

- iii) 2c – Natural, non forcing, may only be 3 card suit
- iv) 2d – Natural, minimum (around 10-15)
- v) 2h – Natural, minimum, may be 3 cards (will not be balanced if 3 card support)
- vi) 2s – Agreeing hearts as trumps, game forcing
  - a. 2nt inquiry
    - i. 3c = Singleton
    - ii. 3d = 6+ diamonds
    - iii. 3h = 5422
    - iv. 3s = Singleton
    - v. 3nt = 18-19 balanced
  - b. 3c/3d/3s – shortage
  - c. 3h – asks opener to cue
  - d. 3nt – attempt to play
  - e. 4c/4d – void
- vii) 2nt – 18-19 balanced, may only be 4 diamonds
- viii) 3c – Natural GF, could be 3 card suit if too strong for 3d
- ix) 3d – Natural, non forcing
- x) 3h – Invitational good raise
- xi) 3s/4c – void
- xii) 3nt – Mostly to play, very good diamond suit, too strong to bid 3d

#### 1d-1s

- i) 1nt – Wnt, 5 diamonds
- ii) 2c – Natural non forcing, may be 3 card suit
- iii) 2d- Natural, minimum (around 10-15)
- iv) 2h – Reverse, forcing1 (1d-1s-2h-2nt is now lebensohl)
- v) 2s – Natural, minimum, may be only 3 cards (will not be balanced if 3 card support)
- vi) 2nt - 18-19 balanced, may only be 4 diamonds
- vii) 3c – Natural GF, may be 3 cards if too strong for 3d
- viii) 3d – Natural, non-forcing
- ix) 3h – Agreeing spades as trumps, game forcing
  - a. 3s – inquiry
    - i. 3nt – 18-19 balanced
    - ii. 4c – singleton
    - iii. 4d – 6+ diamonds
    - iv. 4h – singleton
    - v. 4s – 5422
  - b. 3nt – asks opener to cue
  - c. 4c/4d/4h - shortage
- x) 3s – Invitational good raise
- xi) 3nt - Mostly to play, very good diamond suit, too strong to bid 3d
- xii) 4c/h = void

#### 1d-1nt

- i) 2c – Natural, non forcing
- ii) 2d – Natural, to play
- iii) 2h/2s – Reverse
- iv) 2nt – Invitational

- v) 3c – Natural, GF
- vi) 3d – Invitational
- vii) 3h – GF with good diamonds and no second suit

#### 1d – 2c

- i) 2nt is two way either 12-14 or 18-19 balanced
- ii) 2h/2s are reverses showing extras
- iii) 3h/3s are splinters

#### 1d-2d

- i) 2h = wnt
- ii) 2s/3c = Fragment bids showing extra values and naturalish suit
- iii) 2nt = 18-19 balanced
- iv) 3d = weak natural
- v) 3h/3s/4c = shortage
- vi) All sequences other than 1d-2d-2nt, 1d-2d-2nt-3d and 1d-2d-3d are GF

After 1d-2h/s, all bids are forcing except 2nt, 3d (both to play) and raises (3h/s are invitational)

After 1d-2nt, 3d is to play and all other bids are GF

#### 1h

- i) 2c/2d – Natural, GF
- ii) 2h – 5-9 Points 3+hearts
- iii) 2s – Weak
- iv) 2nt – GF, 4+ Hearts
- v) 3c/3d = weak 5-8
- vi) 3h = 4 card limit raise
- vii) 3s = any singleton, 3nt then inquires  
3nt/4c/4d Void (3nt shows spade void), 9-13

#### 1h – 2c

1. 2d – Natural (<17 points)
2. 2h – Natural (may be 5 card suit)
3. 2s – Natural reverse
4. 2nt – 12-14 or 18-19 balanced
5. 3c – Natural, unlimited
6. 3d – Natural 18-21
7. 3h – At least a good 6 card suit, extras (>16)
8. 3s/4d – Splinter

#### 1h – 2d

1. 2h – Natural (may be 5 card suit)
2. 2s – Natural reverse
3. 2nt – 12-14 or 18-19 balanced
4. 3c – Natural 17-21
5. 3d – Natural, unlimited
6. 3h – At least a good 6 card suit, extras (>16)
7. 3s/4c – Splinter

1h – 2s (Weak)

1. 2nt/3h – to play
2. 3c/3d – Natural, forcing (may be 3 card suit if looking for some heart support)
3. 3s – invitational
4. 3nt – to play
5. 4c/d – splinter agreeing spades

1h – 2nt (GF, 4 card support)

- i) 3c= any minimum (without a void)
- ii) 3d= Any void (3h then asks)
- iii) 3h= 15+, Any singleton (3s then asks, 3nt shows spade void)
- iv) 3s/4c/4d= Natural 5-5, non minimum
- v) 3nt= 15+, No shortage

1h – 3c/d – New suit is forcing, 3h is to play

1s:

- 3) 1nt 5-11, not enough to make a 2 over 1, forcing (as may have 3 card limit raise)
  - 4) 2c/d/h – Natural GF
  - 5) 2s – Weak Raise
  - 6) 2nt – GF, 4+ Spades
  - 7) 3c/3d/3h Weak 5-8
  - 8) 3s = 4 card limit raise
- 3nt – Any singleton 9-13, 4c enquires and then shown up the line (4d= clubs etc) 4c/4d/4h Void 9-13

1s – 1nt

1. 2c/d/h – Natural, non forcing, often 3 card suit (as must be bid when wnt)
2. 2s – To play
3. 2nt – 18-19 balanced
4. 3c/d/h – Natural, GF
5. 3nt – To play

1s – 1nt – 2c/d/h

1. New suit – intermediate 9-11 (should have made a jump response if weak)
2. 2s – 2 card support, no other bid
3. 2nt – 10-11, balanced without a fit
4. Support = invitational (7)8-11
5. Jump in new suit – 6+ suit, around 11 points, almost enough for 2 over 1
6. 3s – 3 card limit raise

1s – 1nt – 2s

1. 2nt – 10-11 Invitational
2. 3c/d/h 6 card suit, 9-11, constructive
3. 3s - Invitational

1s – 1nt – 2nt

1. 3c/d/h – Natural constructive
2. 3s – 3 card limit raise

1s – 2nt (GF, 4 card support)

1. 3c= any minimum (without a void)
2. 3d= Any void (3h then asks)
3. 3s= 15+, Any singleton (3nt then asks)
4. 3h/4c/4d= Natural 5-5, non minimum
5. 3nt= 15+, No shortage

Formatted: French (France)

1s – 3c/d/h – new suit is forcing, 3s is to play

1nt (15-17 balanced, may have 6 card minor or be 5-4)

- i. 2c – Non promissory Staymen
- ii. 2d/h/s/n – Transfers
- iii. 3c – Minors (5+4+) GF
- iv. 3d/h/s – Natural, single-suited slam try
- v. 4c – Gerber ☺
- vi. 4h/4s – To play
- vii. 4nt – Invitational

1nt - 2d/2h:

1. 2/3x = Minimum, doubleton
2. 2nt = Maximum, any doubleton (3c enquires after which 3 of trump suit shows a club doubleton)
3. 3h/3s (transfer suit) = 4333 maximum

1nt – 2c – 2d

1. 2h/2s to play (5+4+)
2. 2nt – 8-9 Invitational (doesn't promise 4 card major)
3. 3c – Natural 5+ (must also have a 4 card major), game forcing, if 6-4 will not be interested in slam
4. 3d - Natural 5+ (must also have a 4 card major), game forcing, if 6-4 will not be interested in slam
5. 3h – 5 hearts and 4 spades exactly , GF
6. 3s – 5 spades and 4 hearts exactly, GF
7. 4c – 6 hearts 5 spades slam try – 4d then last train
8. 4d – 6 spades 5 hearts slam try

1nt – 2c – 2h

1. 2s = 5 spades, 4 hearts invite
2. 2nt = invite (may or may not have 4 spades)
3. 3c = 5+ clubs 4 spades, game forcing, (if 6-4 no slam interest)
4. 3d = 5+ diamonds 4 spades, game forcing, (if 6-4 no slam interest)
5. 3h = invite
6. 3nt = 4 spades, pass or correct
7. 3s/4c/4d = splinter

1nt – 2c – 2s

1. 2nt = invite

2. 3c = 5+ clubs 4 hearts, game forcing, (if 6-4 no slam interest)
3. 3d = 5+ diamonds 4 hearts, game forcing, (if 6-4 no slam interest)
4. 3h = 4 spades, 5 hearts invite
5. 3s = invite
6. 3nt = to play
7. 4c/4d/4h = splinter

1nt – 2d – 2h

1. 2s – Natural forcing for one round (must have 6 hearts if gf as with 5-5 or 5-4 would start with 2c)
2. 2nt – Invitational (5 hearts)
3. 3c/d – Natural game forcing
4. 3h – Invitational (6 hearts)
5. 3s/4c/4d – Splinter
6. 3nt- pass or correct
7. 4nt – quantitative with 5 hearts

1nt – 2h – 2s

1. 2nt – Invitational (5 spades)
2. 3c/d – Natural gf
3. 3h – 6+ 4+ GF
4. 3s – Invitational (6 spades)
5. 3nt – pass or correct
6. 4c/d/h – Splinter
7. 4nt – quantitative with 5 spades

1nt – 3c (minors)

1. 3d – Natural (4+)
2. 3h – Clubs (4+)
3. 3s – Both minors (4-4)
4. 3nt – No minor, 4c/d are then further slam tries

1nt – 2s (clubs) – 3c – Qxx or better in clubs

1nt – 2nt (diamonds) – 3d – Qxx or better in diamonds

2c- 23-24 balanced or GF

- a. 2d – Negative or waiting
  - i. 2h – Natural or 25+ balanced, asks responder to bid 2s after which 2nt shows the balanced hand and other bids are natural and show hearts, 3nt after 2h shows solid hearts
  - ii. 2nt – 23-24 after which all bidding is the same as over a 2nt opener
  - iii. 2s/3c/3d – Natural, GF
- b. 2h/2s – Natural, 7+ points, at least a 5 card suit
- c. 2nt – 8+ balanced, no 5 card major
- d. 3c/3d – Natural, 8+ points, at least a 6 card suit

2d/h/s – Weak, 5-10,

- 1) 2nt Enquiry
  - i. 3c – Min, weak suit
  - ii. 3d – Min, good suit

- iii. 3h – Max, weak suit
- iv. 3s – Max, strong suit
- v. 3nt – akq
- 2) New suit forcing
- f) Raises all pre-emptive

2nt – 20-22 balanced

1. 3c – 5 card puppet staymen, opener bids a 5 card major if he has one or 3d with a 4 card major and 3nt without either, after 2nt-3c-3d responder bids the other major to the one he has (3h with both majors)
2. 3d/h – Transfer
  - a. With a 4 card suit opener breaks the transfer, a new suit bid is a cue and 3nt is a suggestion to play (i.e. 4333)
  - b. If transfer is completed, a new suit by responder is a natural(ish) suit and a slam try, 4nt is RCKB
3. 3s – Minors (min 5-5)
  - a. 3nt to play
  - b. 4c/4d – Natural
4. 3nt – to play
5. 4c/4d – Natural, slam try
6. 4h/4s – Very mild slam try (as didn't transfer first)

After a reverse the lower of 4<sup>th</sup> suit forcing and 2nt is lebensohl. If 4<sup>th</sup> suit is available then 2nt is forcing and constructive. 1c - 1h\* - 2d – 2s is forcing as wanting to play in 2s then responder bids 2h and then either passes 2s or tries to correct to 3s.

Lebensohl applies after a take out double of a weak 2 or a multi.

Other lebensohl sequences (not mentioned in competitive bidding):

- 1s x 2s p p x p 2nt
- 1s x 2s 2nt
- 1h x 2h p p x p 2nt
- 1h x 2h 2nt
- 1c/d/h – x – 2s (weak or jump fit) – 2nt
- 1c/d/h/1s – 2h/2s – p – p – x – p – 2nt (1c/d 2h p p x p 3s would be forcing)
- 1h – p – 1s\* – 2s – x – p – 2nt
- 1s – p – 1nt\* – 2h – x – p – 2nt
- 1y – p – 1z – p – 2z – x – p – 2nt
- 1y – p – 1z – p – 2z – p – p – x – p – 2nt

Formatted: French (France)

Other important penalty doubles

- 1y – x – 1z – x
- 1y – x – 2z (weak) – x
- 1c – p – 1s\*/1nt\*/2c\*/2d/2h/2s – Anything – x
- After any 2 over 1 GF
- Third double is always penalty

Passed hand bidding

## Competitive Auctions Where We Open

After 1c (x):

- i) pass = take out
- ii) xx = diamonds
- iii) 1d = hearts
- iv) 1h = spades
- v) 1s = 4+ clubs, (10+ points by inference, with 4333 would pass, with 4432 xx first)
- vi) 1nt = 8-11 balanced with a stop
- vii) 2c = 6-9 points, 5+ clubs
- viii) 2d/2h/2s = weak
- ix) 3c = 0-5 points 5+ clubs

After 1c (1d):

- 1. x – transfer to hearts
- 2. 1h – transfer to spades
- 3. 1s is 7-10 balanced without a stop or 13+ and balanced (may have a stop or not)
- 4. 1nt is 7-10 balanced with a stop
- 5. 2c is 6-9 with 5+ clubs
- 6. 2d is 10+ and 5+ clubs
- 7. 2h/2s – 5-8 points, 6+ suit
- 8. 2nt – 11-12 balanced with a stop and without 4 hearts / 4 spades / 5 clubs.  
Will have 3 clubs unless 2533. All further bids are forcing except 3c which is to play. 1c (1d) 2nt (p) 3d is forcing with a natural club suit.

After 1c (1h):

- i) x = spades
- ii) 1s = take out without spades
- iii) 1nt = 7-10 balanced with a stop
- iv) 2c = 6-9 points 5+ clubs
- v) 2d = natural, forcing
- vi) 2h = 10+ points, 5+ clubs
- vii) 2s = 5-8 points, 6+ spades
- viii) 2nt = 11-12 with a stop
- ix) 3c = 0-5 points, 5+ clubs

After 1c (1s):

- 1. x = 4 hearts any strength or 5+ hearts and 5-9
- 2. 1nt = 7-10 balanced with a stop
- 3. 2c = 6-9, 5+ clubs
- 4. 2d = natural, forcing
- 5. 2h = 5+ hearts, 10+ points
- 6. 2s = 5+ clubs, 10+ points
- 7. 2nt = 11-12 with a stop

After 1c (1nt):

- 1. x = penalties
- 2. 2c = 5-9, 5+ clubs

3. 2d/h/s = weak, 6 card suit
4. 2nt = 6-9, 5+ clubs with another 5 card suit
5. 3c = 0-5, 5+ clubs but restrained (i.e. 6+ clubs or sufficient distribution elsewhere)

After 1c (2c – Natural):

1. x = take out
2. 2d/h/s = natural and forcing
3. 2nt = 10/11 balanced with a stop
4. 3c = **Balanced no stop**

After 1c (2c – Majors):

1. x = values, subsequent doubles are then penalties
2. 2d = natural and forcing
3. 2h = 11+ points, 5+ clubs
4. 2s = Take out
5. 2nt = 10/11 balanced with stops
6. 3c = 7-10 points, 5+ clubs

After 1c (2d/h/s – Weak or intermediate):

1. x - take out
2. 2h/s- Natural, forcing
3. 2nt- 10-11 with a stop
4. 3c – 7-10 points, 5+ clubs
5. New suit at 3 level when not jump – natural and forcing
6. There suit at 3 level – asking for a stop
7. 3h/3s when a jump – 6 card suit invitational

After 1c (2d/h/s – Strong):

1. x - take out
2. 2h/s – Natural non forcing
3. 2nt – 10/11 with a stop
4. 3c – 6-10 points, 5+ clubs
5. New suit at 3 level – forcing (shows 6 if a jump, e.g. 1c – 2d – 3h)
6. There suit at 3 level – asking for a stop

After 1c (2nt – Diamonds and hearts):

1. x – values, subsequent doubles are for penalties
2. 3c – 7-10 points, 5+ clubs
3. 3d – 11+ points, 5+ clubs
4. 3h – Take out
5. 3s – Natural and forcing

After 1c (3d/h/s):

1. x – take out
2. New suit forcing

After 1c (pass) 1d/1h (x):

1. Pass – wnt with 2 hearts
2. xx – 3 card support and an unbalanced hand (showing at least 5 clubs)

3. Completing transfer – 3 card support wnt
4. Other bids as without double

After 1c (pass) 1d/1h (1h/1s – take out):

1. Pass – wnt with 2 hearts
2. x – 3 hearts
3. other bids as without intervention

After 1c (pass) 1d (1h – natural) or 1c (pass) 1h (1s – natural):

1. Pass – wnt with 2 card support
2. x – penalties (3+ card support, unlimited)
3. other bids as without intervention

After 1c (pass) 1d/h (natural overcall at one level):

1. Pass – wnt 2 card support
2. x – wnt 3 card support
3. others as without intervention

After 1c (pass) 1d/h (2c – natural or other two suits)

1. pass – wnt without 4 card support
2. x – clubs
3. all other bids as before

After 1c (pass) 1d/1h (2d/2h – natural)

1. pass – 0-2 card support
2. x – 3 card support
3. others as before

After 1c (pass) 1d/1h (2h/s – cue of transfer suit to show two suiter)

1. pass – unlimited, further doubles then penalty
2. x – 3 card support
3. 3 of responders suit – minimum raise 4 card
4. 3d (assuming one of suits shown) – same as 1c (pass) 1d (pass) 3h
5. Higher of over-caller's suits - splinter

After 1c (pass) 1s (x):

1. Pass – wnt
2. xx – spades, suggestion to play
3. 1nt – 18-19 balanced with a stop
4. 2s – 18-19 balanced without a stop
5. Other bids as before

After 1c (pass) 1s (2d/h/s):

1. x – take out promises 5c (unless 4441)
2. 2h/s– natural, may be done on slightly less than normal reversing strength, lebensohl then applies.
3. 2nt – 18-19 balanced with a stop
4. 3c – natural non forcing
5. 3d/h – natural GF

After 1c (pass) 1nt (x – majors):

1. pass – wnt
2. xx – strong hand with penalty interest
3. 2c - Natural
4. 2d – GF diamond raise
5. 2h – Distributional reverse
6. 2s – Distributional reverse
7. 3h/s - splinter

After 1c (pass) 1nt (2c – natural):

1. pass – wnt or any 18-19 balanced
2. x – clubs
3. Others after double

After 1c (pass) 1nt (2c – majors) - As after natural

After 1c (pass) 2c (2d/h/s):

1. pass – wnt with 3 or fewer clubs
2. x – penalties
3. 2h/2s/3c – Natural
4. 2nt – 18-19 without penalty interest

1c – (double or 1x) – transfer – (1/2x raise or new suit when not a jump):

1. pass 0-2 in transfer suit
2. x – 3 card support
3. 2 transfer suit – 4 card support
4. 3x – GF raise in transfer suit

1c – (1x) – transfer (2c – unassuming cue bid):

1. pass wnt without 4 card support
2. x – natural club suit
3. 2 transfer suit – 4 card support
4. other bids as before

1c – (1x) – transfer – (3x) – x – take out (usually with 3 card support)

1h/1s – 1nt (4 cards in other major and 5 card minor):

1. x – penalty and all 11+ balanced
2. 2nt – Good Raise
3. New suit is forcing
4. Jump is a jump fit
5. Jump raise is pre-emptive

1nt – (2x - Natural):

1. x - Penalties
2. 2y – Natural, to play
3. 2nt – Lebensohl asking partner to bid 3c, either wishing to make a competitive bid or strong and balanced without a stop
4. 3y – Natural, GF

5. 3x (cue) – staymen with a stopper in the opponents suit (without a stopper bid lebensohl first)
6. 3nt – Natural to play, promises a stopper
7. All subsequent doubles are for penalty

1nt – (2x – transfer):

1. x – Penalty interest (pass and double is for take out)
2. 2y (transfer suit) – staymen
3. 3y (jump in transfer suit) – shapely take out
4. Other bids as if natural

1nt – (2x – shows that suit and promises another): - Treat as natural, bidding a shown minor is natural

1nt – 2c/2d = majors

1. x – penalty interest
2. 2d = natural to play
3. 2h/2s = natural
4. 2nt = lebensohl
5. 3c/3d = forcing
6. 3h/3s = natural and forcing

1nt – (2x – unspecified suit, e.g. multilandy):

1. pass – unlimited, pass and double is for penalties
2. x – staymen
3. others as if natural

1nt – 3x

1. x = primarily take out
2. new suit = forcing, major usually 5 card suit (as with 6 cards and no slam interest just bid game)

1nt – (x – penalties): Natural pass and redouble are both to play

1nt – (x – take out or unspecified 5cm and 4cM):

1. pass – unlimited (may have penalty interest, subsequent doubles are for penalty)
2. xx – staymen
3. 2c- Diamonds
4. Others as without double

2c – (2/3/4/5/6/7x) – Double is for penalty, pass may be for take out

After we make a pre-emptive opening bid (including weak 2's) all doubles are for penalty.

2nt – (3x):

1. x – Penalty
2. 3nt does not promise a stop
3. 4x – other 3 suits

## They Open

### **1) Pre-empts**

#### **a) Three level pre-empts**

- x-takeout
- 3NT = Natural with the following continuations: 4♣ = range enquiry, 4♦ = Sign off in any suit, else natural slam tries
- Cue = Michaels, 4NT = minors

#### **b) four level pre-empts**

- X - takeout
- 4NT = two places to play

#### **c) texas**

- Cue = Michaels
- Double initially = take out
- Pass then double = penalty

#### **d) weak twos**

- X = takeout, after which double of new suits by responder are pen, double of same suit is takeout
- FASS lebensohl
- If suit biddable at 2 level then jump to 3 level
- With only 4 card support for M and GF cue initially or leb then cue depending on stopper situation.
- Leaping Michaels forcing for 1 round
- Cue = stopper ask
- 2NT = 16-18 (13-16) in protective seat

#### **e) multi coloured 2D**

- X - 12-14 balanced or any 18+ or 15-17 without a stop
- 2NT - 15-18
- 2M = NAT
- 4m = 5H + 5m
- (2♦) - dble - (2♥) - dble = take out
- (2♦) - dble - (2♠) - dble = take out
- (2♦) - dble - (2♠) - 2nt = lebensohl
- Pass then double = take out
- Pass then 2NT = minors

#### **f) multi coloured 2C**

As multi coloured 2d, 2d is take out of diamonds

#### **G) 2C/2D for the majors**

- 2M = NAT 6 cards or good 5
- Dble = 13-15 bal or big
- 2NT = 16-18
- (2m) - dble - 2M - dble = pen
- 2m - p - 2M - dble = takeout

#### **h) 2NT opening for the minors**

- 3♣ = takeout with better ♥
- 3♦ = takeout with better ♠
- Dble = 16+ bal or gone to fetch the axe subsequent dbles are pen

#### **i) Polish/Swedish club**

- 2C=Natural
- 2D=Majors

#### **j) Precision**

- Over 1D, 2D is natural
- Over the strong club, 1NT is the minors and X the majors

1nt - x - 2c natural - x is for penalties if a wnt and for take out if a strong nt.

- Lower of 4<sup>th</sup> suit and 2nt are lebensohl after a reverse, double of a weak two or overcall over a 1nt, fast arrival shows a stop.
- 4<sup>th</sup> suit is always forcing to game (except for above)
- Going above the level of rebidding your suit after a 2 over 1 shows extras.
- System applies over all sequences were the first natural bid is nt (eg 2c p 2d p 2nt or 1d (1nt)) including lebensohl
- Doubles of own bid suit generally request the suit not to be lead.
- After a two suited overcall, bidding the lower suit is generally take out and the higher suit shows a good raise.

## COMPETITIVE BIDDING

Give your written explanation of the last call in each of the following sequences:

### 1 They Open 1 of a Suit

#### 1.1 We Overcall

- A (1H) 1S P 1NT How strong? 8 – 11 points
- B What about 1H P P 1S P 1NT? 9 – 13 points
- C Is (1D) 1H P 1S forcing? Yes  
1d 1h p 2s = fit jump
- D What about (1D) 1H P 2C and (1D) 2C P 2H? Both forcing
- E (1H) 1S P 3C Fit jump
- F (1H) 1S P 3H Looking for a stop
- G (1H) 1S P 4C Splinter
- H (1H) 1S P 4H Splinter
- I (1H) 1S (2H) X Take out for unbid suits with usually not more than 2 spades
- J (1H) 1S (3H) X Take out for unbid suits
- K (1H) 1S (4H) X Opening hand suggesting penalties, unlikely more than doubleton spade
- L (1H) 1S (2D) X Shows unbid suit and some spade support (possibly doubleton)

M (1H) 1S (1NT) X Take out

N (1S) 2D (2S) 2NT Lebensohl (thus immediate 3c is forcing and immediate 3d is constructive raise)

O What is the difference between  
i) (1H) 1S P 2NT  
iii) (1H) 1S P 2H P 2S P 2NT?

Both imply 12 – bad 15 points but ii) shows 3 card Spade support.

P (1S) 3H (3S) 4C To play

Q (1H) P P 1S (2H) X Penalty

R (1H) P P 1S (2D) X Penalty

S (1H) P P 1NT (2H) X Penalty

T (1H) P P 1NT (2D) X Penalty

U (1H) 1NT (2D) X Penalty (bid 2h for take out)

V (1D) 1S P 2D P 2H Does 2H show extra values? Is it forcing?

2H is forcing showing better than minimum points (with 5-5 you've got to be better than min here anyway as didn't bid 2d)

W (1D) 1S P 2D (X) What do Pass, Redouble and 2S show here?

2 Spades is the weakest  
Pass = some interest  
Redouble shows a non positional stop in Diamonds

X (1D) P (1S) 1NT 16 – 18 points

1c (could be short) p 1h/s p 2c = Natural good 6 card suit

Y (1D) P (1S) 2D Michaels

Formatted: French (France)

Z (1D) P (1S) 2S Natural – good 6 card suit

AA (1S) P (2D) 2NT 6+ Clubs and 4+ Hearts

BB (1S) P (2S) 2NT 16 – 19 balanced

Note: This may seem surprising but opposition may be 10 points opposite 5 for this sequence.

CC (1H) P (1S = forcing NT) X Take out of Hearts

DD (1H) P (3C = Bergen Raise) X Take out of Hearts

EE (1H) P (4C = Splinter) X

Asks for lead of suit below that bid

## 1.2 **We Double**

A (1D) X (1S) X 4+ Spades and not hand wanting to bid  
2s, e.g. can double 2d as well

B (1D) X (1S) 2D Forcing to game unless rebid 2nt  
showing 11-12 without a stop in diamonds or 2s showing 11-12 without a spade stop

C (1D) X (1S) 2S 5 card suit – 6 to 9 points

D How strong is (1D) X P 1NT? 7 ½ to 10 points

E Is (1D) X P 1NT P 2H forcing? No, forcing bids go through 2d

F Is (1D) X P 2S P 3C forcing? Yes - to game

G What is the difference between:-  
i) (1D) X P 2NT and  
ii) (1D) X P 2D P 2H P 2NT?

Both show 11-12 but ii) denies a diamond stop

H (1H) X P 2H How far is it forcing?

Forcing to game unless rebid 2nt showing 11-12 without a heart stop, note that 1h x p 2h p 2nt shows 18-21 balanced still

(1D) X P 2D forcing game unless rebid 2nt showing 11-12 without a diamond stop

NOTE: After 1y p p ? the protective bidder bids as if he has 3 points more and then his partner bids as if he has 3 points less and it had gone 1y X p ?

I (1H) P P X P 2H

Game forcing (can't have the same rebid without a stop thing as the lead is coming from the other hand)

J (1S) X (2S) X What does it say about distribution?

9 plus points with two suits to play in

K What does (1S) X (2S) X P 2NT mean?

Spade stop with no 5 card suit (virtually impossible to have 18-21 balanced hand here)

L (1S) X (3S) 3NT Natural to play

M (1H) P P X (2H) X Penalty

N (1H) P P X (2D) X Penalty

O (1H) P P X (XX) P No 5 card suit

P (1H) P (2H) X P 2NT

If double is unlimited ie game still possible then 2NT is Lebensohl showing 0 – 8 points. If double is a passed hand 2NT denies 4 Spades and suggests take out in a minor.

Q (1H) P (2H) P P X P 2NT Minors

R Is (1D) X P 1S P 3H forcing? No have to bid 2d first to make an absolute gf, 3h still shows huge hand though

S What about (1D) X P 1S P 2D P 2S P 3H ?

Yes, shows pretty much a 2c opening hand

T Is (1H) X (2H) 2NT P 3D forcing? Yes (2nt was lebensohl)

U What about (1H) X (2H) 3C P 3D? Yes (not as big a handed needed as in T though)

V What is the difference between:-

- i) (1H) X (2H) 3H
- ii) (1H) X (2H) X P 3C P 3H and
- iii) (1H) X (2H) 2NT P 3C P 3H

i) Try for 3NT – long minor. ii) is more balanced while iii) expresses doubt about quality of Heart stop (e.g. kx without suit running)

W What is the difference between:-

- i) (1H) X (2H) 3S and
- ii) (1H) X (2H) 2NT P 3C P 3S?

i) Forcing ii) Invitational

X What is the difference between:-

- i) (1H) X (2H) 3NT
- ii) (1H) X (2H) X P 2S P 3NT and
- iii) (1H) X (2H) 2NT P 3C P 3NT?

i) To play  
ii) More co-operative – suggests both minors  
iii) Potentially more points – seeing if doubler has significant extras (ie might have be looking for slam if doubler didn't bid 3c)

Y (1D = Precision) P (1H) X P 2D Natural nf

Give your written explanation of the last call in each of the following sequences

### 1.3 **Delayed Doubles**

A (1H) P (1S) P 1NT X Minors

- B (1H) P (1S) P (2D) X Take out of Diamonds with good Hearts
- C (1H) P (1S) P (2H) X Penalty
- D (1H) P (1NT) P P X Minors
- E (1H) P (1NT) P (2D) X Take out of Diamonds with good Hearts
- F (1H) P (1NT) P (2H) X Penalty
- Note: As previously agreed (1C) P (1NT) P (2C) X  
and (1D) P (1NT) P (2D) X  
are both take out

Give your written explanation of the last call in each of the following sequences:

## **2 We Open 1 of a Suit**

### **2.1 Direct Intervention**

- A 1S (2C) 3H Fit jump
- B 1S (2C) 4H Splinter
- C 1S (3C) 4H Natural
- D 1S (2H) 3H UCB raise to at least 3 Spades
- E 1S (2H) 4H Splinter
- F 1S (3H) 4H Good raise to 4 Spades

Which of the following passes are forcing?

- G 1H (1S) 2S (4S) P No
- H 1H (1S) 3D (4S) P No

- I 1H (1S) 3S (4S) P Yes
- J 1H (1S) 4D (4S) P Yes
- K 1H (2S) 3S (4S) P Yes (assuming 2s not particularly strong)
- L 1H (2S) 4D (4S) P Yes (assuming 2s not particularly strong)

Note: I, J, K and L are forcing since responder has already committed to at least game in a non pre-emptive way

- M 1H (2S) 4H (4S) P No – partner is limited

What would double (instead of pass) mean?

Suggesting desire to defend, likely to have a good holding in their suit or quite a balanced hand

- N 1H (2NT = minors) 3C Good raise or better in Hearts

- O 1H (2NT = minors) 3D GF with Spades

1H -2nt (minors) 3h/s To play opposite a minimum, 3h around 6-9 (4 hearts needed if 6-7ish), 3s around 7-10

- P 1H (2H = michaels) 2S Good raise in Hearts

- Q 1H (2H = michaels) 2NT Natural with stop in Spades

- R 1H (2H = michaels) 3C Natural and forcing

- S 1H (2H = Spades + Clubs) 2S

Lowest cue-bid is a good raise

- T 1H (2H = Spades + Clubs) 2NT Natural

- U 1H (2H = Spades + Clubs) 3C

Highest cue-bid is other suit (assuming below bidding suit naturally) – ie gf with diamonds

V 1H (3C = Spades + Clubs) X

Penalty

W 1H (X) 3C Fit jump

X 1H (X) 4C Splinter

Y In the sequence 1H (X) 4C (4S) P Is the Pass forcing?

Yes

Give your written explanation of the last call in each of the following sequences:

## 2.2 Later Intervention

A 1C P 1d (2S) X Strong take out

Note: 1C P 1H/S (2C/D/H) X = support double

B 1C P 1d (2S) 2NT Natural 18 - 19

C Is 1D P 1H (2S) 3C forcing? Yes but not gf (note 3h by responder is now gf as failed to make wjs)

D 1H P 1nt (2C) X Blood (1nt has denied spades so take out double is pretty pointless)

E 1H P 1nt (2S) X Take out

F 1H P 1nt (2S) 2NT Natural 18-19 balanced

H 1H P 2H (2S) X Penalty

I 1H P 2H P P (2S) X Penalty

- J 1H P 2H P P (2S) P P X Penalty
- K 1H P P (X) 1NT 6 Hearts and 4 card minor
- L 1H P P (X) XX 18 – 19 balanced
- M What suit lengths does 1H P P (X) 2C show? 5 - 5

Give your written explanation of the last call in each of the following sequences:

**3 We Open 1NT**

- A 1NT (2H) X Penalty
- B 1NT (3H) X Take out.
- C 1NT (2C = Hearts + another) X Values - balanced or semi  
balanced – 7 points plus, penalty  
interest
- D 1NT (2C = Hearts + another) 2H Take out
- E 1NT (2C + Hearts + another) P (2H) P P X  
Take out but fairly weak as no action taken over 2 Clubs. (Very unlikely to be  
left in for penalties.)
- F 1NT 2C = (Hearts + another) X (2H) P P X  
Penalty
- G 1NT (2C = unspecified single suit) X Values - balanced or semi  
balanced – 7 points plus
- H 1NT (2C = unspecified single suit) 3C Natural and forcing
- I 1NT (2C = unspecified single suit) X P P 2H 3C

Forcing to game, 2nt even after doubling is still lebensohl for showing invitational hands (direct bids forcing)

J 1NT (2C = both majors) 2H/2s Natural non forcing

K 1NT (2C = both majors) 3H Natural and forcing

L 1NT (2H) P P X

Take out

M 1NT P P (2H) X

Take out

N 1NT P 2D P 2H (3C) X

At least invitational values with a minimum of two Clubs

O 1NT P 2D P 2H P P (3C) P P X

Take out

Give your written explanation of the last call in each of the following sequences:

#### **4 They Open 1NT**

A (1NT) P (2C) X Shows decent clubs looking for lead

B (1NT) P (2D = Hearts) X Shows Diamonds (more overcall type then lead directional)

C (1NT) P (2D = Hearts) 2NT Minors, pass and 2nt would be natural 18-21ish if wnt

D (1NT) P (2D = Hearts) X (2H) 2NT Lebensohl

E (1NT) P (2D = Hearts) P (2H) X Take out

F (1NT) P (2D = Hearts) P (2H) P P X Take out

(1nt) X (2c/d) Pass = forcing

G (1NT) X (2C) X

Penalties

H (1NT) X (2C) P P X

Balanced hand or hand with clubs suggesting penalties if partner has a decent hand but not showing penalty double in own hand, e.g. might have a balanced 16 or so count with 3 clubs

I (1NT) X (2H) X  
at least a doubleton heart

Shows values, say Ace and a King with

J (1NT) X (2H) P P X

Strong take out, usually not more than two Hearts

K (1NT) X (2H) 2NT

Lebensohl type – weak in a minor or invitational in Spades.

L (1NT) X (2D = Hearts) X

Shows values, double and then double again is for blood, pass and then double is take out

M (1NT) X (2D = Hearts) P (2H) X Take out

N (1NT) X (Pass = forcing to XX) P (XX) P (2C) ?

X = blood. Pass is forcing.

O (1NT) 2C - majors (X) pass

At least 5 good clubs

P (1NT) 2C (X) XX

redouble asks partner to bid his best major.

Q (1NT) 2C (X) 2D

Natural

R (1NT) 2C (2S) X

Penalty

Formatted: French (France)

Give your written explanation of the last call in each of the following sequences:

### **5 They Pre-empt**

#### **5.1 Weak Two Openings**

A (2H) 2S (3H) X

Competitive tending to deny three Spades

B (2H) 2S (3D) X

Competitive tending to deny three Spades and promising Clubs, some tolerance for leaving double in

C (2H) 3H

Asking for stop in Hearts

D (2H) P P 3H

Asking for stop in Hearts

E (2H) 4C (Leaping Michaels)

Is it forcing?

Yes in response 4d is a general slam try in spades and 4h is a general slam try in clubs

F What is the difference between (2H) 3NT and (2H) X P 2S P 3NT?

Immediate 3NT shows a running suit

Delayed 3NT shows strong balanced 19+ points

G What is the difference between

- i) (2H) X P 3NT and
- ii) (2H) X P 2NT P 3C P 3NT?

- i) Shows stop in Hearts
- ii) Shows values for game with no Heart stop

H What is the difference between

- i) (2H) X P 3H and
- ii) (2H) X P 2NT P 3C P 3H?

- i) Shows 4 Spades and a stop in Hearts (a la Lebensohl)
- ii) Shows 4 Spades and denies a stop in Hearts (a la Lebensohl)

Would any of your answers be different if 2H showed Hearts and an unspecified minor?

No

## 5.2 Multi Two Diamonds

A (2D) P (2H) X Take out of Hearts

B (2D) X (2H) X  
Competitive double which has no bearing on the major suit bid on the right

C (2D) X (2H) 3H Natural

D (2D) X (2H) X P 3C P 3H  
General game forcing cue-bid (opposition are known to have Hearts)  
(2d) X (2h) 2nt = lebensohl (then over 3c both 3h and 3s are natural)

E (2D) X (2H) 2NT P 3C P 3H  
Natural to play (opposition may still have spades)

- F (2D) P (2H) P P X Take out
- G (2D) P (2H) P P 2NT Shows the minors
- H (2D) X (2H) P P 3H Asking for stop in Hearts / take out (if meant as take out bid either responder bids 3nt and 3h bidder can bid 4c showing was take out or responder will bid something else which is their longest suit anyway)
- (2D) X (2H) P P X 19+ points option of original double, at least 3 hearts suggesting penalties (bid something else or 3h with less)
- I (2D) 2H P 2S Unassuming cue-bid, overcaller bids 3h nf with min nothing more to show, 2nt nf with min (semi)balanced and a spade stop, all other bids are gf
- J (2D) 2H P 2NT Natural 10-12
- K (2D) 2H P 3C Natural and forcing
- L (2D) 2S (3H) X Game try in spades
- M (2D) 2S (3D) X Game try in spades
- N (2D) 4C  
Is it forcing?  
Yes, leaping Michaels still applies showing Clubs and Spades. A response of 4d is a slam try in spades and 4h is a slam try in clubs
- (2D) 4D 5 spades + 5 diamonds, 4h is then a slam try in spades, 4nt is blackwood for diamonds and 5c is a general slam try in diamonds
- O What is the difference between (2D) 3NT and (2D) X P 2S P 3NT?  
Immediate 3NT shows a running suit  
Delayed 3NT shows strong balanced 19+ points

### 5.3 Two Suits – Bid Suit and Another

- A (2S) P (3C) X Take out in the red suits
- B (2S) P (3C) P P X Take out in the red suits
- C (2S) X (3C) P P X Take out in the red suits
- D (2S) X (3C) P (3D) X Take out in Clubs and Hearts
- E (2S) P (3C) P (3D) P P X Take out in Clubs and Hearts

### 5.4 Two Specified Suits – Unbid (eg 2D = H & S)

- A (2D) X  
(Treat as Multi)
- B (2D) 2H Natural
- C (2D) 3H Natural
- D (2D) P (2H) 2S Natural

### 5.5 Two Specified Suits – One Bid (eg 2H = H & S)

- A (2H) X Take out
- B (2H) 2S Natural – 6 cards or very strong 5
- C (2H) 3H Natural – 6 card suit

### 5.6 2NT = Pre-Empt in One Minor

- A (2NT) X (3C) X Take out
- B (2NT) P (3C) X Take out

C (2NT) P (3C) P P X Take out

### 5.7 Weak Threes

A (3C) 4C Majors forcing to game

B (3C) P (3H) X Take out

C (3C) P (3H) 4H Natural (3h is a common psyche)

D (3x) 3NT P 4C Range Enquiry – responses are:-

4 Diamonds = 16 – 18 } \*

4 Hearts = 19 – 21 } \*

4 Spades = 22 – 24

4 NT = Running minor

(\* NB over 4Diamonds & 4Hearts, 4NT by responder is sign off and a suit is forcing)

E (3x) 3NT (P) 4D/H Transfers (except (3H) 3NT (P) 4D which is a natural slam try)

F (3H) P (4H) P P X Penalty

G (3D) P (5D) P P X Penalty

### 5.8 3NT Opening = One Minor

A (3NT) 4C Natural

B (3NT) P (4C) X Take out

C (3NT) P (4C) P P X Take out

D (3NT) X (4C) P P X Strong balanced

### 5.9 Texas Openings

A (4C) X Take out of Hearts

B (4C) 4H Michaels cue-bid showing Spades and a minor

C (4C) P (4H) P P X Strong balanced hand primarily for blood

D (4C) X (4H) P P X Extra values for take out, can be left with suitable hand or pulled, remembering original double suggested preference to take out not penalties

$1x - (2/3y) - 3\text{minor} - (p) - 4\text{nt} = 18-19 \text{ balanced}$

$1x - (2/3y) - 3\text{major} - (p) - 4\text{nt} = \text{rckb}$

Junior Partnership Agreements

Roman Key Card Blackwood Sequences

How do you ask for the queen of trumps after a 1 or 0 ace response? **Lowest suit bid that is not the trump suit itself**

How do you say you've got it? **Cue king**

**(if no king and can still bid 5 of trump suit then 6 of trump suit shows the queen without an additional king, if cannot bid 5 of trump suit then bid 5nt without additional king)**

How do you say you haven't? **Bid trump suit**

What does a 5NT response to the queen ask mean? **Two or more kings when 5 of trump suit still available and two kings still possible, if shown a weak hand and two kings not plausible then would show lowest king that cannot be bid below 6 of trump suit**

What do new suits at the 6 level mean? **Asks for 3<sup>rd</sup> round control in the suit unless would not have been possible to establish 2<sup>nd</sup> round control earlier (when asks for second round control)**

Is there a difference between

1M- 2NT (agreeing partners major)- 4 card support gf anything- 4NT - ?

and

1M-4NT? **Direct bid of 4nt suggests only 3 card support**

What does bidding 5NT (by the Key carder) mean after a response to key card?

**Ask for specific kings – 6 of trump suit shows none otherwise bid lowest king**

How do you show voids after a bid of Key card?

**5nt = 0, 2 or 4 and (unspecified) void, 6any = 1, 3 or 5 keycards**

The any is the suit responder is void in if there is more then one possible suit (6 of trump suit showing a void higher rank then the trump suit) while if there is only one possible void suit then the any is the lowest held king (note discretion used with showing voids particularly when no other keycards as responses commit to slam)

What about continuations after a response showing some number of voids?

After 5nt if the void can only be one suit (explicitly or by inference) and a major suit is agreed as trumps, 6c asks for number of kings / queen of trumps with responses: 6d = 0 or 2, 6h = 1, if spades are agreed then over 6d, 6h would invite responder to bid 7spades with 2 kings

If the void is ambiguous, 6c enquires the void then opener bids void or trump suit if cannot bid void below 6 of trump suit

Other no trump suits at the six level ask for second round control in the suit unless that suit is obviously the void suit when asks for the queen of trumps

Sequences over 1NT:

In your partnership what do all the following bids mean:

- 1) a) 1NT-2C-2D-4C – 6 hearts 5 spades slam try (4d last train), 4d – 6 spades 5 hearts slam try
- b) 1NT-2C-2D-3C Natural
- c) 1NT-2C-2D-2H 5h-4+s to play in either 2h or 2s
- d) 1NT-2C-2D-2S To play
- e) 1NT-2C-2D-3H 5H-4S invite exactly (Therefore 1NT – 2d – 2h – 2s is gf 5+4+)
- f) 1NT-2C 2D-3S 5S-4H invite exactly (Therefore 1NT – 2h – 2s – 3h is gf 5+4+)

- 2) a) 1NT-2C -2H-2S 5 S 4H GF
- b) 1NT-2C-2H-3S Splinter
- c) 1NT-2C-2S-4H splinter
- d) 1NT-2C-2H-3C/D Natural 5+C/D 4S
- e) 1NT-2C-2S-3C/D Natural 5+C/D 4H
- f) 1NT-2C-2H/S-4C Roman key card Gerber

- 4) a) 1NT-3C gf minors (5-5 or occasionally 5d4c if looking for best slam)
- b) 3D gf diamonds
- c) 3H gf hearts
- d) 3S gf spades
- e) 4H to play
- f) 4S to play

When is 4NT quantitative and when is it Blackwood(or Key Card)?

1NT-2C **quantitative**                      1NT-3C **rkcb**  
2D-4NT    3NT-4NT

Formatted: French (France)

1NT-2C **quantitative (4c is gerber)**  
2H/S-4NT

How do you differentiate between 5/5 in majors and a weak hand and 5/5 in majors and a forcing hand? **With weak and 5-5 bid staymen and then 2h, with strong bid 2d then 2s and then bid spades again if hearts still not agreed**

Are there any differences in your partnership between responding to a 1NT opening and responding to a 1NT overcall? What about a protective overcall?  
**No everything is same**