



# THE ROYAL VIKING SYSTEM

## RVS 2020

<b>International Convention Card</b>	
<b>1 – 2 over 1 with 1NT Forcing – Better minor</b>	
Summary	1
Opening Principles	2
Walsh, Responses, Opener's rebids, Reverse	3-7
Two Way Check-back	8
Semi-forcing after 1 Heart	9
Forcing or Non-Forcing sequences / Interference and defense	10
<b>2 – NT Conventions</b>	
Openings / Stayman	11
Transfers Majors / Summary 5-5 and 5-4 / Quantitative 4 and 5NT	12
Transfer minors / Puppet Stayman / Smolen over 2NT	13
Check-back for Majors and minors	14
Gambling 3NT / Balancing NT in 4 <sup>th</sup> seat	15
NT Balancing Pass-out seat and defense / NT Overcalls / Multi-Landy against 1NT	16
Lebensohl / Interference over our 1NT	17
Defense against Penalty Double (Cappelletti)	18
<b>3 – Conventional Opening Bids</b>	
2 Clubs Opening and Response after interference / Defense against 1 and 2 Clubs	19
2 Diamonds Multi Opening / Actions against interference	20
Definition of weak 2 Openings	21
Defense against 2 Diamonds Opening (Meck-Well)	22
2 suited Opening bids / 2NT showing both minors	23
Defense against 2 suited Opening bids / Defense against 2NT showing minors	24
Defense against high-level pre-empt	25
<b>4 – Conventions</b>	
Bergen / Drury / Forth Suit Forcing	26
Game Try Long – Short suit	27
Inverted minors / Michaels Cue Bids	28
Michaels Cue Bids Defense / Weak Jump Shifts	29
<b>5 – Slam Bidding</b>	
Blackwood	30
Exclusion KC Blackwood / DOPI	31
Control bids / Interference over Control bids	32
Splinter Bids	33
Jacoby 2NT / Josephine	34
<b>6 – Cue Bidding</b>	
Limit raise	35
Limit raise when opponents over call / Western cue bid	36
Forcing or non-forcing	37
<b>7 – Doubles and Responses</b>	
Take-out doubles and responses	38
Other doubles	39
Negative doubles	40
Responses / Minor Openings doubles and cue-bids / Bread and Butters Issues	41
Over Opponents take-out double	42-43
<b>7 – System on or System Off</b>	44
<b>8 – Leads and Signals</b>	49

## ROYAL VIKING SYSTEM - SUMMARY

Opening	Cards	Points	Conventions / Clarifications	
1♣ 1♦	3+	11+	Walsh and Inverted minor Inverted minor	
1♥ 1♠	5+	11+	2/1 GF, 1NT Forcing, 2NT Jacoby, Splinter Reversed Bergen, Drury, Check-backs, Revers, TWCB	
1 NT		15 – 17	Stayman, Smolen, Major Transfers ♠=♥, ♥=♠ Minor transfers 2♠ = ♣ / 2NT = ♦	
2♣		23+ or 4+4 rule	Gameforce Except responder can pass 2NT with 0 hand	Italian Controls 4♣ asking Queen/Jack Re-bid 2 NT 23-24 HCP
2♦		5 – 22	Multi Puppet Stayman over 2NT	Weak Major 6-suit Strong minor +18 HCP 2NT (20-22HCP)
2♥ 2♠	♥ + minor ♠ + minor	5 – 11	Weak	3♣ pass/correct asking second suit 2N semi forcing asking for second suit and strength
2 NT	Minors	5 – 11	Weak	3♣ or 3♦ to play 4♣ or 4♦ invite 3♥, 3♠ - F1
3 NT	Solid 7+	10 – 14	Gambling 1/2 side entry	4th position stronger 12-17 HCP and side entry
4♣ 4♦	7+♥ 7+♠		"Strong" 4 M opening	

# 1 – RVS – 2/1 – 1NT FORCING – BETTER MINOR

## Principles for Openings

- 1 and 2 seat openings promise 12 HCP (occasional exceptions with 11 HCP)
- 3 seat openings 1♥ and 1♠ may be made with shaded values as long as the suit is decent and has 1 ½ defensive tricks
- 4 seat opening only contemplated with at least 15 Cansino Count Points
- 1♥ and 1♠ promises 5 cards in the bid suit
- We open 1 NT with 15 – 17 HCP that may have an unstopped suit and with a weak 5 card major, balanced 5 – 3 – 3 – 2 to avoid rebid problems
- Holding 5 – 5 in any two suits open the higher ranked
- 6 – 4 – 6. With 6 – 4 bid second suit before re-bidding 6 card suit
- We are willing to play game or slam with a 5 – 2 fit if we *know* that our side has +4 honours in that suit.
- Any suit with 4 honours can be treated as it has an extra card
- If you have an independent major headed by AKQJ insist on this as trump

## Better Minor Openings

The **Better Minor** focuses on the Majors. It would be better named as “*Longer Minor*” since the *quality* of the minor is not relevant.

- With 4-4 in the minors, open 1♦
- With 3-3 in the minors open 1♣
- With 3-2 in the minors open the 3 card suit
- In response to 1♣ show a Major rather than diamonds unless having five diamonds, a four card major and enough strength to show the major on the next round. For that Responder will need an opening hand and 5-4.
- 1♣ – 1♦ denies a 4 card Major unless strong enough to show it on the next round. Opener will *not* rebid 1 Major unless holding 5 clubs and a 4 card Major. This convention is commonly called *Walsh*. However, after 1♣ – 1♥, opener will show a spade suit.
- An opening bid of 1♦ and a rebid of 2♣ is a minimum and can be 5-4 either way. Responder is expected to pass or correct with 3-2 in the minors.
- It follows that - When opening 1♣, diamonds will rarely be held unless opener is prepared to rebid them on the next round.
- A rebid of a minor usually promises 6 cards
- Openers 1♣ and rebid of 2♦ is a reverse.

## Responses over 1♣ - The Walsh Diamond

- Immediately bid your Major with a minimum hand
- With GF values and long diamond suit but 1♦ and then the Major on your own
- With no 4 cards Major and balanced respond 1♦ with 6-8 HCP. Opener need not to bid 4-card Major (unless un-balanced hand) but can simply bid 1NT
- With no 4 cards Major and balanced respond 1NT with 8-10 HCP

Opener	Respon	Opener	Respon	Meaning
1♣	1♠			4-2-5-2 minimum or invitational – passing 1 diamond bidding the 4 cards Major
1♣	1♦			3-3-5-2 lacking 4 card Major – less then 8 HCP
1♣	1NT			3-3-5-2 lacking 4 card Major with good 8 – 10 HCP
1♣	1♦	1NT	2♣	Unbalanced minimum (say 2-1-5-5) sign-off even though Opener might hold 4-card Major(s)
1♣	1♦	1NT	2♦	Unbalanced minimum (say 2-3-6-2) Sign-off in 2 diamond is usually best in case suit lacking honor entries
1♣	1♦	1NT	Pass	Opener assumes Responder not holding 4-card Major and with balanced (4-3-2-4) minimum bid 1NT. With balanced minimum Responder passes or unbalanced rebids minor
1♣	1♦	1NT	2♠	With GF values (4-2-5-2) Responder „reverse“
1♣	1♦	1♥	1♠	Opener show unbalanced hand (say 2-4-2-5). 1 Spade by Responder is natural and GF (4+ diamonds – 4 spades)
1♣	1♦	1♠	2♠	Sign-off with minimum unbalanced hand and 3 spades

## 2 over 1 response over Major + 12 HCP Game-force

- The 2 over 1 response to an opening bid of 1♥ / 1♠ or 2♣ over 1♦ by an un-passed hand is 100% forcing to game.
- Does not apply if there is intervention – even X – over the opening bid.

- 2♣ or 2♦ usually 4 cards (rarely 2 clubs). With equal length in minors bid 2♣
- 2♥ promises at least 5 hearts

## **Opener's Rebids After a 2/1 Response**

**Does not apply if there is intervention – even X – over the opening bid.**

### **Key Principles For Opener's Non-Jump bids**

- Game force agreed – bid economically
- Opener's rebid says nothing about the strength of his hand
- First priority to show an un-bid 4 card major. 2♠ is not a reverse situation

### ***Opener Rebids His Major***

- Usually show +6 cards, could be 5 lacking other bids, like stoppers for NT bid
- Lacking good bid could rebid 5 card suit with 3 of 5 honours
- Strive to rebid 5 card suit with +4 of 5 honours

### ***Opener Raises Responder's Major***

- Show a 3-card support.
- But with 3 small cards and an attractive alternative use the most economical

### ***Opener Raises Responder's Minor***

- Responder don't promise 5 card suit – could be 3 with honor
- Prefer rebid on 2 level and we usually don't want to play in 5♣ or 5♦
- With a soft balanced hand and stoppers in other suits bid 2NT
- With a singleton or void in bid minor a rebid of major with 3 to 5 honours is usually the best alternative
- Usually promise +4 cards ... but with 3 cards and +2 honors in minor and a hand full of quacks could be only alternative

### ***Opener Shows A New Suit On 2 Level***

- Show +4 cards. Could be very weak
- Does not deny 6 card major – we bid 6 – 4 – 6

### ***Opener Shows A New Suit On 3 Level***

- Not an economical bid – show good hand with 5 card suit or quality 4 card suit

### ***Opener Rebids 2 NT – “Catch All” Bid – Lacking Good Alternatives***

- Balanced minimum opening bid 12 – 14 HCP
- Balanced hand too strong to open 1 NT 18-19 HCP
- Unbalanced opening at any strength. Always includes a 4 card minor and can include a singleton in Responder's suit

### ***Opener Rebids 3 NT***

- Balanced 15 – 17 HCP

### *Examples on bidding sequences*

- 1♥ / 2♣ / 2♥ - minimum opening, could be 5 lacking other bid
- 1♥ / 2♦ / 3♣ - not economical – extra values – minimum good 14 HCP
- 1♥ / 2♣ / 3♣ / 3♦ - stopper showing – seeking 3NT
- 1♥ / 2♣ / 4♣ - good support – extra values - 14+ HCP 5/5

### **Responder's Non-Jump Rebids**

**The theme is common sense more important than rules**

- Support Opener's major with 3 trump
- If Opener rebids major – raise with doubleton honour
- Re-bid of the first suit with a good 6 card suit
- Be eager to bid 2NT when lacking fit, but with stoppers in un-bid suit(s)
- Raise Opener's second suit but think twice before continue over 3 NT
- Any 4 card suit can be bid, but consider
  - When opener has not bid 4 card major he denies
  - Opener could have 4 cards in un-bid minor
  - If three suits already bid, the forth suit do no promise a true suit

***When in doubt about the correct trump suit, make the cheapest reasonable bid***

### **1 NT Forcing Response to a Major**

**Made by an un-passed hand and no interference even double**

- 5 – 12 HCP (both 5 is rare and 12 are very rare)
- Forcing for one round – do not promise a rebid
- Balanced or unbalanced distribution
- Denies 4 card support for opener's major
- 1NT response to 1♥ denies 4 spades
- Includes support for opener major with *very weak hand* or a 3 card limit raise
- With 3 cards in openers major and 8 to bad 10 HCP raise to 2 of major

### Opener rebids after 1♠ - 1NT

2♣ 2♦	3+cards (except 2♣ over 1♥ page 9)	At most 17
2♥	4 hearts	At most 17
2♠	6 spades	At most 14
2 NT	Usually 5 – 3 – 3 – 2, but could be imperfect	17 – 18
3♣ 3♦	4 cards	18 + forcing
3♥	4 cards	18 + forcing
3♠	Strong 6 card suit 7 card suit	15 – 17 12 - 14
3 NT	5 – 3 – 3 – 2	18+
4♠	Strong 7 card suit Strong 8 card suit	14 + 12 +
After 1♥ – 1NT all concepts are identical but in addition		
2♥	6 hearts	At most 14

### Responder's Rebids after Opener Rebids 2 of a minor

Pass	No good bid	5 – 8
Preference to Openers Major	<ul style="list-style-type: none"> <li>• Doubleton</li> <li>• With 3 cards</li> </ul>	Less than 11 5 – 7
2 NT	No fit – Stopper in other suits	11-ish (10 to bad 12)
Raising Openers Minor	5 card support (usually)	11-ish (10 to bad 12)
Jump raise Openers Major	3 card limit raise	11-ish (10 to bad 12)
New suit 2 level	6 card suit or good 5 card	5 – 9
New suit 3 level (non-jump)	6 card suit	9 – 11
New suit 3 level (jump)	6 card suit	11-ish (10 to bad 12)

### Responder's Rebids after Openers' Reverse (17+ HCP) Bid - 1♥ - 1NT - 2♠ Forcing - showing 17+ counting useful distribution usually 4-c S or values in S

Responder can hold a weak hand with support ♠ 54 - ♥ KQ8 - ♦ 7654 - ♣6532  
or a weak hand with own long suit ♠ 54 - ♥ 8 - ♦ KQ76543 - ♣532

Responder	Opener	
2 NT "Lebensohl"	3♣ Forced rebid	Responder will show weak hand by drop-bid. If opener bid new suit after drop - bid show 19+
Any other bid is game force		



**1 NT is not Forcing**

***By a Passed Hand***

- Logically Semi-forcing - Balanced or unbalanced distribution
- 5 – 11 HCP
- Might still be a very weak 3 card raise
- DO NOT respond 1 NT with a 3 card limit raise instead use 2♣ Reverse Dury

***Partner Opens 1♥ RHO Overcalls 1♠***

- Either a passed or unpassed hand
- 7 – 10 HCP
- Guarantees a Stopper in RHO spade suit
- No singleton or void – expect rarely in Partners suit
- Denies 3 card heart support

***After RHO doubles***

- Either a passed or unpassed hand
- 7 – 9 HCP / **Redouble with 10 HCP**
- No singleton or void – expect rarely in Partners suit
- Denies 3 card support

***Over minor Opening***

- 6 – 10 HCP
- No 4 card major
- No support in Opener’s minor
- Can be unbalanced even with void.
- After 1♦ a response of 1NT (6 – 10 HCP) can include long club suit. If holding a 6+ card club suit and 11-ish points a jump shift to 3♣ is made

**Finding Hearts after Spades – Check-back NEEVER USED**  
**When Opener bids Spades and responder NT it is difficult to find a 3 – 5 heart fit when Responder hold a 5 card ♥ suit and 11-ish HCP**

Opener	Responder	Opener	
1♠	1 NT	2♣	Opener showing second suit
	2♥		NOT possible – show 6 cards and can be passed out
	2 NT		11-ish stoppers in other suits, could include 5 card ♥ suit
		3♥	If opener wish to pursue to game he bids 3♥ if holding 3 card heart suit. Responder sets contract in 4♥ or 3NT

## Two Way Check-back (TWCB) after 1m – 1M – 1NT

1 ♣-1 ♦; 1 NT – is natural. TWCB not apply for minor - minor

The basic notion is that responder's rebid of 2♣ shows exactly invitational values and 2♦ game forcing values. Almost all other bids are natural and either a natural signoff or a natural game force. You lose the ability to play in a contract of 2♣, but in exchange you get many advantages on stronger hands. The TWCB applies in 1X – 1Y – 1NT situation including when opponent X. It does not apply after opponents bid a suit

- 2♣ shows exactly invitational values 11-ish (or a diamond signoff).
- 2♦ shows GF values.
- 2NT is natural 11-ish
- Jump Rebids are GF showing excellent suits with +2 honors and 6+cards
- Jump in Openings minor is GF with +5 cards and deny 5 card Major

Responder	
2 ♣	Shows invitational values. Relays to 2♦. Could be diamond sign-off
2 ♦	GF – Asking
2 M	To Play – Drop
2 other Major	If ♠ 4-4 Reverse GF, if ♥ 5-4 NF
2 NT	Natural 11-ish, invitational, NF, 4M
3m	5m-4M purish – GF (Purish means most of high cards in long suits)
3 other m	5om-5M purish – GF
3 other Major	If ♥ 5-5 purish – GF If ♠ 5-6 purish – GF
3 M	Excellent suit with min 6 cards and at least 2 honors – GF
Game	To Play

Responder	Opener	Responder	
2 ♣	2 ♦	2M	6+ cards, invitational, NF
		2 other M	If ♥ 5-4/5, invitational, NF If ♠ 4-5, invitational, NF
		2NT	Show 5M invitational, NF
		3 ♣	To play
		3 ♦	Natural, Invitational
		3M	6+ strong invite
		3 other M	If ♥ 5-5, strong invite, if ♠ 4-5, strong invite
		3NT	5 card M, Choice of game 4M or 3NT

Responder	Opener Bids in Priorities
2 ♦	1. 4 of other Major
	2. 3 of Responder's Major
	3. Re-bid 6 card suit
	4. Show 2-2-5-4 or 2-2-4-5
	5. Re-bid 2NT

## Two Way Check-back (TWCB) .... after 1♥-1♠; 1NT

All sequences are what one might expect, but here are some examples:

1♥-1♠; 1NT-2♦ (GF) -?

2♥ = good 5-card Heart suit

2♠ = 3 Spades

2NT = nothing special

3m = solid stopper, weak in other minor

## Exceptions after 1♥ opening

### 1NT Forcing can be Semi-forcing after 1♥

We open 1♥ with a minimum hand like KJ10 / J7542 / 432 / AK. Partner responds 1NT denying suit. The only available bid for Opener is 2♦ which feels wrong. As Opener has no interest in game the right bid is Pass.

To avoid unlikely game with good shape, 11-ish HCP and 3 card support a Bergen raise of 3♣ must be considered instead of Semi-forcing 1NT

### 1♥ - 1NT - 2♣ (can be 2 cards only)

Opener can hold a hand like ♠AQ96 ♥Q9765 ♦87 ♣AQ and bidding 2 spades would show a revers +17 HCP so have to bid 2 Clubs.

## Examples on Forcing versus Non-forcing sequences

W	N	E	S		Forcing	Non-forcing
-	1♠	2♥	3♦		GF	
-	1♥	1♠	2♦			NF
-	1♥	1NT	2♦			NF
-	1♥	X	2♦			NF
1♣	1♥	Pass	2♦			NF
1♣	1♥	1♠	2♦			NF
1♣	1♥	1NT	2♦			NF
1♥	1♠	2♣	2♦			NF
1♣	1♠	2♥	3♦			NF
1♠	1NT	2♥	3♦		GF – System on Lebensohl	
-	1♣	2♠	3♠		GF in ♣ or NT +14 HCP	
	1♥	3♦	4♦		GF in ♥ +14 HCP	

## Interference and defense

### *Opponents interfere in our 2/1 situation*

- Pass is always a forcing pass
- Double is always for penalty (expect better results than game)

### *RHO Overcalls (or Jump Overcalls)*

- Double – takeout – willingness to compete – can be strong
- Bid – Distributional Hand – Not necessary strong.
- Double after Jump Overcall – takeout – Show “Cards” and strong hand
- Cue-bid Opponents suit – Forcing – 11 HCP+ and fit if Mayor

### *RHO make INT bid after Partners Opening bid*

- If Partner bid minor - 2♣ is for Majors holding min 5-4)
- Double is for penalty.
- 2NT +11 HCP with fit
- Raise to 3 preemptive
- New suit with jump – void / doubleton – 4 cards fit - 11-ish HCP
- Other bids natural

## 2 – NT CONVENTIONS

<b>1 NT Opening 15 – 17 HCP</b>	
Respon	Description
2♣	Relay
2♦♥♠NT	Transfer bids
3♣♦♥♠	15+ HCP Solid / Semi-solid 6 card suit, slam interest. If Opener bid new suit show fit and control. 3NT – no fit and minimum
3NT	10 – 14 HCP Balanced hand, no interest in Major suit or slam
4♣	5 – 5 in Majors, no Slam interest. With Slam interest use Stayman
4♦♥	Texas Transfer
4♠	Blackwood 41-30 (4NT = 41)
4NT and 5NT	Quantitative – details page 12

<b>Stayman – over 1NT - 2♣</b>		
Opener	Responder	Weak Responses 0 – 7 HCP
2♦2♥2♠	Pass	Garbage Stayman Responder weak–holding similar to 4-4-4-1. The objective is to reach a better contact than 1NT.
Opener	Responder	Mild Invitation 7-ish
2♦	2♥ or 2♠	Crawling Stayman - 5 cards in the bid Major and 4 cards in other Major.
	3♦	5 + 5 in Majors. Opener fix final contract
Opener	Responder	Invitational Responses 8 – 9 HCP and Game 10+ HCP
2♦	2NT - 3NT	2NT (8 – 9 HCP) invitational and 3NT (10+ HCP)
	3♣	Check-back for minors – see separate description
	3♥ or 3♠	Smolen 3♥ show 4♥ and 5♠ - 3♠ show 5♥ or 4♠
2♥ or 2♠	3♥ or 3♠	Invitational (8 – 9) HCP)
	4♥ or 4♠	Game no slam (10+ HCP)
	3 of minor	5+ cards GF – possible slam interest
2♥	2♠ 2NT 3NT	Deny 4 Spades (8-9 HCP) Have 4 Spades (8-9 HCP) <b>DELETE</b> Have 4 Spades (10+ HCP)
2NT 3♠	4 - 4 Majors – minimum 4 - 4 Majors - Maximum	Responder to fix final contract by TRANSFER
Opener	Responder	Slam interest
2♦	4♣ or 4♦	Singleton, 5 – 5 Majors, Slam interest
2♥ or 2♠	3♠ or 3♥	Bid other Major 3 level – Artificial – Slam interest
4NT over 2♥ or 2♠ or after finished transfer is acceptance and Quantitative – Slam invitational		

### Transfers Majors after Opener bids 1NT

Responder	Opener	Responder	Meaning
2♦ 2♥	2♥ 2♠		Transfer to ♥ respective ♠ at least 5 card suit
		2NT	Invitational – pass or correct to final contract
		3 NT	Pass or bid 4 of Major
		3 new minor	Second suit – game force, could be slam interest
		Jump	Splinter – also with single jump – slam interest
	3♥ 3♠		Super accept minimum (THE LAW)
	2 NT		Super accept maximum 4-3-3-3
	New suit		Super accept maximum with bid doubleton

- 4NT over 2♥ or 2♠ or after finished transfer is Quantitative (Invitational)

### Summary 5 - 4 and 5 – 5 Major respos

5-4 weak – 7-ish HCP	Crawling Stayman
5-4 and 4-5 invite	Transfer - 2♦ - 2♥ - 2♠ 2NT // 2♥ - 2♠ - 2NT 3♥
5-5 invite – 7-ish	Stayman - 2♦ - 3♦
5-4 and 4-5 GF	Smolen - 2♦ - 3♠ (5-4) // 2♦ - 3♥ (4-5)
5-5 Game – No slam interest	1NT – 4♣
5-5 Slam interest (single)	Stayman 2♦ - 4♣ or 4♦ (show single or void)

### Quantitative 4 and 5 NT

After 1 NT or over 2♥ or 2♠ or after finished transfer is Quantitative (Invitational)  
Used as a bid to denote that the initiator of a final contract in 4,5,6 or 7 NT

Opener	Responder	Opener
1NT	4 or 5 NT	If opener holds minimum 15 or 16 HCP and no source of tricks – pass over 4NT and over 5NT bid 6NT
		If opener holds maximum 16 HCP with 5 card suit or 17 HCP he responds with number of Aces by 1430. Valid over both 4 and 5NT. Responder bids final contract

## Transfers minors after Opener bids 1NT, including showing 5 – 5 in minors

Responder	Opener	Responder	Meaning
2♣			Transfer to ♣ (min. 6 cards)
2 NT			Transfer to ♦ (min. 6 cards)
2♣	3♣		No top-honour (A,K or Q) in ♣
	2 NT	3♦	Show +5 card diamond suit – at least 5 – 5 in minors
			At least one top-honour in and connecting cards in ♣. No need to show any 5 cards diamond suit as fit in clubs. Instead show singleton for interest in game / slam
		3♣	Sign-off weak suit
2 NT	3♦		No top-honour (A,K or Q) in ♦
	3♣		At least one top-honour and connecting cards in ♦
		3♦	Sign-off weak suit

Thereafter any 3 level bid shows singleton or void and interest in game/slam in shown minor

## Puppet Stayman – over 2NT - 3♣ – Smolen

Major Transfers with same principle as over 1 NT

Opener	Responder	
3♥ or ♠		Show 5 card suit
3♦		Hold one or both Majors
	3♥	Show 4 card ♠ suit
	3♠	Show 4 card ♥ suit
	4♣	Hold 4 – 4 in Majors – Slam interest
	4♦	Hold 4 – 4 in Majors – Pick your suit
3 NT		Deny any 4 card Major
	4♣	Hold 5 – 5 in Majors – Slam interest
	4♦	Hold 5 – 5 in Majors – Pick your suit
	4♠	Blackwood Critical did we agree on this ?

### Smolen over 2NT

2NT – (3♦ transfer) - 3♥ - (3♠) = 5 hearts 4 spades

2NT – (3♠ - transfer to 3NT)

2NT – (3NT = 4 hearts 5 spades)

### Check-back for Majors – 2 NT Re-bids

1 minor – 1 Major – 2NT re-bid 18-19 HCP balanced, could be 5-3-3-2

Responder	Meaning	
3 ♥ or 3 ♠	5 – 6 cards, 5-6 HCP – to pass	
4 ♥ or 4 ♠	6 cards, 7-8 HCP – to pass	
Responder	Opener	Meaning
3 ♣		Check-back / Game force
	3 of Bid Major	Up the line 3 card support of bid Major
	3 of New Major	4 cards – not more than 2 card support
	3 ♦	5 card minor – not more than 2 card support
	3 NT	3 2 x x Hand with none of above

### Check-back for Minors

Used after a Stayman bid, when opener denies 4 card major suit

Opener	Responder	Meaning
1 NT	2 ♣	Stayman
2 ♦	3 ♣	Check-back for minors, possible interest in slam Game-force, shape with strength in minors
3 ♦		5 card Minor
	3 ♥	Relay asking for minor
		3 ♠   5 Clubs
		3 NT   5 Diamonds
3 ♥		4m – 4m – 3H – 2S
3 ♠		4m – 4m – 2H – 3S
3 NT		4m – 3 – 3 – 3



## Gambling 3 NT

- Running solid minor AKQxxxx with 7+ cards
- 1, 2 and 3<sup>rd</sup> position could have half outside stopper Qxx 10 – 14 HCP
- 4<sup>th</sup> position 1-2 stoppers – 4<sup>th</sup> position is constructive 12-17 HCP and to play.
- When holding top range 2♦ opening could be preferred
- Vulnerability must be considered. You might be force to play doubled on 4 level

Response	Meaning
4 ♣	Weak - Pass or Correct – Mainly when opener in 1 or 2 <sup>nd</sup> position
4 ♦	Slam interest – asking for singleton
4 ♥ 4 ♠	Singleton
4NT	None
5 ♣ 5 ♦	Singleton in other minor
4 ♥ 4 ♠	To Play
5 ♣ 6 ♣	Pass or Correct – Could be pre-emptive

## NT in balancing 4th seat

After a 1 of a suit opening and 2 passes, the bid of 1NT is a balanced hand in the 11-14 HCP. Additionally the bid promise a stopper in the opened suit and deny a 5 card major suit, and tends to deny the ability to make a balancing takeout X. Vulnerability must be considered.

After 1♥ followed by 2 passes:

♠QJ2	♠AT76	♠J543
♥AJ3	♥K3	♥KJ9
♦K7542	♦QJ43	♦KJ43
♣JT	♣A76	♣QJ

Bid 1NT	Bid X	Bid 1NT
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Although the 2nd hand above meets the HCP and stopper requirements for a balancing 1NT a takeout double is preferred as it will make partner aware of your spade suit holding.

To show a balanced hand in the 15-18 HCP range we should X first, then bid NT as the 2nd call.

Any response by Partner is Natural and Non-forcing – except  
Cue bid of minor is Stayman and Cue bid of Major show other Major

## No Trump in balancing Pass-out seat

When both opponents have limited their hands, the balancing 1NT bid can be used in the pass out seat. It shows a balanced hand with 10 – 13 HCP and promise stopper(s) or length in bid suits.

North Holding ♠ KJ4 ♥ Q76 ♦ K76 ♣ KJ63	Bidding West    North    East    South -        -        Pass    Pass 1♦      Pass    1♥      Pass Pass    1NT
--	--

Any response by Partner is Natural and Non-forcing

## NT Overcalls

2 <sup>nd</sup> and 3 <sup>rd</sup> position		4 <sup>th</sup> Position Balancing	
Overcall one level	16 – 17 HCP	Overcall 1NT	11-14 HCP
X and then bid 1NT	18 – 19 HCP	X and then bid 1NT	15-17 HCP
X and then bid 2NT	20 – 22 HCP	Overcall 2NT	18-19 HCP
		X and bid 2NT	20-22 HCP

## Lebensohl - interference over 1NT 15 -17 HCP

- New suit (min 5 cards) on 2 level over interference – to pass
- New suit (min 5 cards) on 3 level over interference – GF

Opener	Opponent	Responder	Opener	Responder	Meaning
1NT	2♥	2NT	3♣	pass	weak ♣ (+5 suit)
1NT	2♥	2NT	3♣	3♦	weak ♦ (+5 suit) to pass
1NT	2♠	2NT	3♣	3♥	weak ♥ (+5 suit) to pass
1NT	2♥	3♥			denies stopper (DD direct denies) but have other major (4 suit)
1NT	2♥	2NT	3♣	3♥	Show stopper (SS slow show) but have other major (4 suit)
1NT	2♥	3NT			denies stopper (DD direct denies) sufficient points for game
1NT	2♥	2NT	3♣	3NT	Show stopper (SS slow show) sufficient points for game

## Defence Multi Landy against 1NT (15-17 HCP)

X	4 Major and 5 minor	
	<b>Responder</b>	
	2♣ - interest in minor – pass or correct	
	2♦ - asking to bid Major	
2♣	Both majors – at least 5 – 4	
2♣	2♦ by partner	Pick your suit
2♦	+6 Card Major	2♥ Spades by partner – pass or correct same as Multi
2♥ 2♠	Bid Major plus unknown minor 5 – 5	
2 NT	Both Minors at least 5 - 5	
3♣ 3♦	Solid 6 card / semi-solid +7 card minor (consider pass for penalty)	
<p><b>If Opponents bid</b></p> <ul style="list-style-type: none"> <li>- Double or re-double show interest in Majors</li> <li>- 2NT show interest in minors</li> </ul> <p style="background-color: magenta; display: inline;">Example ?</p>		

### Interference over our 1NT

#### Their overcall promises both Majors

Most conventions' over 1NT have a way to show MAJORS. If the opponents do show majors (with some contraption that is below 2♥), I suggest:

2♥ = GF in ♣

2♠ = GF in ♦

2NT = Lebensohl - Relay to 3♣

3 of a minor = Natural, Invitational

3 of a MAJOR = GF, Shortness (0 or 1) in that MAJOR

3NT = To Play or minor game, Neither MAJOR stopped

Use the 2NT mechanism to show stoppers -- after the Relay to 3♣ : 3 MAJOR shows only that major stopped; 3NT shows both MAJORS stopped. Relaying to 2NT also lets you sign-off in 3-minor (either pass the relay with ♣ or sign-off in 3♦ with ♦)

NOTE: Using this method, when they show MAJORS, you can show either minor (Weak, Invitational, or Forcing) and can show which MAJOR(s) are stopped, and also can show both minors and shortness in a major.

#### Their overcall 2♣

Don't care what it shows (unless it is BOTH MAJORS) in which case you Double as a stolen bid "Stayman." Otherwise all other actions are as if they passed. 2♦ is what it would have been without their interference. All bids (even 2NT) transfer are treated as if the Opponent Passed

**They overcall 2♦ or higher**

Again, it is best not to start asking questions and getting involved with which convention they use. Treat them all the same (unless 2♦ is specifically BOTH MAJORS). No matter what they bid, no matter what it means (other than MAJORS), here is the schedule:

BIDDING A SUIT (on the 2-level) = NATURAL, NF

BIDDING A SUIT (on the 3-level) = see below (Lebensohl) GF

BIDDING 2NT – Relay 3♣ (see below – Lebensohl)

BIDDING 3NT (Lebensohl) To Play or minor game, Neither MAJOR stopped

BIDDING A SUIT (on the 4-level) = all jumps to 4, are "Front of Card" -- Texas

**Defence (Cappelletti) against penalty double of 1NT overcall****1x – 1NT – double - ?**

Responder	
Pass	No preference – usually weak with 4333 distribution (4 in any suit)
Redouble Show single-suited hand	Force 2♣ by Over-caller and Responder pass or correct
Suit bid – show bid suit 4 cards and another higher suit	Over-caller pass with tolerance (3-card support) or bid next higher suit trying to establish at least 7-card fit

**1x – 1NT – double – pass – pass – ?**

Over-caller	
Redouble Show 5 cards suit	Force 2♣ by Responder and Over-caller pass or correct
Suit bid – show bid suit 4 cards and another higher suit	Responder can pass with tolerance (3-card support) or bid his 4 card suit if not risking to miss 7 card fit

**Defence against Balancing and Weak NT**

X	Good Opening – Balanced +15 HCP – can be passed for penalty usually BAL Partner passen even with 0 points a bid shows a 5-c suit and a weak hand
Others	Natural

**Defence against Gambling 3NT DELETE NEVER USED  
(Multi Landy)**

X	Good Opening – Balanced
4♣	Both Majors
4♦	Major 6+
4♥ or 4♠	Major + minor

## 3 – CONVENTIONAL OPENING BIDS

<b>2 Clubs Opening + 23 HCP or maximum 4 losers and minimum 4 quick tricks</b> Game force except after 2NT showing 23-24HCP	
Responses	Respond with Italian Controls (Ace = 2, King = 1)
2 ♦	0 or 1 King
2 ♥	1 Ace or 2 Kings (2 Controls)
2 ♠	1 Ace and 1 King – different suits (3 Controls)
2 NT	3 Kings (3 Controls)
3 ♣	1 Ace and 1 King – same suit (3 Controls)
3 ♦	4 Controls or more
Direct bid of 4 ♣ after response is Queen (2) / Jack (1) ask using Italian Controls as above	

<b>2 Clubs Opening – Responses after interference</b>		
Double by opponents	Pass	0 Control
	2 ♦	1 King (1 Control)
	Continuation as ignore	
Overcall by opponents	Pass	0 – 1 Control
	Double	2+ controls
	Free bid	2+ controls – good suit

<b>Defence against Opener 1 ♣ (and 1 ♦) strong artificial Club</b> Basis Mathe and Multi Landy	
Pass	Pass followed by bid or X (take-out) show good opening
1 ♦, 1 ♥, 1 ♠, 2 ♣	At least 5 of bid suit
X	Both Major suits. Min 5 / 4 by equal vulnerability and preferably 5 / 5 by equal vulnerability.
1 NT	Both Minor suits. Min 5 / 4 by equal vulnerability and preferably 5 / 5 by equal vulnerability.
2 ♦	6+ in any Major
2 ♥, 2 ♠	Major + any minor. Min 5 / 4 by equal vulnerability and preferably 5 / 5 by equal vulnerability.
3 – 4 level	Pre-emptive 7+ cards. Use Losing Trick count.

<b>Defence against 2 ♣ strong artificial Club</b>	
X	4+/4+ in Majors
2 ♦, 2 ♥, 2 ♠, 3 ♣	Natural – good suit – lead directing (promise no extra values)
2 NT	5+/5+ in minors
Jump Bid	TWERB - A TWERB jump overcall is showing the suit above bid suit or a two suited holding, minimum 5 – 5 below bid suit. A bid of 4 ♦ ois showing a longer Heart suit or a two suiter with Clubs and Spades.

## 2 Diamonds Multi – Opener bid 2 ♦

- Weak 2 opening of 6-card major 4 – 13 HCP (Definition following page)
- Strong solid +6 card minor opening + 18 HCP
- Strong 2NT opening 20 – 22 HCP

Responder	Opener	Responder	Meaning
2♥			Relay <15 HCP and / or no shape for invite
2♠			Invitational if Partners suit ♥ with + 4 cards / shape / 12-14 HCP
2♥ or 2♠	Pass		Weak 2♥ or 2♠ opening
2♥	2♠		Weak 2♠ opening
2♥	2♠	3m	No fit +7 card minor – to play
2♠	3♥		Weak 2♥ opening – corrected' - responder fix contract
3♥			Extended pre-empt – Pass or correct
4♣			Bid your suit in transfer, strong (13-15 HCP) 15+ points
4♦			Bid your suit, strong (13-15 HCP) 15+ points
2♥♠	3♣♦		Solid +6 card minor + 18 HCP
		Pass	Maximum 4 HCP
		3NT	To Play
		Raise	Invitational 5 - 8 HCP +2 card support
		New	Natural – GF
2♥♠	2NT		Balanced hand 20 - 22 HCP
		3♣	Puppet Stayman / Description under NT Conventions
2 NT			+15 HCP semi forcing or invitational with fit
	3♣		Weak 2♥ opening lower range
	3♠		Weak 2♥ opening higher range – GF
	3♦		Weak 2♠ opening lower range
	3♥		Weak 2♠ opening higher range – GF
	4♣♦		Solid +6 card minor + 18 HCP slam interest

## Actions against interference – Opener 2♦

Interference	Actions – bid and holding by Responder	
3 of minor	X	Penalty
2 of major	X	+11 HCP support +3 of other Major
X	Pass	Have good diamond suit
X	XX	Have good other suit(s)
X	2♥	Neglect – Pass or correct
X or overcall	4♣	Bid your suit in transfer
X or overcall	4♦	Bid your suit
2 – 3 any	2 - 3 any	Pre-emptive strong +7 card suit - to pass

## 2 Diamonds Multi - Definition of Weak 2 major openings Similar considerations should be given to 2-suited openings

*The perfect hand is a weak hand with a long, strong suit with little defense*

- The hand has no aces, and does not include any honors outside the long suit
- With strength in long, strong suit, you are not considering any other trump suit
- You prefer good distribution, which rules out a hand like 6 - 3 - 2 - 2
- Have 2 of 4 top honors or 4 of 6 top cards, meeting the singleton test

**The complete “Perfect Hand” will rarely occur, but most important is the “Quality”**

### The weak 2 opening can be made with

- Usually a 6 card suit
- 7 card suit – too weak to open on 3 level – usually in 3<sup>rd</sup> position
- Strong 5 card suit – 3 of 4 top honors
- With another weak 4 card major
- With a void

**Quality, Position, Zone is more important than HCP**

### Beware of Flaws

- Lacks 2 of 3 top honors or 4 of 6 top cards
- Lacks texture
- A second suit which might make a good trump suit
- Several honors in other suits
- 6 – 3 – 2 – 2 distribution

**In 1st and 2nd seat and/or the vulnerability is unfavorable you should pass hands with weak suits or multiple flaws**

### For the Convention Card

Position	Non vulnerable	Vulnerable
Dealer – Aggressive	4 – 10 HCP	5 – 10 HCP
2nd - Sensible	5 – 10 HCP	6 – 10 HCP
3rd – Super aggressive	3 – 10 HCP	4 – 10 HCP
4th – Strong 10 -13 HCP	10 - 13 HCP	10 - 13 HCP

### Defence – Meck-Well - against 2 Diamonds Multi Opening

#### Direct seat

Action	Description
X	13 – 15 relative balanced OR a strong hand
Pass	<ul style="list-style-type: none"> <li>- Followed by X is takeout</li> <li>- Followed by a new suit is weaker than an initial overcall</li> <li>- Followed by 2NT is for minors</li> <li>- Followed by 4♣ or 4♦ is 5+ / 5+ with other Major 4-5 loser hand</li> </ul>
Single Overcall	Natural
Pass	Followed by a new suit is weaker then an initial overcall
Jump Overcall	Good suit – good intermediate hand
2NT	Shows 16-18 HCP
4NT	Show minors – strong

#### 4 Seat

Opponents make a “Pass or Correct” bid

2♦ - P - 2♥ - X	Double is takeout for Spades
2♦ - P - 2♠ - X	Double is take-out for Hearts
Pass	Followed by double is take-out of bid Major
Overcall	Natural
Jump Overcall	Show strong one-suited hands
2NT	Show 15-18 HCP
3NT	To Play



## 2 Suited Opening Bids – Mayor + minor

The Opening Bids of 2♥, 2♠ show a two-suited holding Major and minor

- The point count is 5 - 12 HCP
- The majority of the points are in the 2 suits
- In 1st or 2nd position the length is at least 5 – 5 and point count in the higher range
- In 3rd position and favourable vulnerability 4 – 5 and lower point count is possible
- In 4th position position the length is at least 5 – 5 and point count in the high range
- With a strong holding a normal opening bid on one level is often to prefer

Opener	Responder	Meaning
2♥		Show ♥ and a minor
	3♣	Asking for second suit. Opener to pass or correct
2♠		Show ♠ and a minor
	3♣	Asking for second suit. Opener to pass or correct.
	2NT Forcing	Asking for second suit - Opener bid; 3♣ - Weak with Clubs 3♦ - Weak with Diamonds 3♥ - Strong with Clubs 3♠ - Strong with Diamonds Any re-bid by Responder is Game Force
	3 raise of M	Pre-emptive
	New suit or 3NT	Responder having +6 card suit or strong NT holding – to Pass

## 2 NT Showing both minors

This opening is effective but also dangerous. It is important to observe the parameters related to strength, shape, position and vulnerability.

- The point count is 6 – 12 HCP and with 5-5 distribution
- Others as above

Opener	Responder	Meaning
2NT		Show both minors – Always minimum 5 – 5 I prefer 7/8-10 HCP 1.2. pos.
	3♣, 3♦	To Play
	4♣, 4♦	Invitational
	3♥, 3♠	Exceptional 5 card suit or +6 card suit – Invitational should be GF
	3NT	To Play
	5♣, 5♦, 4♥, 4♠	To Play
	4NT	Blackwood with 6 Key Cards including club and diamond King. Responder use normal responses

## Defence against weak 2 Openings (including 2 suited)

(Examples based on 2♥ opening)

### Immediate position after weak 2 bidder

	Responder	Description
Double		Sound opening, support in all un-bid suits, defensive strength OR NT distribution with stopper 19 – 21 or 22+ HCP. Re-bid 2 NT or 3 NT depending on response.
	Pass	Penalty
	Bid 2-level	Less than 7 HCP
	2NT Lebensohl	Less than 7 HCP, re-bid 3♣ - any response to pass
	Min bid 3 level	7 – 10 HCP
	Jump 3-level	Strong game invitation (opening hand)
	Jump 4-level	Strong game invitation in minors or to play if major
Overcall		Minimum overcall + 5 card suit – 7 losers Jump overcall + 6 card suit – 5 – 6 – 7 losers (red/green) 4 level overcall + 6 cards – 4 – 5 – 6 losers (red/green) With a 4 loser hand X and then bid suit
2 NT		15 – 18 HCP with good stopper(s)
	3♣ / 3♦ / 3♠	Transfer to 3♦ / 3♠ / 4♣
	3♥	Stayman (asking 4 cards spade suit) if not bid 3 NT
3♥		Western cue-bid asking partner to bid 3NT with stopper. Usually holding 7 sure running tricks. If not responder bids lowest suit for pass or correct.
4♣		5 + 5 with other major, 4 – 5 loser hand
4♦		5 + 5 with other major, 4 – 5 loser hand
4 NT		5 / 5 minors, strong
<b>Balancing position</b>		
Double	Minimum 10 HCP – support in other suits. Realize that partner might pass	
Minimum bid	+ 5 card, weak opening hand	
Jump bid	+ 5 card strong suit, good opening	
Other bids same as immediate		

## Defense after 2 NT Opening showing both minors

Bid	Meaning
X	Good Opening Balanced Partner respond as over 1NT with Stayman – Transfer or can Pass for Penalty
3♣	5 /+4 in Majors 10-15 HCP
3♦	5 /+4 in Majors +16 HCP
3♥,3♠	Single suited opening hand

**Defence against high level pre-empt. Usually 3 level**

<p>Double</p>	<ol style="list-style-type: none"> <li>1. Take-out with at least 3 cards in unbid suits</li> <li>2. Sound opening strength</li> <li>3. The more HCP the less perfect support need be – but support for any un-bid major(s) is essential</li> </ol> <p>OR</p> <ol style="list-style-type: none"> <li>4. A hand too strong for a simple over-call. You will bid at next turn.</li> </ol>
<p><i>Responses</i></p>	<ol style="list-style-type: none"> <li>1. Simple response is non-forcing. If doubler introduces a new suit, he shows a hand too STRONG for a simple over-call</li> <li>2. Bidding game – to play</li> <li>3. Cue-bid – game-force</li> <li>4. Pass – penalty</li> </ol>
<p>Overcall</p>	<ol style="list-style-type: none"> <li>1. Sound opening bid with a good suit</li> <li>2. Extra values at 4-level</li> <li>3. Jump overcall – even stronger hand</li> <li>4. 3NT is a strong balanced hand 16-20 HCP. If 21+ HCP double first</li> </ol> <p>OR</p> <p>A long running suit with a stopper in opponent's suit</p> <ol style="list-style-type: none"> <li>5. Cue-bid in minor show good distributional take-out for majors</li> <li>6. Cue-bid in major show good two-suiter with other major and unspecified minor</li> </ol>
<p><i>Responses</i></p>	<ol style="list-style-type: none"> <li>1. New suit is forcing for one round</li> <li>2. Game-bid show game-going values and is to play</li> <li>3. Over 3NT – 4♣ is Stayman and with transfers on but with 4♠ for minors. 4NT is Quantitative with 13 – 15+ HCP. Blackwood responses if interest in slam</li> <li>4. 4NT over suit bid is Blackwood</li> <li>5. Over Partner's cue-bid of major – 4NT is asking for unspecified minor</li> </ol>
<p>Balancing Position</p>	<p>It is reasonable to reduce some of the requirements in the balancing seat. The strength for double and overcall can be lowered. The strength of the 3NT should not be reduced</p>

## Namyats

NEW

is a convention that employs a 4-of-a-minor opening to show a strong 4-of-a-major opening.

Bid	Meaning
4♣	A strong 4♥ opening
4♦	A strong 4♠ opening

What does "strong" mean? Let's assume you deal with nobody vulnerable. Consider these two hands:

A) ♠5 ♥K Q J 10 7 6 5 3 ♦4 3 ♣5 4

B) ♠3 ♥A Q J 10 8 7 6 2 ♦K Q 2 ♣4

With both hands, you'd like to pre-empt 4♥ to make it difficult on the opponents. The first hand is somewhat normal, but the 2nd hand is really too good to pre-empt--you could easily miss a slam. Playing Namyats, you still open Hand A) with 4♥, but can open Hand B) with 4♣ to tell partner you have "extra."

The exact amount of extra depends on vulnerability and position. If vulnerable, a 4-level pre-empt is sound to begin with, so a Namyats opening would be even better than sound. Still, the hand can't be too strong; I would open 2♣, not Namyats (4♦) with: ♠A K Q J 8 7 6 2 ♥A Q ♦A 3 ♣2.

### Responses

After a Namyats opening, the partner has several choices. With no slam interest, he will sign-off in 4-of-the-shown major. With mild slam interest, holding exactly 2 KC he bids the in-between-step. For example, after a 4♣ opening, say responder holds: ♠A 8 7 6 5 ♥2 ♦A J 5 4 ♣Q 8 3. He can bid 4♦ to say: Partner, I am mildly interested--if you have a little extra, please cooperate with me. This bid says nothing about diamonds--it is completely artificial. Hold the hand B) above partner will sign off in 4♥ as 2KC is not sufficient for a slam.

The partner of a Namyats opener can also use Blackwood, control-bid, or just bid a slam.

## 4 – CONVENTIONS

<b>Bergen Reversed – 4 card support</b>		
System on after X and interference and on 1 level 1♥ (1♠) but NOT by a passed hand		
Opener	Responder	Meaning
1♠ (or 1♥)	3♣	9 to bad 12 dummy points Opener's bid of 3♠ is to play, or 3♦ asking for range. Responder bids; 3♠ for lower range or 4♠ for higher range
	3♦	7 – 8 dummy points,
	3♠	4 – 6 points – opener raise to 4 with 18+ points
As slam invitation Opener bids singleton or with good hand no singleton 3NT		

<b>2 way Drury Reversed</b>			
Is only used after a 3 <sup>rd</sup> and 4 <sup>th</sup> seat after opening of 1♥ 1♠. Bergen Convention not in force			
System on after X and interference on 1 level 1♥ (1♠)			
Opener	Responder	Opener	Meaning
1♥	2♣ (Drury)		10 – 11 HCP, 3 card support asking for quality
		2♦	Normal opening +12 HCP
		2♥	A sub-minimum hand (10-11 points)
1♠	2♦ (Drury)		10 – 11 HCP, +4 card support asking for quality
		2♥	Natural, 4+ hearts, does not guarantee a full opening bid
		2♣	A sub-minimum hand (10-11 points)
			Any other bid full opening
Pass – (Pass) - 1M – (Pass) – 3m > show 5+m and 4 M Good 11 - like			
♠ KQ64 ♥ 9 ♦ 4 3 ♣ AJ1053			

<b>Fourth Suit Forcing</b>
After an initial 2/1 Game Forcing response, the 4th suit bid means
<ul style="list-style-type: none"> <li>- Responder has a legitimate two-suited hand, or responder has no other good bid available The following bid will clarify the situation</li> </ul>
<ul style="list-style-type: none"> <li>- In a non 2/1 bidding situation the 4<sup>th</sup> suit forcing is semi-forcing on the 2 level with +11 HCP. On the three level it is always 1. Game Force / 2. Asking for 3 card Support of bid Major / 3. Asking for Stopper in bid suit</li> </ul>
A 4 <sup>th</sup> suit bid by a passed hand is forcing for one round

## Game Try – Long Trial Suit (LSGT)

After we open 1♥ or 1♠ and partner raises to 2, what should we do? We should add at least a point to our original evaluation, because our 5+ card suit is now worth more. For example, ♠K10765 might not be worth much opposite a singleton, but knowing partner has support (picture ♠QJx), means we have lots of tricks in our suit. With a re-evaluated strength of less than 16, game is unlikely (facing at most 9 or a so-so 10). With about 16-18 in strength, we want to invite game. This is done by bidding a new suit (typically something like Axxx or Q10x -- where you want partner to evaluate his cards in that suit to help with marginal decisions). A re-raise (1♥-2♥-3♥) should just be a blocking bid--based on the LAW of Total Tricks--not invitational. With more than 18, opener just bids game (no need to give away extraneous information). What if the opponents interfere after the raise? After 1♠ (Pass) 2♠ (3♦), opener can bid 3♠ just to compete (not invitational). To invite game, he has to bid a new suit (in this case, the only try is 3♥--and says nothing about hearts). What if the opponents overcall in the suit one below opener's? For example: 1♥ (2♦) 2♥ (3♦) ?? In this case, 3♥ is needed as just competing for the part score (not inviting game). If opener wants to invite, the partnership has to use "Game-Try Doubles" -- whereby double of the suit 1-under is not penalty, but invites game. In all cases above, responder would bid game with about 9-10 and reject with about 6-7. In between hands require judgment

## Short suit Game Try (SSGT) with a good shape and shortage (single or void)

Heart suit agreed 1♥ - 2♥ - ? **DELETE MEMORY PROBLEM AND NEVER USED**

Opener	Responder	Meaning
2♠ SSGT	2NT Ask	3♣ - 3♦ Opener show shortness 3♥ - Opener show shortness in Spades Responder bid game or sign-off.
2♠ SSGT	With own shortness – Responder refuse asking puppet and bid own shortness	3♣ - Responder show Shortness 3♦ - Responder show Shortness 3♥ - Responder show Shortness in Spades Opener bid game or sign-off.
2NT		LSGT in Spades – Responder game or sign-off

## Spade agreed Suit – like 1♠ - 2♠ - ?

Opener	Responder	Meaning
2NT SSGT	3♣ Ask	3♦ - Opener show shortness 3♥ - Opener show shortness 3♠ - Opener show shortness in Clubs Responder bid game or sign-off
2NT SSGT	With own shortness – Responder refuse asking puppet and bid own shortness	3♦ - Responder show Shortness 3♥ - Responder show Shortness 3♠ - Responder show Shortness in Clubs Opener bid game or sign-off.

**Inverted minors – Responder hold +5 ♣ or 5 ♦ - no 4 card major**

No intervention

Opener	Responder	Meaning
1 ♣ or ♦		Best minor – diamond usually +4 card - no 5 card major
	2 ♣ or ♦	+10 HCP
	3 ♣ or ♦	Maximum 9 HCP
2 any		Any bid show stopper
2NT		Show stopper in both major suits
	New suit	Controls GF
	3 ♣ or ♦	Non-forcing
	Game bid	

Opponents Overcall (Example ♥) or Double

Opener	LHO	Responder	
1 ♣ or ♦	1 ♥	2 ♣ or ♦	6 - 9 HCP
		2 ♥	Limit raise or better or Game Force stopper asking
		2 NT	10 - 12 HCP balanced, likely stopper in ♥
		3 ♣ or ♦	2 - 5 HCP

**Michaels Cue Bid – Extended Club**

- Length should be 5 + 5 but could be 5 + 6 or in favorable vulnerability even 5 + 4
- 5 – 11 HCP depending on vulnerability or could be strong 16+ HCP
- With bids forcing Partner to 3 level stronger hand required
- The strength is in length and shape and loser count (LCT) is advisable. 7 losers for favorable and 6 losers for un-favorable vulnerability.

Opposition Opens	Michaels Cue Bid	Meaning
1 ♣	2 ♣	Natural
1 ♣	2 ♦	5 ♠ + 5 another suit ( ♥ or ♦ or ♣ )
1 ♦	2 ♦	5 ♠ + 5 another suit ( ♥ or ♣ )
1 ♥	2 ♥	5 ♠ + 5 minor suit ( ♦ or ♣ )
1 ♠	2 ♠	5 ♥ + 5 minor suit ( ♦ or ♣ )
1 Minor	2 NT	5 ♥ + 5 of unbid minor
1 Major	2 NT	Both minors

Responses

Lowest possible suit bid – weak pass or correct  
 2NT – strong asking for second suit

## Defense against Michaels Cue Bid

Partner opens 1 Major enemy makes Michaels Cue bid

Enemy bid Michaels	Responder defend	Meaning
2♥	X	Defensive strength
	2♠	Limit raise + fit in hearts
	3♥	Fit - pre-emptive and competitive
	3♠	Splinter and fit GF
	4♥	To Play
2♠	X	Defensive strength
	3♥	Limit raise + fit in spades
	3♠	Fit - pre-emptive and competitive
	4♥	Splinter and fit GF
	4♠	To Play
2♥ or 2♠	2NT	Natural and invitational
	3♣ and 3♦	Natural and F1
	3NT	No fit - stoppers in un-bid suits 13+ HCP - no slam try
	4♣ and 4♦	Splinter and fit GF
	4NT	Blackwood

## Defense for Michaels 2 NT (minors) after Major Opening

Opener	LHO	Responder	Meaning
1♥ or 1♠	2NT	X	Looking to Penalize, no primary Major fit
		3♣	Fit in Major – invitational 11 HCP and up
		3♦	Holding other Major – invitational 11 HCP and up
		3 Major	To Play – not invitational
		3 Other M	6 cards, NF
		4m	Splinter

### Weak Jump Shifts – Major (no competition)

- 6 (rarely 7) card major suit
- No 4 card holding in other major
- 2 – 7 HCP with attention paid to vulnerability
- Suit quality not very important but no more than one high card outside long suit
- An **exception** is a jump shift over 1♦ to 3♣ which is constructive and show 6+ card club suit with 11-ish HCP

### Weak jump Shifts – Major (in competition)

- 2 – 5 HCP (green)
- 4 – 7 HCP (red)
- Any raise is pre-emptive – not invitational



## 5 – SLAM BIDDING

### Roman Key Card Blackwood (NT and Major suits)

- 5 Aces used (including King of triumph) only after full agreement of trump suit
- 4 Aces for NT Contracts

Avoid Blackwood with two or more cards in unbid suit when not holding Ace or King

### When no trump agreed and NT contract likely – Blackwood 4 NT

Reply	Initiator	Meaning
5 ♣		1 or 4 Aces
5 ♦		0 or 3 Aces
5 ♥		2 Aces
	5 ♠	Responder to sign-off in 5NT
	5 NT	Asking for Kings – responses 0 – 1 – 2 – 3

### When trump agreed – Blackwood 4 NT – RKC 143052

5 ♣	1 or 4 KC
5 ♦	0 or 3 KC
5 ♥	2 KC and No Queen
5 ♠	2 KC and Queen
5NT	2KC and <b>USEFUL VOID</b>
6 of suit	1 or 3 KC and <b>USEFUL VOID</b> in mentioned suit. Don't pass 6 level over trump suit

### Queen ask (or extra length +10 combined)

After 5♣ 5♦ - next new suit except agreed trump

- No – Queen – Partner returns to agreed trump suit.
- Yes – Queen – Partner bids the cheapest outside King or jumps in the trump suit with no outside King. Could have King higher than trump suit

### 5NT after Ace response – Confirming all KC and King Ask (excl. trump K)

- Bid Kings up-the-line
- No King below trump suit return to trump suit, but can hold King in higher suit.

## Roman Key Card Minorwood (minor suit agreed) **DELETE**

Using 4NT Blackwood when aiming to reach a slam often brings the bidding too high when realizing the no slam is possible.

1♥ (pass) 2♣ (pass) 3♣ agree to trump (pass) 4♣ **RKCB for minor**

Reply	Meaning
4♦	1 or 4 KC
4♥	0 or 3 KC
4♠	2 KC
4NT	2 KC plus Queen
5♣	To play. Responder must pass as Opener realize that slam not possible

If responder bid 4NT after KC the responder his recommendation is to play in 4NT

If ♦ is the agreed trump the same principle will apply 4♦ **RKCB for minor**

4♥	1 or 4 KC
4♠	0 or 3 KC
4NT	2 KC
5♣	2KC plus Queen
5♦	To play. Responder must pass as Opener realize that slam not possible

If responder bid 4NT after KC the responder his recommendation is to play in 4NT

### King ask

If the partnership discovers that all Key Cards are accounted for, and the player must know which side Kings are held by partner, then the King-Ask is initiated. The King-Ask is **one level higher than the Minor trump suit**, which has been established as the trump suit as shown in the following auction

Opener	Responder	Meaning
1♣	2♣	Inverted minor
4♣	4♦	Minorwood / Showing 1 or 4 KC
5♦		King Ask
	5♥	1 King (trump king already shown)
	5♠	0 or 3 Kings
§§	5NT	2 Kings

### Queen Ask

To ask for the Queen of the established trump suit, then the partnership will bid *one step over the response* to the Keycard-Asking bid. For example:

4♣	4♦	Minorwood / Showing 1 or 4 KC
4♥		Queen ask
	4♠	Have Queen
	5♣	No Queen

### Exclusion Key Card Blackwood

In Exclusion Keycard Blackwood there are only four Keycards. *The Ace of the void suit is not counted.* Therefore, only the other 3 Aces and the King of the trump suit count as the four Keycards. This conventional method is initiated:

1. After establishing a trump suit
2. By a jump bid HIGHER than game level in an unbid suit
3. Or is a suit bid by Opponents

The suit of the jump bid is then *excluded* by partner from any response bids. The responses to the Keycard Asking bid is accomplished in the following manner:

Partner opens 1♠ and you hold ♠K2 ♥AQJ62 ♦KQ842 ♣-. You respond 2♥ and partner raises 3♥. The answer is EKCB – after trump has been agreed – a new suit jump-bid beyond game – show a void and asks for key cards outside that suit.

Responses to 5♣	Meaning KC outside clubs	Final contract in example
5♦	Nil	5 Hearts
5♥	1 KC	5 Hearts
5♠	2KC	6 Hearts
5NT	3KC	7 Hearts

### Interference over Blackwood – DOPI

<b>They bid</b>	Pass	1 – 4 Key Cards
	Double	0 - 3 Key Card
	1 step	2 Key Cards no Queen
	2 steps	2 Key Cards with Queen
After Pass or Double - next suit is Queen ask		
<b>They double a suit bid</b>	Pass	No control in suit double
	Re-double	1 <sup>st</sup> round control in suit doubled
	Bid	2 <sup>nd</sup> round control in suit doubled and control in suit bid

### Control Bids

Ace or void is 1<sup>st</sup> round controls and K or singleton 2<sup>nd</sup> round controls

### Following Rules apply

- A trump suit with adequate trump has been agreed
- The auction must be in a game force situation
- Bid 1<sup>st</sup> and 2<sup>nd</sup> round controls up-the-line
- If a suit is bypassed a control in that suit is denied
- If Opponents double a control bid and Partner pass – a re-double show 1<sup>st</sup> round control
- Avoid Blackwood when holding a void or singleton – use Control-bids (or Exclusion Blackwood)

### Examples

West - Dealer	East	West	East
♠6 ♥A86432 ♦K92 ♣A84	♠A32 ♥KQ97 ♦QJ ♣KQ93	1♥ 3♠ Singleton 4♦ Cue-bid 5♥ 2 Controls	2 NT Jacoby 4♣ Cue-bid 4 NT Blackwood 6♥
West - Dealer	East - Dealer	West	East
♠A1063 ♥9 ♦AJ964 ♣KQ2	♠KQ8764 ♥AQ3 ♦K2 ♣98	1♦ 3♠ 4♥ Cue-bid – with control in clubs otherwise sign off in 4♠ 5♥ 2 Controls	1♠ 4♦ 4NT 6♠

### Interference over Control Bid

They bid or double our control bid	Pass	No Control in that suit
	Double & Re-double	1 <sup>st</sup> round control in that suit
	Bid	First or second round control in their suit plus control bid in bid suit

### Splinter Bids

A splinter bid is a jump bid in a new suit that makes no sense as a natural bid.

A Splinter bid is artificial and show

- A Singleton or void in the bid suit
- A good fit (combined 9 cards) in trump – 4+ cards in Major, 5+ cards in Minor
- Is forcing to game and suggest the possibility of slam

#### Recommendations

- Because the Splinter Bid is game-forcing, the amount of strength needed to splinter can be obtained by subtracting the number of points partner has promised from 26.
- Imperfect to splinter suit with high honor, but sometimes best choice
- With stronger hand Jacoby 2NT is preferred to keep the auction on lower level

**Rule of 26** - If your partner makes a splinter bid and you can add up all your points outside the splinter suit and it is 26 HCP or more you should consider bidding a slam

### Examples of Splinter Bids - double jump raise

Opener	Responder	Splinter bid
1 ♥	3 ♠	♠ 10 ♥ KJ76 ♦ KQ6 ♣ K8752
1 ♥	4 ♣	♠ AQJ3 ♥ Q876 ♦ Q8632 ♣ -

### Examples of Splinter Bids – single jump raise

Opener	Responder	Opener	Responder	Meaning
1 ♠	2 ♥	4 ♦		♠ AK632 ♥ A763 ♦ 7 ♣ K82
1 ♦	1 ♥	2 ♦	4 ♣	♠ A762 ♥ AJ107 ♦ A875 ♣ 6
1 ♠	1NT	2 ♥	4 ♣	♠ A5 ♥ A87653 ♦ 8764 ♣ 2
2 ♣	2 ♥	2 ♠	4 ♦	♠ K965 ♥ K642 ♦ 7 ♣ 8652
1NT	2 ♣	2 ♥	3 ♠	♠ 5 ♥ K642 ♦ AQJ7 ♣ 8652

### Openers Responses after Splinter Bid

- Re-bid Major (sign-off – bad fit)
- Italian Control Bid (slam interest)
- 4NT – 1430 RKC

### Jacoby 2NT +13 HCP 4 cards – GF – 1♥ – 2NT

Examples are same for the other Major

Opener	Meaning
3 ♥	Strong (< 6 losers), thereafter cue-bid or 4NT
4 ♥	Minimum opening – no slam interest
3 new suit	Void or singleton, thereafter cue-bid,
4 new suit	Strong 2 <sup>nd</sup> suit, + 4 cards, 2 of 3 top honours
3NT	Balanced – asking for Cue-bids

### Josephine – Slam Try

A Major suit is agreed as trump or you show support to Partners Major suit on 5 level

5 ♥	Josephine Slam Try	
	Pass	0 – 1 Top Honours
	6 ♥	2 top honours in trump
	6 NT	3 top honours in trump

## 6 – CUE BIDS

### Limit Raise or Better when Partner Overcalls

Opponents open and partner overcalls

West	East	West	North	East	South
♠ KJ7	♠ AQ642	-	1♦	1♠	pass
♥ KJ3	♥ Q8	?			
♦ 64	♦ 752				
♣ QJ852	♣ J106				

East has overcalled and does not promise an opening hand. In fact he could have anything from 6 to 16 points. With this actual East holding (a decent 1-level overcall) a 3♠ contract would be too high.

So if West cannot bid 3♠ then how does he show the values for a 3♠ raise should partner have a good overcall? The answer is the Limit Raise Cue Bid. Playing this convention West cue bids the opener's suit to show a sound raise to 3♠ (or better). So playing the Limit Raise Cue Bid we can stop at the two level if partner has a minimal overcall. And playing this treatment has additional advantages in that direct raises of partner's overcall are pre-emptive.

Note that the cue bid still applies if RHO bids over partner's overcall. So after -

West	North	East	South
-	1♦	1♠	2♥

a 2♠ bid by West would simply be competitive, 3♠ or 4♠ would be pre-emptive and 3♦ would show the limit raise or better. You would have to agree what 3♥ means, it's probably best to use it to show 4 card trump support but some players simply cue whichever suit they are stronger in and make a jump cue bid to show 4-card support..

#### The Jump Limit Raise Cue Bid

♠ KJ73  
♥ KJ3  
♦ 64  
♣ Q985

This hand is very similar to previous hand but the 4<sup>th</sup> trump, however, is very important, Therefore make a jump cue bid of bid 3♦ to show a sound raise to the three level or better. Note that this situation is not a Splinter.

This bid forces the partnership to the three level, but even if partner has a minimum there is a total of nine trumps and the Law of Total tricks applies.

## Limit Raise when the Opponents Overcall

The limit raise cue-bid is used in the following situations

North Partner	East	South	Meaning
1♠	2♥	3♥	Limit raise or better in Spades
1♣	1♦	2♦	Limit raise or better in Clubs or Game Force stopper asking
1♣	2♠	3♠	Game Forcing +14 HCP in Clubs or NT
1♥	3♦	4♦	Game Forcing +14 HCP in Hearts

Raises without using the limit cue-bid

North Partner	East	South	Meaning
1♠	2♥	2♠	6 – 9 HCP 3 card support
1♠	2♥	3♠	4 – 8 HCP 4 card support
1♥	3♦	3♥	6 – 10 HCP
1♥	3♦	4♥	10 – 13 HCP or good shape

## Western Cue Bid

Bidding the opponents suit on 3 level is not natural. Does it ask for a stopper (Western Cue bid) – the answer is yes but not always

West	North	East	South
1♣	Pass	1♥	1♠
3♣	Pass	3♠	

East's 3♠ is obviously not natural. Is it a spade stopper or asking for a spade stopper or a control bid? It can be any of above – but West must assume that East is looking for a spade stopper and bid 3NT with spades stopped.

Alert as Artificial and Forcing

## Forcing or Non-forcing

The principle is that a Cue-bid by responder after a double is Game Forcing

Examples

North Partner	East	South Responder	West	
1♣ 1♠	1♥ Pass	Double 2♥	Pass	Game Force
1♣ 2♣	1♦ Pass	1♠ 2♦	Pass	Forcing
- 1♥	1♦ Pass	Double 2♦	Pass	Forcing – Strong - same as 2♣ opening
- 2♥	1♥	Double	Pass	Forcing +12 HCP – can be passed later if South has light double
- 2♥ 2NT	1♥ Pass	Double 2♠	Pass Pass	As above but non-forcing as minimum and lacking shape
- 2♥ 3♣	1♥ Pass	Double 2♠	Pass Pass	Forcing
- 2♥ 3♣ 4♣	1♥ Pass Pass	Double 2♠ 3♠	Pass Pass Pass	Non-forcing – Lacking Fit
- 2♥ 3♠	1♥ Pass	Double 2♠	Pass Pass	Forcing



## 7 – DOUBLES

### Take-out Doubles

A take-out double usually show a hand worth opening – but does not promise it

A. When short (0-1) in opponents suit strive to take actions – like double below			
♠ A1084	♥ K1085	♦ K975	♣ 4
B. With a moderate hand that qualifies for a double or an overcall in a Major – prefer the overcall. Double followed by a bid show at “big” double.			
C. A take-out double of a Major does not guarantee 4 cards of other Major – opponents opens 1♠			
♠ 86	♥ KQ8	♦ AQ43	♣ A653
D. An off-shape double is asking for trouble. Even with a big hand don't double if short in unbid major. Best bid on below holding is 2♦			
♠ 64	♥ AJ	♦ KQ862	♣ AK85
E. The Rank of RHO suit is very relevant when considering a double with boarder-line hand. An aggressive double of 1♣ is safer then of 1♠			
F. A bid of a new suit after a take-out double when the responder made a minimum response show +17 HCP and a good 5 card suit			
G. A bid of 1NT after take-out double when the responder made a minimum response show a balanced hand with 18-19 HCP			
H. A bid of 2NT after take-out double when the responder made a minimum response show a balanced hand with 20-22 HCP			

### Responses after a take-out double

Pass	Penalty – Good holding in Opponents suit. Expecting better score then own likely Contract
Lowest suit bid	Weak hand. No good suit - Can be 3 card suit.
Suit bid	Maximum 7 HCP. Preference to Major – even with 5m and 4M
1 NT	7 – 10 HCP – Stopper in Opponents suit
Jump Bid	8 – 10 HCP. Show 4 cards. Preference to Major
Double Jump	8 – 10 HCP. Show +5 cards. Preference to Major
Cue bid	+12 HCP any holding or +10 HCP with +4 – 4 in Majors.
3M or 4M	Sufficient points or shape with +5 card Major for invitation or game

If Partner bid new suit or raise Partners Suit this show +16 HCP

### Other Doubles

**Card Showing Doubles;** are made on many actions where it is likely that our side has the balance of power. They are especially necessary after an enemy pre-empt. Because this doubles do not promise shortness in the opponent's suit partner is welcome to pass when he doesn't have a good alternative.

**Responsive Doubles;** are takeout doubles after the opponents bid and raise a suit, and partner bids or doubles. Because the opponents have found a fit partner is unlikely to leave to double in at the two or three level.

**Support Doubles;** are made by the opening bidder with a 3-card support after partner responds 1♥ or 1♠ after RHO overcalls at a low level. A Support Double says nothing about the strength of opener's hands, his distribution or the quality of his trump. If opponents double responders bid a re-double has the same meaning as a support double.

**Balancing Doubles;** are made when a pass would end the auction. Because it's "now or never" for you side they can be made with a weak hand, especially when you are short in opponents suit. Example below.

When partner makes a "trap-pass" a balancing double can result in a lucrative penalty.

♠ J953	♥ 4	♦ Q854	♣ A964
(1♥) Pass	Pass Double (Balancing)	(2♥)	Pass

**Lead-Directing Doubles;** is a double of opponent's artificial suit which suggests that partner lead the suit you doubled. It promises both length and strength.

**Maximal Overcall Double;** can be made by either side. They are usually made by the Opener after responder raises his major to the two level and your RHO bids the suit under it. In the example of 1♠ - (2♥) - 2♠ - (3♥) an overcall Double is a game try, while a bid of 3♠ is competing

**DELETE Memory and rare Snapdragon double;** is a competitive double after the first three players bid three different suits. A Snapdragon double by the fourth player is artificial and forcing. It advertises length in the lone unbid suit (5+ cards), at least 8 points but too little for a bid on the 2 level, and tolerance in Partners suit (at least 2 c

**Negative doubles;** description on following pages

### Negative Doubles

- Made by Responder after partner opens and RHO overcalls (or jump-overcalls) in a suit.
- A negative double followed by a bid in a suit is weak (opposite to a take-out double)
- A negative double is valid up to 4♦ - thereafter it is treated as optional either negative or penalty promising 10 HCP and tolerance for partner's suit.

Strength required	Level
+6 HCP – Good shape	One
+8 HCP – No shape	One
+8 HCP	Two of a minor

+9 HCP	Two of a major
+10 HCP	Three or higher of a suit
<b>Bidding Sequences</b>	
1♣ - (1♦) – Double	Always promise 4 cards in both Majors
1m – (M) – Double	Always promise the other Major
1♦ - (2♣) – Double	Promise at least one Major
1♥ - (1♠) or 1♠ - (2♥) – Double	Promise at least one minor – denies support in Mayor
<p>Use Aggressive actions when</p> <ul style="list-style-type: none"> <li>• Short in Opponents suit and/or</li> <li>• You know you have a fit and/or</li> <li>• You have tolerance for openers suit and/or</li> <li>• You have ideal distribution in unbid suits and/or</li> <li>• You have prime cards (Aces and Kings)</li> </ul> <p>Discretion is recommended with</p> <ul style="list-style-type: none"> <li>• Length in the Opponent's suit and/or</li> <li>• Shortness in Partner's suit and/or</li> <li>• Flawed distribution in unbid suits and/or</li> <li>• A hand with Quacks</li> </ul>	

<b>Opener's re-bids after responders negative double</b>	
Cue-bid	Game-force – Nothing else about opener's hand
All Jump-bids	Invitational
Jump to game	Weaker than cue-bid
3NT Double-Jump	Strong un-balanced hand with long minor
Reverse	Round-forcing
<p>Opener may be stuck and forced to</p> <ul style="list-style-type: none"> <li>• Rebid a 5 card suit OR</li> <li>• Bid a suit with 3 cards OR</li> <li>• Bid 1NT without stopper</li> </ul>	

<b>Minor Openings – Doubles and Cue Bids</b>				
1♣	1♦	X	Always 4 – 4 in Majors	
Opener's responses			1M → 3 cards	
			2M → 4 cards – minimum	
			3M → 4 cards – invitational	
			4M → 4 cards – good hand	
Opener respond 2♦ Game Force			<ul style="list-style-type: none"> <li>• Asking for stopper</li> <li>• Strong in Clubs</li> <li>• Fit in Major – very strong</li> </ul>	
1♦	X	Pass	2♦	Show 4 – 4 in Majors 8 – 10 HCP or 11+ any distribution

**Over Opponents take-out double (1 of a suit – double - ???) NEW**

**...there are many options**

PASS doesn't say that he has (or don't) have support. It just shows a weak hand – usually about 0-6 HCP (but is could be more)

REDOUBLE is another option showing +10HCP and no support in Opener's suit. With +2,5 defensive tricks Opener is forced to pass leaving further actions (possible penalty double) to responder. All further doubles are for penalty.

**ONE LEVEL RESPONSES 1X "Double – 1Y**

Usually he will have less than 10 HCP – but he could actually have more. With ♠ A K 8 6 5 ♥ 3 ♦ Q J 8 6 ♣ 6 5 bid 1♣ over the double. Rather start to describe your suits than to redouble and risk the auction getting too high. If instead you hold ♠ A Q 7 6 ♥ K Q ♦ J 10 9 8 ♣ 10 4 3 redouble and hope to penalize the opponents. 1-level suit bids are therefore FORCING. I want to be able to bid 1♣ on the hand above without the risk of being passed out.

A 1NT response after a double shows 6-9, balanced.

**TWO LEVEL SUIT RESPONSES like 1♥ - Double - 2♣ or 1♠ - Double - 2♥**

Recommend that a 2-level bid after a double is natural and NOT

FORCING. Since you can redouble with 10 HCP, a 2-level response is assumed to be less than 10 HCP. For example, on the first auction, East could have

♠ 4 2 ♥ 4 2 ♦ 7 6 5 ♣ A Q J 9 8 7 or ♠ 7 ♥ K Q 10 9 7 6 ♦ J 5 4 ♣ 9 8

**JUMPS TO 2 LEVEL like 1♦ - Double - 2♠ are weak and 6+**

**JUMPS TO 3 LEVEL are Bergen**

2NT / TRUSCOTT over a Major is used to show a limit raise with 3 cards support. Opener bids 3 of Major to show minimum and a new suit is invitational Help suit.

**Opener's bread and butter issues after responders negative double**

Can Opener introduce a 3 card minor	Yes
Can Opener introduce a 3 card Major	Yes
Can Opener re-bid a 5 card minor	Yes
Can Opener re-bid a 5 card Major	Yes
Does a 1NT re-bid guarantee a stopper in the enemy suit	No
Is Opener's jump shift forcing to game	No
Is 4NT unusual by responder after a 4♥ - 4♠ overcall?	Yes

**Partnership – Bread and Butter Issues**

Negative Doubles – How high?	4♦ optional to 5♦
After 1♣ - (1♦) – can you respond with 4 cards Major?	Yes
After 1 minor – (1♥) – does 1♠ promise 5 cards?	Yes
Does a negative double guarantee both unbid suits? 1♣ - (1♦) – Double 1m – (M) – Double 1♦ - (2♣) – Double 1♥ - (1♠) or 1♠ - (2♥) – Double	Yes No No No
Is a jump shift weak after a simple overcall?	Yes
Is 4NT unusual by responder after a 4♥ - 4♠ overcall?	Yes

## 8 – SYSTEM ON – OR SYSTEM OFF

Opening bid / Convention	Double	Overall
2 over 1 and 1 NT Forcing	1NT – Non-forcing Un-passed hand – New suit 8 – 11 HCP constructive and round forcing Passed hand – new suit non-forcing	1NT – Non-forcing Un-passed hand – New suit 10-ish constructive and round forcing Passed hand – new suit non-forcing
1 NT	On	Lebensohl
2♥ 2♠ 2 NT	On	Off
2♣	System Convention	System Convention
2♦	System Convention	System Convention
Two Way Check-back	On	Off
Bergen Raises	On	On – 1 level
Drury Reversed	On – 3rd position	Off
Inverted Minors	System Convention	System Convention
Jacoby	On	On – 1 level
Splinter	On	On

## 9 – LEADS AND SIGNALS

### Alternative 1

**Leads:** Small is positive

**Discards / Signals** in trump contract: small is positive

**Discards / Signals** in NT contracts: Lavinthal

**Count signals:** when declarer plays, small / high is odd, high / low is even number of cards

**Doubleton in suit Contracts:** When Partner leads Ace or King – high - low

**Doubleton** When leading and or discarding – high – low

### Alternative 2 (Fernando Piedra)

**Leads:**

- Both suit and NT contract; 3 – 5<sup>th</sup> (even with 3 small cards)
- Exception – when leading against NT in partners suit – with 3 cards lead highest, with +4 cards lead second highest
- Top of sequence

**Discards / Signals**

- In trump contract: small is encouraging
- In NT contracts: Lavinthal
- When Partner leads high card – the first discard is always attitude
- Count from second card played in the suit
- Honour shows sequence (or “wake-up”)

**Count signals:**

- Low / High is odd
- When enemy plays show count
- When Partner plays – if you are unable to beat dummy – show count

**Doubleton**

- When Partner leads or discarding – Low / High
- When leading and High / Low

### **Guide lines - Opening leads against trump contracts**

1. When declarer pre-empts, try to make an aggressive lead – including an Ace
2. Analysing the enemy auction can allow to find the killing lead
3. If Partner had the chance to make a lead-directing double, lead a different suit
4. Lead an honour in Partners bid suit, when you have a sequence, or short suit or other good reason
5. If you raised Partners suit without honour in it and lead the suit – lead top of nothing
6. If the Opponents have the balance of power and a fit, you only hope may be to lead a strong short suit
7. If an Opponent jumps to slam without bidding Blackwood, he is likely to have a void.
8. Try to make an aggressive lead against a small slam – even leading an Ace
9. When you have a void, try to „wake-up “Partner by intentionally making „wrong “lead.
10. If Partner doubles their slam (called Lightner double) assume he has a void and try to „find “him

### **When leading a Trump?**

1. When declarer has a two-suited hand, a trump lead is often best.
2. When the opponents bid 1 of a Major – 1NT – 2 of a minor – Pass. Lead a Trump – responder is short in opener’s major
3. With a strong holding in declarers longest side suit – lead a trump
4. When the Opponents have limited strength and no outside source of tricks – lead a trump
5. When dummy is known to have a short suit – a trump lead is usually best
6. Never lead a trump just because you cannot find another lead



## Guide lines - Opening leads against NT contracts

1. A sequence in NT requires 2 ½ consecutive cards QJ9, J108, 1097
2. When leading from strength in opponents' suit, lead an honour only if you have a 4-card sequence
3. When Partner is known to be weak you should often NOT make a textbook lead
4. If declarer must be short in a suit, strive to lead it and „use up the honours from the short side first.
5. Unless Partner promises that suit, avoid leading 4 card suits which have the Ace but lack the King
6. With 4 cards headed by AK don't lead low
7. Leading declarer's 4 cards suit is sensible when you have length and strength in that suit
8. A NT response to 1 diamond usually includes 4+ clubs
9. Going passive is usually best after 2NT – 3NT,
10. Unless Partner bid that suit, it is usually not good to lead from a 4-card minor
11. After an artificial bid Partner pass is significant.
12. On many hands Partner's 'pass can provide valuable negative inferences
13. When you need to make an aggressive lead – a 3 card suit with 2 touching honours is attractive
14. Leading from strength thru dummy's length will often give up a trick by „finessing yourself “
15. Against 6NT when opponents have promised a long suit, lead aggressive
16. Partner's „out of the blue “double shows a long Major – so lead your shortest Major.
17. If your side did not bid, Partner's 'penalty double demands a lead in dummy's first bid suit.

## Journalists' Leads

Leading a 9 or 10 show 0 or 2 higher cards. This is useful against NT contracts but also against suit contract or when leading a new suit after trick 1 in any contract

The 9 = 0 or 2 higher, 2 higher it promises the 10

The 9 = None or 2 higher 2 higher it promises the 10	♠987	♥Q1098	♦K1098	♣A1098
The 10 = None or 2 higher 2 higher it promises the Jack	♠1098	♥KJ109	♦AJ109	
The Jack shows the 10 and denies a higher honour	<ul style="list-style-type: none"> <li>J1087 J108</li> </ul>			
The Queen shows the Jack	<ul style="list-style-type: none"> <li>QJ98 QJ10 AQJ10</li> </ul>			
The King shows the Queen	<ul style="list-style-type: none"> <li>KQ10 KQJ</li> </ul>			
The Ace shows the King	<ul style="list-style-type: none"> <li>AK AK10 AK109 AKJ AKQ</li> </ul>			

If Opener leader has a very strong suit where he is eager to locate an honor, he should play the honor directly above it – “Partner if you got it – Play it.”

With KQ109 – play the Queen to demand the Jack

With AKJ10 – play the King to demand the Queen. If Partner don't have the Queen, he should give count