

KS⁺ – A Modification of KS

© Moty Katzman (katzman@math.umn.edu)

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Introduction

The bidding system to be presented in this document is a variation on KS. The basic structure is similar to KS as described in:

[EK] Kaplan-Sheinwold Revised (stenciled notes, 1972).

Its main features are weak notrump openings (12-14 HCPs), five card majors, inverted minors, (Semi-)forcing 1NT response over 1M and 2m/1M game forcing. One consequence of this structure is that a suit opening at the one-level shows either a 5^+ card suit or a strong (15^+ HCPs) hand (the only exception occurs with (4441) hands.)

The significant changes from KS are the introduction of intermediate hands (8-8.5 playing tricks) with long suits through multi- $2\heartsuit, 2\spadesuit$ and $2\clubsuit$, narrowing down the strength range of a one-level opening bid and allowing natural reverse sequences. Also, many sequences were significantly improved, among them all sequences after 1NT, $2\clubsuit$, forcing raises after 1M, and many more. Game forcing 2/1 sequences were also modified to reflect the sound theory advanced by John Gowdy and Fred Gitelman in their "Canadian Masterpoint" articles.

But perhaps the most significant improvement is the systematic treatment of competitive auctions, incorporating many new ideas including some of the successful methods introduced by Marty Bergen.

This document is organized in almost independent modules, each one dealing with continuations to a specific opening bid, with certain artificial gadgets which are incorporated into the system or with special isolated aspects of the bidding.

Any sequence of bids separated by a "-" indicates that opponents are silent, while a sequence of bids separated by a "=" is showing the bids of all the players. A shape within "(" and ")" shows any permutation of the given shape, while a shape within "[" and "]" shows exactly one shape. For example (4333) is the same as ([4333] or [3433] or [3343] or [3334]) and [44(32)] shows ([4432] or [4423]).

The following notation is used in this document: m=minor, M=major, om=other minor, OM=other major, X is either double or when preceded by a digit is any new suit, XX=redouble. "Forcing" usually means "forcing for one round."

Throughout this document I have tried to provide the probabilities of some relevant hands. I have produced these with the program "dealer" written by Hans Sater (sater@sater.home.cs.vu.nl).

I strongly encourage the readers to send me their remarks and criticisms on this document. I will especially welcome analysis of real life hands bid using this system showing its virtues or defects.

I would like to thank Miklos Gyimesi, Dan Hirschberg, Matthew Merzbacher and Andrew Wiggin for their useful comments.

Moty Katzman (mordechai.katzman@integral.com)

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Chapter 1

The 1NT opening bid

An opening bid of 1NT shows 12-14 HCPs and a balanced hand, either (4333),(5332) or (4432), very seldom with a 5 card major. Occasionally a bad 15 HCPs point hand or a three quick trick hand such as ♠xx ♥Axxx ♦AKxx ♣xxx will be also opened 1NT.

1.1 The auction after 1NT=p

2♣ Stayman- Usually an invitational or better hand *with or without a 4 card major*. Opener bids 2♦ with no 4 card major, 2M with a 4 card major, 2♥ with both. 2♣ can be also bid with a weak hand with 43 or better in the majors. The following table shows in which contract you should expect to land having different hand shapes.

shape	Major fit		Diamond fit						
	7	8	5	6	7	8	9	10	11
[4432]	0.0%	51.5%	4.1%	16.8%	18.0%	9.7%	0.0%	0.0%	0.0%
[4441]	0.0%	51.3%	0.0%	5.6%	19.7%	16.7%	6.6%	0.0%	0.0%
[4450]	0.0%	51.4%	0.0%	0.0%	8.0%	22.5%	14.2%	4.0%	0.0%
[(43)42]	30.6%	25.8%	0.0%	4.7%	16.7%	15.5%	6.8%	0.0%	0.0%
[(43)51]	30.6%	25.9%	0.0%	0.0%	6.7%	19.3%	13.2%	4.3%	0.0%
[(43)60]	30.4%	25.6%	0.0%	0.0%	0.0%	9.4%	21.8%	10.6%	2.3%

And of course, there is also the possibility of talking opponents out of a penalty double when it is not clear how good a fit there is.

After 1NT-2♣-2♦:

- pass** Garbage Stayman
- 2♥,2♠** 54 in the majors, invitational.
- 2NT** Invitational.
- 3m** 5⁺ card suit, game forcing, slam oriented. By a passed hand it is invitational with a four card major and 5+ cards in m.
- 3M** Smolen , 4 cards in M, 5 cards in OM, forcing. Opener signs off in game with a minimum, bids 3♠ (M=♥) with a good had, or cue bids a minor with a very good hand.
- 4♣** Gerber
- 4♦,4♥** Delayed Texas transfers, 6⁺4 in the majors, no slam interest, or a very strong hand with void, planning to Voidwood .

4NT,5NT	Quantitative.
5M	GSF.
5m,6X	Signoff.

After 1NT-2♣-2M:

pass	Garbage Stayman.
2♠	4 ⁺ card suit, invitational.
2NT	Invitational.
3m	5 ⁺ card suit, forcing, slam oriented. By a passed hand it is invitational with four cards OM and 5+ cards in m.
3M	Invitational.
3OM	Sets M as trump suit, and responder may be planning to RKC in M in his next bid.
4m	Void, fit in M, slam interest.
4NT,5NT	Quantitative.
5M	GSF.
5m,6X	Signoff.

2♦,2♥,2♠,2NT Jacoby transfers- The reader may wonder why a weak notrump system needs these transfers. While it is true that opposite a game going hand there is no urgency for opener to be the declarer, there are other benefits to Jacoby transfers. For example, holding ♠Kx ♥KJxxx ♦Kxx ♣Jxx opposite a 1NT opener, it is hard to invite to a game in hearts without transfers. Also, holding ♠xx ♥KJxxxx ♦x ♣xxxx I would certainly want the 1NT opener to be the declarer. Of course, the suit being transferred into is 5⁺ cards long, with ambiguous strength. Over 2♦ or 2♥, opener will transfer on the cheapest level with two or three trumps, to the three-level with four trumps and 12-13 HCPs, and will bid his doubleton with four trumps and 14 HCPs. With 4 trumps (4333) shape and maximum opener may bid 2NT. Passed hands may re-transfer, non-passed hands cue bid, ie. p=1NT=2♦=3♣=3♦ is a re-transfer while 1NT=2♦=3♣=3♦ is a cue-bid.

A 2NT rebid by responder will be invitational, 3NT will be offering a choice of games. After a transfer to a major a new suit is forcing and natural, except for 1NT-2♦-2♥-2♠ which shows an invitational hand, with at least 55 cards in the majors. A transfer to a major followed by 4NT is quantitative- opener may cue bid cheapest ace or king. To inquire about aces, responder transfers on the four-level and then bids 4NT. A transfer to any suit followed by a jump into a new suit is a slam oriented splinter with 6⁺ card suit. Opener shows interest by cue bidding.

Responder with a weak hand with both minors will transfer to diamonds and pass opener's response.

Over 2♠ or 2NT opener refuses to transfer (by bidding next step) with two or three small trumps, with the exception of 1NT-2NT in which responder may have a weak hand with both minors; in this case opener will transfer with better diamonds than clubs. This guarantees finding a minor suit fit when responder has both minors.

After a transfer to a minor, a new suit is a cuebid showing strong slam interest; 3NT is a signoff with no slam interest: after 1NT-2NT-3♦-3NT responder may have ♠Ax ♥xx ♦KQxxxx ♣xxxx or so; 4m is RKC in m.

Here is a description of some auctions after a Jacoby transfer:

Sequence	Non-passed responder	Passed responder
2♠-2♥-2♠	5 ⁺ 5 ⁺ in ♥,♠, invitational	5 ⁺ 5 ⁺ in ♥,♠, invitational
2♠-2♥-3m	5 ⁺ 4 ⁺ in ♥,m, forcing	5 ⁺ 4 ⁺ in ♥,m, invitational
2♥-2♠-3m	5 ⁺ 4 ⁺ in ♠,m, forcing	5 ⁺ 4 ⁺ in ♠,m, invitational
2♠-3♣-3♦	5 ⁺ 5 ⁺ in ♣,♦, forcing	impossible
2♠-2NT-3♣	signoff	signoff
2♠-2NT-3♦	5 ⁺ 5 ⁺ in ♣,♦, forcing	impossible
2NT-3♣-3♦	signoff	signoff
Transfer to a minor and new suit	cuebid- strong slam interest	impossible
Transfer to a minor followed by 4m	RKC	impossible
Transfer to any suit followed by 4NT	quantitative- choice of contracts; opener may cuebid	impossible
Transfer to M followed by jump to 4M	6 ⁺ card suit mild slam interest	impossible
Transfer to any suit followed by a jump shift	6 ⁺ card suit, splinter slam interest	impossible
Transfer to ♠ followed by 3♥	6 ⁺ -5 ⁺ in majors invitational	6 ⁺ -5 ⁺ in majors invitational
Transfer to ♠ followed by a jump to 4♥	5 ⁺ -5 ⁺ in majors no slam interest	5 ⁺ -5 ⁺ in majors
Transfer to ♥ followed by jump to 3♠	5 ⁺ -5 ⁺ in majors game forcing	5 ⁺ -5 ⁺ in majors game forcing (rare!)

3♣,3♦,3♥,3♠ Splinters in ♦,♥,♠,♣ respectively. Game forcing with strong slam interest opposite a good fitting hand. Opener cue-bids shortness with a good fitting hand, jump cue-bids with an *super* fitting hand, otherwise he bids suits up the line or 3NT with good stoppers in responder's short suit. By a passed hand, it is invitational (non-forcing), trying to avoid a bad 3NT.

If a partnership holds 27⁺HCPs in three suits together with some fits, chances are that there will be no losers in those suits, while 23⁺HCP's will usually guarantee at most one loser. Hence, responder will splinter with 15⁺HCPs in his three suits without singleton ace or 12⁺HCP's with singleton ace, while opener will give a positive response with 10-11 HCPs outside short suit and no fourth suit ace or 8-9 HCPs with fourth suit ace, while a super-positive response requires about 12-14 HCPs with no fourth suit ace or 10-12 HCPs with fourth suit ace.

Opener will sometimes have the values for a positive response, but not the right shape (usually (4333) with four cards in responder's short suit). In this case, opener may give a positive response followed by a NT bid, showing a stopper in responder's short suit and three card support. A second cue bid by opener shows three card support with no stopper.

Lets see some examples:

♠A93	♠KQ5	1NT	3♠
♥KQ73	♥A952	5♣(++)	5♦
♦K954	♦AQT87	5♥	6♥
♣J2	♣9	p	

Responder needs a super positive response to have a slam- and he gets it. Suits are bid up the line, a fit is found and the slam is bid.

♠A93	♠KQ5	1NT	3♠	A mere positive response is not enough, opener signs off in game.
♥KQ73	♥A952	4♣(+)	4♦	
♦J2	♦AQT87	4♥	p	
♣KT75	♣9			

♠A93	♠KQ5	1NT	3♠	A positive response is enough now. Not a great slam, though.
♥KQ73	♥AJ52	4♣(+)	4♦	
♦J2	♦AKT87	4♥	6♥	
♣KT75	♣9			

♠QJ7	♠K942	1NT	3♣	Opener has values for a positive response but no the right shape. Responder needs at least ♥KJx, hence the 5♥ bid. Notice that 4NT would be quantitative.
♥AK8	♥QT943	3♦(+)	3♥	
♦JT95	♦A	3NT	5♥	
♣Q54	♣AKJ	6♥	p	

♠T86	♠KQJ7	1NT	3♦	Opener signs off in 3NT with no fitting hand and a double stopper.
♥AK5	♥3	3NT	p	
♦J76	♦KQ92			
♣KJ83	♣AQ76			

Dealing with interference after 1NT=p=3X

After an overcall in responder's shortness, opener doubles with a positive response, bids a suit with a super-positive response or passes asking responder to double; he will then either pass for penalties or will bid a suit showing a non-fitting hand.

When 3X is doubled, redouble shows a positive response, a new suit is a super-positive response and pass asks partner to redouble; he will bid a suit with a non-fitting hand, or double opponents if they bid on.

3NT	Signoff. May conceal a 4 card major.
4♣	Gerber. A 5♣ rebid asks for number of kings.
4♦,4♥	Texas transfers. 6 ⁺ card suit no slam interest.
4♠	Freakish hand with 6-5 in the minors or better. Opener choses a minor.
4NT,5NT	Quantitative. Opener may accept by bidding suits up the line.

The following table gives the probabilities for different hand shapes opposite a 1NT opener:

(4432)	23.1%	(5332)	16.1%
(5431)	12.7%	(4333)	11.6%
(4441)	3.1%	(5440)	1.1%
(6xxx)	14.8%	(7xxx)	2.7%
(8xxx)	0.3%	[44(32)]	4.1%
[xx55]	0.5%	[55xx]	0.7%
[5xx5]	0.6%	[5xx6]	0.1%
[6xx5]	0.1%	[xx64]	0.4%
[64xx]	0.5%	[(4x)(6x)]	0.5%

1.2 The auction after 1NT=double

The following scheme is used regardless of the meaning of the double:

- redouble** Our hand, sets a forcing pass situation below 2NT.
- 2♣, 2♦, 2♥, 2♠** Signoff.
- pass** Opener is asked to show a five card minor or to redouble with none. After opener redoubles, responder starts bidding suits up the line.
- 2NT** Two suited monster.
- 3X** Weak hand, 7⁺ card suit.
- 3NT** Solid 7⁺ card minor, nothing else outside. Opener is expected to bid 4♣ without reasonable stoppers.

After 1NT=p=p=X=p=p:

- redouble** Five card minor, opener relaxes to 2♣.
- 2♣, 2♦, 2♥** Lower of two four card suits.

1.3 The auction after 1NT=2X (Rumpelsohl)

- double** Penalty, if X≠♣. Opener may take it out with only two trumps. If X=♣, double is stayman.
- 2Y** Signoff.
- 2NT** Opener must bid 3♣. Responder bids:
- pass** A weak hand with 5⁺ clubs.
 - New suit** Invitational.
 - 3X** A four card major and a stopper in X.
 - 3NT** Signoff with stopper in X.
- 3♣, 3♦, 3♥** Transfers to ♦, ♥, ♠ respectively. Either signoff or game forcing. Responder will bid over opener's response with a game forcing hand. A transfer into X is Stayman with no stopper in X.
- 3♠** Responder has values for game with no 4⁺ card major and with a partial stopper in opponent's suit (say Jxx), and usually length in both minors. Opener is asked to bid 3NT with stoppers, or show his better minor without stoppers.

- 4♣** Void in X with slam interest. 4NT by opener is signoff otherwise suits are bid up the line-forcing to the 5-level.
- 3NT** Signoff if opener has opponents suit stopped. Denies a stopper.
- 4♦,4♥** Texas transfers. A transfer into opponents suit shows a singleton in X and slam interest. 4NT by opener is signoff otherwise suits are bid up the line-forcing to the 5-level.

Over 3-level overcalls we play negative doubles. 1N=3X=3Y is invitational 1N=3X=4m is natural and forcing. Over higher level overcalls, doubles are for penalties.

An overcall over 1NT often shows two suits. In this case the scheme above should be modified accordingly. If one of the two suits is known, that suit is used to cue-bid and stoppers refer to that suit.

If the two suits are known, either can be used to cue-bid, and the cue-bid in a particular suit shows a stopper there. Also any attempt to reach a no-trump contract guarantees a stopper in one of them.

1.4 The auction after 1NT=p=2♣=2X

Opener rarely bids. A double would be for penalties. 2M shows a good fitting maximum [4423] hand when X=♦, otherwise it shows a maximum hand with a two small cards in X.

1.5 The auction after 1NT=p=2♣=X

In general, the opener will indicate whether they should be playing in 2♣-doubled. Therefore, pass shows a good 4 card suit allowing opener to redouble for business, redouble shows a 5 card suit.

1.6 The auction after 1NT=p=2♦=X and 1NT=p=2♥=X

Responses are unchanged except that opener must pass with two cards in partner's suit. Redouble is natural showing a fair 4⁺ card suit and willing to play the redoubled contract.

1.7 The auction after 1NT=p=p=2X

Opener's double is for takeout, showing exactly xx in opponents' suit. Responder's double is penalty-oriented: opener must take out with xx in opponents suit or other poor defensive hand.

As responder denied a 5⁺ card major, he may compete on the 2-level showing his cheapest 4 card suit, or with 2NT showing both minors (or if X=♠, any take-out).

Chapter 2

1♣ and 1♦ opening bids

A 1♣ or 1♦ opening bid shows one of the following types of hands:

- (a) A balanced hand too strong to be opened with 1NT.
- (b) A sound opening hand with a 5⁺ card minor suit.
- (c) A minimal unbalanced hand with a good 5⁺ card minor suit and 4 card major suit.
- (d) A [4414] or [4144] hand. (Minimal [1444] and [4441] hands should be opened with 1♥, unless the ♥ suit is very weak).

A 1m opening bid is sound in all seats

Opener should bid his longest minor suit. With equal length he usually bids the strongest, except for hands in which he plans to rebid 2♣ over a specific response (♠AJx ♥xx ♦Kxxx ♣AKxx, for example, is opened with 1♦, and over a 1♠ response, opener bids 2♣.)

Over 1♣, responder should overpass a 5⁺ diamond suit in favour of a 4 card major suit with less than game forcing values.

Since hands with long minor suits and 8-8.5 playing tricks are introduced through the multi-2♦, the sequence 1m-1x-3m, and reverses after a 1m opening bid have a different meaning than in KS. When multi-2♦ cannot be used, those sequences should be modified back to their KS meaning, ie. 1m-1x-3m game forcing and Roth-Stone reverses.

Responses to 1m:

- 1♦, 1♥, 1♠ A 4⁺ card suit, unlimited.
- 1NT 5-9 points, seldom with a 4 card major. Does not promise any stoppers in unbid suits. After 1♣, 1NT does not deny ♣ support or a diamond suit.
- 2m 9⁺ points, forcing 4 card support.
- 2♣(m=1♦) 5⁺ clubs, 10⁺ points, does not promise a rebid over 2♦ or 3♣. A 2NT rebid by opener shows a balanced 15-19 HCP hand and is game forcing.
- Jump shift** Very good 6⁺ suit or good support in m, game forcing, slam oriented.
- 2NT 10-12 points, balanced, no 4 card major, usually no 4 card support.
- 3m, 4m Preemptive, 5 card support, shortness, less than one quick trick outside m.
- Double jump shift** Splinter, 4⁺ card support, game forcing, slam oriented. 3NT and 5m by opener are the only discouraging responses, 4m is RKC and 5m is signoff.

- 3NT** 13-15 points, balanced, no 4 card major, usually 33(43).
4M Signoff, weak hand with a long broken suit.
4NT RKC
5m,6m,7m Signoff.

2.1 The auction after $1\clubsuit$ - $1\diamond$

- 1M** Unlimited, 4^+ card suit. Usually a type (c) or (d) hand.
1NT 15-17 HCPs, does not deny \diamond support, may have a 4 card major, a type (a) hand.
2 \clubsuit A type (b) hand.
2 \diamond 15-17 points, not fit for a **1NT** response. Could have a 4 card major (*rare.*) $4\diamond$ by responder is RKC.
2M *Forcing and natural.* 56 or better. Lebensohl responses.
2NT 18-19 HCPs, balanced, could have majors.
3 \clubsuit *Not forcing* - 7-7.5 playing tricks, good 6^+ card suit.
3 \diamond Forcing, 18^+ points, 4^+ card support.
3M Splinter, diamond fit. $4\diamond$ by responder is RKC.
3NT Long solid or semi-solid clubs with reasonable stoppers.
4M Voidwood.

The auction $1\clubsuit$ - $1\diamond$ - $1\heartsuit$ - $2\spadesuit$ shows a game forcing hand with 4^+ spades.

2.2 The auction after $1\clubsuit$ - $1\diamond$ - $1NT$

- 2 \clubsuit** Signoff. Opener should rebid $2\diamond$ with weak clubs and 3^+ diamonds.
2 \diamond Signoff.
2M A 4^+ card suit, game forcing.
2NT Good 8 or 9 points, balanced.
3 \clubsuit Game forcing.
3 \diamond Game forcing.
3M Forcing, 5^+ cards in M, 6^+ diamonds.
4 \clubsuit Gerber.

2.3 The auction after 1m-1M

- 1♠(M=♥)** 4⁺card suit, forcing, unlimited, usually unbalanced.
1NT A type (a) hand, no 4 card support.
2m A type (b) hand, no 4 card support. Continuations:
2♦(m=♣), 3♣(m=♦) General game try.
2M Sign off.
2♥(M=♠) Constructive, 8-12 HCP's, 4⁺hearts, 5⁺spades.
2♠(M=♥) Game forcing, natural.
2NT Invitational.
3m Game forcing.
3♦(m=♣) Game forcing, natural 55 or better.
3M Game forcing, 6⁺card suit.
3NT Signoff.
3♠(M=♥), 4♥(M=♠), 4om Splinters.
4m RKC.
2♦(m=♣) *Forcing, natural.* Lebensohl responses.
2♣(m=♦) Forcing. Strong hand, 4⁺diamonds. It denies 4 card support in M, and shows an inability to rebid **1NT** or **2NT** as with ♠Qxx ♥xx ♦AKxx ♣AKxx. It can also show a strong two-suiter in the minors.
2M Usually 4⁺card support, 15-17 points in support of M.
2♥(M=♠) *Forcing and natural.* Lebensohl responses.
2NT 18-19 HCPs, balanced, no 4 card support, Wolff Signoff responses .
3m *Not forcing* - 7-7.5 playing tricks, good 6⁺card suit.
3♣(m=♦) Minimum two suiter in the minors. Any response below game other than 3♦ is forcing, 3M shows a 6⁺card suit, 3OM asks for stopper or three card support or it may be an advance cue bid with strong slam interest.
3M 4⁺card support, 18-19 points in support of M, usually no singleton or void, forcing. Responder may sign off in 4M with no slam interest. **3NT** asks for further description: opener shows a 5⁺card m suit with 4m, or shows shortness (implying a (5431) hand). Responder's 4m is natural, Qxxx or better.
3NT Solid 7⁺card minor suit.
4m (6421), no first round controls in short suits.
4M 4 card support, 20-21 points in support of M, no singleton or void.
4♥(M=♠), 3♠(M=♥), 4om Splinter.
4NT RKC.
5M GSF.

♠Axx	♠Kx		
♥Kxx	♥Axxxx	1♦	1♥
♦AKxxxx	♦Qxx	2♦	3♣
♣x	♣Jxx	4♥	p

Responder's 3♣ is a general game try. Opener accepts with a decent hand and three hearts. Responder will often have a 5 card heart suit as 2NT is also available.

♠Ax	♠KQx	1♦	1♥
♥Kxx	♥Axxx	2♦	3♦
♦AKxxxx	♦Qxx	3♥	4♦
♣xx	♣Axx	4♥	4♠
		5♥	6♦

Responder's 3♦ is a game forcing. After opener shows his heart support responder can visualize a slam if opener has the right high cards: 4♦ is RKC in diamonds while 4♠ asks for specific kings.

2.4 The auction after 1♦-1M-2♣

Unlike KS, opener is showing a 15⁺ point hand, unsuitable for a 1NT rebid, not necessarily a 18⁺ monster. *Opener may have 4 cards in M with a void in ♣ or OM*

2♦ Artificial, *not forcing*, no stopper in OM unless minimum. A waiting bid- this is the rebid for all minimum hands, including all balanced hands with 6-9 HCPs. Any other response is invitational or better. Responses:

2OM Game forcing, likely [2254] with no stopper in OM.

2M Non forcing, 3 card support.

2NT Semibalanced, 15-17 HCPs, no 3 card support in M.

3♣ Strong two suiter, not forcing.

3♦ Game forcing, monster two suiter.

3M Forcing, 3 card support.

3OM Forcing, 4 card support in M, void in OM.

3NT Semi-balanced, 18-19 HCPs.

4♣ Forcing, 4 card support in M, void in ♣.

2OM Natural and forcing.

2M 5⁺ card suit, forcing.

2NT Natural, 4 cards in M, 10-11 or 15⁺ HCPs, forcing.

3♣ Natural, 4 cards in M, forcing.

3♦, 3M Natural, game forcing, good trumps.

3NT Balanced 12-14 HCP's.

2.5 The auction after 1m-1♥-1♠

Opener is unlimited and may well have a very strong hand. Shows an unbalanced hand with 4⁺spades. Responder should jump or bid the 4th suit to show a 10⁺point hand. All other bids are limited. Opener should usually bid again with a strong hand.

- 1NT** Limited, balanced, no spade support, no stoppers promised.
- 2m** Limited, 4⁺card support, unbalanced. Does not deny a 5 card heart suit.
- 2om** Artificial, forcing for one round. Responder has at least an invitational hand, and could have a very very strong hand. Responder gives belated support with three hearts.
- 2♥** Non-forcing, 5⁺card suit.
- 2♠** Non-forcing, could have only 3 card support.
- 2NT** Forcing, balanced 12-15 points, no 4 card spade support.
- 3m** Natural, forcing.
- 3om** Natural, forcing, two suiter hand.
- 3♥** Game forcing, 6⁺hearts.
- 3♠** Game forcing, 4⁺spades.
- 4m** RKC.
- 4om** Splinter.
- 4M** Signoff, distributional hand, no slam interest.
- 3NT** Balanced, 16-18 points.

2.6 The auction after 1m-1♥-1♠-2om

Responder is showing at least an invitational hand and promises a rebid over any bid other than 2NT or 3m. Opener tries to describe his hand further: shows 3 heart support or rebids his minor showing a 5⁺card suit or rebids spades showing a (56xx) hand or better, or bids NT with a balanced hand. A raise of om is natural, showing a [4144], [4054] or [4045] hand.

2.7 The auction after 1m-1M-1NT

- 2m** Signoff, but opener may opt to bid on.
- 2M** Signoff, 5⁺card suit.
- 2♥(M=♠)** natural, weak, non-constructive.
- 2om** New minor forcing. Responder either has 5 cards in M and is asking for 3 card support, or he has 4 cards in OM, or both. Opener bids the 2M with 3 cards in M, 2OM with 4 cards in OM, or the cheapest major at the two level with both. 2m (when possible) shows a 5 card suit with neither. NMF shows an invitational hand or better. Declarer jumps with maximum.
- 2NT** Good 8 or 9 points, denies 5⁺cards in M.
- 3m** Forcing, 4⁺card support.

3om	Forcing, 55 or better.
3M	Forcing, 6^+ card suit.
4M	Signoff.
4♣	Gerber
4NT	Quantitative.
5NT	Forcing, choice of slams.

2.8 Game and slam tries after 1m-1M-2M

Opener is showing 15-17 points in support of M and usually 4^+ card support. Opener may have 3 card support *only if*:

- He has at most five cards in m.
- He has a singleton or void.
- He has at most 16 HCPs.

Hence opener may raise with three card support only with the following shapes: (13)(54) (03)55, and after $1m-1\spadesuit-2\spadesuit$ also with 34(51).

2NT	Forcing. Opener rejects try with 3M, accepts with 4 trumps with 4M, any other suit response is forcing.
3m	(13)(54). 4m and 4om by responder is RKC.
3om	(03)(55). 4m and 4om by responder is RKC.
3OM	34(51)
3NT	Three trumps, choice of games.
4m	Six cards in m, four cards in M.
4om	(14)(53)
4♥(M=♠)	44(41)
3m	Four cards in M, xxx or better in m, not forcing.
3NT,3M,4M	Signoff.
3♦(m=♣)	(41)44
3OM	44(41)
4♥(M=♠)	40(54)
4♣(m=♦)	(41)44
4m	Six cards in m, four cards in M.
3M	Preemptive, 6^+ card suit.
New suit	Five trumps, side suit. Responses:
3M	Reject game try. Any other bid accepts.
3NT	(13)(54). 4m and 4om by responder is RKC.
3OM	If M=♠ opener has (34)(51), if M=♥ opener has (44)(41). 4m by responder is RKC.

om (03)55. 4m and 4om by responder is RKC.

Jump in new suit Five trumps, shortness.

4m

RKC.

♠KQx	♠AJTx	1♦	1♠
♥Axxx	♥xxx	2♠	2NT
♦Axxxx	♦KQx	3♥	4♣
♣x	♣Axx	4♦	4NT
		5♣	5♥(Q?)
		6♠(yes)	7♠

Opener accepts the game try and shows his 3451 shape, and when responder hears about the ♦A, the grand slam is found. Notice that responder inquires about ♠Q with 5♥ as 5♦ would be a signoff.

♠J83	♠KQ542	1♦	1♠
♥2	♥AQ96	2♠	3♥
♦AK982	♦QJ	3NT	4♦
♣AK72	♣93	4♥	6♠
		p	

Responder invites with 5⁺spades and a heart suit, and responder accepts, showing his 3154 shape. At this stage responder decides to bid a slam in spades, but if opener holds ♠Axx ♥x ♦AKxxx ♣Axxx he wants to play in 7♠, hence the 4♦(RKC in ♦) bid.

♠T	♠J953	1♣	1♥
♥863	♥AKJ75	2♥	3♦
♦KQJ7	♦A985	3NT	4NT
♣AK983	♣-	5♦	5♥
		p	

Responder invites with a 5⁺heart suit, and a diamond suit, and responder accepts showing his 1345 shape. Missing ♠A and ♥Q, the slam is avoided

♠873	♠AQJT	1♣	1♠
♥A	♥J8	2♠	2NT
♦AQ75	♦KT94	3♣	4♦
♣KQ652	♣T97	5♣	6♦
		p	

♠A	♠962	1♣	1♥
♥KQ5	♥J984	2♥	2NT
♦J852	♦AKQ76	3♣	5♦
♣AQ764	♣T	p	

♠4	♠J5	1♦	1♥
♥JT6	♥AQ983	2♥	3♣
♦AQ942	♦73	3NT	4♥
♣AQJ7	♣KT53	p	

2.9 The auction after 1m-1NT

2m 5⁺card suit, non-forcing.

2♣(m=♦) Natural, non-forcing, limited.

2♦(m=♣) Natural, forcing.

- 2M** Forcing, 4^+ card suit, strong hand, long m.
- 2NT** 17-19 balanced. Responses:
- 3m, 3om (m=♣)** Forcing, natural.
 - 3♣ (m=♦)** Signoff.
 - 3♦ (m=♦)** Forcing, natural.
 - 3M** Forcing. Responder is showing a stopper in M and worries about OM. If opener does not hold a stopper, he bids $3\spadesuit$ (when possible) or $4\clubsuit$.
- 3m** Non forcing, 7-7.5 tricks, long m.
- 3M** Strong two suiter, 6^+ cards in m, 5 cards in M. Non-forcing in theory but seldom passed.
- 3NT** Solid or semi-solid m. Responder should bid 4m with a very bad hand.

2.10 The auction after 1m-2m

Responder has 9^+ points, 4^+ card support, and no 4 card major. Notice that unlike in KS, a new suit by either opener or responder below 3m does not establish a game force.

new suit Could be a stopper.

- 2NT** 15-16 balanced, non-forcing, responder may pass with a balanced 9 HCP hand.
- 3m** Non-forcing, minimal type (b) or (c) hand.
- 3NT** 17-19 balanced, 3 cards in m unless responder is a passed hand (with a strong fitting hand declarer should explore slam possibilities.) Responder's 4NT is quantitative, while 4m is RKC in m.
- 3M** Game forcing, 5^+ cards in M, 6^+ cards in m.
- 4m** RKC.

2.11 The auction after 1m-1x-2nt (Wolff Signoff)

A $3\clubsuit$ rebid is a relay to $3\diamond$, either a signoff attempt or a strong hand with clubs. Any other 3-level response is natural and game forcing. Opener may support responders suit with 3 cards and a good hand, instead of relaying to $3\diamond$.

2.12 Lebensohl responses to a natural reverse.

Responses are graded by the use of an artificial 2NT response: The strongest response is bidding the fourth suit, which shows strong slam interest, an immediate raise or preference on the three-level is game forcing, a rebid on the three-level is invitational when a two-level rebid is not available, game forcing when it is, a rebid on the two-level is forcing with ambiguous strength, and all other signoff bids are introduced through an artificial 2NT response, which relays to $3\clubsuit$.

- An immediate preference in the 3 level or a raise to the 3 level is game forcing.
- A rebid of responder's suit on the two-level shows a 5^+ card suit with ambiguous strength-forcing.
- A non-jump rebid of responder's suit on the three-level shows a 6^+ card suit- forcing.

- A bid of the fourth suit is shows strong slam interest. Opener attempts to describe his shape further.
- A 2NT response is an artificial relay to 3♣. Responder will either pass or give preference with a weak hand or rebid his suit with a weak hand.

Chapter 3

1♥ and 1♠ opening bids

A 1♥ or 1♠ opening bid usually shows a five card suit, and unlike KS, it is fairly sound in first and second seats. Both [1444] and [4441] hands are opened with 1♥. Since 2♥, 2♠, 2♣ and even 2♦ are available to describe powerful hands with a major suit, a 1M opening bid is limited to about 19 HCPs or 7 1/2 tricks, hence responder does not strain to keep auction open.

3.1 The auction after 1M

1♠	A 4 ⁺ card suit, unlimited.
1NT	(Semi-)Forcing, 6-11 HCPs. When M=♥ usually denies 4 ⁺ spades.
2m	Game forcing, natural.
2♥(M=♠)	A 5 ⁺ card suit, 10 ⁺ points (<i>not game forcing</i>), does not even promise a rebid over 2NT and 2♠.
2M	Constructive raise: 3 ⁺ card support, 8-10 points in support of M.
2NT	Forcing raise, 4 ⁺ support.
Jump shift	Goldman Jump Shifts- see chapter 7.
3M	Limit raise with 4 ⁺ card support. Opener relays to next bid to ask responder to show a singleton or void. If M=♥, 3NT is a spade cue-bid as are four-level bids in a new suit.
3♠(M=♥)	Unknown splinter, 10-12 or 16 ⁺ HCPs, four trumps. 3NT asks, step responses.
3NT(M=♥)	Spade void, 9-15 HCPs, four trumps.
3NT(M=♠)	Unknown splinter, 10-12 or 16 ⁺ HCPs, four trumps. 3NT asks, step responses.
4m	Void, 9-15 HCPs, four trumps.
4♥(M=♠)	♥ void, 9-15 HCPs, four trumps.
4M	Preemptive. At most one quick trick outside M.
4NT	RKC.

3.2 The auction after 1♥-1♠

1NT A 12-14 HCPs usually balanced or semi-balanced but could have a singleton spade. Responses:

- 2m** Natural, non-forcing.
- 2♥** 3 card support, too weak for a direct 2♥.
- 2♠** Signoff.
- 2NT** Invitational to 3NT, 11-12 points.
- 3m** Forcing, natural.
- 3♥** 3⁺ card support, 17⁺ points, unable to splinter.
- 3♠** Game forcing, good 6⁺ card suit, slam interest.

2♥ 6⁺ hearts, 12-14 points. Responses:

- 2♠** Signoff.
- 2NT** Invitational, 11-12 points.
- 3m** Forcing, possibly artificial. Opener should give belated support to spades if he can.
- 3♥** Natural, invitational.
- 3♠** Forcing, usually a 6⁺ card suit. With a 5 card spade suit, 3m is available.

2♠ 4⁺ spades, 14-15 points.

2m Good hand, may be 3 cards in m. *Forcing*. Responses:

- 2♥** Signoff. Too weak for a direct 2♥ or 2 card support.
- 2♠** Signoff.
- 2NT** Balanced, 10-11 points, forcing.
- 3m** Not forcing, natural.
- 3♥** Game forcing.
- 3♠** Forcing. Could be a 5 card suit.

4th suit Artificial, one round forcing.

2NT (5332) 18-19 HCPs, game forcing.

3m *Minimum* two-suiter, not forcing.

3♥ Good 6⁺ card suit, 7-7.5 tricks, not forcing.

3♠ 16-17 points, 4⁺ trump support, non-forcing.

3NT Solid 7⁺♥ suit.

4m Game forcing splinter.

4♥ Natural, very long ♥ suit.

4♠ 18⁺ points, 4⁺ card support, usually [4522].

3.3 The auction after 1M-1NT

Opener is asked to bid a second suit, which may force him to bid a very short suit. A new suit response in the two level denies a strong (18^+ points) hand, except for $1\heartsuit-1\text{NT}-2\spadesuit$. Responder with a weak hand and 2 cards in M should usually give preference to M. Opener may (should!) pass with a weak (5332) hand.

- 2m** Usually 3^+ card suit, although it can be 2 with a weak [4522] hand. With equal minors opener bids $2\clubsuit$. At most 16 HCPs. A new suit by responder is signoff and so is belated support of M. A jump raise of M, shows a limit raise motivated by a good m holding, or a 3 card support limit raise.
- $2\heartsuit(M=\spadesuit)$** 4^+ card suit, at most 16 HCPs. With a [64xx] hand opener should rebid $2\heartsuit$. 2NT is invitational. A new suit by responder is signoff and so is belated support of M. A jump raise of M, shows a limit raise motivated by a good \heartsuit holding, and so is $3\heartsuit$.
- 2M** 6^+ card suit. If $M=\spadesuit$, denies 4 hearts. A 3M or 2NT response is invitational, a new suit if signoff.
- $2\spadesuit(M=\heartsuit)$** Strong [45xx] or [56xx] hand. A new suit or $3\heartsuit$ by responder are signoff bids, $3\spadesuit$ is invitational with good 3 card support (at least Kxx), 2NT is invitational.
- 2NT** 18-19 HCPs, balanced, game forcing. A 3M response shows an original limit raise, opener's 3NT asks for shortness. A 4M response shows an original weak raise. New suits are forcing and a jump into a new suit shows a good 5^+ card suit with three card support in M, slam oriented.
- 3m** Game forcing, 18^+ points, good 4^+ card m suit.
- 3M** Good 6^+ card suit, 7-7.5 tricks. Not forcing. Responder passes or raises to 4M or cue bids first or second round controls. (Notice that opener may not force with a 6^+ card M suit, as he failed to open 2M.)
- 3NT** Long solid or semi-solid M suit.

3.4 The auction after 1M-1NT-2m

- pass** Usually 5^+ cards in m, could be 4. Usually singleton or void in M, at most 7 points in support of m.
- $2\diamond(m=\clubsuit)$** Signoff. Usually singleton or void in M.
- 2M** 6-9 points, 2^+ card support.
- $2\heartsuit(M=\spadesuit)$** Signoff. Could be a 5^+ card suit with doubleton in spades.
- 2NT** Balanced 10-11 HCPs, no 3 card support in M.
- 3M** Limit raise- either 11-12 points in support of M with 3 card support or a hand which became more valuable in view of opener's 2m response.
- $3\heartsuit(M=\spadesuit), 2\spadesuit(M=\heartsuit)$** Artificial, 5^+ cards in m, 11-12 points in support of m.
- $3\clubsuit(m=\diamond)$** Signoff. Usually singleton or void in M.
- 3m** 8-10 points in support of m, 5^+ card suit.

3.5 The auction after $1M-1NT-2m-2M$

Responder has a weak hand with usually 2 card support in M. Opener should be reluctant to make game tries unless he has a very good hand.

- 2NT** Balanced, 16-17 HCPs.
- 3m** A two suiter, possible game only opposite the right key cards,
- 3M** Usually 6^+ card suit with good 4^+ m suit, 16-17 points.

3.6 The auction after $1M-1NT-2M$

As opener has shown 6^+ cards in M, responder usually does not look for a fit elsewhere. Therefore:

- 2NT** Balanced 10-11 HCPs, could have M support.
- 3m** Side suit game try.
- 3M** Limit raise with 3 card support, *and no side suit*.
- 2♠(M=♥)** Artificial relay: Opener bids **2NT** with preference for \diamond over \clubsuit , **3♣** with preference for \clubsuit over \diamond , **3♥** is signoff. Responder bids:
- pass, 3♣, 3♦** Signoff.
- 3♥** Limit raise with three card support, no shortness.
- 3♠** Forcing raise with three card support, singleton or void. **3NT** asks for short suit, $4\heartsuit$ with \spadesuit shortness.

3.7 The auction after $1M-2m$

Responder usually shows a 5^+ card suit and 12^+ points, but can also be based on a good 4 card suit such as in $\spadesuit Axx \heartsuit Axx \diamond xxx \clubsuit AKxx$ when no other response is attractive. It may contain 4^+ card M support with a useful 5^+ card m. Basically 100% game forcing. We may drop the auction at 4m when we established a fit in m, probed for **3NT** and failed.

Opener's rebids:

- **2N** is the catchall bid when stuck; (semi-)balanced, 12-14 *or* 18-19 HCPs.
- **2M** tends to show a 6^+ suit or a strong 5 card suit. However, after $1\spadesuit-2\diamond$ opener will rebid $2\spadesuit$ holding $\spadesuit AQxxx \heartsuit xxx \diamond Ax \clubsuit Kxx$.
- **2** of a new suit shows a 4+ suit. With 6-4 you tend to rebid the long suit with a minimum. $1\heartsuit-2m-2\spadesuit$ doesn't promise extra values.
- **3** of a new minor (non-jump) shows 5-5 or a strong 4 card suit ($AKQx/KQJT$).
- Raise to the 3-level shows 4 trumps or 3 good ones and it denies shortness. With a good hand you can also raise with fair 3-card support.
- Jump in a new suit is a splinter usually with 4^+ support. Does not promise any extra values.
- **3M** shows a semi-solid suit (possibly missing one top honour) and not an absolute minimum hand.
- **3N** shows a balanced 15-17 HCP hand.

- Jump raise to the 4-level is RKC.
- Jumps beyond splinter level are Voidwood.
- 4M shows a 7⁺ card suit with at least two missing honours and a minimum hand.

Responder's rebids:

- 2N is a waiting bid. It shows stoppers in unbid suits and a balanced or slightly unbalanced hand, with 12-14 *or* 18-19 HCPs.
- Jump to 3N shows 15-17 and a balanced hand with stoppers in unbid suits.
- Two-level preference of opener's major shows 3⁺ card support.
- Three-level jump preference of opener's major shows good 3⁺ card support and extra values (15+ including distribution).
- Raise of opener's major to the 3-level (1M-2m-2M-3M and 1♠-2m-2♥-3♥) shows support but doesn't promise extra values.
- Jump in a new suit is a splinter in support of M.
- Jump to 4 of opener's major is a "picture bid:" Good trump support, no shortness, no first or second round control in unbid suits and a good m suit.
- New suit bid (including the 4th suit) when no fit has been established is a waiting bid typically with no stopper. If Responder Rebids the suit he shows a real two suiter.
- New suit bid after a fit in a minor has been established is probing for 3NT or a slam try.
- Rebid of responder's suit at the three-level promises a 6⁺ suit.
- Jump rebid to 4m in responder's suit shows a semi-solid suit with strong slam interest.

1M-2m-2NT Balanced 12-14 OR 18-19 HCPs.

1M-2m-3NT Balanced 15-17 HCPs.

1M-2♣-3♦ Splinter.

1M-2m-3OM Splinter.

1M-2♦-4♣ Splinter.

1M-2♣-4♦ Voidwood.

1M-2n-4OM Voidwood.

1M-2m-4m RKC.

1M-2m-4NT Quantitative. Typically a 18-19 HCP (5332) hand with an honour in responder's suit. Responder may signoff in 5M or 5m, any other bid is a cue-bid en-route to a possible grand-slam.

3.8 The auction after 1♠-2♥

Responder is showing 10⁺ points and 5⁺ hearts. *Not game forcing, does not even guarantee a rebid over 2♠ and 2NT* Opener rebids:

- 2♠** 12-14 points, fair spade suit, can be only a 5 card suit.
- 2NT** 12-14 points, could be very short in hearts, some values outside spades.
- 3m** 15⁺ points, game forcing. Can be a 3 card suit.
- 3♥** 12-14 points, 3⁺ card support.
- 3♠** 15⁺ points, good 6⁺ card suit.
- 3NT** 15-17 points, balanced. Usually doubleton heart.
- 4m** Splinter, heart fit.
- 4♥** 15-17 points, 3⁺ hearts.

3.9 Cue-bidding after a 2/1 response

The general cue bidding style is the similar to the one described in Chapter 7 with the following important changes.

- After a fit in a major has been established at the three level, **3NT** is *Serious 3NT* : it shows serious slam interest and asks partner to start cue-bidding. As a corollary, a direct cue-bid (bypassing **3NT**) denies serious slam interest.
- The queen of the 2/1 suit is also cue-biddable card by opener.
- A cue-bid of your own 2/1 suit shows two-top honours.

3.10 The auction after 1M-2M

Since responder has limited his hand to a relatively narrow range (8-10 points), game tries are based mostly on shape, not strength.

- 2♠(M=♥), 2NT(M=♠)** Responder relays to next available bid, and opener then shows a side suit, or bids 3M if his suit cannot be shown below 3M (spades when M=♥, clubs when M=♠). The side suit should be at least QJxx.
- 3X, X≠M** Singleton or void in X.
- 2NT(M=♥)** Singleton or void in spades.
- 3M** Usually a 15-16 point (5332) hand. Responder should bid game with 10 or good 9 points.
- 3NT** Natural, choice of games.
- 4X, X<M** Void.

When responder declines a side suit or splinter game try, a **3NT** bid by opener is forcing, and shows he is actually exploring slam possibilities. Responder should cuebid first round controls if he has any, or bid 4M if he has none. A relay followed by **3NT** offers a choice of games.

3.11 The auction after 1M-2NT (revised Jacoby raise)

The following scheme was originated by Marty Bergen, and a complete description may be found in [MB].

Responder shows 13^+ points in support of M and usually 4 card support. May be only 3 card support when no other response is attractive as in $\spadesuit\text{Axx } \heartsuit\text{Axx } \diamondsuit\text{xxxx } \clubsuit\text{AKx}$. Opener rebids:

3♣ Non-minimum with an unspecified singleton OR strong balanced/semi-balanced hand. Responder relays to $3\diamondsuit$ and opener rebids:

3♥ ♣ singleton.

3♠ ♦ singleton.

3NT Singleton in OM.

4♣ Strong balanced/semi-balanced hand with ♣ control.

4♦ Strong balanced/semi-balanced hand with ♦ control and no ♣ control.

4♥ Strong balanced/semi-balanced hand with no minor suit control.

3♦ Non-minimum two suiter. Responder is asked to describe his hand further as follows:

3♥ ♣ doubleton.

3♠ ♦ doubleton.

3NT Doubleton in OM.

4♣ Singleton ♣, 13-16 HCPs.

4♦ Singleton ♦, 13-16 HCPs.

4♥ Singleton OM, 13-16 HCPs.

4♠ (4333), 16^+ HCPs.

3♥ An unspecified void. Responder relays to $3♠$ and opener rebids:

3NT Void in ♣.

4♣ Void in ♦.

4♦ Void in OM.

3♠ Minimum hand with unspecified singleton. Responder *may* relay to **3NT** after which opener rebids:

4♣ Singleton ♣.

4♦ Singleton ♦.

4♥ Singleton OM.

3NT Good hand with 6^+ card suit.

4♣ Decent minimum, ♣A or ♣K.

4♦ Decent minimum, ♦A or ♦K, no control in clubs.

4♥(M=♠) Decent minimum, no control in minors.

4M Signoff.

4NT RKC.

After $1M-2NT-3♣$ and $1M-2NT-3♦$ responder may refuse to relay and issue an asking bid instead (see chapter 7).

3.12 When responder is a passed hand

A 1NT response over 1M is still semi-forcing. A single raise is still constructive, and a double raise is preemptive. 2NT shows a balanced 10-11 HCP hand.

3.12.1 Two Way Reverse Drury

On after $1\heartsuit=1\spadesuit$:

After p- 1M :

$2\clubsuit$ Limit raise, three trump support. Opener rebids:

- $2\diamond$** Sound opener, balanced or semi-balanced. Responder bids 2M with a minimum any other suit response shows shortness and is forcing to 3M . 2NT is natural.
- 2OM** Natural, forcing.
- 2M** Signoff.
- 2NT** Relay to $3\clubsuit$, opener will show a side suit- slammish.
- 3X** Stiff-slamish.
- Jump-shift** Void, slammish. Opener's rebid of his void is Voidwood.
- 4M** Signoff.

$2\diamond$ Limit raise, 4^+ trump support. Opener rebids:

- 2OM** Natural, forcing.
- 2M** Signoff.
- 2NT** Relay to $3\clubsuit$, opener will show a side suit- slammish.
- 3X** Stiff-slamish.
- Jump-shift** Void, slammish. Opener's rebid of his void is Voidwood.
- 4M** Signoff.

Jump shift Fit showing, good 5^+ card suit, invitational.

Chapter 4

When opponents open the auction

4.1 Overcalls

Overcalls serve three purposes:

- (a) A constructive move to suggest a contract.
- (b) A preemptive measure.
- (c) To indicate a lead.

The requirement for an overcall is to serve at least one of those three purposes. With $\spadesuit Qxxxx \heartsuit Axx \diamond Qxx \clubsuit xx$, after a $1\clubsuit$ or $1\diamond$ opening bid, a $1\spadesuit$ overcall makes sense as a preemptive measure, although it is neither constructive nor does it indicate a good lead. Over a $1\heartsuit$ opening bid, a $1\spadesuit$ overcall serves no purpose. Similarly, with $\spadesuit xxx \heartsuit AKQx \diamond xxx \clubsuit xxx$ a $1\heartsuit$ overcall over $1\clubsuit$ or $1\diamond$ is a good lead directing bid, although it does not have any preemptive value, and it is hardly constructive. With $\spadesuit Axx \heartsuit Kxx \diamond x \clubsuit AKxxxx$, a $2\clubsuit$ overcall may be the beginning of an auction culminating in a game or even in a slam.

In general, an overcall on the one level can be done with quite weak hands (for example, a $1\spadesuit$ overcall over a minor opening bid should be done with as much as $QTxxx$ in spades and $1/2$ a trick elsewhere), while higher level overcalls, require a strength equivalent to an opening hand or close to it, a reasonably good suit and usually two defensive tricks. An vulnerable overcall at the two level shows at least a sound opening hand.

Overcaller's partner should make a constructive move with a 9-10 point hand or better. Any bid other than a raise is constructive. A new suit is forcing for one round (unless by a passed hand) and shows a decent 5 card suit. Jump shifts are fit showing, double jump shifts are splinters. A single raise or jump raise is preemptive, usually based only on good trump support. A $1NT$ response is mildly constructive, showing 8-11 points a good stopper in opponents suit and usually a doubleton in overcaller's suit. A $2NT$ response is invitational to $3NT$.

A cuebid or jump cuebid in opponents' suit is a limit raise or better; the level of the cuebid determined by LTT.

After any constructive move initiated by his partner, *overcaller must rebid his suit or make a single raise of his partner's suit with a weak hand*. Here, weakness is measured with respect to the strength already promised by the overcall. For example, holding $\spadesuit KQxxx \heartsuit xx \diamond KQx \clubsuit Qxx$, after the auction $1\clubsuit=1\spadesuit=p=2\diamond=p=?$, since the $1\spadesuit$ overcall did not promise much, a $2NT$ response is in order. But holding $\spadesuit Qxx \heartsuit Jx \diamond KQx \clubsuit KQxxx$, after $1\spadesuit=2\clubsuit=p=2\heartsuit=p=?$ overcaller should bid $3\clubsuit$. Any response other than a rebid of his suit or a raise of his partner's suit will be an invitation to game. A new suit bid by overcaller may be showing a feature rather than a real suit.

4.1.1 When an overcall is doubled

If the double is for penalties, redouble is *always* a SOS, showing a singleton or void in overcaller's suit and good holdings in the unbid suits; a new suit is non-forcing. If the double is for takeout, redouble asks partner to lead his suit (usually showing Hx).

4.1.2 When opponents raise their suit after we overcall

Double is responsive, showing a decent hand and length in the unbid suits. The weaker the hand, the better the distribution and tolerance for overcaller's suit.

Good Bad 2NT is on (see chapter 8): 2NT relays to 3♣, and responder makes a competitive bid, weaker than a direct three-level bid.

4.1.3 1NT overcalls

A 1NT overcall shows a 15-18 HCP hand, with opponents suit well stopped. Responses to a 1NT overcall are the same as to an opening bid of 1NT, except that a transfer to opponents suit shows a (4441) or (5440) invitational hand.

4.1.4 Jump overcalls

Jump overcalls are highly undisciplined preemptive bids. A new suit by an unpassed hand is forcing for one round and 2NT is Ogust .

4.1.5 Interfering with opponents strong 1NT

When opponents open 1NT, our purpose is twofold:

- To deprive them of Stayman and Jacoby transfers.
- To find a fit at the two-level.

Bidding over opponents 1NT is primarily obstructive. We will rarely look for a game in such a situation.

After the opponents open a strong 1NT, in both direct and balance seats:

double 4⁺spades and a second 5⁺card suit. Partner relays to 2♣ to inquire about second suit (opener will pass with clubs).

2m 5⁺card m suit and 4⁺♥ suit.

2M 5⁺card suit.

If the overcall is doubled, regardless of the meaning of the double, responder redoubles with a one suited hand. Overcaller is asked to relay to the next available bid if the redouble is passed around to him.

The probability of finding a 8⁺card fit *in one of the overcaller's suits* having a 44xx hand is 59%, having a 54xx hand it is 69%, and having a 55xx hand it is 80%. The probabilities are even higher when balancing, as partner is more likely to have a balanced hand.

4.1.6 Bidding over opponents weak 1NT

Weak 1NT is defined here as having an upper limit of 15 HCPs. In both direct and balance seats, double shows 14⁺HCPs with *any* shape; an overcall shows a shapely hand not strong enough to double. If responder runs, X is for penalties and the whole Rupelsohl structure is on with the following obvious change: after we double 1NT and later transfer, we will pass the transfer with a

minimum hand, hence partner must refuse the transfer or bid game with a game going hand. Once we double and partner shows willingness to defend against 1NTX, we are in a forcing situation below 2NT. If we overcall and responder runs, double is responsive, setting a forcing situation below 2NT. If second hand passes and responder bids, double is still 14⁺HCPs, and if responder has made a natural bid, it is for takeout. After a takeout double of a natural bid, Good/Bad 2NT is on.

If we double and responder starts an artificial runout sequence, we pass a forcing pass with willingness to defend against 1NTX or with a weak hand with no suit (we strain to take out with bad hands).

4.1.7 Interfering with opponents strong 1♣ (Suction)

Here again we try to obstruct opponents' auction and to find a fit in a low level. Over a strong 1♣ opening:

double	♦'s or ♥'s and ♠'s.
1♦	♥'s or ♠'s and ♣'s.
1♥	♠'s or ♣'s and ♦'s.
1♠	♣'s or ♦'s and ♥'s.
1NT	(4441) or (5440).
2♣	♣'s and ♥'s.
2♦	♦'s and ♠'s.
2NT	Two suited monster.

Responder is required to relay to next bid, or bid a suit of his own with no tolerance.

After 1♣=p=1♦:

double	♥'s or ♠'s and ♣'s.
1♥	♠'s or ♣'s and ♦'s.
1♠	♣'s or ♦'s and ♥'s.
1NT	♦'s or ♥'s and ♠'s.
2♣	♣'s and ♥'s.
2♦	♦'s and ♠'s.
2NT	Two suited monster.

All other suit overcalls show one suited hands. If opponents double for penalties, redouble is an SOS. Responder has no forcing response other than 2NT: all jumps are preemptive and so are all raises.

4.1.8 Unusual NT

A direct 2NT overcall, any NT overcall by a passed hand and a 1NT overcall after opponents bid two suits shows a weak hand with the two lower unbid suits. The only forcing response is a cuebid.

If the NT overcall is doubled, redouble is an attempt to play in the unbid suit opposite a doubleton, pass shows equal length in both suits (usually 22).

4.1.9 Michaels cue-bids

A direct cue-bid of a minor shows both majors, a direct cue-bid of a major shows the other major and an unknown minor. In the latter case, the cheapest **NT** response asks for the minor. The only other forcing bid is a cue bid. The Michaels cue-bidders has two possible hands: either a weak hand or a 8⁺trick hand, which he will show by bidding over partner's preference by cue bidding in opponents suit with shortness or by jumping in one of his suits.

Continuations after 1m=2m=p:

2M	To play.
2NT	Serious game try. Responses:
3♣	Accept
3♦	Decline
3M	Accept with longer M.
3NT	Strong hand.
3♣	Light game try. Responses:
3♦	Accept
3♥	Decline
3NT	Strong hand.

Continuations after 1M=2M=p:

2NT	Show me your minor. Responder will cue bid M or bid om to invite game in OM.
OM	Signoff.
3m	Signoff.

If the cue-bid is doubled, redouble is an attempt to play in the unbid suit opposite a doubleton (if relevant) and pass shows equal tolerance for partner's suits, if known.

A direct jump cue-bid shows a solid minor and asks for a stopper.

4.2 Take-out doubles

Since the reader is probably acquainted with these, we discuss here certain auctions resulting from them.

4.2.1 Responsive doubles

When opponents open the bidding, we double, and next opponent raises the suit below 4♦ (with the exception of 1m=X=3m discussed below), a double by next player is a take-out double: it is showing a desire to compete and uncertainty about the trump suit.

If we originally doubled a major suit, the takeout double usually shows four cards in the OM—therefore the responsive double denies four cards support in the OM, and it usually shows 3 cards there and 4 cards in the each of the unbid suits.

If we originally doubled a minor suit, the takeout double usually shows at least 43 in the majors, therefore the responsive double usually shows four cards support in either major.

4.2.2 The auction after 1m=X=3m

The following scheme was created by Jeff Goldsmith:

double	Relay to 3♥. Either signoff or slammish hand. Responder bids:
pass, 3♠	Signoff.
3NT	One stopper, essentially signoff.
4m	Forcing to the 5-level.
4♣(m=♦)	Signoff.
4M	Slammish.
3♦(m=♣)	Signoff.
3M	Constructive.
3NT	Signoff.
4m	Pick a major.
4♣(m=♦)	Natural, forcing.
4M	No slam interest.

4.2.3 Good/Bad 2NT

After a takeout double, and partner's response, if next hand intervenes, Good/Bad 2NT is on (see chapter 8). For example, RHO deals and opens 1♥: the auction 1♥=X=p=2♦=2♥=2NT=p=3♣=p=3♦ shows a minimal opener with diamonds while 1♥=X=p=2♦=2♥=3♦ shows a strong opener with diamonds.

4.2.4 Scrambling 2NT

When opponents establish a major suit fit at the two-level and partner doubles (for take-out), a 2NT response is artificial initiating a sequence to find a trump suit

The following are examples of scrambling 2NT:

1♠=p=2♠=X=p=2NT

1♥=2♦=2♥=p=p=X=p=2NT

1♠=X=2♠=X=p=2NT

4.3 Balancing after 1X=p=p

Balancing is perhaps the most difficult aspect of bidding. Even the decision whether to balance or not often requires delicate judgment, and the choice of the appropriate balancing action requires both detailed agreements and accurate evaluation.

The purpose of this section is to define balancing sequences; the harder task of developing proper judgement will not be addressed.

One possible approach to balancing, is to use a takeout double to show all sound openers, while most other actions are limited. The advantage of this approach is quite clear: responder will not be guessing whether partner has just strained to keep the auction open. The disadvantage of this approach is that after 1♦=p=p, holding ♠QJxx ♥Kxxx ♦x ♣Qxxx double is not an option.

The approach we will adopt here is inspired by Mike Lawrence's "The Complete Book on Balancing."

Double Takeout, could be *much* weaker than a direct takeout double, especially if opponents opened a minor. If opener passes:

Non-jump in a suit 4^+ card suit, 0-10 HCPs as a balancing double may be rather light. With a strong opening hand, partner will bid again.

Jump to a major 4^+ card suit (except for a jump to $3\heartsuit$ when $X=\spadesuit$, which promises a 5^+ card suit), 11-13 points, say $\spadesuit Kx \heartsuit Jxxxx \diamond Ax \clubsuit Kxxx$ or $\spadesuit Qxxx \heartsuit Ax \diamond xxx \clubsuit AJx$.

Jump to a minor (Except for a jump to $2\diamond$ when $x=\clubsuit$.) Good 5^+ card suit, 12-14 points, say $\spadesuit Kx \heartsuit xxx \diamond AQTxx \clubsuit QJx$.

1NT 8-11 HCPs, stopper, seldom with an unbid major.

2NT 12-14 HCPs, balanced, stopper.

3NT To play. Almost a direct 1NT overcall.

Cue bid Not game forcing but promises a rebid. Responder may have a sound opener but could not take direct action, say $\spadesuit Qxxx \heartsuit Axxx \diamond AKxx \clubsuit x$ when opponents opened $1\heartsuit$.

If opener bids again, responses are similar **BUT**

- A non-jump in a suit at the 2-level *does not show extra values*. We strain to buy the contract in the 2-level with a likely fit.
- *Double is for penalties*.
- 2NT is Good/Bad, hence a 3-level bid shows a good hand which would have jumped had opener not rebid.
- A 1NT response tends to be slightly better.

Overcall Often four cards on the 1-level, usually five on the 2-level. If opener passes:

Raise 3^+ card support, constructive (8-11 points).

Jump raise Preemptive.

1NT 9-12 HCPs balanced, usually a doubleton in partner's suit and a stopper.

Non-jump to 2NT 11-12 HCPs, stopper.

Jump to 2NT 12-14 HCPs balanced, stopper.

New suit Non-forcing. Not a good hand. Denies 3 card support.

Cue bid Good support, invitational.

Jump shift Fit showing, decent 5^+ card suit, invitational.

If opener bids again, responses are similar **BUT**

- A raise is competitive *does not show extra values*. We strain to buy the contract in the 2-level with a likely fit.
- *Double is for penalties*.
- A 1NT response tends to be slightly better.

1NT If X is a minor, 11-14 HCPs often with not much of stopper, while if X is major 12-16 HCPs and a stopper.

Jump overcall A jump in a higher ranking suit, shows a decent 6⁺ card suit and 7-8 tricks, say ♠QJ9xxx ♥Ax ♦AKx ♣xx or ♠KQx ♥AKQxxx ♦xx ♣xx. A jump to 3 of a lower ranking suit shows a solid (if no stopper) or semi-solid 6⁺ card suit with 7-8 tricks, often trying for 3NT, say ♠Qx ♥xx ♦AJx ♣AKJxxx. A jump to 3 of a higher ranking suit shows a *good preempt* which will often produce a game opposite a fit and a random 10 HCP hand, say ♠KJTxxxx ♥x ♦AJx ♣xx or ♠KJx ♥QJT8xxx ♦Ax ♣x.

Cue bid Very strong (at least 8.5 tricks) one or two suited hand with shortness in opponents suit (often a void). Responder should strain to bid NT with a stopper. Over a NT response, a two suited hand may be introduced by bidding the higher suit.

Jump cue bid Solid minor, asks for stopper,

Double jump cue bid Voidwood .

2NT 19-20 HCP's, good stopper(s), may have a 5⁺ card major. Continuations as after 2♦-2M-2NT.

3NT Solid minor with a stopper.

Chapter 5

Multi-2♦

An opening bid of 2♦ shows one of the following hands:

- (a) A weak hand with a 6 card major suit. Disciplined on first or second seats: no side 4 card major, at most one quick trick outside the suit. The suit requirements are QTxxxx at favourable vulnerability, KTxxxx at equal vulnerability and KQxxxx at unfavourable vulnerability. In third seat, this bid is completely undisciplined, except that at unfavourable vulnerability a good suit is required.
- (b) A balanced hand with 20-22 HCPs. May have a 5 card major suit.
- (c) A strong, 8-8.5 playing trick hand with a solid or semi-solid 6⁺ minor suit, not strong enough to open with 2♣.
- (d) A hand with (4441) shape, 20-24 HCPs (not counting singleton king, queen or jack). With singleton ace, opener subtracts one or two points from his HCP count.

The auction after 2♦:

pass Rare, but not impossible! Horrible hand with 6⁺ bad diamonds.

2♥ This is the normal response. Opener shows a type (a) hand by passing or bidding 2♠, a type (b) hand by bidding 2NT, a type (c) hand by bidding 3♣ or 3♦ or a type (d) hand by bidding 3♥ with a singleton in a black suit and 3♠ with a singleton in a red suit.

2♠, 3♠ Responder has a weak hand, with preference to hearts over spades. Opener is required to bid hearts if that is his suit or to pass.

3♥ Responder is willing to play in either 3♥ or 3♠.

2NT Forcing. Responder has at least a sound opening hand. Opener responds:

3♣ Good hearts preempt.

3♦ Good spades preempt.

3♥ Bad hearts preempt.

3♠ Bad spades preempt.

3NT Type (d) hand. Responder may bid 4♣, and opener bids suit below singleton (4NT shows a singleton in clubs)

4m Type (c) hand.

4NT Type (b) hand.

- 3m** Forcing. Either lead directing with 3^+-3^+ in the majors, or slammish hand with long minor. Opener is required to show his suit with types (a) and (c), bid **3NT** with types (b) and (d). Responder passes with a lead directing bid, or bids on with a slammish.
- 4m** Forcing, lead directing, 4^+-4^+ in the majors.
- 4 \heartsuit** Responder is willing to play in either **4 \heartsuit** or **4 \spadesuit** .
- 4 \spadesuit** Signoff.

5.1 The auction after **2 \diamond -2 \heartsuit -2NT**

- 3 \clubsuit** Puppet Stayman. Notice that responder can not signoff in **3NT** directly, hence **3 \clubsuit** may show no interest whatsoever in a major.
- 3 \diamond** No five card major, a four card major. Responder bids **3NT** with no four card major, and he bids *the major he does not have* with a four card major.
- 3M** Five card M suit.
- 3NT** No major suit.
- 3 \diamond ,3 \heartsuit** Jacoby transfers. **4NT** after transfer is quantitative. To use RKC, responder must transfer on the four level.
- 3 \spadesuit** Responder has a slam going hand with a long minor. Opener is asked to relay to **3NT** after which responder will bid **4m**, RKC in m.
- 3NT** Beginning of minor suit signoff. Opener is asked to bid **4 \clubsuit** and responder will pass or bid **4 \diamond** .
- 4 \clubsuit** Gerber.
- 4 \diamond ,4 \heartsuit** Transfers to \heartsuit, \spadesuit . New suit by responder is exclusion blackwood, **4NT** is RKC.
- 4 \spadesuit** Freak hand with minors. Opener usually bids his best minor or **4NT** with good supporting hand, after which responder may show a void with grand slam interest.
- 4NT,5NT** Quantitative.
- 5m** Signoff.
- 5M** Grand Slam Force.

5.2 The auction after **2 \diamond -2 \heartsuit -3M**

Opener is showing a (4441) hand with 20-24 HCPs. Responder may choose to pass with a horrible hand or bid a new suit asking opener to pass unless that is *NOT* his short suit. However, responder normally bids **3NT** and opener reveals his hand as follows:

M= \heartsuit

- 4 \clubsuit** Singleton spade, 20-22 HCPs.
- 4 \diamond** Singleton spade, 23-24 HCPs.
- 4 \heartsuit** Singleton club, 20-22 HCPs.
- 4 \spadesuit** Singleton club, 23-24 HCPs.

M=♠

- 4♣ Singleton heart, 20-22 HCPs.
- 4♦ Singleton heart, 23-24 HCPs.
- 4♥ Singleton diamond, 20-22 HCPs.
- 4♠ Singleton diamond, 23-24 HCPs.

Responder may bid 4NT to inquire about missing key cards in opener's suits (ace of short suit and aces and kings of other suits) (there may be at most four missing key cards). Responses:

- 5♣ Four missing key cards.
- 5♦ Three missing key cards.
- 5♥ Two missing key cards.
- 5♠ One missing key card.
- 5NT No missing key cards.

A new suit by responder is non-forcing. A bid in partner's shortness asks to specify strength further (1 step- no extra, 2 steps, 1 extra HCP etc.)

Lets see some examples:

♠AK53	♠74	2♦	2♠	With good fit and 26-27 HCPs in opener's suits, responder bids slam.
♥A753	♥KQ84	3♠(R)	3NT?	
♦9	♦J84	4♥(d-)	6♥	
♣AKQ5	♣J864	p		

♠AK53	♠QJ82	2♦	2♥
♥A753	♥2	3♠(R)	3NT?
♦9	♦K732	4♥(d-)	4♠
♣AKQ5	♣T972	p	

♠A864	♠QT	2♦	2♠	Reponder signs off cheaply with bad fitting hand.
♥Q	♥K632	3♠(R)	3NT?	
♦AKJ9	♦T742	4♣(h-)	4♦	
♣AKQ5	♣964	p		

♠A864	♠KJ52	2♦	2♥	Reponder signs off in 5♠ with two possible losers.
♥Q	♥87	3♠(R)	3NT?	
♦AKJ9	♦Q853	4♣(h-)	4NT?	
♣AKQ5	♣872	5♥(2)	5♠	
		p		

♠AK96	♠QJ	2♦	2♥	Opener has 21 HCPs with stiff ace, but still decides to open this with 2♦. Responder signs off safely in 4♣.
♥A942	♥K5	3♥(B)	4♣	
♦AQJ2	♦73			
♣A	♣QT98652	p		

♠AK96	♠JT8	2◇	2♥
♥A942	♥QJ73	3♥(B)	3NT?
◇AQJ2	◇K854	4♥(c-)	5♣?
♣A	♣J4	5◇(+0)	5♥
		p	

Opener has been dealt the same again, and still decides to open this with 2◇. Luckily, his partner was not dealt the same hand, and when he counts 26 HCPs in opener's suits, he decides to signoff in 5♥.

5.3 The auction after 2◇-2♥-3m

Opener is showing a 8-8.5 trick hand with a solid or semi-solid suit, and good slam prospects opposite 3 controls. Responder may pass or signoff in 3NT, 5m, 6m or (once in a blue moon) 7m; 4m is invitational. Any other bid is a cheapest cue bid, announcing the possibility of slam and starting a slam investigation. Opener bids next bid to ask for further key cards, hence 3♠ may be used to signoff in 3NT. Over a relay, responder may jump in a suit showing shortness and decent trump length. Over a cue bid, opener may bypass the cheapest bid and issue an asking bid instead (see chapter 7). 5NT asks for trump honours. A *jump* to 5m or 6m is showing a possible loser in m and asks for length: responder passes with void or small singleton, bids one step with xx or stiff honour, two steps with xxx or Hx, etc.

♠Axx	♠Qxxx	2◇	2♥
♥K	♥AJx	3◇	3♥(1)
◇AKQJxx	◇Txxxx	3♠(2)	3NT(3)
♣AJx	♣x	4♣(2)	4♠
		5♣(4)	5♠(5)
		6◇	p

(1) ♥A or K, slam is possible (2) tell me more (3) No more key cards (4) How about clubs (5) Second round control, hence stiff

♠KQ6	♠5	2◇	2♠
♥A	♥T7654	3♣	3◇
◇AQ5	◇K842	3♥	4♠
♣KQJT62	♣A97	4NT	5◇
		6♣	p

♠A82	♠QT9	2◇	3♠
♥54	♥AQ862	4◇	5◇
◇AKQJ83	◇T976	p	
♣A9	♣Q		

♠AJT	♠K76	2◇	2♠
♥AK	♥T987642	3♣	3◇
◇K5	◇A8	3♥	3♠
♣KQJ852	♣T	3NT	4♣
		6NT	p

Opener cannot find club length after 4♣

♠AK8	♠Q63	2◇	2♥
♥A9	♥QJT854	3◇	4♣
◇KQJ732	◇64	4◇	4♥
♣K7	♣AQ	4♠	5♣
		6◇	p

Notice that 4♣ denies controls in the majors- yet responder is showing slam interest, hence he must hold some source of tricks together with some trumps or ◇A. When responder shows ♣Q, opener bids 6◇ hoping not to find partner with ♣AQ tight, oh well...

♠AQ	♠965	2♦	2♠
♥J7	♥AK32	3♣	3♦
♦KQ	♦AJ3	3♥	4♥
♣AKJT753	♣982	4♠	5♥
		7NT	p

♠A6	♠T73			Ouch!
♥Q96	♥KJ875	2♦	2♠	
♦AKQJ62	♦84	3♦	p	
♣A3	♣T74			

♠5	♠AT964	2♦	2♥
♥AT7	♥Q86	3♣	3NT
♦AK4	♦QJ82		
♣AKJT82	♣7	p	

Some relevant statistics

The probability of being dealt a 2♦ opening hand is approximately 3.5%.

The following table gives the probabilities of the different types of hands given a 2♦ opening bid, and also the probability of finding partner with a good hand (13 HCPs or more) having each type of hand

(a)	(b)	(c)	(d)	(a)	(b)	(c)	(d)
71.6%	17.6%	9.6%	1.1%	31.5%	3.2%	5.5%	2.1%

5.4 Dealing with interference over 2♦

After 2♦ is doubled, responder may choose to ignore the double with a weak hand. With a good hand he should redouble. Any other bid is non-forcing.

After interference opener should usually pass with a weak hand. A type (b) hand is introduced with 2NT, if possible, or double, and responder continues as if there was no interference, if possible. A type (c) hand is introduced with 3m. A type (d) hand is introduced with double if opponents bid one of opener's suits, or with a cuebid otherwise. In either case the double is optional.

5.5 Defense against multi-2♦

Action by second hand:

- **double** Balanced 16⁺HCP's.
- **2M** Takeout of OM, equivalent to a takeout double of a weak 2OM bid.
- **2NT** Both minors, decent hand.
- **3m** Natural, unbalanced decent hand, 5⁺ card suit.

Action by fourth hand after 2♦-2♥:

- **double** Takeout for ♥.
- **2♠** Takeout of ♠.
- **2NT** Balanced, 16⁺HCPs.
- **3m** Natural, unbalanced decent hand, 5⁺ card suit.

Action by sixth and eight hands are as after a weak 2M opening, limited by inability to take action in second or fourth hands.

Chapter 6

The 2NT opening bid

An opening bid of 2NT shows a weak two suited hand, 55 or better, not with both majors. *Never with 54*. In first or second seat the 2NT opener should have fair suits, say close to $\spadesuit x \heartsuit xx \diamondsuit KJxxx \clubsuit KJxxx$, while in third seat quality may vary more. In first or second seats it denies an outside ace.

6.1 Responses to 2NT

pass Responder either has a weak hand and suspects opponents have a game or he simply thinks he can make 2NT or he has a hand with both majors and 22 or worse in the minors not strong enough to have a game opposite a hand with both minors. In the the third case he will attempt to describe his hand if opponents balance the auction.

3♣ Tolerance for clubs, non-forcing.

3♦ Tolerance for diamonds, usually denies 3⁺clubs, non-forcing.

3♥ Forcing, 3⁺hearts, *no spade tolerance*. Opener responds:

3♠ [0355] exactly.

3NT Both minors.

4♣ Spades and clubs.

4♦ Spades and diamonds.

4♥ Heart suit.

3♠ Forcing, 3⁺spades. Opener responds:

3NT Both minors.

4♣ Hearts and clubs.

4♦ Hearts and diamonds.

4♠ Spade suit.

3NT Signoff.

4♣ Tolerance for clubs and the majors. Opener passes only with both minors.

4♦ Tolerance for diamonds and the majors. Opener passes only with both minors.

4♥ 6⁺good hearts, tolerance for spades.

4♠ 6⁺good spades, tolerance for both minors.

- 4NT** Opener is asked to show his minor, clubs first with both.
- 5m,6m,7m** Responder shows tolerance in m and the majors.
- 5M** Responder shows tolerance for M and both minors, forcing.

When responder bids a second suit, which is not forcing, say after **2NT-3♦-3♥-3♠**, opener should realize that a misfit is highly probable, and should give preference to responder's suit with 2 or 3 card support. By bidding the 4th suit or rebidding his first suit, opener shows a good 6⁺ card suit with at most a singleton in partner's suits.

6.2 The auction after 2NT=double

- pass** Opener is required to bid his lowest ranking suit if the double is passed to him.
- redouble** Ambiguous strength. Opener is required to bid his major or 3♣ with none.

All other bids are unchanged, except that opener should not make any free bids.

6.3 The auction after 2NT=p=p=double=p=p

Opener must always pass any balancing bid by the opponents! Responder bids:

- redouble** Pick a major, bid 3♣ with none.
- 3♣** Tolerance for clubs.
- 3♦** Tolerance for diamonds.
- 3♥** Intermediate hand with both majors and some tolerance in at least one minor.

6.4 When opponents overcall

Opener must pass, of course. Responder's double is for take-out *if opener does not hold opponents' suit*

6.5 Some examples

The auction goes 2NT=p and you hold:

- ♠Axx ♥Axxx ♦Axx ♣Axx Bid 3♠. If partner has a major 4♥ or 4♠ will probably be cold, and if he doesn't, 5♣ or 5♦ will not be very difficult.
- ♠Ax ♥xxxx ♦Qxx ♣Kxxx Bid 3♣. A major suit may be lost, but prospects of making 4 in any suit are not very good, so it does not matter much in which suit we will be down.
- ♠x ♥xxxx ♦xxxx ♣xxxx Wonderful hand to have! Bid 4NT and pass any response
- ♠Axx ♥Ax ♦Qxxxx ♣Axx Bid 3♦. Partner is unlikely to pass, and if he happens to have spades (and clubs), 4♠ will be cold. If partner bids 3♥, we can either play there, gamble a 4♥, or play a safe 4♣.
- ♠KJxx ♥Kxxxx ♦Kx ♣Kx Pass. Partner is likely to have both minors. We are likely to get another chance to bid.
- ♠KQJxxx ♥xxx ♦xx ♣xx Bid 3♦ and hope your partner does not have diamonds.

♠AKxx ♥AKxx ♦AKxx ♣x Bid 3♠.

The auction goes 2NT=X and you hold:

♠Axxx ♥Kxx ♦Axx ♣xxx Pass. You are indifferent to partners shape.

♠Axxx ♥Qxx ♦xxxx ♣xx Bid 3♦ just as you would without the double.

♠Axxxx ♥Qxxx ♦xx ♣xx Redouble. If partner has a major suit, you are in great shape, otherwise you really don't mind in which minor you will go down.

♠QJxxxx ♥xx ♦Axx ♣ Bid 3♦. Partner is likely to correct to 3♥ which you will pass. Notice that you bid 3♠ over opener's 3♥ he may give you preference to 4♦ with a [1525] hand.

Dlr: West
 Vul: None
 Imps

♠Q8765
 ♥K
 ♦QT98
 ♣J95

♠4
 ♥Q9654
 ♦J6
 ♣AQT82

♠3
 ♥AJ832
 ♦AK7432
 ♣4

♠AKJT92
 ♥T7
 ♦5
 ♣K763

North	East	South	West
-	3♦	3♠	2NT
-	X	-	4♣
4♠	5♥	-	-
-			

Notice opener's 4♣, showing clubs and hearts

Is this sound?

Lets look at the worst case: you open 2NT with five spades and five diamonds. From the point of view of LTT you will be safe unless there are 15 trumps or less (with probability 17.6%) or there are 16 trumps with fit in spades but no double/double fit (with probability of 7.9%). So you are safe about 75% of the time. With better distribution or with [x5(5x)] or [xx55] hands, 2NT will be even safer. Not to mention that with any (55xx) there will be 17 trumps 21% of the time and 18⁺ trumps 40% of the time.

While it is true that if opponents end up playing the hand they will play it almost double dummy, they had to get to their contract after we preempted them to the three level!

Chapter 7

Strong opening bids and slam bidding

7.1 The 2♣ opening bid

A 2♣ opening bid shows a *very* strong, 9⁺trick hand or any hand with 23⁺HCPs. 100% game forcing. Responses are control-showing (A=two controls, K=one control):

2♦ 0 or 1 controls, only response which does not establish a game forcing situation.

2♥ 2 controls.

2♠ 3 controls.

2NT 4 controls in three suits.

3♣ 4 controls in two suits.

3♦ 5⁺controls.

3♥,3♠,4♣,4♦ Solid 7⁺card suits, no outside controls.

After responder shows his controls, opener makes a minimal NT rebid showing a 23-24 HCPs balanced hand, or he bids a good 5⁺card suit, *jumps* to 3NT showing a huge balanced hand, or starts a TAB sequence (see below).

When opponents interfere below 2NT over 2♣, *double is for penalties*, otherwise control showing step responses as above starting with pass showing 0 or 1 controls. After interference above 2♠, double is a negative response, pass shows cards and no good suit, any other response is natural and positive. A cue-bid typically shows a three-suited hand with shortness in opponents' suit.

7.1.1 The auction after 2♣-2X-2NT

3♣ Puppet Stayman as after 2♦-2♥-2NT.

3♦,3♥,3♠,3NT Transfers to 3♥,3♠,4♣,4♦. Opener relays to next bid. Responder will rebid 3NT with a five card suit, or with a 6⁺card suit shows trump quality in step responses (excluding 3NT) as follows:

1 step No top honour.

2 steps One top honours.

3 steps Two top honours.

4 steps Three top honours, could be 5 cards.

A transfer to a major, followed by 4M shows a 6-7 topless card suit with no extras.

4♣,4♦,4♥,4♠ Semi-solid 7⁺ card suits.

5♣,5♦,5♥,5♠ Solid 7⁺ card suits, no outside ace(s).

A new suit immediately after suit agreement, or a natural bid by responder followed by jump into a new suit by opener starts an asking bid process. A raise by opener is an automatic asking bid, unless responder has shown zero or one controls or opener raises to game exactly.

A bid of 3NT immediately after trump agreement asks responder to show cheapest extra feature (queen, or after 2♦ response, possibly a king).

7.1.2 Trump asking bids (TAB)

A jump to a new suit by the 2♣ opener asks about the number of cards there- responder uses a step response scheme:

first step 0 or 1 cards.

second step 2 cards.

third step 3 cards.

fourth step 4 cards.

fifth step Singleton honour.

A NT bid by opener following the first TAB asks about top honors. Responses are:

first step No top honour.

second step One top honour.

third step Two top honours.

fourth step Three top honours.

If the response to the first TAB is negative, ie. one or two steps, a new suit bid starts a new TAB sequence in that suit. If the response is positive, a bid of a new suit is an asking bid.

7.1.3 Asking bids

These asks for control and length in the named suit:

first step No third round control.

second step Third round control.

third step Second round control.

fourth step First round control.

fifth step AK.

A second asking bid in a suit (either immediately following first asking bid or later in the auction) asks for further clarification. If the response to the first asking bid was positive, the responses to the second are:

first step	Control by shortage.
second step	Control by honour.
third step	A,Ax,K or Kx.
fourth step	AQ(x . . . x) or KQ(x . . . x)

If the response to the first asking bid was negative, the responses to the second are:

first step	xxx.
second step	xxxx.
third step	xxxxx or longer.

A raise of responder's suit is an automatic trump quality asking bid if below game. If on game level, responder shows trump quality if he has two or more controls or one control and considerable extras (queens). A jump raise is always a trump quality asking bid.

7.1.4 4NT and 5NT

Unless part of a TAB process, 4NT asks for queens. Responses:

5♣	No queen.
5♦	Minor suit queen.
5♥	Major suit queen.
5♠	Two queens of same colour or rank.
5NT	Two queens of different colour and rank.
6♣	Three queens.

A *jump* to 5NT is checking trump quality, see section (7.5). A non-jump to 5NT asks for extra length in the agreed trump suit. Minimum trump length is defined as follows:

When responder supported: 3 cards.

When responder has bid the suit: 5 cards.

When responder jumped in the suit: 6 cards.

In response to 5NT responder bids 6♣ with no extra length, 6♦ with one extra trump etc.

Examples

♠A5	♠J963	2♣	2♥(2)	When responder discovers the 6 ⁺ card heart suit, he deems 5♥ to be safe and when responder shows a top honour, he can count 13 tricks
♥AK	♥QJT543	3♣	3♥	
♦K93	♦A8	3NT	4♥	
♣AKQJT4	♣3	5♥?	5NT(Q)	
		7NT	p	
♠KQ	♠AT9542	2♣	2♠(3)	
♥KQJ97	♥4	2NT	3♥	
♦AJ9	♦K742	3♠	4♦(1)	
♣AK9	♣QT	4NT?	5♦(mQ)	
		6NT	p	

♠AKQ	♠T95	2♣	2♠
♥-	♥AKJT9874	4♦?	4♠(2)
♦AKQT942	♦J6	5♣?	5♦(0-1)
♣AQ4	♣-	7♦	p

Notice West's TAB in clubs: he is intending to play in diamonds, but when he learns partner has AK somewhere, he realizes that he needs partner to hold ♣K unless... partner has at most 1 club and 2⁺ diamonds!

♠AK	♠Q7	2♣	2♥
♥K96	♥2	3♦	4♦
♦AKQJ64	♦T872	4♥?	5♣(2nd)
♣K8	♣AJ9632	6♦	p

When the diamond fit is established, West realizes that he may have three losers- nevertheless 5♦ seems reasonable and it doesn't hurt to see if hearts can be ruffed- East's 5♣ break the good news: ♣A and singleton heart. An asking bid in clubs wouldn't be a great success, though.

♠AQ5	♠43	2♣	2♥(2)
♥AKQT	♥J86542	2NT	3♦
♦A98	♦K6	3♥	3♠(0)
♣A75	♣KJT	3NT?	4♥(no)
		6♥	p

When East shows a topless 6⁺ heart suit- West needs a minor suit queen or a seventh heart or ♠K for a cold slam or a minor suit jack for a 75% slam; Both ♠K and a minor suit queen make a grand! How is he going to find out? 3NT! Hmm... no minor suit queens. Lets gamble the slam anyway...

♠AKQ	♠JT75	2♣	2♥(2)
♥KQ64	♥A2	3♣	4♣
♦A	♦92	5NT ?	6♦(Q)
♣AK864	♣QT732	7♣	p

Simple, isn't it?

♠AKQJ75	♠4	2♣	2♠(3)
♥AQT	♥K96	3♠	4♣
♦7	♦A432	5NT(?)	6♦(Q)
♣AKJ	♣QT973	7♣	p

The startled East shows his ♣Q and West can count ... 14-15 tricks?

♠AK	♠Q863	2♣	2♥(2)
♥AKJ852	♥T6	3♥	3NT
♦J7	♦A52	4♥	5♥!
♣AK5	♣Q874	6♥	p

In all the examples up to this one, responder sits quietly and answers questions politely, but no more! When east realizes they have some sort of a fit, he discovers his extra 2 queens and decides opener should be told the good news. Making 7. Notice that west cannot investigate the hand without risking his plus score- he must assume east will not fall asleep with considerable extras.

♠AKT2	♠863	2♣	2♦(0,1)
♥KJ2	♥-	2NT	3NT
♦AQ	♦K985432	4♣	4♥(1)
♣KQJ5	♣943	5♦	p

Missing two aces, opener signs off in 5♦.

♠AK7	♠6543	2♣	2♦(0-1)
♥AKJ5	♥QT832	3♣	3♥
♦A	♦K87	4♥	5♣
♣KJ743	♣Q	6♥	p

In the old days East wouldn't have to bid a humiliating 2♦ over 2♣ (I had 7 good points partner!) but this new control thing ... Anyway, east has his way again: ♣Q must be worth something opposite partner's good 5⁺ card suit, no? and a king and another queen. Lets show partner our cheapest feature ...

♠2	♠AK743	2♣	2♠(3)	A perfect hand for TAB- when East shows ♠AK, West quickly discovers his heart holding, bidding the cold grand slam.
♥AKJ943	♥Q2	4♥?	4NT(2)	
♦AK	♦J9	5NT?	6♦(Q)	
♣AKQ5	♣T742	7NT	p	

♠AK	♠Q98632	2♣	2♦(0-1)	Here is a deal on which our methods fail miserably: 6♠ by east is the right spot, but there is no way to get there. (Is there?) This slam is biddable using standard methods though.
♥AKQJT7	♥-	???		
♦JT2	♦K9			
♣AK	♣Q9843			

7.2 The 2M opening bid

A 2M opening bid shows a strong 8 or 8 1/2 trick hand with a good good 6⁺M card suit. Unlike Acol's 2M opening bid, it is not used to introduce two-suited hands. Opener may pass with a bad hand. *Any response other than 2NT establishes M as the trump suit*, therefore, all further bids tend to show features (high cards) rather than real suits. A 2NT response is showing shortness in M: opener will normally relay to 3♣ and responder will show a long suit or bid 3NT. With a AKQxxxx or better in M, opener will rebid 3M over 2NT.

A raise shows some trump support with no outside controls, while a jump raise shows some shape with no outside controls.

Any other non-jump response is showing the cheapest feature, and is game forcing. A jump shift shows a good non-solid 5⁺ card suit, at least KQxxx with no additional outside controls. Opener bids next available bid to ask for further features; any other bid in a suit is an asking bid. When opener makes an asking bid in a suit which responder has already shown a feature, responses are:

One step King.

Two steps Ace.

After a negative response:

- 2M-2NT-3♣-3♦,3OM,4♣ Short M, usually 6⁺ cards in named suit, or a two suited hand.
- 2M-2NT-3♣-3NT Short M, signoff.
- 2M-2NT-3M AKQxxx or better in M.
- 2M-2NT-3♣-3M Some trumps, maybe a queen here and there.
- 2M-2NT-3♣-4M Signoff- not bust but nothing worth mentioning.

After a positive response, when responder runs out of features to show, he may jump to 4M showing no extras or bids the cheapest between 3M or 3NT showing something extra. Over 3M opener may bid 3NT to ask for a feature: responder bids 4M with a top honour in M or shows other cheapest feature.

Responder may not RKC; opener may RKC only by jumping to 4NT, otherwise 4NT asks for further description.

Some examples

<p>♠K4 ♥AKT9863 ♦AK6 ♣2</p>	<p>♠A3 ♥QJ52 ♦T8 ♣AQ974</p>	<p>2♥ 2NT 3♦ 4♦? 5♣? 5NT? 7♥</p>	<p>2♠ 3♣ 3♥(extra) 4♠(3rd) 5♥(A) 6♦(Q) p</p>	<p>After showing ♣A and ♠A responder bids 3♥ to indicate extras (♥Q). When opener discovers the third round control in ♦, and first round control in ♣, he inquires about trump quality, finding the cold grand slam.</p>
<p>♠K4 ♥AKT9863 ♦AK6 ♣2</p>	<p>♠QJ75 ♥74 ♦Q942 ♣T83</p>	<p>2♥ 2NT 3♣ 3♥ 4♥ p</p>		<p>Responder now shows his almost bust hand. Without one of his queens he would have passed 2♥.</p>
<p>♠AJT ♥AQJ764 ♦2 ♣AK8</p>	<p>♠K93 ♥K5 ♦J85 ♣JT532</p>	<p>2♥ 2♠ 2NT 3♥(extra) 3NT 4♥(♥honour) p</p>		
<p>♠AJT ♥AQJ764 ♦2 ♣AK8</p>	<p>♠KQ3 ♥K5 ♦985 ♣QT532</p>	<p>2♥ 2♠ 2NT 3♥(extra) 3NT 4♣(♥honour) 4♦ 4♠ 4NT? 6♥ p</p>		<p>Notice opener's 4NT bid- it shows interest in slam if responder has any extras, and in this sequence the only extra responder can have is a heart honour.</p>
<p>♠AJT ♥AQJ764 ♦2 ♣AK8</p>	<p>♠Q762 ♥T3 ♦AKQ76 ♣Q7</p>	<p>2♥ 3♦ 3♥ 4♦ 4♥ 5♦ 6♥ p</p>		<p>Responder shows his ♦AKQ and the slam is bid. Notice opener's 4♥ bid: partner is supposed to pass it with no additional features or bid on with more features. If opener wanted to keep auction open, he would have to start an asking bid process.</p>
<p>♠AKQ7653 ♥- ♦A742 ♣KJ</p>	<p>♠92 ♥K95 ♦983 ♣A5432</p>	<p>2♠ 3♣ 3♦ 3♥ 3♠ 4♠(no extras) p</p>		
<p>♠KQJ6532 ♥- ♦A742 ♣AK</p>	<p>♠- ♥QT7632 ♦KJT5 ♣T86</p>	<p>2♠ 2NT 3♣ 3♥ 3♠ 4♦ 5♦ p</p>		<p>Finally a nightmare hand! Responder shows his heart suit, and after opener fails to raise it, his diamond suit. Note that 4♦ is showing a suit: features are shown only when a fit is found.</p>
<p>♠AKQ7653 ♥- ♦A742 ♣KJ</p>	<p>♠- ♥QT7632 ♦KJT5 ♣T86</p>	<p>2♠ 2NT 3♠ 4♦ 4♥ 4♠ p</p>		<p>When opener insists on spades, responder shows his ♦K.</p>

7.3 RKC

4NT is RKC After suit agreement. If no suit has been agreed upon, and NT was mentioned in the auction, a jump to 4NT is quantitative. A bid of 4m is RKC unless it is conventional, preemptive or competitive.

7.3.1 Roman Key Card Blackwood

Responses show number of controls, where a control is either an ace or the king of trumps.

5♣ 0 or 3 controls.

5♦ 1 or 4 controls.

5♥ 2 controls without the queen of trumps.

5♠ 2 controls with the queen of trumps.

5NT Two controls with a void. If partner bids 6X, X not the trump suit, he is asking to go to 7 if X is the void. If you cannot possibly be void in X, partner would like you to be void in a suit above the trump suit. If you are known to be void in X (say, after you splintered), 6X is asking you to bid a grand slam with full values.

6X Either three controls and a void in X, or if X is known to be your side suit, you are showing three controls with the Q of X.

After a 5♣ or 5♦ response, the next non-trump suit bid asks for the queen of trumps. Responses: trump suit=no queen; other suit=queen and king of that suit; 5NT= queen, cannot show king below 6-level.

If asker skips a suit when asking, he shows all key cards and is asking for the king of that suit.

5NT after a RKC response, confirms possession of all key cards and the queen of trumps and asks for lowest ranking (not previously shown) king. Responded bids the grand slam with 3 kings, shows a king if he holds one or signs off with no king to show.

A 4NT response to an opening bid is old-fashioned Blackwood.

Some examples:

♠J	♠AKxxx	1♣	1♠
♥AQx	♥x	2♦	2♥(game forcing)
♦AKJx	♦xxxx	3♥	4♦(RKC)
♣KQTxx	♣Axx	4♥	4♠(Q?)
		5♦(no)	6♦
		p	
♠J	♠AKxxx	1♣	1♠
♥AQx	♥x	2♦	2♥(game forcing)
♦AKQx	♦xxxx	3♥	4♦(RKC)
♣KQTxx	♣Axx	4♥	4♠(Q?)
		5♣(yes,♣K)	7♦
		p	
♠AQxxx	♠Kxx	1♠	2♦
♥Kxx	♥—	2NT	3♠
♦KQx	♦AJxxxx	4NT	5NT
♣Ax	♣Kxxx	6♥(♥void?)	7♠(yes)
		p	

♠Ax	♠Kxx	1♦	2♦
♥x	♥Axx	4♦(RKC)	4NT(2,no Q)
♦KQJxx	♦Axxx	5♠(♠K?)	7♦(yes)
♣AKQxx	♣xxx	p	

DOPI is used over interference. When a RKC response is doubled, redouble shows second round control in that suit.

7.3.2 Voidwood (or Exclusion Blackwood)

This convention is used to show a void and to inquire about key-cards outside it. Jumps above splinter level, and new suits after a Texas transfer show a void in the named suit. Step responses as in RKC.

7.4 Jump shifts

The following is taken from Bobby Goldman's Aces Scientific.

A jump shift shows one of the following hands:

- A long solid suit (AKQxxxx AKQJxx or better) and an opening hand. Responder will jump rebid his suit with no slam interest, or rebid his suit with slam interest.
- Good (two of three top honours) 6⁺ card suit and 18⁺ points, controls in all unbid suits and no shortness. Responder will rebid **NT**.
- Good 5⁺ card suit and good fit in opener's suit. Responder will either bid a new suit (shortness) or raise opener's suit with a (5422) hand.

In either case, the final contract will be in opener's suit, responder's suit or **NT**, therefore new suits are cue bids.

Opener responds in this order of priorities:

- Raise with support.
- Rebid a good suit.
- Bid **NT** if appropriate.
- Show a concentration of strength.

7.5 Cue-bidding style

- A cue-bid in an unbid suit shows the ace, king, singleton or void.
- Cue-bids are *always* up-the-line. As a corollary, bypassing a suit denies a cue-biddable feature in that suit.
- A cue-bid in a bid suit is always based on high-cards rather than shortness. (*See chapter 3 for special cue-bidding agreements after a 2/1 auction!*)
- A cue-bid in a suit your are known to be short in shows a void.

7.6 Asking bids

After suit agreement, when a new suit would be a cue-bid:

- A jump in a new suit is asking for control in that suit. Responder bids:

1 step	No first or second round control.
2 steps	Second round control.
3 steps	First round control.
4 steps	AK, singleton ace, or void with extra trump support.
- A jump to 5 of the trump suit is asking for trump quality- responder should go to slam with good trumps.
- A jump to 5NT is checking trump quality for a grand slam. Responder bids:

6♣	No top honour.
6♦	The queen.
6♥	The king or ace.
6♠	Two top honours.

Responder may be unable to respond in the six-level with a not-so-exciting hand, holding a low ranking trump suit. In that case he will simply signoff in the six-level.

- A jump to a new suit on the six-level asks to bid grand slam with third round control in named suit.

♠AKxxx	♠Qxxx		
♥Ax	♥Jxx	1♠	3♠
♦x	♦Kxx	5♣?	5♠ first round
♣KQTxx	♣Axx	6♠	p

♠Axxxx	♠KQxx		
♥Ax	♥Qxx	1♠	3♠
♦A	♦Qxx	5♠?	6♠
♣AKxxx	♣Jxx	p	

To bid 6♠ opener needs to two of three features in responder's hand: ♠KQ, ♥K and third round control in clubs. With responder missing all aces, opener will not gain much information by cue-bidding. An asking bid in clubs will not work well either.

♠AKxxxx	♠Qxx	1♠	2♠
♥AKxx	♥Qxx	3♦	4♣
♦-	♦Jxxx	6♥	7♠
♣KQx	♣Axx	p	

Chapter 8

When opponents interfere

This chapter will attempt to assign meaning to most competitive auctions arising after we open the bidding. Since it is impossible to describe all possible competitive auctions, most of the principles described in this chapter will be introduced through specific examples. The reader will have to generalise those to the new real-life situations he will no doubt face.

8.1 Responding after an overcall

- A 1NT response is natural, 7-10 HCPs with a stopper in opponents' suit.
- A raise of partner's minor is still strong.
- A raise of partner's major shows 0-8 points, 3 card support.
- A jump raise of opener's suit is preemptive, 4⁺ card support, 0-7 points.
- Jump shifts are *fit showing*, invitational.
- A 2/1 response shows a fair 5⁺ card suit with 10⁺ HCPs.
- A 3/1 response is almost game forcing.
- Double is negative.
- A NT bid is natural.
- A cue-bid is a limit raise or better.
- A jump cuebid is a game forcing splinter.

8.2 Responding after 1m=double

- A jump shift is fit showing, invitational.
- A new suit on the one-level is forcing, 6⁺ points, 4⁺ card suit.
- A new suit on the two-level shows a fair 5⁺ card suit, 5-9 points, non-forcing.
- 2NT is a preempt in m, 5⁺ card support, 0-6 points.
- 3m is a limit raise.
- A double jump shift is a splinter.

- Redouble shows a 10^+ point hand. May have 4^+ card support, in which case this will be the beginning of a game forcing raise. Usually denies a major suit.

8.3 Responding after 1M=double

- A jump shift is fit showing, invitational.
- A new suit on the one-level is forcing, 6^+ points, 4^+ card suit.
- A new suit on the two-level shows a fair 5^+ card suit, 5-9 points, non-forcing.
- 2NT is a limit raise or better, 4^+ card support.
- 3M is preemptive, 4^+ card support, 0-7 points.
- A double jump shift is a splinter.
- Redouble shows a 10^+ point hand. Responder may be beginning a limit or game forcing raise with 3 card support or he may be too strong for a 2/1 response, or he has a good defensive hand, inappropriate for any other response.

8.4 Negative doubles

When we open a suit at the one-level and next person overcalls a suit, a double by partner usually shows 4^+ cards in each unbid major, or, when both majors have been bid, 4^+ cards in both minors, and a desire to compete. *But not always.* The upper limit level for negative doubles is a matter of taste- I suggest $4\heartsuit$. High-level negative doubles are highly optional.

After $1\clubsuit=1\diamond=?$, a negative double is the correct action holding both $\spadesuit Qxxx \heartsuit Kxxx \diamond xx \clubsuit Qxx$ and $\spadesuit AKxx \heartsuit AKxx \diamond xx \clubsuit Kxx$. *A negative double is unlimited.*

After $1\heartsuit=2\clubsuit=?$ the following hands qualify for a negative double:

$\spadesuit Kxxx \heartsuit Jx \diamond Kxxx \clubsuit xxx$ 4 spades and some values. We are prepared for a possible $2\heartsuit$ rebid. This is about the minimum we can have.

$\spadesuit KQxx \heartsuit xx \diamond AKxx \clubsuit Axx$ Again, no upper limit.

$\spadesuit KJxx \heartsuit x \diamond AQJxx \clubsuit Qxx$ A good 5-card minor can be concealed.

$\spadesuit Kxxxx \heartsuit xx \diamond Kxx \clubsuit Qxx$ This hand is too weak for a $2\spadesuit$ bid, therefore the only way to show our spade suit is to double.

$\spadesuit AKQ \heartsuit xx \diamond Kxxx \clubsuit Jxxx$ Tough hand. A negative double is probably the most descriptive bid

The following hands *do not* qualify for a negative double:

$\spadesuit Kxxx \heartsuit xx \diamond Jxxx \clubsuit Qxx$ Too weak.

$\spadesuit Kxxx \heartsuit xxx \diamond Kxx \clubsuit Qxx$ We bid $2\heartsuit$.

$\spadesuit AQx \heartsuit xx \diamond Kxxxx \clubsuit Qxx$ We bid $2\diamond$.

$\spadesuit AKx \heartsuit Qx \diamond xxxx \clubsuit QJxx$ We bid 3NT.

After $1\heartsuit=1\spadesuit=?$ the following hands qualify for a negative double:

- ♠Kxx ♥xx ♦Kxxx ♣Qxxx Playing matchpoints, we may choose to give false preference to ♥ later, while retaining the option to compete to the 3 level in a minor suit.
- ♠Kxx ♥xx ♦Kxxxx ♣Qxx Too weak for a 2♦ bid. If partner bids 2♣, we will give preference to 2♥.
- ♠xxx ♥x ♦KQxxxx ♣Qxx Again, too weak for 2♦. If partner bids 2♣, we will bid 2♦
- ♠KJx ♥xx ♦AQxx ♣Axxx We can start by showing our minors followed by 3NT. Partner will be able to make an informed decision.

The auction after opener responds to a negative double should follow this (incomplete) general scheme:

- When responder has shown one suit and opener supported it:
 - A single raise in either suit is invitational.
 - A jump raise is forcing and so is a new suit.
 - A cuebid in opponents suit is game forcing, either asking for a stopper or showing a control with a slammish hand.
 - A jump cuebid is a splinter.
 - A NT bid is natural. May be showing a good 3 card suit.
- When responder has shown one suit and opener rebids his suit:
 - Pass.
 - A raise of opener's suit is invitational.
 - A bid in responder's suit is signoff, 5⁺ card suit.
 - A jump raise in opener's suit is game forcing.
 - A jump in responders suit is game forcing, showing a good 5⁺ card suit, *and support for opener's suit.*
 - A new suit is forcing.
 - A cue bid is forcing for one round, often seeking a stopper in opponent's suit or 3 card support.
 - A jump cuebid is a splinter, showing support for opener's suit.
 - A NT bid is natural.
- When responder has shown two suits and opener supported one of them:
 - A bid of the other suit is non-forcing, showing a 5⁺ card suit.
 - A raise is invitational.
 - A cuebid shows a singleton, game forcing.
 - A jump cuebid shows a void, game forcing.
 - A NT bid is natural.
- When responder has shown two suits and opener rebids his suit:
 - A raise is invitational.
 - A bid in one of responders suits is signoff.
 - A cue-bid is game forcing.

- A jump cue-bid is a splinter.
- A **NT** bid is natural.
- When responder has shown two suits and opponents raise their suit, double shows a desire to compete, and asks responder to either pick one of his suits, or to support opener's suit, if opponents bid below the upper limit level for the negative double.
- When responder makes a negative double, opponents interfere in a suit and opener passes, a second double by responder is still a negative double, if opponents bid below the upper limit level for the negative double.

8.5 When opponents interfere after 1m=p=1M

The system does not include support doubles or redoubles except after interference after 1♥=p=1♠.

When opponents overcall:

Pass Trap pass or bad hand. May include a 15-19 balanced hand with length in opponents suit. Responder must reopen with shortness in opponents suit.

Double Take out. Good hand, including 15-17 balanced and 18-19 with no stopper, no four card support and no natural rebid.

2M,3M Unchanged.

2NT 18-19 balanced, opponents suit stopped. Responder may NMF or cue bid with shortness in opponents suit. A rebid of 3M is forcing. **Notice** This is an exception to Good/Bad 2NT.

3m Good hand, natural.

cue bid Asking for stopper.

3NT Running suit, stopper.

4m Good hand 4⁺ cards in M, 6⁺ cards in m.

4om Splinter.

Jump cue bid Splinter.

When 1NT,2m,2om are available, their meaning is unchanged, except that 1NT shows exactly two card support.

When opponents double:

Pass Minimum, no four card support.

Redouble Take out. Good hand, including 15-19 balanced willing to defend. Denies four card support. If 18-19, no three card support.

1NT 15-17 balanced, three card support.

2m Unchanged.

2M,3M Unchanged.

2NT 18-19 balanced, exactly two card support. Responder may NMF or cue bid with shortness in opponents suit. A rebid of 3M is forcing, showing a 6⁺ card suit.

- 3m** Good hand, natural.
- cue bid** Asking for stopper.
- 3NT** Running suit.
- 4m** Good hand 4^+ cards in M, 6^+ cards in m.
- Double jump shift** Splinter.

8.6 Game tries and competitive raises

When responder supports opener's suit, and opponents establish a fit, a non-jump raise to 3 of our suit is competitive. If there is an unbid suit below 3 of our suit, a bid of that suit is a game try. If there are more than one such suit, a choice of a particular one tends to show values there. Double is for penalty.

If opponents' suit is exactly below our suit, the game tries described above are no longer available, therefore, double is a game try while 3 of our suit remains competitive (Maximal Double.)

All of the following auctions describe game tries:

- $1\spadesuit=2\clubsuit=2\spadesuit=3\clubsuit=3\heartsuit$ Opener invites with something in hearts.
- $1\spadesuit=2\diamondsuit=2\spadesuit=3\diamondsuit=3\heartsuit$ Opener does not say anything about hearts here.
- $1\spadesuit=X=2\spadesuit=3\clubsuit=3\heartsuit$ Note that opponents have an established fit.
- $1\heartsuit=2\diamondsuit=2\heartsuit=3\diamondsuit=X$

None of the following auctions describe game tries:

- $1\spadesuit=2\clubsuit=2\spadesuit=3\clubsuit=X$ Penalty as $3\diamondsuit$ and $3\heartsuit$ are available for a game try.
- $1\spadesuit=2\clubsuit=2\spadesuit=3\clubsuit=3\spadesuit$ Strictly competitive.

8.7 Good/Bad 2NT

This device is used to differentiate competitive rebids by opener from strong ones.

When opponents overcall at the two-level and we have no established fit, a 2NT bid is artificial, asking responder to relay to $3\clubsuit$, after which opener will make a non-reversing competitive bid. A direct non-raise bid at the three-level shows a stronger hand. Responder may choose to by-pass $3\clubsuit$ and either raise opener's suit or bid his own 6^+ card suit.

Good/Bad 2NT is off in the following cases:

- When in a game forcing situation.
- When opponents make a penalty double.
- When it is obvious we own the hand.
- After $1m=p=1M=2X$.

In all the following auctions, 2NT is Good/Bad:

- $1\heartsuit=2\clubsuit=p=2\spadesuit=2NT$
- $1\diamondsuit=1\spadesuit=X=2\spadesuit=2NT$
- $1\diamondsuit=X=1\spadesuit=2\heartsuit=2NT$ Opener is denying spade support here.
- $1\heartsuit=1\spadesuit=1NT=2\spadesuit=2NT$
- $1\heartsuit=p=1NT=2\spadesuit=2NT$

In all the following auctions, opener is showing a good hand:

$1\heartsuit=2\clubsuit=p=2\spadesuit=3\heartsuit$

$1\diamond=1\spadesuit=X=2\spadesuit=3\heartsuit$

$1\diamond=1\spadesuit=X=2\spadesuit=3\diamond$

$1\diamond=X=1\spadesuit=2\heartsuit=3\clubsuit$ Opener is denying spade support here.

$1\heartsuit=1\spadesuit=1\text{NT}=2\spadesuit=3\clubsuit$

$1\heartsuit=p=1\text{NT}=2\spadesuit=3\clubsuit$

In none of the following auctions, 2NT is Good/Bad:

$1\clubsuit=1\spadesuit=2\clubsuit=2\spadesuit=2\text{NT}$ We have a fit!

$1\spadesuit=x=2\spadesuit=p=2\text{NT}$ There is no interference at the two-level.

$1\heartsuit=p=2\clubsuit=2\spadesuit=2\text{NT}$ We are in a game forcing situation.

8.8 When the opponents show a two-suited hand

There are basically two cases: either both suits are known or only one suit is known.

When both suits are known:

- A raise is competitive.
- A cue-bid in the lower suit shows a limit raise or better in opener's suit.
- A cue-bid in the upper suit shows length in the unbid suit and 10^+ points.
- A bid in the unbid suit is non-forcing.
- A NT bid is natural, showing some sort of stoppers.
- Jump cuebids are game forcing splinters, showing support for partners suit.
- Double is for penalties, suggesting some stopper(s).

When only one suit is known:

- A direct raise shows a constructive raise.
- A cuebid is a limit raise or better.
- A jump cuebid is an unknown splinter.
- 2NT is natural.
- 3NT shows a game forcing raise.
- 4 of opener's suit is preemptive.
- 4 of the suit below partner's suit is semi-preemptive (good support, good shape, about one quick trick outside trumps.)

8.9 Balancing

[Unfinished]

Chapter 9

Preempting and bidding over opponents' preempts

9.1 Preemptive bidding

The following table, which will be used to justify some of the assertions made later in this section, gives the probabilities for certain total number of trumps (rows) given you hold a certain length in a suit (columns). For example, holding a seven card suit, the probability for 20 total trumps is 10.2%.

The total number of trumps here is the fit in your long suit plus opponent's longest fit, *not necessarily your longest fit*.

	5	6	7	8	9	10
12	1.2%	–	–	–	–	–
13	6.2%	1.6%	–	–	–	–
14	12.3%	6.0%	1.6%	–	–	–
15	18.4%	12.4%	5.4%	0.8%	–	–
16	21.8%	20.4%	13.9%	5.4%	–	–
17	18.7%	22.9%	22.8%	16.7%	5.9%	–
18	11.9%	17.9%	22.6%	23.5%	17.9%	7.9%
19	6.1%	11.0%	17.6%	23.2%	23.8%	25.0%
20	2.4%	5.2%	10.2%	17.6%	26.0%	31.6%
21	0.7%	1.8%	4.3%	8.7%	16.5%	17.1%
22	0.2%	0.5%	1.3%	3.1%	7.1%	9.2%
23	0.0%	0.1%	0.3%	0.9%	2.4%	6.6%
24	0.0%	0.0%	0.0%	0.2%	0.4%	2.6%
25	0.0%	0.0%	0.0%	0.0%	0.1%	–
26	–	–	–	–	–	–

9.1.1 Minor suit preempts

Many players will open 3m with both a six or seven card suit. This is quite sound if you are left to play there but the ambiguous length makes life harder for responder. I propose to bid six card minors on the three level and unflawed seven card minors on the four level (unless red/white). A flaw in a hand with a seven card minor is either a (7222) distribution or bad spots in the long suit, or both.

Is this sound? It is, at least from the point of view of LTT. Holding a six card minor, there will be 16⁺trumps 80% of the time, and holding a seven card suit there will be 18⁺trumps 56% and 17 trumps 22.8% of the time.

The 3m preempt

Usually six card suit or seven card suit with bad spots or (7222) distribution. Red/white 3m shows either a seven card solid suit or a seven card semi-solid suit with side entry.

A new suit by responder is forcing, either natural lead directing with support or psyching with support. Opener raises with 3 cards, and responder corrects with a lead director or psyche. A new suit by passed hand is always lead directing.

When fourth hand doubles and the double is passed around to responder, he may run out with a one or two-suited hand: 3X is to play, redouble shows a two suiter asking opener to show cheapest suit with tolerance.

The 3NT preempt

Eight or good seven card minor (say, three of top five honours, not (7222)). Red/white shows a solid eight card suit. Responses:

- pass** To play or two suited runout.
- 4♣,5♣** Pass with clubs or bid your diamonds.
- 4♦** Pass with diamonds, bid 5♣ with clubs.
- 4M** To play.
- 4NT** RKC.

Responder usually relays to 4♣ and opener passes or bids 4♦.

After 3NT=X:

- pass** To play if suit runs opposite Kx or better.
- 4♣,5♣** Pass with clubs or bid your diamonds.
- 4♦** Pass with diamonds, bid 5♣ with clubs.
- 4M** To play.
- XX** Two suited runout. Opener bids his minor and responder may bid his lowest suit.

After 3NT=p=p=X opener redoubles with solid suit or passes otherwise. If double is passed around to responder, he bids:

- XX** To play if suit runs opposite Kx or better.
- 4♣,5♣** Unaffected.
- 4♦,4♥** Lowest of two suits

Suggested defense against 3NT

The hand in second seat will usually have two chances to bid, hence a direct bid over 3NT shows a strong opening hand:

- X** Balanced, good 15 up.
- 4m** Takeout, shortness in om.
- 4M** Natural.

Hand in fourth and sixth seats bids with a sound opener or better:

- X** Balanced, good 13 up.
- 4♦** Takeout with both majors.
- 4M** Natural.

9.1.2 Major suit preempts

It is becoming fashionable to preempt to 2M with five card suits. Again, this is quite sound from the point of view of LTT, but ambiguous suit length makes life hard for responder. Our two-level major suit preempts have almost always six card suits, and a 3M preempt has almost always a seven card suit. (3M preempts with six card suits are very unsound).

The 4X preempt

4♣,4♦ have 8⁺♥ or ♠ suits, either preempts with some defense or monster hands with 11⁺tricks and a void. Responder may cue bid with a very good hand, but normally transfers to opener's suit.

After the transfer, a new suit is voidwood. Responses:

- One step** No aces or kings.
- Two steps** One king.
- Three steps** Ace or two kings or KQ.
- Four steps** One ace and one king.
- Five steps** Two aces.

4M shows a preemptive hand with 8⁺card suit and not much defense.

9.2 Bidding over opponents' preempts

9.2.1 After a preemptive two bid

An overcall shows a sound opening hand with a fair 5⁺card suit, and a new suit response is forcing. A jump overcall shows a long solid/semisolid suit. A cue-bid shows a strong hand with shortness in opponents' suit. A NT bid is natural. Over 2M, a jump to 4m shows a very good hand with four cards in OM and 6⁺cards in m. Double is for takeout, and after 2X=Double responder uses this scheme of responses (Rumpelsohl):

- 2Y** Signoff.
- 2NT** Opener must bid 3♣. Responder bids:
 - pass** A weak hand with 5⁺clubs.
 - New suit** Invitational.
 - 3X** A four card major and no stopper in X.
 - 3NT** Signoff. Shows a stopper in X.
- 3♣,3♦,3♥** Transfers to ♦,♥,♠ respectably. Either signoff or game forcing. Responder will bid over openers response with a game forcing hand. A transfer into X is Stayman with a stopper in X.
- 3NT** To play.
- 4m** Very strong hand with 6⁺cards in m, and if opponents preempted in a major suit, 4 cards in OM.

9.2.2 After a preemptive three bid

Bidding is similar to the previous situation only that it requires slightly more values. Also, after a double, Rumpelsohl is not available, of course. New suits by responder are forcing for one round.

9.2.3 After 4m preempt

4NT is natural, double is for penalty, a new suit is not forcing.

9.2.4 After 4M preempt

4NT is a takeout for the minors. If M=♥, double shows spade tolerance and is primarily for penalty. A new suit is not forcing.

Chapter 10

The system in action

Dlr: East
 Vul: N-S
 Imps

♠AJT987
 ♥97
 ♦A76
 ♣Q8

♠Q5
 ♥T632
 ♦KJ2
 ♣KJ92

♠K643
 ♥Q
 ♦T8543
 ♣T64

♠2
 ♥AKJ854
 ♦Q9
 ♣A753

North	East	South	West
	-	1♥	-
1♠	-	2♣	-
2♦	-	3♥	-
4♥	-	-	-

There are two interesting points in this auction: South is not strong enough to jump to 3♥ over the 1♠ response, and is certainly too strong for a 2♥ bid. He therefore bids an artificial 2♣ showing 15⁺ point hand. The other interesting bid here is 2♦, a general purpose forcing bid (4SF), asking South to describe his hand further. When south jumps to 3♥, he describes his hand completely: a hand with a good 6⁺ card heart suit, 15⁺ points but too weak for an immediate 3♥ rebid and something in clubs. Now North can place the final contract.

Dlr: East
 Vul: None
 Imps

♠AT6
 ♥AJ
 ♦JT9762
 ♣Q8

♠KQ5
 ♥964
 ♦854
 ♣J654

♠97432
 ♥QT8532
 ♦K
 ♣9

♠J8
 ♥K7
 ♦AQ3
 ♣AKT732

North	East	South	West
	-	1♣	-
1♦	-	3♣	-
3♠	-	4♦	-
5♣	-	5♦	-
6♣	-	-	-

(These hands are bid in the ACBL version of the system.) South's jump to 3♣ should show a 8-8.5 playing tricks hand with a very good 6⁺ card club suit. Here, South's hand is not that strong, but his bid may be justified by his very attractive diamond holding. North's 3♠ is the key bid in this auction: it must be showing a hand with slam interest. If he has a real spade suit, the fact that he bid his diamonds first shows he has a strong hand, strong enough to force to game opposite the 1♣ opening bid. If 2♠ is not a real suit, it must be a cue-bid, again, with slam interest! In either case, South also knows that North is very likely to hold a 5⁺ card diamond suit, hence the 4♦ raise. When North raises to 5♣, south is still worried he may have given partner a wrong impression about the club suit, but North places the final contract at 6♣.

By the way, this is not how these hands were bid in real life (okbridge). Frank Roberts and I ended up playing 3NT redoubled making 7 after a spade/club squeeze against West!

Dlr: East
 Vul: E-W
 Matchpoints

♠853
 ♥A75
 ♦76
 ♣KQT93

♠KQ9
 ♥J9
 ♦QT543
 ♣AJ4

♠A7642
 ♥QT8
 ♦82
 ♣865

♠JT
 ♥K6432
 ♦AKJ9
 ♣72

North	East	South	West
	-	1♥	X
XX	2♠	-	-
3♥	-	-	-

North is showing a limit raise in hearts with three card support. Notice that North's hand is too strong for a 2♣ bid and that a Jordan 2NT raise is reserved for hands with 4⁺ card support.

Dlr: East
 Vul: Both
 IMPs

♠AQ53
 ♥94
 ♦AK
 ♣QJ743

♠97
 ♥QJT75
 ♦Q85
 ♣AK6

♠8
 ♥8632
 ♦JT64
 ♣9852

North	East	South	West
	-	1♠	-
2NT	-	3♣	-
3♦	-	3♥	-
4♦	-	4♥	-
5♦	-	5♥	-
6♠	-	-	-

♠KJT642
 ♥AK
 ♦9732
 ♣T

South gets a bit over-excited by the ten-card spade fit and shows a non-minimum(!?) hand with a club singleton. North, having only 3 wasted HCPs shows his ♦AK, South shows his ♥AK and a good slam is found.

Dlr: North
 Vul: Both
 IMPs

♠A6
 ♥83
 ♦AQ542
 ♣AJT7

♠KQ543
 ♥AQJ2
 ♦T7
 ♣K4

♠2
 ♥T976
 ♦9863
 ♣9652

North	East	South	West
1♦	-	1♠	X(!)
2♣	-	2NT	-
3NT	-	-	-

♠JT987
 ♥K54
 ♦KJ
 ♣Q83

(Notice west's double, a fine example of typical okbridge noise.) 2♣ shows a good hand, not suitable for a raise or a NT rebid, just as if west had not doubled: with a weak two-suiter north would have opened 2NT or rebid 3♣, while with a weak hand with 54 in the minors, he would pass west's double. Responder shows his values with 2NT and game is bid. An interesting question: would a 2♥ rebid by responder be artificial? Asking for heart stopper? Asking for good two-card spade support?

Dlr: South
 Vul: E-W
 IMPs

♠42
 ♥AK63
 ♦Q83
 ♣T983

♠KT98
 ♥8542
 ♦742
 ♣742

♠AQJ7653
 ♥T9
 ♦KT95
 ♣-

♠-
 ♥QJ7
 ♦AJ6
 ♣AKQJ652

North	East	South	West
		2♦	-
2♠	3♠	4♣	-
4♥	-	4♠	-
5♣	-	6♣	-
-	-		

North shows preference for hearts over spades, and when West interferes with 3♠, North shows his type of hand with 4♣.

Dlr: South
 Vul: N-S
 IMPs

♠QJ876
 ♥T2
 ♦T752
 ♣KJ

♠AKT52
 ♥K75
 ♦K86
 ♣32

♠943
 ♥A83
 ♦AJ3
 ♣AT86

♠-
 ♥QJ964
 ♦Q94
 ♣Q9754

North	East	South	West
		-	1♠
-	2♣	2♥	-
-	X	-	-
-			

The key bid in this auction is West's pass of 2♥: it does not deny a good opener, only suggests defending. West would probably double with four hearts, and decent defense, say ♠AKxxx ♥KTxx ♦Kx ♣xx. On the other hand, West should bid with a bad hand, say, with ♠KQTxxx ♥Kxx ♦x ♣Qxx West would probably rebid his spades.

Dlr: West
 Vul: None
 IMPs

♠A86
 ♥AKQJ73
 ♦6
 ♣KQ7

♠QT9753
 ♥T54
 ♦A7
 ♣94

♠J2
 ♥82
 ♦KJ432
 ♣6532

♠K4
 ♥96
 ♦QT985
 ♣AJT8

North	East	South	West
			-
2♥	-	2♠	-
2NT	-	3♣	-
3♦	-	3♥	-
6♥	-	-	-

North shows his controls, and south, hoping to find the 12th trick somewhere bids the good slam. Notice that south has denied holding ♦K

Dlr: North
 Vul: N-S
 IMPs

♠AKJTxx
 ♥x
 ♦KJxx
 ♣xx

♠x
 ♥KQJxx
 ♦xxx
 ♣Kxxx

♠xx
 ♥xxxx
 ♦AQxx
 ♣xxx

♠Qxxx
 ♥Axx
 ♦xx
 ♣AQJx

North	East	South	West
1♠	-	2NT	-
4♦	-	4♥	-
4♠	-	-	-

After south's forcing raise, north shows a decent minimum with ♦K, and responder, knowing he is missing the ♣K, signs off in 4♠ immediately. Notice that opener may not show a good two suited hand with 3♦, even though slam is cold opposite the minimum ♠Qxxx ♥xx ♦AQxxx ♣Ax, but with this hand responder is likely to bid over 4♠

Dlr: South
 Vul: N-S
 IMPs

♠98
 ♥AKJ62
 ♦632
 ♣K62

♠KJT7432
 ♥54
 ♦QT
 ♣97

♠5
 ♥973
 ♦A987
 ♣AJ853

♠AQ6
 ♥QT8
 ♦KJ54
 ♣QT4

North	East	South	West
		1NT	2♠(!)
2NT	-	3♣	-
3♥	-	3NT	-
-	-		

North invites with a heart suit.

Dlr: East
 Vul: Both
 IMPs

♠KJ76
 ♥A8
 ♦872
 ♣A974

♠3
 ♥Q97654
 ♦AK64
 ♣QJ

♠QT5
 ♥KJ32
 ♦J9
 ♣K863

♠A9842
 ♥T
 ♦QT53
 ♣T52

North	East	South	West
	-	-	1♥
X	2♣	2♠	3♦
-	4♥	-	-
-	-		

East shows a limit raise with 2♣. When south interferes with 2♠, west shows a side suit.

Dlr: South
 Vul: EW
 IMPs

♠KJ7
 ♥T4
 ♦Q653
 ♣AKQ3

♠64
 ♥QJ863
 ♦AT4
 ♣J76

♠T952
 ♥75
 ♦9872
 ♣T54

♠AQ83
 ♥AK92
 ♦KJ
 ♣982

North	East	South	West
		1♣	-
2♣	-	3NT	-
4NT	-	-	-

Opener shows a 17-19 HCP hand *with 3 clubs* and passes the quantitative 4NT. 4♣ by responder would be RKC in clubs.

Dlr: West
 Vul: None
 IMPs

♠A9732
 ♥42
 ♦KT5
 ♣875

♠J4
 ♥J53
 ♦A982
 ♣AK42

♠QT86
 ♥T8
 ♦J7643
 ♣Q6

♠K5
 ♥AKQ976
 ♦Q
 ♣JT93

North	East	South	West
			1NT(13-15)
-	-	X	-
-	2♦	3♥	-
?			

This is a tough hand... North is happy to pass the penalty double, but over the 2♦ bid south can only show a good 6⁺ card suit with ♦ shortness. North, unaware of the solidity of the ♥ suit, cannot bid the cold 3NT. 3♥ should probably show a semi-solid or solid suit, as 2♥ would be forcing.

10.1 Slam bidding

The following hands are taken from the chapter on Byzantine 4NT in "Slam Bidding" by H.W. Kelsey. They are tailored to demonstrate the use of that convention and its efficacy, hence many of them are much harder to bid in this system, which does not include Byzantine 4NT.

♠AQJ94	♠K3	1♠	2♦
♥A6	♥KQT8	3♦	3♥
♦A8743	♦QT652	3♠	4♣
♣7	♣A9	4♥	4♠
		4NT	5♦
		6♦	

♠74	♠AKQJ5	1♦	1♠
♥AK94	♥QJT42	2♦	3♥
♦AJT64	♦8	4♥	4NT
♣J3	♣A5	5♣	5♥
		6♥	7♥

Notice responder's 5♥: as partner may hold ♠x ♥xxx ♦KQJxx ♣KQJx, the 5♣ response is ambiguous. Opener, with three key cards, removes the ambiguity by bidding 6♥.

♠AK984	♠Q5		
♥KQ6	♥2	1♠	2♣
♦6	♦KQJ8	3♦	5♣
♣AQ83	♣KJ9762		

Playing MPs, responder would probably sign off in 3NT.

♠-	♠AKQJT843	1♦	1♠
♥AJ93	♥6	2♣	3♠
♦AQT64	♦7	4♣	4NT
♣AK62	♣Q75	5♦	7♠

Notice that after 1♦-2♠, which is a perfectly legitimate bid, the grand slam is unreachable.

♠76	♠AKQ843	1♥	1♠
♥A9653	♥K7	2♦	3♠
♦AK52	♦QJ94	4♠	4NT
♣AT	♣6	5♣	6♦
		7♠	7NT

Reponder inquires about ♦K with 6♦, opener bids the grand slam as requested, and responder places the contract in the slightly safer 7NT. Notice that 2♦ may show a 3 card suit.

♠AKQ72	♠65	1♠	2♦
♥5	♥A93	3♣	3♦
♦A43	♦KQT875	4♦(RKC)	5♣
♣KQT8	♣74	6♦	

♠K4	♠AQJ63	1NT	2♥
♥AJ84	♥7	2♠	3♦
♦K762	♦AQ954	3♥	3♠
♣Q95	♣A3	4♥	5♣
		5♠	7♦

Opener agrees to ♦ with 3♥, and signals some slam interest by cue bidding 4♥, which places him with an ace and allows responder to investigate the hand safely.

♠A8753	♠QJ64		
♥4	♥AKQT8	1♠	3♥
♦KQ	♦54	4♣(cue bid)	4♠
♣KQ963	♣A7	4NT	5♠

♠K	♠AT4		
♥83	♥AT7		
♦A9863	♦KQ2	1♦	3NT
♣AKQ72	♣JT85		

This is a horrible hand for the system! Opener cannot even show his club suit, as 4♣ would be Gerber. In KS the auction would be 1♦-2NT-3♣...

♠T3	♠A7	1♦	2♦
♥AK	♥984	2♥	4♦(rkc)
♦KT87643	♦AJ52	5♣(2+Q!)	5♥?
♣Q4	♣AK87	5NT(♥K)	6♦

Notice opener's 5♣ bid- he is showing no third round loser in ♦ based on his length. Responder, ignorant of openers 4♦(rkc) distribution and ♣ Q, cannot find the cold 7♦.

♠AK764	♠QJ3	1♠	2♦
♥T83	♥A62	3♦	3♥
♦K96	♦AQ8752	3♠	4♣
♣A5	♣3	4♠	4NT
		5♣	7♦

♠K9	♠A63	1♦	1♥
♥KQJ5	♥AT84	2♥	2NT
♦A865	♦4	4♥	4NT
♣K83	♣AQJ92	5♠	5NT
		6♣	7♥
		p	

♠AKT85	♠Q4	1♠	2♥
♥T765	♥AKQ982	3♥	4NT
♦A7	♦3	5♥	6♥
♣95	♣KQ62		

Even opposite a horrible opening hand as ♠AJxxx ♥xxx ♦AJx ♣Jx the slam is 50%.

♠AKT3	♠QJ92	2♦	2♥
♥AJ84	♥3	2NT	3♣
♦A83	♦KQJ92	3♦	3♥
♣A4	♣872	3♠	4NT
		6♠	7♠

Responder's 4NT is somewhat unsafe, as opener may have ♣ xxx, but that is not very likely. Notice opener's jump to slam with all key-cards.

♠A43	♠KQ872	1♦	1♠
♥K853	♥A	2♠	4♦(RKC)
♦AQT64	♦KJ75	5♣	7♦
♣6	♣A94		

♠A964	♠KQJ752	1♦	1♠
♥AJ2	♥K7	2♣	3♠
♦AKJ763	♦5	5NT?	6♠(2)
♣-	♣Q863	7♠	

Opener was intending to show his four trumps and void in clubs, but over 3♠ he realizes that the grand slam depends only on trump solidity. 5NT asks for trump honours and the 6♠ reply shows two top honours.

♠A964	♠KQJ752		
♥AJ2	♥K7	1♦	1♠
♦KQJ76	♦5	4♣	4NT
♣A	♣Q863	5♣	6♠

♠QJT87	♠AK653		
♥A42	♥-	1♠	5♥
♦QT	♦KJ87	5NT(1)	6♠
♣A75	♣KQ32		

♠7	♠A98643	1♦	1♠
♥K4	♥-	2♣	3♠
♦KQJ97	♦A52	4♣	4♥
♣AKQ95	♣JT76	5♣	5♦
		5♥	5♠
		7♣	p

♠K94	♠-		
♥AJ762	♥KQ84	1♥	2♣
♦AK64	♦9873	2♦	5♠
♣3	♣AKQJ5	5NT(3)	7♥

♠A9764	♠K8532		
♥J3	♥-	1♠	4♠
♦AKQ84	♦7653	?	
♣A	♣9862		

♠65	♠AK7	1♥	2♣
♥KQT86	♥A732	2♦	2♥
♦AK54	♦QJ	3♣	3♠
♣K5	♣AQT6	4♦	4NT
		5♠	5NT
		6♦	7♥

♠AQ5	♠KJT93	1♥	1♠
♥AJT84	♥K	1NT	3♣
♦J63	♦A8	3♠	4NT
♣74	♣AKQ95	5♠	7♠

♠AKJ6	♠QT8	2♦	2♥
♥AJ65	♥2	3♥	3NT?
♦AKJ4	♦T87652	4♥(♣-)	4NT?
♣3	♣AQ2	5♥(2)	6♦

Opener wants to be in 7♠ if opener holds both, ♣A and ♦A, and settles for 6♠ missing one ace. Opposite the worst possible hand, say ♠QJxxx ♥KQ ♦xxx ♣Axx the slam would not be a great success, but there is no way to check on controls *and* ♦Q or stiff.

The trump suit is set with 4♥, which must be a cue bid in support of clubs, and when responder shows DA, HA or void and a control in spades, opener who has virtually denied having two or more spades, can be quite confident responder holds the ♠A

Responder cannot voidwood immediately after 1♥ as diamonds may be wide open, but after opener's 2♦ responder quickly finds out about ♥A and ♦AK.

Not a great success here.

After 1♥-2NT it is hard to find 7♥. Moral: with huge hands bid slowly! Notice that opener does not show his ♣K in response to 5NT as it had been already shown.

♠AKQT7	♠3		
♥6	♥AKQJ9864	1♠	4NT
♦KJ53	♦A	5♦	6♥
♣973	♣KQJ		

Notice that 4NT here is plain Blackwood, not RKC.

10.2 Defense against weak 1NT

Weak 1NT is defined here as having an upper limit of 15 HCPs. In both direct and balance seats, double shows 14^+ HCPs with *any* shape; an overcall shows a shapely hand not strong enough to double. If responder runs, X is for penalties and the whole Rupelsohl structure is on with the following obvious change: after we double 1NT and later transfer, we will pass the transfer with a minimum hand, hence partner must refuse the transfer or bid game with a game going hand. Once we double and partner shows willingness to defend against 1NTX, we are in a forcing situation below 2NT. If we overcall and responder runs, double is responsive, setting a forcing situation below 2NT. If second hand passes and responder bids, double is still 14^+ HCPs, and if responder has made a natural bid, it is for takeout. After a takeout double of a natural bid, Good/Bad 2NT is on.

If we double and responder starts an artificial runout sequence, we pass a forcing pass with willingness to defend against 1NTdoubled or with a weak hand with no suit (we strain to take out with bad hands). In the latter case, we will take out a penalty double.

In the following examples EW use the defense mentioned above while NS play 2M as signoff, $2\clubsuit, 2\diamond$ as non-forcing and forcing Stayman, and over a double of 1NT, suits are to play while pass asks for redouble, either to play or a suits-up-the-line runout. Over overcalls, NS use Lebensohl.

Dlr: North
Vul: Any
IMPs

♠JT6
♥AQJ9
♦QT42
♣74

♠A853
♥85
♦KJ953
♣63

♠K94
♥KT7643
♦8
♣AQ9

♠Q72
♥2
♦A76
♣KJT852

North	East	South	West
1NT	2♥	2NT	X
p	p	3♣	p
p	p		

The double of 2NT shows some values.

Dlr: North
 Vul: Any
 IMPs

♠7654
 ♥K872
 ♦74
 ♣AK8

♠AK2
 ♥A5
 ♦KJT53
 ♣964

♠QJT3
 ♥43
 ♦A82
 ♣QT52

♠98
 ♥QJT96
 ♦Q96
 ♣J73

North	East	South	West
1NT	p	2♥	X
p	3♦	p	3NT
p	p	p	

Notice east's Stayman with no stopper

Dlr: North
 Vul: Any
 IMPs

♠A86
 ♥KJ532
 ♦AJ6
 ♣T3

♠T32
 ♥76
 ♦K973
 ♣KJ82

♠KQJ975
 ♥A
 ♦QT
 ♣Q954

♠4
 ♥QT984
 ♦8542
 ♣A76

North	East	South	West
1NT	X	2♥	p
p	2♠	p	3♠
p	p	p	

East's 2♠ is *not* forcing, as west failed to make a responsive double.

Dlr: North
 Vul: Any
 IMPs

♠QT4
 ♥KQJ76
 ♦K92
 ♣Q8

♠9853
 ♥953
 ♦J3
 ♣K963

♠AKJ762
 ♥84
 ♦A86
 ♣AJ

♠-
 ♥AT2
 ♦QT754
 ♣T7542

North	East	South	West
1NT	X	2♦	p
p	2♠	p	3♠
p	4♠	p	p
p			

Again, 2♠ is not forcing.

Dlr: North
 Vul: Any
 IMPs

♠AQJ76
 ♥Q95
 ♦863
 ♣Q5

♠943
 ♥A3
 ♦KQJ95
 ♣A86

♠82
 ♥J8762
 ♦A742
 ♣JT

♠KT5
 ♥KT4
 ♦T
 ♣K97432

North	East	South	West
1NT	p	p	X
p	2♥	p	p
p			

Hair-raising contract for EW

Dlr: North
 Vul: Any
 IMPs

♠AKQT
 ♥8632
 ♦92
 ♣KQ6

♠9765432
 ♥4
 ♦T4
 ♣952

♠-
 ♥KQJ9
 ♦AKQ65
 ♣J743

♠J8
 ♥AT75
 ♦J873
 ♣AT8

North	East	South	West
1NT	X	p	2♠
p	3♦	X	p
p	p		

Notice west's 2♠ bid: it shows a weak hand.

Dlr: North
 Vul: Any
 IMPs

♠J84
 ♥A76
 ♦AJ7
 ♣T953

♠AQ
 ♥T42
 ♦Q98
 ♣KJ642

♠KT932
 ♥K85
 ♦K63
 ♣AQ

♠765
 ♥QJ93
 ♦T542
 ♣87

North	East	South	West
1NT	X	p	p
XX	p	2♦	p
p	2♠	p	3♦
p	3NT	p	p
p			

Notice east's 2♠: it is showing a minimal opener with spades.

Dlr: North
 Vul: Any
 IMPs

♠KQJ
 ♥92
 ♦JT642
 ♣A63

♠8
 ♥AKJ854
 ♦A5
 ♣KJ72

♠A97642
 ♥T3
 ♦K73
 ♣95

♠T53
 ♥Q76
 ♦Q98
 ♣QT84

North	East	South	West
1NT	p	p	X
p	p	p	

Dlr: North
 Vul: Any
 IMPs

♠753
 ♥K93
 ♦KQ84
 ♣QT3

♠Q9
 ♥J8
 ♦T7643
 ♣J864

♠AKJT842
 ♥74
 ♦J
 ♣AK9

♠6
 ♥AQT65
 ♦A952
 ♣752

North	East	South	West
1NT	X	p	2♦
p	3♠	p	p
p			

Notice that west had 3 ways available to show a one suiter hand, a direct 3♠ being the strongest (other than 4♠, of course)

Dlr: North
 Vul: Any
 IMPs

♠J82
 ♥QT42
 ♦AQ64
 ♣Q9

♠A93
 ♥AJ6
 ♦8
 ♣AKJ864

♠QT765
 ♥K985
 ♦72
 ♣T5

♠K4
 ♥73
 ♦KJT953
 ♣732

North	East	South	West
1NT	p	3♦	X
4♦	X	p	p
p			

West's double is for takeout; East has a tough call here, a responsive double being probably the best- west will probably take it out to a four card major if he has one.

Dlr: North
 Vul: Any
 IMPs

♠KJ42
 ♥J9
 ♦K965
 ♣K74

♠T3
 ♥QT7543
 ♦T43
 ♣T3

♠AQ65
 ♥AK8
 ♦A7
 ♣QJ86

♠987
 ♥62
 ♦QJ82
 ♣A952

North	East	South	West
1NT	X	p	2♥
p	4♥	p	p
p			

Dlr: North
 Vul: Any
 IMPs

♠QJT2
 ♥AQ63
 ♦Q4
 ♣973

♠A96
 ♥KJ54
 ♦KJ93
 ♣KQ

♠53
 ♥872
 ♦A876
 ♣8652

♠K874
 ♥T9
 ♦T52
 ♣AJT4

North	East	South	West
1NT	p	p	X
p	2♣	p	2♦
p	p	p	

Dlr: North
 Vul: Any
 IMPs

♠J93
 ♥A42
 ♦642
 ♣AK63

♠K876
 ♥J5
 ♦Q853
 ♣T54

♠A54
 ♥T6
 ♦AKT97
 ♣QJ9

♠QT2
 ♥KQ9873
 ♦J
 ♣872

North	East	South	West
1NT	X	2♥	p
p	3♦	p	p
p			

Dlr: North
 Vul: Any
 IMPs

♠KQJ96
 ♥K2
 ♦K85
 ♣T73

♠A873
 ♥AQ9
 ♦Q963
 ♣K6

♠52
 ♥643
 ♦JT742
 ♣QJ8

♠T4
 ♥JT875
 ♦A
 ♣A9542

North	East	South	West
1NT	p	2♥	X
p	3♣	X	3♦
p	p	p	

Dlr: North
 Vul: Any
 IMPs

♠98754
 ♥KQT
 ♦A4
 ♣Q32

♠KQ
 ♥AJ952
 ♦KT2
 ♣AT6

♠AJT3
 ♥74
 ♦J875
 ♣K74

♠62
 ♥863
 ♦Q963
 ♣J985

North	East	South	West
1NT	p	p	X
p	p	2♣	p
p	2♠	p	3♥
p	3NT	p	p

Dlr: North
 Vul: Any
 IMPs

♠KT7
 ♥QT9
 ♦KT98
 ♣QT9

♠AJ92
 ♥A753
 ♦Q
 ♣A754

♠3
 ♥KJ6
 ♦A76542
 ♣863

North	East	South	West
1NT	p	p	p

♠Q8654
 ♥842
 ♦J3
 ♣KJ2

Dlr: North
 Vul: Any
 IMPs

♠J842
 ♥Q96
 ♦AK2
 ♣T63

♠AQ93
 ♥752
 ♦T
 ♣AKQ98

♠T5
 ♥AJ83
 ♦J764
 ♣J42

North	East	South	West
1NT	p	p	X
p	p	2♦	3♣
p	p	p	

♠K76
 ♥KT4
 ♦Q9853
 ♣75

Dlr: North
 Vul: Any
 IMPs

♠Q42
 ♥KJ5
 ♦Q9542
 ♣K7

♠7
 ♥AT7643
 ♦JT87
 ♣J9

♠KT9
 ♥2
 ♦K63
 ♣AQT653

♠AJ8653
 ♥Q98
 ♦A
 ♣842

North	East	South	West
1NT	2♣	2♠	p
p	p		

Dlr: North
 Vul: Any
 IMPs

♠Q43
 ♥AQ
 ♦KT843
 ♣Q83

♠K8
 ♥KT954
 ♦A9
 ♣A942

♠A7
 ♥J83
 ♦QJ7652
 ♣K7

♠JT9652
 ♥762
 ♦-
 ♣JT65

North	East	South	West
1NT	2♦	2♠	3♦
p	3♥	p	3NT
p	4♥	p	p
p			

West transfers to hearts and offers a choice of games.

Dlr: North
 Vul: Any
 IMPs

♠JT85
 ♥97
 ♦AQT8
 ♣A73

♠AQ962
 ♥543
 ♦4
 ♣KT62

♠K7
 ♥A86
 ♦K96532
 ♣Q4

♠43
 ♥KQJT2
 ♦J7
 ♣J985

North	East	South	West
1NT	2♦	2♥	p
p	p		

Dlr: North
 Vul: Any
 IMPs

♠KJT
 ♥Q982
 ♦AQ53
 ♣87

♠Q42
 ♥KT7543
 ♦K
 ♣T53

♠A5
 ♥J
 ♦9876
 ♣AKQJ96

♠98763
 ♥A6
 ♦JT42
 ♣42

North	East	South	West
1NT	X	2♠	p
p	2NT	p	3♣
p	p	p	

East cannot invite with clubs here.

Dlr: North
 Vul: Any
 IMPs

♠J4
 ♥KQ53
 ♦KJ8
 ♣JT52

♠A975
 ♥AT876
 ♦AQ7
 ♣8

♠K863
 ♥92
 ♦T62
 ♣KQ76

♠QT2
 ♥J4
 ♦9543
 ♣A943

North	East	South	West
1NT	p	p	X
p	p	2♣	2♥
p	2♠	p	3♠
p	p	p	

Dlr: North
 Vul: Any
 IMPs

♠742
 ♥AJ5
 ♦QT87
 ♣A64

♠K6
 ♥KQ874
 ♦AKJ6
 ♣72

♠AJT
 ♥92
 ♦9542
 ♣T953

♠Q9853
 ♥T63
 ♦3
 ♣KQJ8

North	East	South	West
1NT	p	2♠	X
p	2NT	p	3♣
p	p	p	

East has a horrible time here- notice that 2NT is Good/Bad

Dlr: North
 Vul: Any
 IMPs

♠KT843
 ♥K32
 ♦72
 ♣AK2

♠-
 ♥QJT54
 ♦KJT654
 ♣Q9

♠AQ
 ♥A9
 ♦A983
 ♣JT543

♠J97652
 ♥876
 ♦Q
 ♣876

North	East	South	West
1NT	X	2♠	3♦
4♠	X	p	p
p			

Dlr: North
 Vul: Any
 IMPs

♠852
 ♥A73
 ♦KT93
 ♣KT3

♠J97
 ♥6
 ♦A842
 ♣J9752

♠AK64
 ♥KQJ952
 ♦Q6
 ♣8

♠QT3
 ♥T84
 ♦J75
 ♣AQ64

North	East	South	West
1NT	X	p	2♣
p	2♥	p	p
p			

Dlr: North
 Vul: Any
 IMPs

♠K5
 ♥QJT
 ♦J732
 ♣KQ94

♠A98764
 ♥-
 ♦AKQ4
 ♣J87

♠T3
 ♥98764
 ♦86
 ♣AT32

♠QJ2
 ♥AK532
 ♦T95
 ♣65

North	East	South	West
1NT	p	2♥	X
p	2NT	X	p
p	3♣	p	p
X	p	p	p

Another hair raising contract.

Dlr: North
 Vul: Any
 IMPs

♠KJT73
 ♥543
 ♦QJ2
 ♣A5

♠AQ9
 ♥AJ
 ♦KT986
 ♣984

♠6
 ♥KQ8762
 ♦75
 ♣K632

♠8542
 ♥T9
 ♦A43
 ♣QJT7

North	East	South	West
1NT	2♥	p	2NT
p	p	p	

Dir: North
 Vul: Any
 IMPs

♠AQ985
 ♥QJ8
 ♦764
 ♣K2

♠KT3
 ♥K
 ♦KQ8
 ♣QT6543

♠J72
 ♥A964
 ♦AT52
 ♣J7

♠64
 ♥T7532
 ♦J93
 ♣A98

North	East	South	West
1NT	p	2♥	3♣
p	p	p	

10.3 2/1 Auctions and Goldman Jump Shifts

♠KT9	♠42	1♥	3♣
♥AK97642	♥JT3	3♥	4♦
♦K	♦A9	4NT	5♥
♣J6	♣AKQT82	6♥	p

4♦ reveals responder's hand: A solid or semisolid ♣ suit with ♥ support. Normally responder should have four card support, but with a solid suit good three card support is ok. Opener has a bit of a problem here- there could be two or more losers opposite ♠x ♥Qxxx ♦Ax ♣AQTxxx and unfortunately there is no way to inquire about ♣K.

♠AKQJT5	♠74	1♠	2♣
♥-	♥AKJ	4♥	4NT
♦K9	♦AT5	6♣	p
♣KT654	♣QJ872		

After 2♣ opener has a bit of a problem. If ♣A is missing, 6♠ may go down on a club ruff, while if ♦A is missing there may be two quick losers in diamonds... Bidding slowly does not help: After 1♠-2♣-3♣ responder will usually bid 3NT, even when we are cold for 7♣. On the other hand, if 7♣ is on, Voidwood will discover it immediately (hmmm... assuming east does have five clubs), and in the worst case we land in a 50% slam.

♠KQJ86	♠A9	1♠	2♣
♥3	♥AKJ7	3♥	4♣(RKC)
♦AQ5	♦2	4♠	4NT?
♣K642	♣AQT953	5♠	7♣
		p	

Opener's 3♥ is a splinter with club support, and responder's 4♣ is RKC. If responder wanted to sign-off in clubs, he would have to bid 5♣. 4NT asks for specific kings.

♠A9852	♠4	1♠	2♦
♥A	♥QJ98	3♦	3NT
♦T852	♦AKQ6	p	
♣AT4	♣Q753		

Unlike Lawrence's 2/1, 3♦ does not show extras.

♠JT	♠Q		
♥KQ987	♥J643	1♥	2♣
♦A8	♦KT	3♣	4♥
♣KJ52	♣AQT743		

Responder is showing a fair ♣ suit and good ♥ support. He is not strong enough for a jump shift

♠AK8754	♠6		
♥3	♥KQ9	1♠	2♦
♦T	♦AQ9543	3♣	3NT
♣AK975	♣JT6		

3♣ shows a 5⁺ card suit, but not necessarily extra values

♠AQ432	♠875		
♥A2	♥QT54	1♠	2♦
♦J9	♦AQ64	2NT	3♠
♣JT96	♣AK	4♠	p

Opener has to distort his hand a bit: 3♣ shows a 5⁺ suit

♠AJ83	♠52		
♥KQT83	♥2	1♥	2♣
♦2	♦AQJ8	3♣	3♦
♣K82	♣AQT974	3NT	p

♣Kxx is adequate support. A spade fit may be lost, though

♠AQ532	♠87		
♥AQ53	♥K4	1♠	2♦
♦Q6	♦AK943	2♥	2NT
♣65	♣AK73	3NT	4NT
		p	

Responder's 2NT shows either 12-14 OR 18-19.

♠KQ2	♠A85		
♥QJT43	♥85	1♥	2♦
♦K963	♦AQJ87	3♦	3NT
♣K	♣QJ9	p	

Responder is showing a minimal opener. With a better hand he would cue bid

♠AKJT6	♠743		
♥-	♥AKQ8	1♠	2♣
♦AK7	♦JT	3♣	3♠
♣KQ974	♣AJ83	4NT	5♥
		6♣	p

If responder has ♣A, 6♣ will be cold. But how about 7♣? For 7♣ to fail responder must: (a) have 3-4 spades without ♠Q or (b) have 3⁺ diamonds without ♦Q and ♥A. We can find out about (a) by bidding 3♣ and checking if responder gives belated ♠ support. Voidwood will not help here.

♠AQT932	♠84		
♥AK852	♥QJ7	1♠	2♦
♦84	♦AQJ6	2♥	3♣
♣-	♣A653	3♥	4NT
		6♣	6♥
		p	

Notice that a 3♥ rebid by opener would be a splinter in support of diamonds

♠KQT974	♠J5	1♠	2♦
♥832	♥AK9	3♦	3♥
♦AJ5	♦KQT84	4♣	4♥
♣A	♣J62	4NT	5♥
		6♦	p

We strain to establish fits! After 1♠-2♦-2♠ responder is likely to rebid 3NT and the cold slam would be quite hard to find.

♠985	♠A762	1♥	2♦
♥AQ976	♥J	2♥	2♠
♦Q7	♦K9652	2NT	3NT
♣AQ8	♣KJ7	p	

This is one of the rare instances where we rebid our suit with only five cards- there is no attractive alternative.

♠8	♠753	1♥	2♣
♥AJ8752	♥Q	3♣	3♦
♦J	♦AK75	3♥	5♣
♣AQ984	♣K6532	p	

Notice responder's 3♦: he is checking whether 3NT is playable- once opener does not bid 3NT or cue-bids spades, he signs off in 5♣. 4♣ would show slam interest.

♠AKQ987	♠3		
♥J6	♥K2	1♠	2♦
♦7	♦AKQT852	2♠	?
♣AKT9	♣Q64		

I have no idea how to get to 6♦ here.

♠AQJT4	♠K8	1♠	2♦
♥K72	♥AQ8	2♠	3♠
♦6	♦KJ742	3NT	p
♣QJ83	♣965		

Opener cannot rebid 3♣ here as it would show 5⁺ clubs.

♠A2	♠Q87	1♥	2♦
♥KQT73	♥A86	3♦	3♥
♦QT54	♦K9832	3♠	4♥
♣Q5	♣KJ	p	

Responder's 3♥ is natural, not a cue-bid, while opener's 4♣ is a non-serious cue-bid.

♠AKT652	♠3	1♠	2♦
♥K753	♥JT	2♥	3♣
♦Q6	♦AKJ32	3♠	3NT
♣Q	♣AKT92		

♠AJ53	♠-	1♥	2♦
♥KQJT8	♥A76	3♦	3♥
♦AT6	♦KJ9743	3♠	4♣
♣T	♣AQ97	5♦	4♠
		4NT	5NT
		?	

Opener has no way to find whether responder has ♦KQxxx or better...

♠AT974	♠K3	1♥	2♦
♥KJT652	♥AQ	2♠	2NT
♦A	♦Q97532	3♠	4♣
♣4	♣AK3	4♦	4NT
		5♥	5NT
		6♥	7♥

4♣ must be a cue bid, but in support of what? As no fit is established, 4NT is Blackwood, and 5NT asks for specific kings.

♠AK	♠5	1♥	3♦
♥QT8542	♥AK97	4♦	4♥
♦K842	♦AQJT73	4NT	5♣
♣J	♣T4	6♥	p

Goldman Jump Shifts make this auction trivial- responder shows a semi-solid ♦ suit with good ♥ support. Without GJS, the slam would be probably bid anyway, but it would be a gamble.

♠KT	♠-	1♥	3♦
♥AQ764	♥KT952	3NT	4♥
♦J86	♦AKQ954	4NT	5NT
♣AK3	♣T9	6♦	7♥

After responder shows a solid or semi-solid ♦ with good ♥ support, two controls and a void, opener realizes that if the void is in spades, responder is most likely to hold ♦AK (otherwise, he can hardly have values for GJS). 6♦ asks responder to bid 7♥ if his void is above the trump suit, ie. a spade void.

♠AKQJ52	♠874	1♠	2♣
♥AT	♥Q9	2♠	3♠
♦AQ6	♦753	3NT	4♣
♣96	♣AKQJ8	4♦	4♠
		5♥	6♠
		p	

With a trump honour, responder would be able to bid 4♠. After the “serious 3NT” responder shows two top honors in clubs; after the 5♥ cue bid, responder realizes that his solid clubs make this slam odds-on.

♠AKQJT5	♠973		
♥AQJ	♥K86	1♠	2♦
♦T4	♦AK75	2♠	4♠
♣J8	♣Q96		

-

♠AKJ762	♠QT5	1♠	2♣
♥A7	♥J863	4♦	5♣
♦-	♦KJ	7♣	
♣JT543	♣AKQ9		

When responder shows ♣AKQ, opener’s concern is whether the spade suit will provide enough discards for responders hearts: there should be at most three hearts to dispose of (assuming responder does not hold ♦A), and if he holds ♠x(x), it seems that a 3-2 break (or a finesse) will bring the contract home. And of course, responder may have ♠Q or ♥K or ♦A.

♠AQJT752	♠-		
♥Q9	♥A6542	1♠	2♥
♦A8	♦KJ543	3♠	4♠?
♣J5	♣A86		

-

♠QJ8765	♠A		
♥AK	♥Q52	1♠	2♦
♦QT654	♦AKJ87	?	
♣-	♣AK82		

Opener can’t Voidwood as there are two possible spade losers; if he merely splinters, what will responder do? (is 1♠-2♦-4♣-4♠ natural?) A similar problem exists if opener just raises.

♠Q52	♠J8		
♥AKJT93	♥-	1♥	2♣
♦73	♦KQJ84	2♥	3♦
♣Q4	♣AKJT72	3NT	?

Another headache for responder- opener may well have
 ♠Ax ♥Axxxxx ♦xx ♣Qx.

♠AQJ32	♠K9	-
♥54	♥QJ2	
♦J	♦AKQ87	
♣KQ763	♣JT9	

♠AJ9743	♠8	-
♥2	♥K7	
♦A954	♦KT86	
♣K4	♣AQJ982	

♠AKT875	♠6	-
♥K2	♥AQT76	
♦J5	♦KQT4	
♣J96	♣A53	

♠Q6	♠AT9753	-
♥KJT76	♥A2	
♦92	♦T5	
♣AQ94	♣KJ8	

♠K95	♠AJ74	-
♥KQ982	♥AJ4	
♦AQ	♦KT864	
♣QJ5	♣2	

♠A	♠KQJ32	-
♥T5432	♥AQJ	
♦AK3	♦5	
♣Q965	♣AKJ4	

♠AQ964	♠K53	-
♥AKQ	♥J4	
♦32	♦AQT6	
♣965	♣QJT8	

♠T74	♠AQ5	-
♥AJ987	♥Q32	
♦AQJ7	♦832	
♣T	♣AJ96	

♠J9	♠QT54	-
♥AQJ7652	♥4	
♦4	♦AKJ2	
♣A95	♣K832	

♠A8742	♠6	-
♥842	♥AJ9	
♦KJ	♦AQT8542	
♣A95	♣KQ	

♠AJ432	♠95	-
♥AT84	♥QJ6	
♦QJ84	♦A53	
♣-	♣AKJT2	

♠KQ842	♠AJ	-
♥KJ964	♥AQ852	
♦KQ8	♦965	
♣-	♣KJ4	

♠QT	♠AKJ53	-
♥KJ843	♥-	
♦J7	♦AK96	
♣AJ76	♣KQ82	

♠QJT983	♠A742	-
♥K32	♥J	
♦A85	♦KJ	
♣Q	♣AK9865	

♠AK8753	♠2	-
♥K5	♥Q7	
♦Q6	♦AJ983	
♣863	♣AKT74	

♠T9
♥KQ532
♦5
♣AKQ97

♠KJ65
♥96
♦AKT2
♣J84

-

♠AQJ76
♥K7
♦T973
♣K6

♠3
♥QJ985
♦AQ84
♣AT8

-

♠AK763
♥64
♦4
♣AJ875

♠T9
♥AK952
♦AK2
♣QT4

-

♠AJ7643
♥AT
♦AQ9
♣K8

♠KT
♥Q42
♦JT4
♣AQJ93

-

♠AKJT32
♥Q643
♦AK
♣J

♠Q96
♥AJ
♦JT75
♣KQ82

-

♠KJ8
♥AT982
♦843
♣A9

♠A9764
♥-
♦AQT65
♣K74

-

♠A
♥KQJT87
♦J98
♣Q82

♠KQJT5
♥A
♦753
♣AJ43

-

♠KJ762
♥Q8
♦A85
♣QT3

♠Q9
♥T6
♦K64
♣AK8542

-???

♠A952	♠876
♥KJT73	♥-
♦Q9	♦AK832
♣K2	♣AQT93

-

Appendix A

Adapting the system for ACBL events

As long as the ACBL continues to cater to LOLs, the multi-2 \diamond and the two-suited 2NT opening bids will not be allowed in their events. The following is a description of changes to the system to meet those restrictions:

- The requirements for a 2 \clubsuit opening bid with long major suits are shaded to 8⁺ playing tricks.
- 2 \diamond , 2 \heartsuit and 2 \spadesuit are weak-two bids with an Ogust 2NT forcing response. Opener rebids:

- 3 \clubsuit Bad hand, bad suit.
- 3 \diamond Bad hand, good suit.
- 3 \heartsuit Good hand, bad suit.
- 3 \spadesuit Good hand, good suit.

“Good” and “bad” are of course dependent on vulnerability: KQTxxx is a great suit at favourable vulnerability, but a bad suit at unfavourable vulnerability.

- 2NT Shows a balanced 20-22 HCP, with Puppet Stayman and Jacoby transfers:

- 3 \clubsuit Opener bids 3 \diamond with one four card major, 3M with a five card major, 3NT with no major suits. After a 3 \diamond response, if responder has a four card major, he bids *the major suit he doesnt have*.
- 3 \diamond ,3 \heartsuit Transfers to \heartsuit and \spadesuit .
- 3 \spadesuit Beginning of signoff in 4m- opener bids 3NT with maximum, 4 \clubsuit with less.
- 4 \clubsuit Gerber.
- 4 \diamond ,4 \heartsuit Texas transfers- no slam interest.
- 4 \spadesuit Freak hand with minors.

- 1m-1X-3m is *game forcing*.
- *Roth-Stone reverses after a 1m opening bid*: Artificial, long strong minor, feature in suit of reverse.

Appendix B

Cappeletti over 1M doubled

After 1M=X 1NT, 2♣, 2♦, 2♥ (M=♠) are transfers to ♣, ♦, ♥, ♠ respectively. Responder's strength is unlimited. A single raise in M is weak while a transfer to M is a constructive raise *or* game-forcing with three card support- responder will clarify his holding at his next bid. After a raise, opener may invite with the same scheme as after 1M-2M.

With an Invitational hand and three card support in M, responder redoubles and raises at his next turn.

Cappeletti over 1M doubled is on even if responder is a passed hand.

Appendix C

Carding

The following is my preferred carding agreements, which has nothing to do with the bidding system. I am merely recording it here:

- Upside down count and attitude. Partner attitude signal is NOT a comment on the lead. It tells if he sees a shift reasonable or not. Give attitude when it is not clear. When dummy has a singleton in a lead suit in a trump contract, attitude is still shown (not Lavinthal)
- Spot leads show upside down count (upside down version of 3rd and 5th) 2 from 92, 7652, Q962, Q97542; 7 from 972, Q72, 75432, Q7532

From doubleton honor low or honor is optional: 2 or Q from Q2

Lead your remaining count. the natural sequence of discarding from 97642 is 92746

Honour leads

- A from AK
 - K from KQJ, KQT, or AKJT above the hole asking partner to unblock the Q
 - Q from QJT, QJ9, or AKQ (0/2 higher), or KQT9 asking to unblock the J
 - J from JT9, JT8, or AQJ (0/2 higher), or QJ98 asking to unblock the T
 - T from T9x, Txx, (carefully), KJT (0/2 higher), AJT (0/2 higher)
 - 9 from 9xx, AT9 (0/2 higher), KT9 (0/2 higher), QT9 (0/2 higher)
 - From doubleton AK lead K first. On your A, partner wakes up and gives a Lavinthal signal.
- Lavinthal: when giving partner a ruff to show a potential entry in NT from a long suit show a potential entry in doubleton AK situation.
 - Discards: Upside down : low=interest in the suit
 - It happens that you lead K from KQx in a NT contract, to hit partner's suit. Partner encourages with Axx. He must not overtake your queen since you would lead low if it is your suit.

In a suit contract, similar situation may arise. Here the K followed by the Q shows doubleton KQ. Partner is supposed to overtake and give you a ruff since from KQx you would follow with a spot.

Entry situation may change the meaning of course.

- Reverse Smith against NT:

When East is satisfied with West's opening lead but could not show his attitude, he shows it on the next trick.

For example East has KQx is a suit lead by West, and declarer wins with the ace. On the next lead, a small card shows encouraging attitude to the suit lead.

Similarly, if the opening leader is satisfied with the lead, he plays small on declarer's suit. When he proposes a switch he plays high.

Naturally when dummy has no entries and showing count is vital, count signals are on instead of Reverse Smith.

- February Christmas card (very rare)

Partner leads a suit. You win and you switch unexpectedly. Partner thinks you have a singleton. (why else would you switch) Next you are in again and lead his suit. (the Christmas card arrived in February) It carries the message that you had a doubleton and partner is supposed to cash what he can since you can't lead through again.

For example

Dlr: North
 Vul: None
 Matchpoints

♠xxx
 ♥AJT92
 ♦xxx
 ♣xx

♠x
 ♥Q8654
 ♦Kxxx
 ♣Qxx

♠AKQJT
 ♥7
 ♦Ax
 ♣AJT9x

♠xxxxx
 ♥K3
 ♦QJTxx
 ♣Kxx

North	East	South	West
-	1♠	-	1NT
-	3♣	-	3NT
-	-	-	

North leads the ♥T You win with king. If you return a heart, partner returns a club hoping that you have something like ♠xxx ♥Kxx ♦QJxx ♣Kxx and you can lead though once more after you are in with a minor trick thus setting 3NT two tricks. As the cards are, however, what happens is the declarer makes an overtrick.

To avoid this, you return the ♦Q. West wins and leads the ♣Q. You win and let the February Christmas card fly. North understands that you have no more left and cashes the ace. 3NT just making. Quite a difference in match points.

Appendix D

Competitive bidding and the Law of Total Tricks

Competitive bidding is completely determined by LTT. When opponents have entered the auction, bidding is aimed to find the optimal *part score* unless we take unusual action to indicate the possibility of a game or slam.

- All raises are preemptive with the following two exceptions:
 - 1m=(overall)=2m Still strong.
 - 1m=X=3m Limit raise, 1m=X=NT is preemptive.
- When a non-conventional cue-bid is available, all other bids are limited by the failure to cue-bid.
- When our side owns the hand and opponents overcall, a direct pass does not limit the hand, it merely suggests the possibility of defending.

The following table gives the approximate probability of a certain fit length by one side (columns), given a given fit length of the other side (rows):

	7	8	9	10	11	12	13
7	66.6%	33.4%	–	–	–	–	–
8	11.4%	58.9%	25.0%	4.3%	0.3%	–	–
9	–	40.8%	41.8%	14.5%	2.7%	0.2%	–
10	–	22.7%	47.2%	23.4%	5.9%	0.7%	–
11	–	8.6%	48.0%	31.5%	10.2%	1.6%	0.1%
12	–	–	41.3%	41.6%	14.4%	2.4%	0.2%
13	–	–	19.7%	47.5%	27.9%	4.9%	–

The following table gives the approximate probability of a certain fit length by one side (columns), given a given fit length of the other side (rows) and holding a singleton:

	7	8	9	10	11	12	13
7	63.7%	36.3%	–	–	–	–	–
8	9.3%	54.4%	29.0%	6.7%	0.5%	–	–
9	–	34.0%	42.7%	18.7%	4.2%	0.4%	–
10	–	18.6%	45.2%	27.4%	7.9%	0.9%	–
11	–	7.5%	44.6%	33.4%	12.6%	1.9%	–
12	–	–	39.8%	43.1%	14.9%	2.1%	–
13	–	–	18.2%	54.5%	27.3%	–	–

The following table gives the approximate probability of a certain fit length by one side (columns), given a given fit length of the other side (rows) and holding a void:

	7	8	9	10	11	12	13
7	59.4%	40.6%	–	–	–	–	–
8	6.5%	46.2%	33.7%	11.8%	1.8%	–	–
9	–	22.8%	39.2%	26.0%	10.1%	1.9%	0.1%
10	–	11.6%	35.4%	32.5%	15.8%	4.3%	0.5%
11	–	3.9%	32.9%	34.3%	22.0%	6.4%	0.5%
12	–	–	18.4%	44.5%	26.9%	9.0%	1.2%
13	–	–	9.1%	18.2%	45.5%	27.3%	–

Appendix E

How to submit material for this document?

If you have any interesting remarks regarding the system presented here- please let me know! To submit hands and auctions to illustrate your remarks, please use the format described below:

```
\example
{\ss K\ \hs AQ\ \ds KQJT85\ \cs AK96}
{\ss T2\ \hs JT83\ \ds A73\ \cs Q854}
{\ss J974\ \hs 976542\ \ds 96\ \cs T}
{\ss AQ8653\ \hs K\ \ds 42\ \cs J732}
{&&pass&pass\2\cs&pass&2\ds&2\ss\3\ds&pass&3\hs&pass\3\ss&pass&4\hs&pass\
pass&pass&pass&}{South}{E-W}{Match Points}
{This is a silly example used to illustrate the usage of the macro
"example."}
```

This will produce the following output:

Dir: South
 Vul: E-W
 Match Points

♠K
 ♥AQ
 ♦KQJT85
 ♣AK96

♠AQ8653
 ♥K
 ♦42
 ♣J732

♠T2
 ♥JT83
 ♦A73
 ♣Q854

♠J974
 ♥976542
 ♦96
 ♣T

North	East	South	West
		pass	pass
2♣	pass	2♦	2♠
3♦	pass	3♥	pass
3♠	pass	4♥	pass
pass	pass	pass	

This is a silly example used to illustrate the usage of the macro "example."
