

Precision 8 by Kelvin Ward

This variant of Precision includes canapé, Multi Two Diamonds, Lucas Two Bids, and a weaker 1 NT opening (11-13 HCP):

- 1 \heartsuit = 16+ HCP
- 1 \spadesuit = 10-15 HCP (canapé) or 14-16 HCP balanced
- 1 \heartsuit / 1 \spadesuit = 10-15 HCP (canapé)
- 1 NT = 11-13 HCP balanced
- 2 \heartsuit = 10-15 HCP (precision style)
- 2 \heartsuit = multi (weak 2H/2S or 20-21 HCP balanced)
- 2 \heartsuit / 2 \spadesuit = Lucas
- 2 NT = weak minors
- 3 \heartsuit / 3 \spadesuit / 3 \clubsuit / 3 \diamonds = weak
- 3 NT = minor preempt
- 4 \heartsuit / 4 \spadesuit = South African Texas Transfers

BASIC UNCONTESTED AUCTIONS

- 1 \heartsuit **Strong** \heartsuit 16+ or 17+ balanced [level 4: **Weak/Strong** \heartsuit]
- 1 \heartsuit Negative 0-7 HCP/ 16+ no Majors/ 20+ balanced
- 1 \heartsuit / 8+ HCP 4+ suit, before longer minor
- 1 NT 8-13 balanced, no major
- 2 \heartsuit / 8-15 HCP 5+ suit unbalanced
- 2 \heartsuit Semi-Positive 3-6/7 HCP 1 dimensional hand
- 2 \heartsuit Semi-Positive [6-9 W/S]
- 2 NT 14-15 balanced
- 3 \heartsuit / / / Semi-positive 3-6 HCP >0 top Hon [invite 3 NT]
- 3 NT 16-19 balanced
- 4 \heartsuit / / / Semi-SOL 7+ suit, no outside CPs [Texas / Gambling]

- 1 **Canapé** 10-15 or 14-16 balanced no 4 card major
 - 1 \heartsuit / PSEUDO **Canapé** 4+ HCP
 - 1 NT 6-9 balanced
 - 2 \heartsuit 4+ \heartsuit , 9+ HCP NATURAL!
 - 2 \heartsuit Inv. Minor raise, 10+ HCP, 4+ suit, F1
 - 2 \heartsuit / **Strong JS**
 - 2 NT 10-12 balanced invite
 - 3 \heartsuit **Strong JS**
 - 3 \heartsuit Inv. Minor raise 6-9 HCP 4+ suit
 - 3 \heartsuit / Preempt 6+ suit <10 HCP
 - 3 NT 13-15 balanced
 - 4 \heartsuit Pre-empt

- 1 **Canapé** 10-16
 - 1 PSEUDO **Canapé** 6+ HCP 4+ suit
 - 1 NT 6-9 balanced
 - 2 \heartsuit / 9+ HCP, NATURAL ! 4+ suit
 - 2 \heartsuit 6-9 HCP, 4+ SUPP or 3 & sing
 - 2 **mini-splinter** in \heartsuit /

- 3 ♠ accepts if
- 3 ♣ accepts if

2 NT **Jacoby 2NT**

- 3 ♠ **mini-splinter** in ♠
- 3 ♣ artificial invite in
- 3 4-8 HCP 4+ SUPP, obstructive (LTT)
- 3 ♠ Splinter 13-15/18+ HCP
- 3 NT 13-15 flat + 3 card SUPP
- 4 ♠/ ♣ 13-15/18+ HCP Splinter
- 4 ♣ Obstructive raise
- 4 **EKB**
- 4 NT **Blackwood**
- 5 ♠/ ♣ **EKB** 1 **Canapé** 10-16

- 1 NT 6-9 balanced
- 2 ♠/ ♣ 9+ HCP 4+ suit NATURAL!
- 2 ♣ 9+ HCP 4+ suit, PSEUDO CANAPE
- 2 ♣ 6-9 HCP, 4+ SUPP or 3 & sing
- 2 NT **Jacoby 2NT**
- 3 ♠ **mini-splinter** in ♠/ ♣
- 3 ♣ artificial invite in
- 3 ♠ **mini-splinter** in
- 3 4-8 HCP 4+ SUPP, obstructive (LTT)
- 3 NT 13-15 flat + 3 card SUPP
- 4 ♠/ ♣ / ♠ 13-15/18+ HCP Splinter
- 4 ♣ Obstructive raise
- 4 NT **Blackwood**
- 5 ♠/ ♣ / ♠ **EKB**

1 NT 11-13 balanced, possibly 5 card major in 3rd.

- 2 ♠ **Stayman**. **Stayman in doubt** after opener's rebid of 2M, & 4 ♠ Gerber over 2x*. 2 -3M shows 5-4 invitational values. With 5m and 4M use **Stayman**. After **Stayman** a minor bid is always strong & forcing (unless SID).
- 2 ♣ / ♠ **Transfer*** Direct 4 NT then quantitative + *.
- 2 ♣ **BST** or balanced invite 12-14 HCP
- 2 NT invite in ♠/ ♣ slam try 6+ ♠ suit / **Brozel** / Preempt
- 3 ♠ invite in ♣ / slam try 6+ ♣ suit / **Brozel** / Preempt
- 3 ♣ **transfer** preempt / slam try 6+ ♣ suit (responder's second bid of 3 NT shows a slam try w/ scattered values, while 4x is a cue bid) or both minors **Brozel**.
- 3 ♠ **transfer** preempt / slam try 6+ ♠ suit (responder's second bid of 3 NT shows a slam try w/ scattered values, while 4x is a cue bid).
- 3 ♣ **minor suit enquiry**
- 3 NT to play
- 4 ♠ **Gerber**
- 4 ♣ **Kiri**
- 4 ♣ / ♠ to play
- 4 NT quantitative slam try
- 5 ♠/ ♣ to play
- 5 ♣ / ♠ 11 top tricks missing A/K trumps
- 5 NT Quantitative grand slam try

2 \square **Precision 2** \square 10-15 HCP, 6 card suit or 5 cards + 4 card major
 2 (Mini) **Multi 2** , 5-9 HCP 5+ major or 20-21 balanced or EHAA 2 in 3rd or (TWERB)
 2 / **Lucas** 5+ major and 4+ side suit or EHAA 2 in 3rd or (TWERBS)
 2 NT 5-5+ in minors, 9-12 HCP or [20-21] balanced in 3rd / 4th
 3 \square / / Preempt; NV-(VUL) 8-9 losers, 6+ suit; NV all 6+ cards, 7-8 losers; VUL all 6-7 losers 7+ suit; VUL-(NV) 5-6 losers, 7+ suit

[3 \square]/4 \square **mini RKB**
Epsilon Asking bids over a 3M or 4M opening pre-empt.

3 NT Preempt in minor; as above but 1 less loser

4 NT minor slam invite

4 \square / **South African Texas**; 7.5-8.5 PT, <5 Cps, sol / or semi-sol + outside A
 4 / Preempt as 3 NT
 4 NT Specific A ask

5 \square 0 A's
 5 NT 2 A's

5 \square / To play
 5 / 11 top tricks missing A/K trumps
 5 NT 11 PT asking partner to bid 6/7 for each A/K

COMPETITIVE AUCTION

1 level simple O/C = 8-15 HCP, 5+ suit, aggressive; protective 7+ HCP w/ M's.

Responses circa. 8-14 NF

2 level simple O/C = 10-15 HCP, 5+ suit, sound

Responses F1 circa. 8-14

1NT DOUBLE

If opponents run then bids are **Reverse Lebensohl** and pass is F over 2 \square / / . **Co-Operative Doubles** at 2 level: (1 NT)-X-(2 \square)- P-(P)- X = T/O {If sitting under} prepared to defend opposite a penalty X; 2x by doubler = natural unbalanced & not prepared to defend.

(1 NT)-X-(2 \square) - {Sitting over}

X = Hx or x/Hxx

P = 4+ or xx at most.

Also extends to common escape sequences e.g.: 1 \square -(1 NT)-X-(2m)-X.

Balancing Double of 1 NT: Shows within 1-2 points of our stated NT range and playable in 3 suits - convert to penalty or scramble a fit, anchor suit for levels 1-3. 4-4+ Ms probably.

4th position X: (1 NT)-P-P-X=10-12 (VUL)-NV 14+ both NV 17+ VUL. 1x-(1 NT)-2 NT = GF 2 suited or HCR.

(1 NT)-X-(P)- *Reverse Lebensohl*.
1 NT-(3/4x)-X = *Negative* to 4 .

1 NT DEFENCE

Interference or free bids: New suit Fit Non Jumpish. E.G. (1 NT)-2 - 2 = Double Fit to some extent. Raise mostly competitive, bid game w/ good max. *Asptro*.

X of Stayman = L/D showing an O/C initially.

Asptro

2 \heartsuit = +? 2 = +? JS response=F1. Anchor to the weaker Major w/ both Ms.

2 \heartsuit - 2 = NF relay:

P =

2 = 5+ , 4+ \heartsuit

2 = 4+ , 5+

2 NT = 4 , 5+ \heartsuit & 3+ / stopped

3 \heartsuit = 4 , 5 \heartsuit

3 = & significant extras.

2 = play mostly 4 cards or 3 + singleton, continuation shows extras.

2 = Natural NF.

2 NT = natural invite.

3 \heartsuit = GF relay.

3 = &

3 = 5+ & less good minor

3 = 4+ & 5

3 NT = & both ms stopped.

3 = invite 3 trumps & 3 cards oM - sanity check.

3 = invite good trumps.

2 - 2 = NF relay,

2 = play, continuation shows extras.

2 NT=natural.

3 \heartsuit = GF relay.

3 = &

3 = 5+ & 4+

3 = 5+ & less good minor

3 NT= & both ms.

3 = invite of M 3 cards & 3 cards oM - sanity check.

3 = GF natural.

3 =invite good trumps.

2 NT = minors T/O or GF.

3m = O/C.

3M = Pre-empt.

3 NT = Majors GF.

4m = **Leaping Michaels**.

Vs. penalty X: (1 NT)-2 ♣-(X)-P= play opposite some clubs, XX = rescue <4 ♣ probably not 3 .
2 = 5/6 natural as is 2M. **SOS Redoubles** i.e. we play them

GENERAL NT OVERCALLS AND RESPONSES

1 NT Direct Overcall = 15-17. **Transfer** into opponent's suit used to ask for the quality of stop (if any). It is completed with a double one. T/O X then NT = 18-20 and a jump 21+.

After 1 NT Overcall by partner: bid as if partner opened 1 NT.

1 ♣ unambiguously Strong-(+)-1/2/3NT bids all = natural.

1 -1 - 1 NT - 2 ♣ **Checkback**

1 -1 - 1 NT
2 ♣ **Checkback**

2 Play, opener may correct w/ 3-2 in the reds

2 Play

2 Invite

2 NT Natural, normally only 4

3m 2 suited invite

3 Invite

3 Autosplinter for

4 ♣/ Autosplinter for

Checkback still on over any proper 14-16 1 NT re-bid like 1 -(1)-X-(P)-1 NT.

Over 2 NT rebid/ overcall:

3 ♣ **5 card Stayman** w/ Xfer rebids [Using it denies a 5 card Major UNLESS are 5-5Ms w/o slam interest or 5 -4 Majors].

3[]/ **Transfer**

3 SUPP + good suit

3 NT SUPP + unspecified good, but not great side suit. 4 ♣ relay (4 to show ♣)

4[]/ retransfer

4[]/ slam invite

4 ♣/ / great side suit (4 PT opposite a high honour)

4 other break

3 *Minor suit enquiry*

3 NT S/O

4 \square *Gerber*

4 / *Texas transfer*

4 11+ cards in minors, little slam interest

4 NT Quantitative

Protection [W/ normal NT scheme]: Borrow 3 or 4 HCP, Pairs as low as 7+ HCP with Majors. 1 NT = 10-13 over a minor but 10-15 over a Major. So, Protection X then NT = 16-18. NT overcalls may include long suits. Protective 2 NT = 19-21. Cue bid facing a protective X does not guarantee another bid. Relay (c.10+ HCP) over (1 /)-P-(P)-1NT-(P):

2 \square /2 = any 10-11 hand.

2M = grovels looking for a 7 card fit, pass w/ 3 trumps.

2 /NT NF looking for a better spot.

2 NT = play.

3m = invite.

3m = invite suggesting moderate 5 card suit.

2 / /NT = 12-13.

3 \square + = 14-15 baron response style. All bids GF.

1 NT-(2 NT)-X = values, 3x = competitive.

5 Card Stayman

3 \square -3 no 5cM not 2-2/2-3 Majors,

3 4 + maybe 4 allowing you to *cue bid* / raise depending on range.

3 4 <4

3 NT S/O <4

4 \square / *Cue bids* agreeing

4 S/O

4 *Cue bid* agreeing 3NT 3-3 or 3-2 Majors

4 Transfer to 4 , with 4 & 5

4 Slam invite with 4 & 5

3 4 <4

3 NT <4

4 \square / Natural

4 NT Quantitative

4 \square *Cue bid* agreeing

4 *Cue bid* agreeing

4 Minimum

4 *Cue bid* 3 NT No 4cM, S/O

4 \square / Natural 4+ cards, no 4cM

4 5-5 Majors no slam interest

4 NT Quantitative

3 / [3] *Cue bid* agreeing

4 \square / *Cue bid* agreeing []/

4 [S/O] / *Cue bid* agreeing

4 [EKB] / S/O

4 NT Quantitative

5 \square / *EKB*

3 NT 2-3/2-2 Majors

4m Natural.

4 5 & 5 , no slam interest.

4 NT Quantitative.

Brozel

1 NT-2 NT/3 \square /3 = two suited invitational.

After 1 NT-2NT-3 \square , 3 / / bids show that suit +next one up.

After 1 NT-3 \square -3 , 3 shows rounded suits (\square +), 3 shows pointed suits (+).

After 1 NT-3 -3 , 3 shows both minors & 4 shows a spade cue bid.

Responder's second bid of 3 NT shows a slam try w/ scattered values, while 4x is a cue bid.

Baron Slam Try

1 NT-2 Baron Slam Try or bal. invite c.12-14 HCP; responses 2 NT = min., 3x w/ max.

Defence to interference: XX = 4 good spades, pass = 3.

Gerber

Steps are 0/4, 1 2, & 3.

Kiri

Asking bid for range: 4 = min. 4 = average 4 NT = max & next bid = S/O. XX at any time = 4+ good cards 2 honours. Includes Jack.

Minor suit enquiry

3 [slam force if < 5-5 ms]

3 NT no 4 card minor, passable

4 5-5+, GF

4 5-5+, Slam interest.

4 NT Discouraging

4 NT Quantitative

4m 4+ cards possible slam interest

4M 5-5+ w/ shortage (cue)

4 NT RKCB

4 NT Both minors <4 KCs,

5m Natural no slam interest

4 / 4+ of the 6KCs, agrees / w/ both minors.

Stayman

After 1 NT-(P)-2 -

(Bid)- X = Penalty directing.

(X)- P = 4 s

XX = goodish 5 .

Partner must XX if wants to play in 2 , anyway 2 is Stayman again & 2 / = Weak T/O.

If the X was a X of 1NT then:

P = no 5 card minor, no 4 card major.

XX = 5 \square .

2 = 5 .

2M = Staymanic. **Stayman in Doubt**

3 after a positive response, asking whether to play in 4M or 3 NT. Not used only if there is interference after 2 \square *Stayman*. 4-3-3-3 support.

Thingy

XX = **Transfer** to \square (which may be passed w/ 5+ \square), then 2 / shows that suit plus a higher one (+ M/ Ms); 3x = invite. 2 \square = 4 \square + another suit. Immediate 2 / / = Natural. Leaving pass as to play. 2 NT = ms / Rare GF 2 suiter. 3x = 1/3 suited Preemptive. 1 NT-(P)-P-(X)-XX = 5cm, then 2 \square by responder is to play in the minor.

Transfers

Breaking = 4 cards. Bid 2 NT w/ doubleton w/ 3 \square relay. Or 3x w/ a doubleton Ax/Kx. Responder may retransfer at the 3 level if possible. Not doing so is at least invitational, the new suits natural (with e.g. 1 NT-2 -2 NT-3 showing), obviously GF if above own suit. If you retransfer new suits are cue bids. Rebid by responder after retransfer is a cue bid.

Opener w/ SUPP for a minor after a transfer sequence w/ 2 suits below 3 NT bids a new suit to show values & SUPP.

Texas transfers: ... -2 NT-4 / transfer to / preparatory to slam try, unbreakable.

Defence to X: Pass = 2 [partner may opt to pass/XX] Do = 3 Break = 4. XX = play interest 4+ good cards. New suit = break + feature. NT = max + STOP where relevant.

Transfer defence = X = L/D, cue = T/O.

NT Schemes

Where the partnerships first non-artificial bid is a NT rebid, then the standard NT scheme is played for that level as a default - i.e. unless stated differently elsewhere: 1 \square Strong-(+)-NT: natural bids. 1 \square W/S-1 -1NT: NT scheme applies.

1x-1y-1 NT- Checkback & natural bids agreed. 1 \square W/S-1M-2 \square -2 -2NT - 1st natural bid so NT scheme.

MIXED LEBENSOHL

Going via 2 NT always shows the stronger hand (unless weak S/O in \square)

A cue bid always asks for a Stop - DAB.

If a suit is available at the 2 level, then 2x is competitive, 3x invitational, 2 NT then 3x GF

If the 1st bidder is limited, the stronger bid is forcing.

Situations played in:

I. 1 NT-(Overcall)

II. (1X)-1 NT Overcall by us including Protective – (bid over)

III. (1 NT) -X- (Escape/ XX/ P)...& fi-(2)-P-(2M)-X (pass or correct)

IV. Weak 2-X.

V. (2)/) Precision / limited-X.

VI. (1X)-X-(2X).

VII. W/S club interference defence.

Played with **Negative X** in situation (I.) to 4 . After 1 NT-(blah): Jump cue bids are slam tries in the opposite M/m. X then new suit is invitational. Minor cue bid is **Stayman**. If a TRF is part of an escape mech. from 1 NTX then X = flat, some penalty interest (Co-op X scheme) & cue T/O, still w/ *Lebensohl*.

Treat (1 NT)-X-(2)-P-(2) as (1 NT)-X-(2).

Example 1:

(2)-X-2 Weak S/O <8 HCP (poss. <4 !). Continuation shows extras.

2 NT-3 Pass Weak S/O in

3 8-11 HCP 5+ suit [What in principle Doubler takes Partner for!]

3 4 s no stop GF

3 GF, 5+ suit

3 NT 4 s w/ stop 3 8-11 HCP 5+ suit

3 Weak S/O

3 Not 4 & no stop GF

3 5+ suit 8-11 HCP

3 NT NOT 4 , has a stop

Example 2:

(1)-X-(2) 2 NT-3 3 / 10-11 HCP 5+ suit

3 10-11 HCP 5+ suit

Example 3:

1 NT-(2) 2 Weak, competitive

2 NT - 3 /3 / Forcing, 5+ suit

3 GF, 4 , no stop

3 NT 4 & stop

3 \square Forcing, 5+ \square

3 Weak, competitive

3 GF, not 4 , no stop

3 Invite

3 NT Not 4 , stop

Against artificial overcalls: Pass then X when it would have been penalty = T/O and Vice Versa. Bidding the artificial suit = Natural. If a suit could be Nat, treat it as such a single suiter.

DOUBLES

Negative ... Defence: Rosenkranz X (Cue bid by opp. of partner's O/Ced suit, where X not competitive) and XXs used showing Hx/Hxx in partner's suit.

6-10 HCP or stronger if looking for a 4-4 fit, 9+ if forcing a 3 level response normally. So, 'The unbid suits or the ability to handle the auction based on partner's next bid'. Also used to make **Directional Asking Bid**. Higher the negative X, more values based it is. Negative X then raise of partner is 8-10 flattish 3 cards support.

Negative Free Bids: Showing <game invitational values used in competition after a simple overcall, played from 2 \square to 3 and NF denying 3 card support for partner's Major. *Negative X* used to show long suits with GF values. But there are double negative sequences with 5-4 shapes at the 2 level where if opener has not bid a suit suggested by the *negative double*, nor jumped nor cue bid, a simple bid is NF e.g. 1 -(1)-X-(P)-2 -(P)-2 = NF probably competitive 2-5-2-4 type. Single jump shift is now used for an invitational hand with a good suit.

Competitive Doubles: i. When both sides have a fit X up to the 3 Level. ii. When only the defending side has agreed a suit , X by the opening side up to the 2 level. iii. By the defending side at the 1 & 2 level & only one member of your side bid (not called) with opponents bidding 1 or 2 suits. If opponents agreed [(1)-2 -(2) e.g.] bids always suggest a fit to some extent and lead directing unless a Major, & Doubles tend to show no sacrifice interest good 9+ or a Single suited GF monster. [The 2 way nature of T/O doubles].

Balancing: After already having passed. A 2 NT bid by partner is then **Scrambling 2 NT**. 2 NT as scrambling occurs when it is not a Lebensohl situation and game is not logically possible, mainly after 2 passes by our side. + Pre-balancing in the direct seat (1)-P-(2)-2 is prudent at times. E.g. (1 NT)-P-(2) weak, (1)-P-(2 \square) Drury, (2)-(2) NF, (1x)-(WJS). I.E. not (blah) - 2 NT, rather two bids made by opponents.

Lead directing: Common, note where relevant XX show a 1st round control or 2nd if already shown one. Note **Anti-Lead directional X** of a cue bid of your suit. Where not slam related, such as the double of FSF, the default agreement where nothing has been discussed is that if partner could put in a useful penalty XX it is, otherwise XX = Guard **transfer** Axx type.

Support X or XX: used when a raise to the 2 level is available to show 3 card support after a sequence of 1X-P-1Y-(simple O/C): then Double/Redouble or 2Y are available. **X = NT hand** if

too high for a support X, no stop (Co-Operative). 14-16.

Lightner: against Freely bid slams, excluding suits bid by defence, unbid suits & trumps.

Action double of a splinter, 4 NT type bids suggesting a sacrifice or the lead of the lowest unbid suit if not preempted anything. X splinter is natural L/D if there is only 1 unbid suits.

Standard doubles of 3 NT: Lead my suit or your suit if bid by the defending side; or dummies first bid suit, or the shortest Major if no suits were mentioned.

Standard **Takeout SOS** and 1 NT **reopening /maximal overcall** doubles.

1M-(X)-2 \square = 3 card support 7-9 HCP or 4-3-3-3 4 card support. After a T/O X New suit = F1 at 1 Level & NF 2 Level, XX = 11+ & double jump shift = Fit jumps below game level [4M], single jump shifts are Weak Preempts. 3 NT = balanced raise to 4M. After 1x-(X)-XX-(Bid)- suit bid is minimum values w/ extra distribution.

Herbert negatives extension: (1 \square)-X-1 \square -2 GF unless suit -2 negative or (1 \square)-X-(P)-1 \square -(2 \square)-X 19+-(P)-2 again. W/ any such natural T/O sequence (1x)-X and the doubler has a massive hand.

Responsive: 3 \square . After 1X-DBLE-raise or 2NT **Jordan / Truscott** (Natural 'Trial' bids follow). (1x)-X-(4x)-X is more general card showing, optional.

Co-Operative doubles: Doubler has previously limited his hand in some way that he is unsure of beating the contract & doubler's partner will know that there is a safe alternative to passing (bid and raised a suit, doubler is 2 suited or someone has shown a very long suit). (OVER (1 NT)-X stuff).

T/O based style rules: X of NTs = Penalty except 1x-P-1 NT-X.

X = T/O unless partner has

1. Rebid (not passed)
2. Preempted
3. Made a 2 suited O/C
4. We have found a fit, opponents have not.
5. NTs bid by the opponents
6. Game level
7. Other suit is biddable by partner without reversing.
8. We show flat hand.

If partner has already passed over a suit & Xs = Penalty (EG (1 \square)-(1 NT)-(2 \square)-X). Or it is a penalty X if:

1. They made a natural NT O/C and not yet passed.
2. Either of us bid a natural NT.
3. Made an earlier penalty X or pass of a T/O X.

4. Made a card showing X/XX earlier.
5. Doubler's partner has shown his strength and distribution - no fit found but both made a constructive call.
6. Either of us preempted w/ opening, WJO, WJS, preemptive raise
7. We made an earlier L/D X.
8. No unbid suits implicitly or explicitly.
9. We found a fit 1 - (P)-2 - (3 \square)-X.
10. High action, late in auction.
11. After 2 T/O doubles.

Some exceptions: X of 1 NT rebid is T/O, able to play in opener's suit. Occasions where the doubler had the opportunity to describe strength and distribution earlier, had good alternative - often the case w/ responder. (1 \square)-P-(1NT)-P-(P)- X = strong .

NB: 1 / / - (simple free bid X) - P - (simple free bid Y Major Psyche) X Penalty?

CUE BIDS AND RAISES

Unassuming Cue Bids: [if jump UCB available below 3 partner's suit = **mixed raise** 7-10 good 4 cards or 9/10 count good 3 say + a singleton in their suit] we overcalled, forcing with Limit Plus type hands/GF. Double use asks for a half guard and a raise = semi balanced. Rebid own suit if sub-minimum. If the cue bids is doubled then:

P = minimum not rubbish or very good O/C,

XX = Stop *transfer* 1st/2nd class control,

Suit rebid = sub-min. suit.

If the opponents bid 2 suits a cue bid of the higher suit is natural:

(1 \square)-(2 \square)-(2 \square)-3 or (1 \square)-P-(1 \square)-2 . Cue = Sound raise plus / Strong GF single suited. Fit jumps to below game w/ values for that level. 2 NT Natural. (1 \square)-1 -(P)-1 -(P)-2 = HCR suggestive, describe hand.

Passed cuebid of a Major is natural where X = T/O: (1 \square)-(1 NT)-(2 \square)-2 .

Fourth suit Forcing: GF 3 Level, Forcing 2 Level (just bidding FSF's suit at 2 Level is NF).

Whenever asked to show a stop at the 2 level bid 3NT with a double stop or Max. Rebid/raise of 4th suit = natural. When doubled XX = guard best in dummy, P = no guard/ minimum.

Jump Cue Bids: Indicating a solid suit and asking for a stop: min. minor bid denies a stop, 3 NT showing one & next minor bid up shows 3+ CP GF minor interest or 6+ card good Major to play [if could not get it in at 3 level]: bid a major you're prepared to play in or your minor. Defence X = Competitive game try. (1 \square)-3 \square = *Ghestem* however. Note 1 -(1 \square)-3 = Splinter raise.

High Level Cue Bids/4 NT in competition: 2 suited mainly or possibly SF stop.

Fit Jumps: strength for that level, in competition or special agreement. Used in many Jump shift positions. + **Fit Non Jumps/Flower Bids** when not sane to randomly bid a new suit.
Weak Jump Shifts after 1x-(X)- JS below 3 partners suit.

High Card Raises: Sound raise plus. W/ fit jumps below game. Splinter only of opponent's suit. 2 NT is Natural. After a 1 NT O/C, 2 NT= *Jordan*.

Sequences to note: 1x-Jump O/C- 1 -(2)-2 NT = nat, 3x=FNJ, 3M = competitive mostly, 3 = HCR, 4m = FJ & 4M = obstructive. 1 -(3)- no FNJ therefore 3M = nat (values mostly competitive, rarely invite game), 4 = obstruct, 4 = HCR/ST, 3 NT = nat. Jump O/C 4th - 1 - P-2 -(3 /3): 4 = HCR/ST 4 = ST. O/C in 4th : note support Xs/ XXs 1 -P-1 -(2)- Nat. w/ cue as general force. 1 -(1)-2 -(P) [no interference] use cue as DAB/ general force i.e. where ambiguous undiscussed DAB/HCR. 1 -(P)-2 -(4) in this type of auction 4 NT is a general slam try where both have made a constructive bid: **Declarative-Interrogative 4 NT** - 4 NT by an unlimited hand promises 2 Aces, 1 Ace by a limited hand. Responder should show an undisclosed feature, the bid not guaranteeing extra values unless beyond 5 Trump suit; whilst a jump to 6x is PFA & 5NT is maximum, w/ strong grand interest. Over any normal 5 level reply, a bid of 5 NT is again **D.I.** promising an extra Ace than already shown. [Some versions do not specify Aces].

Forcing passes, some situations in which used:

1. (1 NT)-X-(2 / /)-P
2. 1X-(X)-XX-(2Y)-P
3. 1X-(1 NT)-X-(2Y)-P
4. 1X-(2x/NT)-X-(3Y)-P
5. Strong Club opening - Semi-Positive response-O/C & P
6. 1x-2 level response by partner F2NT
7. Opponents demonstrably sacrificing
8. Our side set up GF
9. Pass at the 5 level if partner has made a HCR

10. We've shown strength and the opponents have implied weakness. Here bids tend to deny extras, X is for penalty, passing then removing the X shows more values. Sequences which set up a forcing pass - 1 -(1)-2 -(3)-3 NT as it cannot be natural, 1 -(2)-3 -(X)-XX.

If both sides have a fit: X = worst sort of hand for declaring - a minimum or with relation to a S/T no control of the opponents suit and/or where strength is narrowly defined. A direct suit bid shows extra length, and possibly a control of the opponents suit (if slam level). New suit is a mild S/T. Pass then pull to your suit is a strong S/T, and pass + pull to a new suit is a Grand S/T.

If they have no fit: X = good defensive holding. Bidding shows an unexpected shapely hand. Pass = In between asking partner to decide. Pass and pull is a good hand.

If no one has a fit: X = defensive values. Suit bid = length. JR/S = good length and strength. Pass and pull = excellent shape and strength.

CONVENTIONAL SUPPORT SHOWING BIDS

Inverted Minors: 1m-2m showing 10+ and 3m <10 HCP, re-inverted w/ an O/C. After 1m-2m a new suit is alertable, value showing JS *splinter*.

Obstructive Raises: 1M-3M = 4-8 and 4+ trumps. 4M = similar as is 2M LTT [Fairly constructive W/O an O/C]

3 NT = 13-15 flat w/ 3 cards in partner's Major 4-3-3-3. 2NT = Natural over 1 .

Jacoby

Over 1 / -2 NT = **Jacoby** GF flat + support:

3 \square rebid = min.

3 = relay then

3 = a singleton, 3 relay follows w/ 3 NT/4 \square / / showing \square

3 = extra trump length

3 = 5-4-2-2 good side suit w/ next suit up relay, bid it cheaply one below the minor (3 NT/4 \square = \square /) or 3 a Major. Bidding something shown by partner (a suit/ singleton) = cue inviting.

3 = singleton w/ relay, bid one below the singleton as above,

3 = extra trump length,

3 NT flat/ semi -balanced,

4x = length + good suit, 10+ cards both suits

4M 6+ trumps non-min.

1M-2M-3M preemptive.

Splinters/Cue Bids: c.13-15/18+ Controls handling

A single Jump Shift rebid by opener is a G/T minisplinter, if it is in support of a Major and allows the bidding to stop at 3M ... E.g. 1 -1 -3 . A double JS by opener is a splinter guaranteeing a 10 card fit ... E.g. 1 -1 -4 \square unless it is game bid 4-7/8 shape. Other Single jump shifts show a semi-solid 6+ suit as per normal canapé (1 -2 \square -3) bidding, unless 4 level (splinter again).

By responder a JS is always GF natural canapé bidding. Bidding FSF then rebidding the Fourth suit is a cue bid if any new definite length information has been given making supporting an option. Over 1 - 3 \square = minisplinter in a minor

3 accepts if \square

3 accepts if 3 = invite artificial

3 = minisplinter

Over 1 - 2 = / minisplinter over which

3 accepts and

3 accepts . 3 is a minisplinter and

3 artificial invite.

Strong JS Responses: the Strong JS shows specifically i. 17+ w/ 1 long strong suit at least 2 out of 3 of the top honours, ii. 13-16 intermediate long suit w/ decent CP, 13 HCP SOL suit type, iii. Balanced slam invite 17-19 HCP & a good 5 card suit, iv. 16+ HCP Fit Jump, though pretty irrelevant opposite a nebulous diamond - inverted minor raise better.

Opener should raise with a top honour & Qx+ (priority) or rebid his own suit to show extra length + Good honours. Min. NT bids = balanced minimum type + stop. The JS bidder then can bid 4 NT as RKCB for their suit, 2/3 NT w/ a balanced 17-19 ish. A simple rebid shows hand i. & JS rebid hand, ii. PFA.

2 MULTI + DEFENCES

Strong 2 bids: X = T/O. Cue bid & NT = 2 Suited.

Multi Two Diamonds:

i. Weak Two bid 5-9 HCP, 5+ cards suit [*Mini-Multi!* - allows Pass Weak hand &]

ii. 20-21 NT hand.

Multi Responses:

2 - 2 / = standard *paradox* bids.

2 NT = strong relay (15+ish)

3 = / / single suited GF, *transfer* to

3 which is only broken if opener has a 1 loser suit; over 3 -3 responder bids his suit or 3 NT w/ ; if responder *transfers* and bids at the 4 level it shows long and a 2nd suit

3 = natural and GF.

3 / = Paradox based preemptive raises (3 e.g. Qxx AKxx xx Jxxx).

3 NT = play based on a long suit.

4 = asks opener to bid the Major (preemptive or slam interest).

4 = GF both minors.

4 / = Play.

After 2 -2 -2 : 2NT = genuine relay for game w/ 3 = 9+ losers, 3 = 8 losers 5 card suit, 3 = 8 losers 6 card suit, 3 = 8 losers balanced 5 card suit & 3 NT = 8 losers good 6 card suit running vs. Hx or xxx. Short suit game tries after 3 / .

3 preemptive over 2 .

3x = invitational single suiters.

After 2 -2M-2 NT: normal NT scheme here, *transfers* etc.

After Semi preemptive response w/ strong hand:

2 - 3 /P/3 = normal.

3 NT = Strong balanced.

2 NT = 15+ enquiry:

3 \square = distinctly poor quality 2 bid suit [9+ losers], w/ 3 relay & 3M as play suggestion - good 5 card suit at least - moving back to 3 is a bad 6 carder, probably singleton .

3 = Pivot bid + poor [8 losers lacking HCP or suits quality] weak 2 / good 2 with 2 following relays:

3 passable

Pass = poor weak 2

3 = ok s.

3 NT = 6(322), but not running unless partner can fill in

4 \square / = Cue bid w/

4 = to play, 6 carder

4 = cue bid

3 GF.

3 NT = to play.

4 \square / / / = playable good 5 carder, invite with a minor.

4 NT = natural no fit. 3 = good [8 losers max max points/ good suit] and 3 is then asking for cue bid or bid 3 NT (good but not running). 3 NT = to play.

4 \square / / = playable good 5 carder, invite w/ a minor.

4 NT = natural no fit.

3 = poor .

3 NT is then to play.

4 \square / is a cue bid.

4 = play suggestion – bid 4 /NT w/ no fit. 3NT = 6-3-2-2 w/ entries to run Major opp. Hx/xxx, then 4 / asks to return to Major, paradox.

4 NT = RKCB. Hard to know suit – best start w/ cue, then partner must show suit.

4 / = rare hand unsuited for a 3 level preempt, e.g. broken 7-2-2-2.

4 NT = strong balanced hand 20-21 HCP.

With interference:

2 -(X): system is still on

XX = rescue, but implicitly equal desire to compete in the Ms, although that could be none at all.

Pass = 6 + suggestion to play is strong.

2M = desire to compete in the other major.

2 NT+ as above. 2 -(2M)-

X = negative.

2 = inferential, non-constructive facing .

2 NT = relay.

3m = natural NF.

3M = P/C.

3 NT+ as above.

2 -(2 NT):

X = penalty.

3m = natural NF.

3M = P/C.

3 NT + as above. 2 -(3)-

X = penalties.

3 = invitational in partner's suit.

3 = encouraging (p.13). 2 -(3)-

X = invite in partner's suit.

Multi defence: (cf. Freak bids below) If they bid at all after the X, new Xs are responsive [P/C vs. P/C bids] until a fit is found though it may be converted to a penalty, whatever the next hand does bids are Lebensohl. After (2)-X-(2 NT)- X = values and a new suit is competitive. Pass then cue bid = weaker 2 suiter.

In 4th position: X = P/C played with *Lebensohl* and 2 NT = 16-18 balanced (14-16 4th). In 6th or 8th bids are limited by not bidding before X = T/O, 2 NT = minors 6th.

Overcalls are good, so new suits in response are forcing and a bid of the 'other' Major is a limit plus raise, JS = splinters. 3M = strong jump O/C (intermediate protective). Leaping Michaels also after (2)-P-(2M)-4m: Paradox responses.

WEAK AND OBSTRUCTIVE BIDS

Lucas 2 / 1st / 2nd : Showing 5+ in the Major and 4+ in a side suit. Raises = obstructive, JS = *Fit* Jumps. 3x = forcing inviting support on Hx/xxx. Games = play, 4 / *FJ* s. 5-4/5-5/6-5 shapes.

W/ 5-5 max/6-5 make a 4 level bid: 4 minor bid = 6-5. 2 -2 NT-3 = 5-5 min./ 5-4 w/ Maximum.

2M-2NT-3x-3M/oM = invitational.

2 NT = 5-5+ minors 9-12 1st / 2nd: 4m = GF raise, 3 / = natural, 4 / = natural mega 6 carder/ 7+.

After any overcall of an opening bid by our side from 2 NT and above X = Penalty. Cue bid = S/T.

The EHAA 2 bid in 3rd: {*Optional TWERBS - 3 suited short in opened/ weak in suit/ above*}

*Simple new suit bids are Rescues, NF non-constructive.

*W/ Cue bid of a 2 bid, X by responder is L/D.

*Artificial invite after Two Bid (if ever played in 1st / 2nd): lowest minor available. In response rebid your suit w/ minimum range hand, otherwise make a natural descriptive bid. This also applies directly over initial interference if 3 / is still available - otherwise as before, LTT. So, now a Jump raise is always Obstructive.

*Raises all NF obstructive.

DEFENCE TO OBSTRUCTIVE BIDS

2 NT - Minors: then X = 15-18 balanced. O/C = 11-16. 3 / = T/O, 3 = 17+ any. 4 / = 6-5 shape. If opponents bid on to 4 / then X = **Optional**.

Gambling 3 NT defence - X = Values/ optional & 4m = T/O better / .

Never preempt their preempt, single suits generally bid out straight away, naturally unless strong enough to handle themselves.

2x Weak: X = T/O + *Lebensohl* 2NT showing 8-11, simple 3 Level responses 0-7, JS forcing 12+. Cue bids = *DAB* + strong minor(s). 4 / = **GF Leaping Michaels** M-m 5-5+. 4 NT = minors. (2)-3 = Majors. (2)-4 / = + . (2)-4 = + . An immediate 3 NT maybe based on a long suit.

Over 3 Level Preempts X = T/O partner taking you for about 7-9 HCP. Bid on with more. JS or cue bid = 10+. Over 3NT O/C 4 / = Stayman, 4 / = **Transfers**, 4 = minors enquiry.

Freak bids: X = 12-15 Flat (slightly stronger at 3 level) / 19+ balanced / 17-21 unbalanced. 2 NT = 16-18 Flat. Natural overcalls. W/ only one weak option Cue = T/O. + *Lebensohl* after (2)-X-(2M). All other doubles are T/O [or P/C doubles if responses are P/C].

Defence to **artificial raises** like **Drury, Bergen, cue bids** etc.: X = L/D, Cue = 2 suited, P then X – T/O.

Flannery: X = Strong NT w/ Lebensohl and subsequent Penalty Xs. 2 = T/O w/ Lebensohl. 2 = natural, new suits by advancer should be forcing/ showing guards, asking for a stop in the other Major. If 2nd hand passes, all initial doubles are T/O. Same principles w/ Flannery 2 .

Precision 2 : X = as freak bids defence. If 2nd hand passes initial Xs are T/O. Same principle w/ 2 opening 4-4-1-4.

1 **Artificial 0-7** : X = would've bid 1 , others same.

1 / / **Artificial 0-7**: X = 12+ balanced or 4+ cards in the suit – assume 12-14 NT and use standard NT bidding, new suits and NT are weak 1 level; further over which the doubler can use 2 as a general force, w/ 2 as a negative response. 1 NT = T/O 4-4-4-1 or 5-4-4-0 short in opening suit if minimum.

Artificial Openings: Shortness openings or ambiguous openings, typically 8-12. Treat as Mini NT. X = balanced 14+ or so. 1 NT = T/O again, short in suit bid. 1 level suits are natural and 2 level + as 1 NT defence (Aspro related stuff etc.)

Forcing pass: Typically 13+ any shape. If it replaces an opening bid defend as you would normally, except that there is a lower cue bid instead of X for T/O...

Pass = 0-7 or 13+ any shape. 1x = 8-12 natural. 1NT = 0-9 & 4-4+ Majors. 2x = 5-9 weak two. 2NT = 5-9 5-5+ minors.

JUMP BIDS

Weak Jump Overcalls 5-9. INTERMEDIATE 4th any protective bid. A raise = obstructive based. Cue bids are forcing HCR may be wanting a stop. New suits are encouraging [Encouraging defined as about 1 trick short of Game].

Max = 7/8 losers, min = 9/10. 5c suit always good quality (unless 3 RD - Random).

2 NT Enquiry:

W/ max – 3 = w/ m singleton w/ 3 Relay then 3 = 3NT = .

3 = balanced – 3 Relay suit quality: 3 NT = 2 top honours, 4 = weak suit

1 top honour & 0/1 CP, 4 = same w/ 2CP etc...

3 = oM singleton.

3 NT = SOL suit – 4 Relay remainders – 4 = bal, 4 = singleton .

4 = singleton ,

4 NT = singleton oM.

4 = void

4 = void

4 = oM void. W/ Min: Bid 3 - then 3 Relay & rebids are similar to above, the exception being 3 NT which shows a minor singleton, then 4 asks which one: 4 = , 4 = singleton.

Ghestem: 8-12/17+ - 3 = upper 2 suit. 2NT = lower 2 suits. Cue bid = Extreme 2 suits. To which - Jumps = invitational strength. Cue bid = UCB. 3 is not Ghestem in 4th. Only the cue bid is available, 2 suiter 12+.

Over (1X)-P-(1Y)- 1 NT = T/O 17-19+. 2 NT = 5-5 sound min. opening. 2X [Lower suit] = 6-5 w/ 6 in the lower suit/6-6 intermediate Strength. 2Y is natural. X = weak crap/ T/O (strong 6-6 etc/ normal 5-4).

Defence to 2 suited bids: Cue bid = invitational raise with only one cue bid available, w/ 2 can show game invitational hand in the other suit. Direct raises are obstructive, X = T/O if they can have the suit bid, otherwise penalty. 2 NT = natural tolerance for partner's suit. P then X = 9-11 balanced typish 1 -(2 NT)-P-(3)-P-(P)-X = intermediate 9-11 4/5 .

HIGH LEVEL BIDS

Mini Roman Keycard: over 3x Preempt by partner, a bid of the cheapest minor - i. 0KC ii. 1KC iii. 1KC + Q iv. 2KC v. 2KC + Q etc.

(3x)-4m [jump] O/C = m-M 2 suited, c.f. Leaping Michaels c.8-8.5 PT.

(3)-(3)-X = penalty, psyche exposing or whatever. + (4)-(4)-X. (3)-(4) .

3 NT opener = 4 Level minor pre-empt. 4 NT = invite to 6m. + *Paradox* bids. Defence - X = *Optional*.

4 / South African Texas: + 4 / relays asking whether you are solid or w/ a side A. Shows 7.5-8.5 PT & max 4 CPs. 4 NT = Trump length enquiry: 7, 8, 8+feature, 9 etc.

4 -4 or 5x = asking for a singleton. 4 -4 -4 - 4 NT = length enquiry.

Defence - X = T/O light or very strong, w/ a balanced hand you X then X again.

Pass then X = Strong T/O. Cue bid of the Major = 5-5+ shape M-m T/O.

Epsilon (none, 3rd, 2nd, 1st, AK/AQ - clarification relay: shortage, Honour or honour w/ extras) asking bids follow 3M/4M preempts as well.

4 NT overcall = unusual, T/O the unbid suits over 4 , minors over 4 . X at the 4 Level is T/O-ish over 4 / / and mainly card showing over 4 .

(3)-4 = 2 places to play as is (3)-X-P-4 . (3M)-4 NT = minors. 4 -(4)-P-(P)-X = some defence, but most the time T/O into 5 .

5 NT opener = 11 PT asking you to bid 6/7 for each A/ K you possess.

W/ competition over our preempts (Weak 2/3, WJO, Weak raise) we have handed control to partner mostly, but new non game suits are played as fit showing, inviting something intelligent: 3 -(3)-3 -(4 ") allows us to say something. 3 NT maybe ambiguous but it should never be removed in these situation: 3 -(3)-3 NT on xx, Q10xx, KQxx, Qxx etc.

With preempts by partner: games = S/O, new suit F1. Note for competition that with LTT: TNT of both sides minus 13 indicates the minimum number of distributional tricks required (not relying

on HCP). (3x)-X-(4x)-X = general, more value showing.

[STRONG] CLUB DETAILS

In forcing sequences 1 \heartsuit - (+) GF for example, jumps to game are weaker - 1 \heartsuit -1 \spadesuit -2 \heartsuit -2NT = strong - Fast Arrival Principle 1 \heartsuit -Positive [new suit 5+ cards]-3 NT/Game w/ 3 card SUPP = min type.

1 \heartsuit - 1M/2m positive: JS = asks partner to cue bid an Ace or bid NT w/ 2+ Kings w/ a SOL suit (or wish to set trumps) 19+. A Jump raise 1 \heartsuit -1 \spadesuit -3 \heartsuit = PFA 16-18 crud 4 card SUPP.

1 \heartsuit -(+)-Raise becomes a point/ control ask [0-3 & <12HCP or 4+ CPs & 12+ HCP]. [Not W/S.]

A jump rebid by responder shows a Semi SOL suit, possibly missing the A/K. A new suit JS by responder is a splinter.

1 \heartsuit -1M-1 NT-3x= 5-5+ shape. 1 \heartsuit -Positive-3 NT/ game responders suit are minimum no slam interest, double JS is a splinter 16-18.

Game bid by responder shows a minimum and values concentrated in the 2 bid suits. Jumps by responder to 3NT tend to be medium hands.

1 \heartsuit -1 NT= 8-13 HCP flat, maybe 5 card minor: 2 \heartsuit relay Staymanic -

2 \heartsuit = 8-10 5 \heartsuit

2 \heartsuit = 8-10 5

2 \heartsuit = 8-10 no 5cm

2 NT= 11-13 5332 long minor.

3 \heartsuit = 11-13 4 \heartsuit -3-3-3. 11-13.

3 \heartsuit = 11-13 4 \heartsuit -3-3-3.

3 \heartsuit = 11-13 2-3-4-4.

3 \heartsuit = 11-13 3-2-4-4.

EPSILON - For control - None, 3rd round control, 2nd, 1st, AK/AQ a further relay clarifies the control as shortage, honour or honour with extras. Further new suits are again Epsilon.

2 NT a shape relay over 2 \heartsuit / \spadesuit - show doubleton.

1 \heartsuit -1 NT-2 \heartsuit -2 \spadesuit -2NT = shape relay: 3m= 4-3-3-3, 3M is a tripleton w/ two 4 card minors.

2 \heartsuit -2 NT-3 \heartsuit = shape relay then 3 \heartsuit = 5 \heartsuit , 3 \spadesuit = 5 \spadesuit s.

All jumps to game or slam after the 2 \heartsuit relay are to play.

1 NT- 2NT = \heartsuit s artificial SAB as already in a GF, 3 \heartsuit = JS type values 19+ SOL.

Need to cue or raise to use RKB.

Not bidding the relay shows an unbalanced hand, SAB. Responder's jump to game is PFA discouraging.

1♣ -2 NT by PASSED Hand = 8-10 4-4-4-1. 3♣ is a virtually forced relay [unless mega suit] then:

3 / / /NT = shortage in next higher up suit. After that, next suit up is a relay for controls 0-1, 2, 3 etc. Games are to play and a suit is RKCB for that suit.

Opener can relay or make SAB - step 1 no support then steps show w/ support no honours, 1, 2 and 3. It is made w/a 5+ suit so xxx is support. If you get a negative reply a new suit is another SAB assuming 4+ card suit. If the response is positive a new suit is Epsilon and a suit rebid below game is a repeated support asking bid - responses as the repeated Gamma asking bid. A repeated Gamma ask is done by rebidding the suit below game: If you had 0 or 3 top honours steps one to three show 0, 1 & 2 extra cards. After 1 honour shown steps show Q, K & A. After 2 honours shown steps show KQ, AQ & AK. W/ interference over a relay P=1 step & X = 2 steps.

1♣-2 / /3♣/ : Semi-Positives 3-6 range. Continue as if made 2M weak jump O/C or 3m Preempt.

1♣-3M = Semi positive 3-6 HCP at least 1 top honour. Continue as if opened preempt.

1♣-3 NT = SAB new suits etc., quantitative 5 NT, 4 NT BW.

1♣-4x = Semi-solid suit, no outside controls 7+ cards: 4M are natural to play by opener, 4 NT RKB. Over a Major suit response new suits are cue bids.

1♣-1 CONTINUATIONS SC + W/S

1♣-1 : Simple rebid NF, in principle 5 cards unless 4-4-4-1.

1 NT = 17-19 + normal scheme.

2 / = 8+ PT top range Acol 2 (19-22).

2 NT = 22-23 balanced + normal scheme.

3♣/ = GF natural.

3 / /4♣/ = GF asking for a cue bid, solid suit.

3 NT = play based on a long suit.

4 / = Play, solid suit, too many controls to preempt.

When 2 suited more leeway as to bid, 5-3-3-2 + 5cM maybe a bid in NT. W/ min range 5-4 2 suited hand, may bid the 4 card major first. W/ 4-4-4-1 suit quality may be an issue.

After 1♣-1 -1M:

1 = natural 4-7 HCP,

Pass most 0-3 hands,

1 NT = FORCING. 3 card good raise, balanced 5-7 or T/O 6+ suit 0-4.

2x = F2NT 5-7HCP,

Single raise 3-5, 3+ trumps.

Others as Weak/ Strong Club...

1 \square -1 -2m: raises, pass & 2 NT are all NF natural. New suit is forcing [Maybe 16+ minor] and a JS a minisplinter. The next suit up after a 2m rebid is inverted w/ 2 NT, 2 NT now showing the cipher suit. This relay is F2NT showing values but no 5cM; in response a JS to 3M is an Autosplinter for the minor, others natural & 3 NT suggesting a solid minor.

1 \square -1 -2M: GF unless responder makes a Herbert negative w/ the next suit up and opener then rebids his suit at the minimum level. W/ support a raise shows values & a balanced hand, jump game minimum raise, artificial splinters to the cheapest bid above the raise + (R). Other jumps are fit w/ 3 card support at least & a 5 card + suit.

1 \square -1 -3m: 1st step shows a 2nd negative or balanced hand w/ no 4 card major, 3 NT showing the cipher suit. Jumps splinters in principle.

1 \square -1 -double JS: Cue Ace, bid NT w/ values 2 K+ and raise w/ nothing.

CANAPE STRUCTURE / NORMAL SEQUENCES

Opener: (a) 1 Suited - < good 14-15HCP use a min. NT bid/ min Rebid/ min raise. W/ good 14-15 a JR= Strong suit at least semi solid [4 tricks probable opposite xx] Jump NT = values w/o 3 card support for partner's major. (b) 2 Suited - Weak range must bid suits Hi-Lo, unless playing aggressive *canapé* & the 2nd suit is as long or longer, or min NT bid/ min Rebid in one suit or min raise. STRONG range hand you may reverse [not 1 level] showing at least 5 cards in the 2nd suit; Jump in a 2nd suit which is lower or higher than the first showing a semi solid 6 carder if not a minisplinter AND below 4 level (splinter). Note w/ Jump in Clubs the 1st suit is the long one & clubs is 4 cards as the 1st suit normally is. Short Clubs revert the bidding to natural order. A jump in partner's suit shows a hand that would have reversed 5 cards or good max 4-4-4-1. Note treat 3 suiters as strong if 4441 good 15 HCP.

5-5 hands min: Hi-Lo-Hi

max: Lo-Hi-Lo

5-6 hands

min: Hi-Lo-Hi-Lo

max: Lo-Hi-Lo-Hi

6-5 hands

min: Hi-Lo-Hi-Hi

max: Lo-Hi-Lo-Hi

Responder: (a) 1 Suited - 1-over-1 = 6+ HCP F1 & a 2nd round JR of the suit = Semi solid at least 12+ HCP, new suit at the 3level is F1 obviously.

(b) 2 Suited - W/ <12 HCP (typically 8-11) can use Hi-Lo Canapé suit bids, NT bids or raises. 12+HCP & may use a reverse 1st suit is min. 4 cards & the 2nd 5+ suit. A JS on the 2nd round

shows a 1st suit of min. 4 cards & the 2nd at least semi solid 6 cards.

Jumps to game = strong suit: 1 -1 NT-4 /5 \square /5 w/ 4-7/8 shape. At match point especially have option of always playing *Canapé* where one can open & reverse on any minimum hand, but not jump bid, and responder may not do likewise. Yup.

Over 1 opening expect a balanced hand so get the Major in if biddable.

1 - Catchall 5-4 ms 10-15

1 NT = 6-9.

1M-2 \square = 5 \square , 4+ s. 1-3-5-4 type maybe more accurate to just bid 2 .

Prepared Minor defence: X then Cue bid is natural.

Auctions w/ 2 suits are NF. Responder's 2nd suit is F1 and only rebidding 1st suit again is NF by opener - 1 -1 -2 -2 -3 . Pulling 2 NT is GF unless already limited. After a reverse like 1 -1 -2 -2 suit pref./2NT/3 suit pref. = NF/ S/O, others GF.

Lowest NT: 14-16 balanced. Note 1 opener could be 3325 or 3+ suit.

INTERVENTION OVER A STRONG CLUB

If partner passes then X = T/O by opener, then a cue is GF by opener. P=0-4 & bids Natural.

1 \square -P-(+)-O/C: X=penalty. Cue bid = general force. 1 \square -P-1 -O/C: P = min. NT hand,

X = Penalty, Suits natural, Cue bid = shapely no stop T/O. 1 \square -P-1 -2 NT+ O/C: Cue = GF new suit natural, X = Penalty.

Against 1 or 2 level action:

X = 5-7 HCP promising 3 cards in the suit bid regardless of whether the suit has been shown by intervention Or consistent w/ a positive in the suit bid.

Bids = natural positive and GF (3 CP ideal).

1 NT= natural GF w/ stop.

Cue bid = 5-7, 3 suited T/O and consistent w/ a positive balanced hand w/o a stop, cue of 2 level O/C is virtually GF.

Jumps = Semi- Positive. This translates the cue bid into an artificial Semi-positive, thus redefining the X more tightly.

1 \square -(1 Ms/ms)-X-(2 \square) Pass/Correct - P forcing - (P): Opener could have doubled for penalties or bid a suit naturally, so the forcing pass is effectively a T/O X. Responder can now bid a suit naturally showing 5-7 HCP & 4+ cards, or bid 2 showing 8+ HCP & 5+ s. X would show a defensively orientated Semi-positive.

If responder starts w/ a cue bid of a 1 level O/C: 1 \square -(1)-2 -(P): Next bid up -

2 = artificial F2NT to generate NF actions, if responder cue bids for the 2nd time this is the DAB positive.

-2NT- 3 \heartsuit / \spadesuit = NF.

3 \heartsuit = 4 \spadesuit s & " stop, offering choice of games.

3 NT = strong balanced, 1 \heartsuit stop only. 2NT= 17-19 NF & *Transfers* apply. 3 \heartsuit / \spadesuit / \clubsuit = GF natural.

4 \heartsuit / \spadesuit = sets the suit asking for a cue bid.

3 NT = play (solid suit type).

Games = play. The opponents often X the cue bid - 1 \heartsuit -(1 \spadesuit)-2 \heartsuit -(X):

Pass = forcing to XX, to play or to take a NF action. A delayed 2 NT shows doubt about NT.

XX= offers responder the choice of passing w/ 1 or 2 \heartsuit s or removing w/ an unsuitable hand.

2 NT= Natural NF 2+ \heartsuit stops.

2 \heartsuit / 3 \heartsuit / \spadesuit = natural GF.

3 \heartsuit /NT/4 \heartsuit / \spadesuit = same as before.

The 2nd major step comes where the partnership is in a GF and you can generate some advantage w/ the forcing pass and X. E.g. 1 \heartsuit -(1 \spadesuit)-X-(4 \heartsuit): direct bid of say 4 \heartsuit is to play not envisaging alternatives, 1 dimensional. X then becomes T/O-Optional saying that you expect partner to remove unless he has no extra distribution, suggesting a singleton "or xx in a balanced hand. Pass is to *transfer* to X, and only does different if would remove a penalty X. It is 1 of 2 hand types - optional/penalty X or a hand w/ at least 2 places to play. Over forced X, then bids 4 \heartsuit to show + m, 4 NT to show m's. Over 1 \heartsuit -(1 \spadesuit)-X-(4 \heartsuit)-, same, but P-X-5 \heartsuit = \heartsuit + another, 5 \heartsuit = \heartsuit +

A 3/4 Level X is 5+ & 2CP+. Subsequent Xs are penalty/ defensive orientated. At the 3 level only do you have the option of passing on a Semi-positive w/ penalty interest. After a pass or double by responder, if opener re-bids NT then normal schemes apply - this does not apply after a delayed bid of NT. Opener's simple suit bids at his 1st turn, whether LHO has promised the suit or not (except via a jump bid) are natural, not cue bid unless a penalty X was available. Cue bids in which the opponents have pre-empted are artificial. If opener doubles for T/O, responder's subsequent doubles are responsive. In almost every other sequence doubles are penalty orientated. [T/O style rules].

DEFENCE TO A STRONG CLUB

MATHE -X = Reds/Blacks. NT=Ms/ ms. 1 \heartsuit = Rounded or Pointed Jump O/C <13. 1 Level O/C = <13 max Natural. Bid destructive 6-12 range often. Pass = 0-11 very weak/ good 12+.

CLUB SYSTEM 2 \heartsuit OPENER

2 \heartsuit = 10-15, 5+ \heartsuit .

Pass = 0-8.

Raise 3 \heartsuit = Invite.

4 \heartsuit = Preempt.

2 / = NF 8-12 & 5+ suit.

2 = forcing Inquiry w/ invitational plus values: 2 NT/3 = 6+ card suit and 2/1 outside guards, 3 invite over 2 NT others GF & 3 Stop ask over both: 3 NT Ms, 3M=M+, 4 none. Jump Shifts = 12+ GF over which 4 is waiting and 3 NT is limited. 2 -2 -2M-2 NT/3 (get out bid)/3M = Natural limited & others are GF, 4 = GF 4x splinter for the Major.

Immediate 4x = Splinter for . 4 NT RKCB. 2 -2 -3 = 6-4 and 3M=6-5 over which new suits are cue bids for the major and 4 agrees GF. 3 NT = SOL . 2 NT = forces 3 bid: P = preempt 3 = Invitational D single suited 3 = GF & 3 = GF & 3 NT = GF & . 2 NT is natural w/ intervention note.

2 -2 -2 = rescue then 3 is obviously not FSF.

Intervention: 2 -2x- Pass = 0-8/8+ penalty. X = *Negative* 8-10/11+ no stopper or fit searching. 2 NT = 10-11 natural. Cue bid = 12+ forcing. 2 -X-XX = penalty. 2 -3x- X = *Negative*, others natural. Raise competitive. Defence: X = T/O w/ *Lebensohl*, L/D of 2 . Fit Jumps below game. 2 -2 -(X)-XX = 4+ good .

SLAM BIDDING

Normal Cue Bids: A 3 level bid is natural. A new suit after a JR = CUE bid. 4 NT is Natural in all auctions where NT have already been bid naturally, unless a Major is EXPLICITLY agreed. If NT not bid w/ minor agreed then 4NT is discouraging or RKCB if jumped/ clear S/T. Otherwise RKCB, if not obviously agreed then 4 NT is for the 2nd/Last bid suit if a major, no Major & then, minor = *Blackwood*. Never on the 1st round of the auction. 4 NT after having made a strong JS already = RKB.

For double agreement there must be no intervening cue bids i.e. make the agreement then cue bid.

A raise to the 5 level asks for 2nd round CTRL of the opponent's suit or the unbid suits to which 5 NT shows it guarded & cue bid 1st class control, otherwise asks for good trumps when bid w/o opposition having bid.

Default agreements - An ambiguous new suit at the 4 level is a cue bid. A game bid of a major shown by partner which could be construed as a cuebidding sequence is natural.

5 NT = **GSF**: 6 = 0 6 = 1 (bid 6 w/ trumps) 6 = A/K w/ extra length 6 = 2, 6 NT = 3. If it is possible, after 6 , 6 = Relay & 6 shows then min. possible no cards i.e. xxx & 6 shows xxxx or whatever. If 5 NT is doubled then XX = 0 & P = + extra length, other responses as above but 1 step down.

Roman Keycard Blackwood: 4 NT - 5 = 1 or 4, 5 = 3 or 0, 5 / = 2 or 5 no Q / Q or extra length 10 card fit. 5 NT = 2 Aces + a void & 6x = 1 Ace + a void.

Double agreement + 6KCs: no void responses, 5 H = no Q, 5S = lower, 5 NT = higher one, 6 C both. Q ask: sign off no. 1 step lower, 2 steps higher Q and 6x = 2 + side King.

Q ask: next suit up not trumps (or if 5 & trumps if 3KCs)- sign off no, 5 NT = yes, 6x = Yes w/ side K.

Specific K ask: Specific K ask 5 NT; 6x = K, sign off with non or bid 6 NT with 3. The following direct ask is for the Grand Slam. A follow up bid of 6 / by the 5 NT bidder is a direct ask.

Direct ask: No room - sign off = no 2nd round control, 6 NT = 2nd, 7ask = 2nd + 3rd, 7trump = short control. 1+ room - 1Step = no 3rd, sign = 3rd, rest as above. **Delayed ask:** (after Q ask) - sign off = no, 6 NT = yes 3rd Qx(x), 7ask = 3rd + 4th and 7trump = xx.

Exclusion Keycard Blackwood: Jump Shift plus above game level - responses 14/30 steps, then 5 NT asks for Kings outside the agreed suit, whilst a re-bid of the void suit is a Q ask which is shown by bidding the grand. Also after a raise to the 4 level a jump to 6x = *EKB*.

Defence to intervention: **ROPI DOPI** - X = 0, Pass = 1, 1step = 2 no Q, 2steps = 2 + Q, 3steps = 3 + no Q etc. If our trump suit or above **ROPE DOPE** - X = 1, Pass = 0/2, 1step = 3 + no Q etc. Q irrelevant in normal *Blackwood*.

LEAD STYLE - REVERSE SIGNALS

SPOT CARDS Reverse CT: High 3rd (preferable) from ODD, lowest from EVEN. MDU. TOP of NOTHING. STRONG TENS. REVOLVING discards (W/ 2 suits possible \square / w/ as trumps then a high = \square and a low = \square ; whereas high = \square , low = \square). SMITH PETER at NT.

STANDARD HONOURS. ODDBALL. COUNT/ATTITUDE/SUIT PREFERENCE PRIORITIES.

W/ count signals High = Odd - not Hi-Lo, avoid ambiguity, partner is wanting to know immediately.

NON STANDARD DEVIATIONS / SPECIAL CASES/ INFO: when giving count with an even number of cards of 4+ play the 4th highest then echo w/ the 2nd .. UNNECESSARILY high cards have suit preference implications. Signal Priorities - COUNT/ATTITUDE/SUIT PREFERENCE. Special change to attitude/suit preference/count if dummy was a preemptor w/ long suit. In principle 1st discard is REVOLVING & subsequent ones remaining count, probably for another suit to complete a prism signal. If one hand is very strong as a defender & partner weak & useless then the strong hand can psyche the signals & weak hand give accurate information. Q played on the Ace lead says that the suit can be underlead to the Jack particularly w/ suit contracts. Win w/ the min. required card. Returning suits that partner has lead we should give remaining/ current count. When switching to a new suit - same as opening leads? Easy rule is to say that vs. suit contracts you will give count & attitude vs. NT, but at times just 'Tell partner what they need to know' [ATT through declarer] - this may also have relevance to the opening lead, instead of just blindly following a rule. Non-standard play of the cards suggests that partner does something special like unblock. After having supported partner & leading that suit, play 2nd from 3 & low from 4+ cards. K lead may be from AK or KQ depending on the signal required as honour leads at NT/ Suit contracts = A, Q, J ask for attitude and K, Strong 10 count. **Integrate w/ Prism signals** so more emphasis is allowed again on attitude signals (only in the trump suit). When establishing a suit at NT, w/ the choice of 2 equally relevant cards can suggest suit preference.

MOWSC – MAJOR ORIENTED WEAK STRONG CLUB

1 \square defined as 8-10 balanced or semi-balanced / 16+ Strong unbalanced, 17+ balanced, not 20-21 balanced. 1 \square is unambiguously Strong in 4th. 3rd seat openings may be Psychic as part of the system as partner will not have enough for a G/T. Level 4 Licence w/ 1 \square as 9-10/ 17+.

RESPONSES

1 = 0-7 HCP/ a game forcing hand w/o the Majors 16+ HCP/ 20+ Balanced, F1.

1 / = 8+ HCP & 4+ suit, F1. Major bid before a long minor.

1 NT = 8-13 HCP, balanced w/o Majors.

2 ♠/ = 8-15 HCP, 5+ suit, no Majors. 5-7 by P.H. if open all 8+, includes 1 / .

2 / = Natural [5] 6+ suit, NF 6-9, GF vs. Strong hand. Further bidding is natural GF, except the direct raise which is NF. 3-4 HCP 6 carder NV by a passed hand.

2 NT = 14-15 HCP, balanced, no Majors.

3 ♠/ = Natural, invitational to 3NT opposite 8-10 (c.12-14).

3 / = Semi-Positive, mildly invitational w/ a long suit; continue as if pre-empted.

3 NT = 16-19 balanced, w/o the Majors.

4 ♠/ = AKQ/AKJ to seven in the Majors, no outside controls; cue bids may follow.

4 / = Gambling, natural.

OPENER'S REBIDS

Nano NT Opener

- 1) Bid 1 / (possibly 3 cards) over 1 response.
- 2) Make a single raise of 1 / w/ 4 card support, or bid 1 / 1NT.
- 3) Pass over a 1 NT response.
- 4) Pass or bid 3 NT over 2 NT/3 ♠/3 .

Strong Opener

- 1) Natural over 1 .
- 2) Anything except single raise of 1 / or 1 NT.
- 3) Natural over 1 NT, normal scheme.
- 4) Something else except single raise or pass of 2 / .
- 5) Something else other than pass/ 3 NT over 3 ♠/ or pass/ single raise of 3 / .

SUBSEQUENT AUCTION

1 ♠-1

1 ♠-1 -1 NT/2 ♠/ + as Blue system etc.

1 ♠-1 -1M: Pass = very poor 0-3.

1 = 0-7 HCP, 4+ suit, F1 versus strong hand.

1 NT = 5-7 HCP w/o support or 5+ suit.

2x = 5-7 HCP w/ 5+ cards.

Single raise = 3-7 HCP w/ 4+ support, forcing to the strong hand. Opener re-raises w/ a minimum strong hand. Romex Trial bids.

2 (OVER 1) = 31(54)

2 NT = General GF w/o Majors, balanced 23+ or 5-4-(2-2) w/ both minors.

3 (R)

3 = 5-4-(2-2) 16-19.

3 / = 3 cM balanced 23+

3 / = general GF, 1 suited hand.

3 = 13(54).

3 = minors Enquiry.

3 NT = 20-22 balanced, no Majors.

4 / = 6-6 minors plus Void.

With a weak hand opener always passes in the 3rd round unless responder forces. He bids naturally with the strong hand, simple NT bids showing 17-19, Jump 22+. A new suit is forcing after 2-over-1. Raises to 3 / may be passed, lacking 3 card support to opener's major.

1 -1 /

Nano NT shown w/ simple raise or a bid of 1 NT or 1 response, which may also be the strong hand.

1 -1 -1 -1 NT = S/O opposite 8-10.

1 -1M-1 NT: Normal NT scheme applies.

1 -1 -1 -2 = S/O opposite 8-10.

1 -1 -1 : all higher bids, including 2 by opener, now shows the stronger hand.

1 -1 -1 -2 = Art. GF: 2 = 8-10 Hand, others natural practically Slam Forcing. Over 2 a direct minor is canapé, others natural & 2 indicating a S/T for s. A JS showing a SOL suit 19+ (normal responses - bid Ace or NT w/ 2 + Ks). 2NT = showing concern for minor stops for 3 NT. Game bids are showing Semi SOL suits w/ outside CP & 16-19 HCP. 3 NT = 21-23 balanced. 4 NT = 24-26 w/ cue bids following & **GERBER** over 3/4 NT.

1 -1M-2M: Romex applies.

JS by responder = semi-solid suit+ w/ c.12-14 over Nano NT.

Strong Hand

1 -1 : 1 = Weak/ Strong.

2 ♠ = Artificial – 5+ ♠s or 17+ balanced [even both!].

2x = Natural GF.

2 ♠ / 3 ♠ / / = 19+ SOL as Blue system responses.

2 NT = Jacoby 4+ trump support, 19+.

3 ♠ = Support, minimum range c.16-18, no shortage.

3 NT = 4-3-3-3 w/ 4 card support, 17-19/ 22+.

4x = Splinter & support 16-18/ 22+.

1 ♠-1M-2 ♠ : 2 = No 6cM or 5 card oM/ 6 card minor.

2oM 5 carder, equal length or shorter than 1st Major.

2M = 8+ HCP 6+ card suit.

2 NT = 12+ balanced: NT Scheme.

3 ♠ / = 6 card minor w/ 4cM.

3M = SOL M w/o short suit.

3 NT = 8-11 balanced: NT Scheme.

Others 3oM/4 ♠ / = SOL M w/ singleton, Autosplinter.

1 ♠-1M-2 ♠-2 : 2 = 22+ balanced (NT Scheme follows!! 3 ♠+)

2 Natural 5cards (3lvl Xfer 6 carder).

2 NT = < 3CPs. 2 = 16+, 5 ♠ & 4 card oM.

2 NT = 17-19 balanced.

3 ♠ = 16+, 6 card ♠.

3 = 16+, 5 ♠ & 4 .

3M = 16+, 5 ♠ & 4 & 3 card M support (5-4-3-1 or 6-4-3-0).

1 ♠-1M-2 / / : Natural continuations, except a direct 3m from responder is canapé. JS semi-solid of course.

1 ♠-1 NT

The weak obviously passes. W/ a Strong hand play the Strong ♠-(P)-1NT scheme.

1 ♠-2 ♠ /

The weak hand can raise to 3m or pass. All other actions show 16+, 2 NT = Jacoby. Other bids are natural:

JS 19+ SOL. 4x = Splinter 16-20. 4m raise = GF 21+. 3NT = 17-19, 4NT = 22-23.

1 \square -2 /

The weak hand passes or bids 3M, nothing else. All other bids show 16+ & are forcing. 3 \square over 2 \square = SOL 19+ per norm stuff & 4 \square over 2 \square = F5 . 2 NT = Enquiry as per Weak Jump O/C Structure.

1 \square -2 NT

Weak hand Bids 3 NT or passes. 3x by the strong hand = SAB. 4 \square = Gerber. 4 / = Texas Transfers. 4 minors enquiry.

1 \square -3 NT

Strong hand may use a SAB. Blackwood 4 NT or a quantitative 5 NT.

OPPONENTS INTERFERE OVER 1 \square [Open for further change]

Assume that partner has the weak balanced hand. Normal NT scheme if opener rebids NT naturally straight away.

If a forcing bid is made for opener to respond to take them as weak unless something interesting is done.

1 \square - (X)

XX = Strong hand, at least invitational opposite the weak hand. T/O if (X) = \square .

1x = natural, NF opposite the weak hand, but GF opposite the strong hand - Negative Free bids, c. good 7 to 14 HCP. The weak hand passes or raises.

1 NT/2 NT/3 NT as before.

Jumps are preemptive. Weak hand may raise. Strength c. 4-9 HCP. 2 NT WJO enquiry where possible or treat as opening preempt if higher (6+ good suit at favourable vulnerability).

Pass = nothing to say, subsequent auctions are re-opening w/ rather balanced hands.

If X = Strong (balanced) then treat as 1 NT-(X) - i.e. XX = help.

1 \square - (1x)

X = 8-15 HCP - I WOULD have bid that suit, max a 14-15 balanced hand. Later voluntary bids are constructive & Cue bid Forcing.

[PERHAPS play Negative Doubles against opponents unlikely to psyche or MPs?].

New suits Negative Free bids.

1 NT = 8-13 & w/ at least a half stopper.

Jumps are pre-emptive.

2 NT = invite.

2x cue bid = GF w/o stopper flat or unbalanced Game/ Slam hand. In response 2 NT denies a 4card oM, 3

NT shows a 4 card oM a stop & a cue bid is no stop and no 4 card oM, 3M a M w/ no stop. Staymanic over a minor. If doubled then pass w/ 8-10 or a XX for penalty possible.

3x jump cue bid asks for a stopper.

If the 1 NT O/C is NATURAL the ordinary 1 NT defence is used.

1 \square - (2 \square -2)

Pass = not good or < GF and the opponents suit.

X = NEGATIVE < GF or balanced NO STOP possibly GF values.

X then Cue is a Psyche Expose. X then new suit is invitational.

2 NT = GF *ANY* shape

Cue bid = GF stop ask.

1 \square - (2 NT+) i.e. the lower of 2 NT and CUE BID = GF

Pass = not good or < GF and the opponent's suit.

X = Negative < GF (or balanced no stop?)

X then Cue is a Psyche Expose. X then new suit is invitational.

Cue bid = GF *ANY* shape

Normal NT scheme over 1/2/3 NT rebid by opener w/ a strong hand. They jump w/ 22+.

Opener's continuations after interference auctions:

X = penalty. Then Cue exposes a psyche.

XX = weak, help.

Pass = weak.

Cue = Force.

1 \square -(O/C)-P-(Bid/Pass) or 1 \square -(P)-1 \square -(O/C)

The weak hand always passes, so all actions show 16+. As w/ BLUE system file. If partner had bid, only a single raise shows the weak hand. Opener's simple suit bids at his 1st turn, whether LHO has promised the suit or not (except via a jump bid) are natural, not cue bid unless a penalty X was available. Cue bids in which the opponents have preempted are artificial.

1 \square -(P)-Positive-(O/C)

Pass or simple raise w/ the weak hand. W/ the strong hand can X for penalty or cue bid or bid a new suit.

Brown Sticker System specific control of 3rd hand psychic bids. 1 NT = good raise of the O/C whereas a hand w/ bad support and a long suit may raise.

A BASIC DESTRUCTIVE HUM SYSTEM ADJUNCT

Simply 1 is used as a 0-7/8/9 (perhaps depending on vulnerability or the System Aggression Level) Fert Weak Destructive Bid, whilst the Pass Bid replaces the 1 opening as specified in whatever system is being played.

As this is not played a lot the scheme is very simple and therefore hopefully memorable.

In response to the Pass Bid, all bids are kept as natural as they would be in the specified system - such that Pass - 1 response is natural 1-over-1 bid, canapé 6+ HCP or whatever.

The 1 response to the Pass bid shows a hand that would have passed the 1 opening, allowing the opening passer to improve the contract. All his rebids are natural, Jumps showing good shape and strength.

On the other hand, Pass over Pass indicates a hideous hand probably in the 0-3 range.

There Simple...

In response to 1 Fert:

The only forcing bids are the 2 Enquiry & the 2 NT Strong 2 Suiter. All other bids are natural, but NF, either looking for a playable part-score or purely pre-emptive. Note that the responses 1 / only promise a 3 card suit (in order to facilitate the search for part-scores):

1 - Pass = Always an option!

1M = 3+ Major.

Pass = 0-4.

Suit = 5-7 HCP, 5+ M or 6+m.

1 NT = 5-7 HCP

2M = 5-7 HCP, support.

1 NT = Strong NT Good 15-18.

2 = 19+ enquiry

2 = 0-4

2 ART. GF/ NF w/ .

2 NT = 19-21 Balanced. 2 = 5-7 HCP, 4/5 . Next

2 = 5-7 HCP, 4/5 . Bid Up

2 NT = 5-7 HCP. F1...

3x = 5-7, 6 card suit (probably minor).

2 NT = 5-5+ Strong 2 suited.

3 ♠ Relay.

3 = ♠/ or / .

3 Relay.

3 = ♠/ .

3 NT = / . Bid Game over (R)

3 = ♠/ or / . If Self GF...

3 Relay. Perhaps 1NT w/ S/T...

3 NT = / .

4 ♠ = ♠/ .

3 = ♠/' or / .

3 NT Relay.

4 ♠ = ♠/ .

4 = / .

Other bids are purely Preemptive, and responses to them NF.

After interference responder's bids are natural O/C like - Jumps are preemptive, normal O/Cs and T/O - Negative doubles 15+. 1 NT = 16-19. Ghestem.

After 1 - (X) - Pass = 3+ s.

XX = SOS w/ (1) No 5 carder, nor 3+ s (2) 17+ HCP.

1 = 5+ carder/ 4 & 4 ♠/ 3 & 5 ♠: after X P = , 1 = & ♠ & XX = 3-5 in ♠/ .

1 = Natural, 5+ carder or psyche w/ perhaps.

1 NT = 5-5+ in any 2 suits.

2x = Pre-emptive, natural.