

Other Agreements

Carding

From honour holdings when not leading an honour, we lead third from even length, fifth from odd length. If the holding does not include an honour (Ace through ten) then the highest card is also permissible. When leading an honour we use normal standard overleads (Ace from Ace-King) from sequences including interior sequences. However, from six-card suits including an interior sequence the third highest is normally led. The Queen may be led from five or more cards headed by the KQT9 asking for unblock of the Jack.

At trick one, third hand when not attempting to win the trick signals reverse attitude according to Obvious Shift principles (See below), except when the ace is led and the Queen is on dummy (reverse present count) or in a cashout situation where count is important (reverse present count). Other cards on tricks 2-12 are reverse present count when not required to play a card of a specific rank. Natural high-low suit preference on rare occasions.

The Obvious Shift Principle

An attitude signal by third hand to the opening lead refers to desire for opening leader to switch to the Obvious Shift. The following rules apply:

Negative rules:

1. The Obvious Shift cannot be the suit led.
2. The Obvious Shift is never trumps.
3. The Obvious Shift is never a suit headed by the A-K-Q or four of the top five honors.
4. The Obvious Shift in a suit contract is never dummy's singleton or void.
5. The Obvious Shift is never a natural suit shown by declarer.

Positive rules:

1. The opening leader's shown suit is the Obvious Shift.
2. If the opening leader has not shown a suit, the leader's partner's shown suit is the Obvious Shift.
3. If both defenders have shown suits and the opening leader starts with an unshown suit, look at the suits and choose one of them by applying the rules below.
4. When the defense has shown two suits or when the defense has not shown any suits:
 - a. Against a suit contract, a three-card suit headed by at most one honor (A, K, Q, J, T) is the Obvious Shift.
 - b. Against notrump, dummy's shortest suit is the Obvious Shift (even a strong holding such as Ace-King doubleton).
 - c. When there is no weak three-card suit, the shortest suit is the Obvious Shift. But against a suit contract, this cannot be a singleton or void.
 - d. When there are two equal length suits, either of which might be the Obvious Shift, look at the number of honors. The suit with fewer honors is the Obvious Shift. If the suits have an equal number of honors, the lower-ranking suit is arbitrarily deemed to be the Obvious Shift.

After Strong 2 No Trump Bids

Where the partnership makes a strong natural 2NT bid, then Puppet Stayman (See: **Puppet Stayman**) and transfers are used.

Crowded-Auction Slam Tries

Where no room is available for detailed slam tries, a jump to five of an agreed or previously shown suit is a slam try needing control in the opponents suit, and a bid of five of their suit shows control in their suit and issues a general slam try for the agreed or previously shown suit.

Namyats

Four of a Minor is opened with a hand an Ace stronger than a hand that would open four of a Major. Responder may suggest slam interest by bidding the step. Opener then shows any suit in which he has two or more quick losers. When no suit has two or more quick losers, opener rebids four of the Major with a seven-card suit, 4NT with a broken eight-card suit and five of the Major with a solid eight-card suit.

RKCB Agreements

Where a suit is agreed or implied and 4NT is a keycard ask then 5 \heartsuit shows 0 or 3 of the five keycards and 5 \spadesuit shows 1 or 4. Over each of them, the cheapest non-trump step is an ask for the trump Queen. In response to that ask, step one denies the Queen and other steps show specific Kings naturally or deny a showable King. After the original 4NT ask, 5 \heartsuit and 5 \spadesuit both show two keycards, denying and showing respectively the Queen of trumps. In all cases 5NT confirms the possession of all key cards, implies that grand slam is possible and inquires for a specific King. When the keycard asker has shown a void, the keycard in that suit should not be shown. When the keycard responder has a void and two keycards they respond 5NT without the Queen of trumps and bid their void naturally at the six level when holding the trump Queen (6 \heartsuit when Hearts is agreed and a Spade void is held).

Defences to Openings at the Two Level

Multi 2 (showing among other possible options a weak two in either Major) Double shows a takeout of Spades, 2 \heartsuit shows a takeout of Hearts, other bids are natural.

Myxo Twos (bid showing the next suit or some possible other hands) A double at the partnership's first opportunity shows strength (16+), at the second shows a takeout action, and at the third shows a penalty interest. Bids are natural.

RCO Twos (bid showing two possible mutually-exclusive two-suiters) 2NT shows a strong notrump overcall, a double shows length in the two suits that the opener might hold if opener does hold Clubs and 3 \heartsuit shows length in the two suits that opener might hold if opener does not hold Clubs.

Ekrens 2 \heartsuit / (weak both Majors) A double shows a desire to double and lead trumps. Bids are natural.

Roman 2 (three-suited, possibly short in a known suit) Double shows great strength, further doubles are takeout. Try not to bid.

Precision 2 (long Clubs, possibly with a side Major) Double activates Kokishohl (modification of Rubensohl; two-level bids to play, 2NT puppets a normal takeout double to 3, then 3 is inv+ with Majors and 3M is GF with that Major and 1+ stoppers, 3+ are transfers with inv+ values, 3 shows a game-forcing stopperless 3334 and 3NT shows Club stopper(s) with no Major suit interest), other bids natural.

Natural 2 (long Diamonds, possible with a side suit) Double activates modified Kokishohl (as above but 2NT includes hands wanting to play 3 and 3 is natural and invitational).

Over Their 1 N Trump

Where their 1NT range includes 13HCP (or is entirely weaker) and we are not a passed hand, we treat it as weak and use Cappelletti (also known as Hamilton or Pottage) where double is strong and penalty-oriented, 2 shows a single-suited hand, 2 shows both Majors (normally 5+/4+ either way but might be 4+/4+ in extremis), 2 /2 show that suit and a Minor (5+/4+ either way, 2NT asks for the Minor suit, 3m by advancer in competition shows their own suit) and 2NT shows a strong 2-suiter. After the double we use action doubles under their shown length and penalty doubles over their shown length. Advancer's pass over responder's forcing action that does not show values creates a force. In fourth seat we act in the same way.

Otherwise over their 1NT we use Woolsey, where double shows a hand with at least five in a Minor suit and a four-card Major, 2 shows both Majors, 2 shows a single Major suit, 2 and 2S show at least five in the bid suit and a four-card or longer Minor suit, and 2NT shows either a Minor two-suiter or some extreme two-suiter (rebid a new suit). After the double, 2 initially seeks to play in the Minor suit, however after (1NT) X 2 2 then 2 now seeks to play in the Major suit, 2 after the double seeks opener's Major suit and other suits bids are natural. After 2, then 2 asks for the longest Major suit, or 2 with two four-card suits. After 2, Major suit bids at the two and three level are correctable (including in further competition), 2NT shows a strength-based inquiry (3 and 3 shows Hearts and Spades respectively with non-minimum hands), 3 and 3 are natural non-forcing and constructive, 4 asks for a transfer to the Major suit and 4 asks for a bid of the Major suit and 4 and 4 bids are to play showing independent length in the suit bid. The bids of 3 and higher retain their meaning after further competition.

Superseded Method

Otherwise over their 1NT we play Gawrys (also known as Meckwell) where double shows a single-suited hand in Clubs or Diamonds or a two-suited hand with both Hearts and Spades (correctable bidding in competition), 2 shows Clubs and a higher suit, 2 shows Diamonds and a Major suit, 2 /2 are natural (may contain a weak suppressed side suit) and 2NT shows a strong 2-suiter. All two-suiters may be 5+/4+ either way. In fourth seat we act in the same way.

If they use Stayman or some similar inquiry, we double the artificial ask or response to show that suit, request a lead and suggest competing. If they use a transfer, we double to show a full-valued takeout hand (after this double, or a pass instead of it, a later double of the takeout suit is still for takeout). If they transfer to a Major suit then the bid of their transfer suit shows exactly four cards in the other Major and an unspecified longer Minor (2NT asks for the suit).

Doubles by Limited Hands

Where a hand is limited by having made a weak shape-descriptive action, or opened a limited opening, then at that hand's first opportunity to double the opponents, that double is **not** penalty, but rather indicating a desire to bid more in the context of the auction. This treatment recognises the relative improbability of the weak limited hand holding a good penalty double, and the relative likelihood of a partner, having made tactical raise, wanting to penalise, rather than continue bidding. Exceptionally, only with freak hands, the limited hand can elect to bid rather than make this double. This "I want to bid" double is only available on the first occasion the opponents may be going to play the most recently-named contract. Should partner's auction create a force and the limited hand is in the direct seat, then this agreement does not apply.

General Competitive Agreements

Raises in Competition

In auctions not specifically described previously, jumps to new suits below 4 show fit for partner and the desire to express a useful honour holding with length in the suit named. A jump bid in the opponents suit shows shortage in their suit, agrees trumps and announces game values. Both fit-showing and splinter jumps normally promise at least four trumps. After an initial four-level overcall by partner a bid of a new suit shows (first-round) control and slam interest.

2 No Trump in Competition

2NT is **rarely** natural in competition. In defined situations it may be Lebensohl (including after our double of a weak two-level opening by the opponents, or equivalent), Rubensohl (including after two-level interference of our 1NT or two-level interference over our strong Club or Power Double auction where we have not shown a suit), a conventional raise of an opening or overcall, a strength-based inquiry, or a natural suggestion of contract with invitational overtones (mostly after a two-level overcall or a 1NT takeout).

In other situations it is typically a mid- to late-round competitive action indicating at least two possible strains. Partner is expected to take preference between the two most logical or lowest reasonable strains, and to act accordingly if the 2NT bidder removes their preference to a new strain (showing intolerance for the preference). The availability of such actions colours the nature of late-round takeout doubles of (particularly) two of a Major. Often a 2NT bid over 2 might describe a takeout double with intolerance for defence. The availability of 2NT over 2 to describe Minor-oriented hands allows a takeout double to be more Spade-oriented. Where double would be for penalties then no inferences apply to 2NT other than that at least two strains are possible. A hand opposite a takeout double may freely use 2NT to indicate no significant preference and to ask the takeout doubler to bid the most appropriate strain.

Passes and Redoubles

When there exists no specific contrary agreement, when the opponents double a suit shown by partner a pass is noncommittal and a redouble is for rescue in context. Likewise, when the opponents double a denomination not shown by partner, then pass shows tolerance to play in that denomination (in context) and redouble denies such tolerance. A redouble by a hand that has raised partner seeks penalties, otherwise all undefined partscore redoubles are for rescue.

4 No Trump in Competition

The follow rules apply to 4NT bids in competition:

1. Where a suit has been bid and raised, and the bidder can hold slam values, 4NT is RKCB for that suit, else offers an alternate strain less emphatically than a bid of that suit at the five-level.
2. Where the partner of the bidder has shown one suit only and where the bidder has not shown a suit, a jump to 4NT is RKCB for that suit, else if a non-jump then offers a choice of suits.
3. Where the partner of the bidder has shown one suit only and where the bidder has shown another suit, 4NT asks for a choice of suits.
4. Where the partner of the bidder has shown two or more suits, or shown one while possibly/certainly holding another suit, 4NT asks for a choice of suits.
5. Where the partner of the bidder has not shown a suit, and the bidder has shown one suit only, then 4NT is RKCB for that suit where the previously shown partnership values admit slam as a possibility, and otherwise asking for a choice between the suit shown and another suit. A suit-choice 4NT bid will typically show a side holding that is shorter than the holding shown, and a bid of a new suit implies (nearly) equal lengths in the two suits, where possible.
6. Where the partner of the bidder has not shown a suit, and the bidder has shown two or more suits, then 4NT asks for a choice of suits.
7. Where neither partner has shown a suit then 4NT offers a choice of two suits.

In summary, a jump to 4NT tends to be RKCB, a non-jump tends to be offering 2 places except where defined.