

Legend

An=anchor; A=ask; CB=cuebid; M=major; m=minor;
bal=balanced; Sh=Shortage; INV = invitation; R=relayer;
RR=relay Responder; RevR=reverse relay;w=with;
N=natural. FS=fit showing; St=stopper; S=Step; H=HCP;
TS=trump suit. MS=mid shortage. SL=5+&4. LL=55+.

1. OPENING BIDS1st & 2nd

1{ = 15+H.

With <15 H, 1{ = 4+& 1{ = 4+S. Use rule of 19 w 5M & rule of 20 w no 5M. Open in longest suit unless 4M & 5m. W 4M432 or 4M333, open in M with 13-14 & 1N w 11-12.

1{ 6{ & maybe 4M or 5-4+ {&}, 12-14 H if 5/5

1N 11-14 bal. (if 4M, then 11-12 H).

2{ 6+{ and maybe 4M (not 4)

2{ 6{ or 6}, 6-9 H

2{/} 5332 10-12 H

2N 5{ & 5}, 7-10 H

3N Solid suit

3rd & 4th

1{ = 17+ else = <17H: 1{=4+{, 1{=4+{. 1{ is }s or bal 11-12.

1N is (13)14-16 in 3rd. 2{ is 5+{. With 5{ open in a 4-card

M. 2{ is 6{ no M, 2{/2}= WTB, though liberties can be

taken. 2N=55 }&{, 9-12 H.

2. RESPONSES**2.1 RESPONSES TO 1{**

1{ = 6+ QP or 5 QP & 10 cards. Now R asks w 1{& shows w 9-11 QP w 1{>-. (R can only show when RR is unlimited. Eg P-1{-1}-1{ up is GFN.)

1{ = SP: bal / 4441 / 2-suited no 5M / { / 5440 sh M

1{ = junk - 0-4 H (0-2 QP)

1N = 3-5 QP, }{+m/5M44

2{ = 3-5 QP, }{/+m

2{ = 3-5 QP, 5+{+4{

2{ = 3-5 QP, 5+{&4{

2{ = 2-4 QP, }

2N = (5) 6+ QP, 544 w void [or] (stop w]void)

3{ = solid 7-8 suit.

3{ = 6+ QP 544 void }

3{ = 6+ QP 4540.

3{ = 6+ QP 5440

3N = 6 QP 4450, 4{ = 7 QP, 4{ = 8 QP etc.

After 1{ in 3rd/4th, QP are minus one. So 1{ = 5+ QP & SP is 2-4 QP.

2.3 RESPONSES TO 1{ & 1{

Step = R, 11+ any (or controlled psych)

1{ : 1{ = 4+{ F1 (then a strong action is inv).

1N = NF

Raise to 2 = 3 trumps, 7-10 HCP

2N = limit raise. Then 3x = sh and 4X is 55.

Raise to 3 = 4 trumps, 6-9 H

In summary, a raise to 2 shows good defence, a raise to 3 shows good trumps and to game shows good shape.

3N is a game raise in M. Will co-operate in slam try. Now new suit is sh.

Jump shift response is weak & a double jump shift is a splinter. But jumps to game are TP.

Jump shift respos by PH are FS (5-3) and in comp given the cheaper bid is NF1.

2/1 is F1, N. It shows at least some interest in game.

However, responder's next bid is NF. Eg:

1{ : 2{, 2{ : 2{ } QJxxx [x]x {AQxxxx

1{ : 2{, 2{ : 2{ } Kxx [xx]AJxxx {Qxx

1{ : 2{, 2{ : 3{ } Kx [x]Qxx {AQJxxxx

1{ : 2{, 2{ : 2NT }xx [QJxx]xx {AKJxx

All continuations are natural, inc 4th suit.

Opener's weakest rebid is rebidding the M. e.g [Q8654

[K65]K4 {A43 1{ : 2{, bid 2}, not 3{.

O's JS is 55. Double jump is spl. 3m shows 5 (maybe 5-5).

2N is max with 5+M, no 5m. 3N is max no 5.

Continuations

- 1{ : 2{, 2{ = 6331 type GT (2N=GT in) - step asks for shortage. 3X=LSGT; 1{ : 2{, 2N is same.
- 1N response then 2N is a strong raise eg 1{ : 1N, 2{ : 2N.

2.5. RESPONSES TO 1{

1. 1N = F1. Then S=R.

2. 2{ = 5+{. Now 2{ is <[Hx, else = nat.

3. 2{ = 5+{. Now 2{ is <[Hx, else = nat.

Tfr then 2N is F1. Then, 3{/}/M = nat min. 3OM = { max, 3N = } max.

4. 2{ = 5+{. 3M is shortage.

5. 2{ = LR in O's long m. (3{ & 3}, 11-12 HCP). Then 2N sets { max (then 3{ asks sh, 3{/}/ = stops), 3{/} = min, 3{/} sets } + sh. 3N=max sh { or no sh.

6. 2N = LR in }.

7. 3{ = p/c

8. 3{ = 3-4}, 6-9 H

9. 3{/}/4{/} are NF.

2.6 Responding to 1N

1. 2{ = Stayman.

2. 2{/} = TFR then suit is GF.

3. 2{ is NT invite. May have 6m-3-3-2. Then 4m = KB.

4. 2N is 55ms any strength. Then 3M is sh GT & raise of m is KB.

5. 3 any is TP.

6. Over TFR, w 4 of An, bid dbln w max & 3A w min.

7. 4{ = aces 0-1-2-3. 5{ = Ks.

8. 4{/} = TFR, then 4N = KC

9. 4{ = to play

10. 4N = 55 mins, no slam interest.

2.7 RESPONSES TO 2{

2{ = R, 2{/} / 3{/3{/} / { = NF.

2N=F1: 3{ = min(then Stps), 3{/} / { = Sh, 3N = bal max

2.8 RESPONSES TO 2{

2{/} / 3{/3{/} / 4{ = p/c. 3{/} = F1.

2N asks: 3{/} = max [/], 3{/} = min, then 4{ asks 4 sh.

(4A=none.)

2.9 RESPONSES TO 2{/}

suit = TP. 2N=R. JS=TP. 4NT is for the minors.

2.10 RESPONSES TO 2N (Any 2N showing {&})

3{/} = TP. 3{ = [or GF m; then 3{ = [supp, 3N=no [supp. 3{ = F1. 4{/} = NF. 4N = aces (6 ace - 14/03/2/2+{Q/2+}Q/2+QQ)

2.11 RESPONSES TO 2N NATURAL

3{ = Stayman. Then 4{/} is GFN. (3{/3{/}, 4N = NF.)

3)/[= TFR (then 4N = NF)
 3] = m Stayman – show m only if you want to.
 4{ = aces 0-1-2, then 5{ = Ks
 4)/[= TFR (then 4N = KB)
 4N = INV

2.12 RESPONSES to 3 PREEMPTS

3X=F1. O bids 3N w no supp, rebids suit w 2 no Sh, raises suit w 2 & Sh, cues Sh w 3. Note 3m:3M, 3N:4m is NF.
 4{ = KB (4) if P's suit is {
 3M:4} = general slam try in P's suit

2.13 RESPONDING to 3N (solid suit)

4{ = p/c, 4} = shortage ask, 4)/[= TP.

2.14 RESPONSES to 4[/]

4N = KB. Suit seeks CB in suit above. CB w1st, etc.

2.15 RESPONSES to 3rd/4th OPENING

1. P:1M, 2{= 3-card Drury.. then 2} = unsure.
2. P:1M, 2N = N.
3. Jumps are FS (3-card)
4. P:1[, 1N:2[, 2] = Sh ask. (As in 1st/2nd.)
5. P:1], 1N:2], 2N = Sh ask. (As in 1st/2nd.)
6. After a 3rd/4th hand reverse, 3{ is strong pref. for S1.
7. P:1}, 2N = 4} & 4{ 9-10 H
8. P:2{, 2} is R. O bids 2M, 2N=6322 max, 3{=min noM, 3)/[] = Sh and max. 2{:2M implies { fit. P:2{:2N asks:3{=min else = sh & max.
9. P:2}, 2N asks: 3}= min else = Sh and max. 2):2M implies fit.
10. P:2M, 2N = good raise in M.

2.16 Rebids after 1{:1]..

1N = 15-20. Then 2{= Stay. 2)/[/]/N = TFRs. Non-accept = natural (2N = ms).
 2{= GF. Then 2} =bal, 2)/[3{/} = 5+, 2N = ms.
 2)/[/]/3{ = TFR
 2N = 21-22 HCP bal.
 3)/[] = invite.

3. RELAYING TO FIND THE BASIC HAND TYPE

3.1 After 1{:1].. and 1{:1}, 1[.]

1]	2 no] or 1 minor	↓		
1N	Bal/4441 (see 4.3)			
2{	{&[/]	↓	{&[/]{	↓
2}	}&]		}&]	
2[[]		{ }	{ }
2]	[&]->	{&}->	{&}->	{&]->

3.2 1{:1]..

1]	4+]	↓	
1N	Bal/4{&5}/3-sh]		↓
2{	4+] & 4+{ not 44	3-sh m (6)	
2}	5+] & 4+}	4432(23)	4{&5}
2[6+] min	5] & 6[Bal w 4[
2]	6+] max (GF) ->	4] & 5[->	5332
2N			3-sh]

3.3 1[{:1]...

1N	Bal/4{&5}/3-s	↓
2{	4+] & 4+{ not 44	
2}	5+] & 4+}	4{&5}

2[5+] & 4+]	Bal w 4]
2]	6+] min	5332
2N	6+] max (GF) ->	3-sh]
3{		5404
3}		5440

3.4 1]:1N

2{= 4+{ & 4+}
 2}= 6} no second suit, min. (Then 2N = F1 as after 2{:2N.)
 2[= 4[& 6+}
 2]= 4] & 6+}
 2N -> 6} ss max

3.5 SEMI POSITIVE responses to 1{

Step is relay then new suit is GF; shown suit is NF.

- 1{:1[...
 1N = 15-17 (maybe 4441). Then 2{ = stay (then 3m is inv) 2)/[= TFR (may be 4-5(6)). 2)/N/3X as after 1N.
 2{/} = TFR to [/]. Step = <Hx. Else = N (2N = ms).
 2)/[] = 4M & 5+m; 2N = ms; 3X = invite
- 1{:1N, 2{=R, 2}=p/c, 2[=p/c, 2]=NNF, 2N=[F1, 3{/}=NNF
- 1{:2{, 2}=R, 2[=p/c, 2]=p/c, 2N=[F1, 3{/}] = NNF
- 1{:2}, 2[=R, 2]=to play, 2N/3{/}=NF
- 1{:2[, 2}=preference, 2N=R, 3{/} = F1

OPENER RELAYS – SP HAND CONTINUES

1[Bal/4441/2-suiter no 5M/SS{ / 5m44				
	R				
1N	bal/4441)/[&m/5M44			
2{	{	R	[/]&m		
2}	{&}	[&{	R	5+]&[
2[4{&}	[&}]&{	R	5+]&[
2]	4{&}	}	[55	Pref
2N	0445/0454	5404/4504]&}	HS	R
3{	4045/04454	5440/4540	↓	5422	HS
3}	4405	0544		5431	4522
3[4450	5044		6421	4531

3.6 2{:2}

2[=4[, 2]=4], 2N-> = SS

3.7 1{:3{

3} asks shape 3[= hs (5)/7222/8113; 3] = MS/8131 (then 3N is R); 3N=7321; 4[=7330; 4]=8221, 4[=8311; 4]=8320 & 0 QP etc. Then QP & DQB. Look first at TJ.
 3[= asks suit (ie you lack A-K-Q in 2 suits). [-]-{-}. Then SAB: S=2nd, S+1 = 1st, lowest of TS/NT = neither.
 No end signal.

3.11 Summary of showing 3-suiters

- Responding to 1{: 4441s with bal group. 544s go thru 1{:2N up. Note, after 1{:1}, you must relay.
- With 9-14, open in longer M (1} w 44).
 - 1):1[, 1]:1N, 2{ = 3-sh m. (Not 5440/5404)
 - 1):1[, 1N:2{, 2N = 3-sh]
 - 1[{:1], 1N:2{, 2N = 3-sh [, 3{=5404, 3}=5440
- With SP response to 1{:
 - 4441 goes thru 1[then 1N.
 - 5M44: 1{:1N, 2{:2N up
 - 5m44: 1{:1[, 1]:2N up

4. RELAYING TO RESOLVE the BASIC HAND TYPE

Principles:

- Bal includes all 4333s, 4432s & 5332s.
- Show different patterns in order of likeliness.
- Show equally like patterns in numerical order.

4.1 One-suit template – show suit then...

1	6322 / 7222			↴
2	High Sh			↴
3	Mid sh	↴		6223
4	6331		6133	6232
5	7321	6313	7123	6322
6	7330	7312	7033	7222
7		7303		

4.2 Two-suit template

1	Reversed, if poss	↴	
2	55 if possible		↴
3	HS	HS	
4	5422	4522	HS
5	5431	4531	56/6511
6	6421	4621	5521
7	6430	4630	5530
8	7411	4711	5620
9	7420	4720	6520

4.3 Balanced template (4333, 4432 or 5332) or 4441
1{:1}, 1{:1N} / 1{:1}, 1{:1N} / 1{:1}, 1N

2}	no M	↴		
2[4-5[bal		↴	
2]	4] not 4[{		↴
2N	5]	{&}	5[
3{	[&]	2353	[&{]&{
3}	1444	3253	2443	4243
3[4144	3352	3442	4342
3]	4414	3343	3433	4333
3N	4441			

4.4 Stayman

O bids 2}: 2[= p/c, 3{/}=TP. 2]= R -> o bids 2N={, 3{=}&{, 3}=2353, 3[=3253, 3]=3352, 3N=3343.

O bids 2[: 3{/}= TP. 2]=R: O bids 2N=], 3{={, 3}=2443, 3[=3442, 3]=3442, 3N = 3433.

O bids 2]:3}=TP, 3{=R: O bids 3}={, 3[=4243, 3]=4342, 3N=4333.

5. RELAY AFTER SHAPE

5.1 ZOOMING

If last step is 3[, 3[=base+2 QP up, 3] = base+1, 3N = base.

If last step is 3], 3] = base+1 QP and 3N = base QP.

After 3], 4{= QP ask, 4}= ES & 4[/]/N/5{= KB.

After 3N, 4{= DCB, 4} = ES, 4[/]/N/5{= KCB.

If last step 3} or lower, no zoom.

After zoom, step = QP if unsure and step +1 is KC etc. If QP sure, step is DCB, S+1-S+4 is KC etc.

5.2 SHAPE ENDS BY 3NT

3N is TP and 4} is END signal. (RR bids 4[then passes.)

Else: S=QP ask, S+1 to S+4 = KB. But if shape finished by 2N, S=stoppers. S+1 = QP, S+2 to S+5 = KB.

5.3 SHAPE ENDS 4{ up

S=ES, S+1=QP ask, S+2 to S+5 = KC.

After QP ask, S starts DCBs & game is TP. S+1 below game asks max/min. S = min, else = max & DCBs.

5.4 BALANCED BREAKOUT

When RR shows bal (6322/7222 or 5332 or 4432) and you know the suits but not the residual, S=R, S+1=QP ask, S+2 to S+5 = KC, and 4}= ES. If level 2N or lower, S=R, S+1 = stoppers, S+2 = QPs, S+3 to S+6 = KC and 4} is ES.

5.5 QP Ask

A=3, K=2, Q=1. Don't include stiff kings or queens. Base = 6 for opening bid or 1{: +ve. SP is 3-5. Passed hand is minus 1. Subtract 1 for 10 cards and add one if known max.

5.6 Denial Cuebids

After QP ask, S=DCBs. Look at suits in order of length; equal length in numerical order. On 1st pass, stop w 0/AKQ. On 2nd pass, look for 2nd hon in 2+ card suits. Ignore suits where you stopped. Stop w no 2nd hon. On 3rd pass, look at jacks in all 2+ card suits. Step is R if below 6N. On a weak hand, include jacks on 2nd pass. Never look at singletons. (Use KCB instead.)

5.7 Key Card Blackwood (KB) – with 1430 responses

Set suits for KCB in length order. Where equal, in game order: [-]-{-}. But if KB below 3N, S=min. That is, max 2 KCs no Q and min points. Then S = KC, else = Nat. Eg ...3}{5431}:3], 3N(min) then 4{=KCB, 4}/[= Nat.

5.8 SUIT ASKING BIDS (SABs)

After KB, game in TS is TP. Otherwise, R can ask about TQ and the exact A-K-Q holding in all four suits.

Step 1 =TQ ask.

Step 2 = SAB in suit 1

Step 3 = SAB in suit 2

Step 4 = SAB in suit 3

Step 5 = SAB in TS

There may be less than 5 steps. Steps are removed if the TQ is known or if RR has a void. Look at suits in length order – if equal, in numerical order.

In reply, RR bids the cheaper of TS or NT to say no. Else..

Responses to Queen ask:

With TQ, bid step. Obviously, not the cheaper of TS/NT.

Responses to SAB ask:

Step 1 = A/KQ

Step 2 = Q/AK

Step 3 = K/AQ

Step 4 = AKQ

Responses to TS SAB:

Step 1 = J /AK

Step 2 = K/AJ

Step 3 = A/KJ

Step 4 = AKJ

Given space, R can ask any or all the questions. But once you skip a question you cannot go back. Any bid beyond the TS SAB is to play.

Example 1:

RR R
3[(6331) 4{- K{ on]
4} (1/4) 4[- Q ask

4NT (JQ) 5]– SAB in }
 5[(JA/KQ) 5] is TP
 5N is SAB in {
 6{ is TS SAB
 6} is TP

Example 2:

RR R
 3[(3622) 4{- KC on []
 4} (1/4) 4[is TP
 4[is TQ ask
 4N is] SAB
 5{ is } SAB (co-incident)
 5} is { SAB
 5[is NF (weird)
 5] is TS SAB
 5N up is TP

Let's say R chose 5} and heard 5N (Q/AK) - now 6{ is TS SAB and 6} up is TP.

5.6 MOVING AFTER A SIGN OFF

If R bids 3N, 4{+ by RR = QP base +3. Over ES, 4{+ is same. Then S = DCBs, S+1 = aces (0-1-2-3), else TP.

Over a suit sign off, bids = cues. 4N = KB.

In N after 1{, a raise of 3N to 4N = ace over. But if we open 1{ and bid to 3N without showing a suit – 4{ by an unlimited hand is QP: eg 1{- (2)} - 2NT - 3NT - 4{. But not here 1{- (3)} - 3{- 3NT - 4{. RR has [& {.

6. OTHER STUFF

6.1 4NT & asking aces

- Over an opening bid other than 2[/], 4N is 4-ace 0-1-2-3 & 5N is Ks 0-1-2-3.
- Otherwise, P bids a suit, 4N is KB unless he bid 4m when Q is KB. 1430, 5N=2+void, 6{/}= 1/3+void. Then S = TQ-ask. TS/NT=no TQ, else=Q+CB. 4N-5N=Ks (specific).
- Over a NNT bid, 4N is N and 4{/5{ is aces (0-1-2-3).
- P has bid no suit, 4N is T/O

6.2 BREAKING RELAY

- After 1{:1}, 1N / 1{:1[, 1]:1N / (when 2{ would be relay) R bids 2} to say I want to bid 3N. RR's 2[/]/ NT / 3{= 4441, 3}= Stay, 3[/] = 5, 3N = no major. Note, that after 1{:1}, 1{:1N, it is expected that R will complete shape. You are in the 18+ QP range and RR is unlimited. Note also that P:1{, 1}:1N is GFN. (You can only reverse the relay opposite an unlimited hand.) Now 2X is N (No TRF in GF) and 3{=Stayman.
- After limited opener and relay, a new suit by RR is GFN (except 1}:1[, X:2]). But relay then opener's suit or NT is NF. Eg:
 1}:1[, 1}:2[]Axx [KQx]Qxxxx {xx Suggesting a bal hand, else show long suit first.
 1}:1[, 2}:2N]xx [AQxx]KQxx {Qxx. Suggests no 5 carder else u would show it first.
 1}:1[, 1}:2{, 2[]x [AKJxxx]AKxx {Jx. GFN
 1}:1[, 1}:2}]Kxx [x]AKJxxx {Kxx. GFN
- In GFR, non-step before shape is complete is natural except Balanced Breakout (see 5.4).

6.3 STOPPERS

If oppo bid 2 suits, we show Sts.

6.4 Forcing sequences

If we open 1{ and oppo bid 5X on first round, it is forcing.

7. WE OPEN – THEY BID

General: Ignore doubles out of relay (xcpt dbl of 1{).

Dbl in relay: rdb is TP (no matter how silly), pass is S1 etc.

Rdbl non relay is pen suggestion (xcpt 1{, x, xx). Nat conts.

7.1 WE OPEN 1{

- They dbl: pass=0-4, xx=1}, 1}=1[, 1[=1N, 1]=2{ etc.
- They ocall 1}: dbl = 1} (the only time you can relay after they ocall) 1[=1[, 1]=1N. Eg: 1{ (1)} 1N: 2{ = R, 2} =, 2[= pc, 2] = pc, 2N =], 3{ = {.
- They overcall 1[- 2{:
 - 1N=6-9 bal, then responses as after 1N opener.
 - Suit is GFN. But step is 6-9 TO of a shown suit F1. (2{ over 1}.)
 - Jumps = weak
 - CB is Michaels. 5+ at 2-level; 8+ at 3-level.
 - 2N is 55 low unbid suits. 5+ HCP.
 - Dbl of 1[-2{ is 9+ bal (maybe 4441) no 5cM. Then Q=no 5cs and no stopper.
 - If 1N ocall shows ms, 2{/}= [/] good & 2[/] are weak. If 1N is strong, only 2N is F.
 - After 1{-p-1}-bid - all N. Dbl is P, pass is bal.
- They overcall 2}/[/]
 - Dbl is 6+ T/O. Then non-jump by O is NF but 3 over 3 is GF... 1{(2)} X (3{) 3}. Jumps =GF. Dbl then bid is weak.
 - 2N is GFN.
 - Q=Michaels.
- They ocall 2N up. Any action is GF. 4N is ms, Q=Michs

7.2 We open 1{ and give SP, they x, xx is Penalty interest, else as before.

7.3 We open 1}/[/]

- They x, xx is pen interest (F to 2M) – else as before though 2/1 is now NF.
- Dbl of 1 or 2 then bid is weak. 1} (2{) X (P) 2{(P) 2} is say - AJxxxx, x, QJxx, xx. Dbl of a game overcall is cards - penalty dbl wout trumps.
- Jumps are FS (in competition) – dbl jumps are SPL. Exception: jump response to ocall is F1 if simple bid NF and dble jump is FS.
- CB is good raise to next level+
- After UN2N 3{/} = good w [/S; 3[/] = NF. Dbl = 3-card raise, then all dbls = pens. O's dble is T/O.
- They Michaels - Dbl = 3-card raise, then dbl = pens (fit estd). CB = good raise. New m is F1. Pass then dbl = pens. O's dbl is T/O.
- They overcall responder – dbl/rdbl is support.
- They ocall 1] w 1NT, then 2{/3{= p/c 1}[/ (1N) 2{/} = bid m with OM.
- 1{(P) 1], (P) 1N (X) – as in 7.4.1.

7.4 We open or overcall 1N

- They dbl, XX says 2+ places to play.
- They ocall 2X (w An) – suit is NF; jump = F; X is T/O... then suit = F; 2N = nat. CB = Michaels. They ocall 3, X=T/O, suit = GF.
- They ocall (no An) – dbl is cards – next dbl is T/O – next dble is P (CTP).
- They dbl a TRF, rdbl is good in your M (not TP).

7.5 We open at the 2-level – they overcall
After 2{[/]}, dbl is T/O.
After 2} dbl is pen. Except 2} (multi) 2M Dbl is p/c.

7.6 When is it GF?

GF exists after 1{1} or after other openings when R relays in knowledge of RR's basic hand type: 1-2-3 suited or Bal. Relay then new suit is GF.

7.7 WE RELAY – THEY BID

1. If they dbl, pass by R is relay; pass by RR is S1, bringing the level -1. xx either side is TP. (1{-p-1}-X: xx=TP, P=1[, 1[=1] etc.) If RR rdbls, R can continue so long as level is not +3. Then it reverts to natural.
2. If they call rather than dbl, relay is off. Then a new suit by RR creates GF, if not already in place.
3. Dbl is P in GF, T/O if not GF.
4. If they double in DCB or KB: pass is S1
5. If they bid in KB / established relay: P0D1.

8. WE DOUBLE

8.1 In General

1. TOD then CB suggests 16+ H w 3 supp - does not promise a rebid.
2. Non jump Response to TOD = 0-8, jump = 9-11, CB=F1. Jumps in competition are preemptive.
3. Dbls of 3-4 openings may be shapely 8+ H.
4. W a fit, dbl is pens at 3 level up; T/O at 2-level.
5. One penalty dbl (not points Dbl) – all PDs.
6. T/O dbl means no clear alternative.
7. Unclear dbls at 2 level are T/O but 3 is pens.
8. If they bid P's suit TP, dbl is T/O. Eg 1} (p) 1] (2) dbl is T/O if 2] is TP, else it shows a 2] bid.
9. Dbl of an artificial bid. If we have shown no suit, dbl is T/O of any suit they have shown unless they are committed to game. If they are committed to game or we have shown a suit, dbl says I would have bid that. If dblr has bid the suit, it says lead something else.
10. A preemptor who dbls is for the lead.
11. If they redbl, pass is P if level is 1N up.

8.2 Partner doubles their 2M opening

If Respo could be interested in game...a direct suit is NF.
4N is aces (0-1-2-3).

W 9+ H, Respo bids 2N. Dblr bids:

3{/}= Nat. min ... then 3[up = F

If their M is [..

3[= 16+, no 4], GF... 3] asks for St

3] = 16+, 4], no [St, GF; 3N = 16+, 4], w [St

4N = 20+, 4], [St

If their M is]...

3[= 16+ 4[, GF ... 3] asks for St

3] = 16+, no 4[, no] St, GF; 3N = 16+, no 4[w]St

4N = 20+, no 4[,]St

If very weak, 2N =you choose. Eg:1{(X) P (2[) X (P) 2N.

8.3 Later doubles

a. In a GF auction, dbl is pen

1{ 3} X 4}

X = penalty – since dbl of 3} is GF. Pass would be F - say: AJx, KQxx, xx, AQxx.

1{ 3[X 4[

P P X = penalty. Say KQxx, Qx, Axxx, Jxx.

Bid w KQxx, x, AJxxx, xxx. Partner's pass gave you the choice - w stiff heart you would play.

1{ 3[3] 4[

Pass = F. So after pass, pass, bid 5{ w AJxxx, x, xx, KQxxx but after X you would pass.

In a GF auction, pass then pull = slam try.

9. THEY OPEN

9.1 SUIT OVERCALLS

New suit by Respo is F at 1-level – else NF. Jump shift is F1. Jump raise = 6-9.

RHO raise to 2 - dbl is T/O; 2N = Q-raise if Q suit n.a.

RHO bids at 3-4 level – dble is bal raise

(1) 1] (3) X = some fit+points – passable.

Overcalling & rebidding suit on your own (not balancing) shows solid.

JumpOcalls = 7-10, + 2 for vul, + 2 for passed partner, + 2 for 3-level. COS by Respo is F1. Dbl JOs = 7/8 PTs.

(1X)-P-(1Y)-2Y is N & 2X is Mich if X = 3+.

9.2 MICHAELS CUE BIDS (0-20 H)

(1m) 2m = 55 Ms; (1M) 2M = 55 M & m. (2m) 3m = 55Ms. (2M-3M see 9.7). Over 1{<3, 2{ is N & 2} is Michaels.

9.2 a WHEN PARTNER SHOWS 5M+5 of unknown m

Cue = raise to 3 of M. eg (1[) 2[(p) 3[= strong 3] bid. 4N asks for m & 5m is TP. 2N asks for m & has interest. O bids 3{/} = min. 3[={ max, 3]=} max. Then 4 of bid m=KCB and 4N is KB in M & 5m is TP. 2N then any is GF. 3{ = pc.

9.3 1N OVERCALL

1N is 15-18. Respond as to a 1N opening (w relay).

In sandwich seat, 1N is N – usual responses.

9.4 THEY OPEN 1N

Dbl of WN by non-passed hand = cards. Dbl of SN or by passed hand = 5+m & 4M then 2{/}/[= p/c

2{ = [+]. 2} asks 4 longer.

2} = [or]. As after 2} opener. (2.8)

2[/] = M + m. 2[:2] =NF, 3{=p/c, 3M =TP, 3}=GT in M. 4{/} =SPL. 2N=asks: 3{/} = N min, 3[/] = max. 2N then all is GF.

9.5 THEY OPEN 1{ strong

Dbl = good hand. Then 1N is F1. Else = NF.

1N in response to our ocall is strong.

9.6 THEY OPEN A MULTI 2

X = 13-15 bal / 19+ bal or 16+ unbal... then dbl = T/O.

2[/]/3{/} = 11-15 H. 2N = 15-18. 4{/} = Bid m +[.

The same applies after 2}- P – 2[/]. After 2}-dbl-2[/], dbl is T/O, suits are N, 2N is Q.

9.7 THEY OPEN WT major

2N=15-18. 4{/} = 5-5 in bid suit & OM. CB asks St.

9.8 THEY OPEN 3

3N is to play. Then 4{ asks...4}=long suit; 4[=21+; 4]=18-

20; 4N=15-17. 4N = aces (0-1-2-3). 4[/] = TFR. TFR to their suit = next suit in game order rotation. EG (3[) 3N (p) 4} =], 4[= {, 4] = }. Then 4N is NF.

NLM - Over 3[/]: 4{/} = 55 in bid suit plus unbid major.

9.9 BIDDING IN THE PASSOUT

1N is 11-14 H. Then CB = Stay, else =NNF.

Jump overcall = 11-15. Jump to 2N = 19-20 (21) Respond as in 9.10. Simple 2N = 12/13-15 bal. Respond as 9.10.

9.10 WE CALL 2NT, effectively as our opening bid, so without us showing a suit.

They did not show a M: 3{ = sty, 3} = [, 3[=], 3] = {.

They showed]: 3{ = }, 3} = [, 3[= {, 3] = stayman

They showed [: 3{ = }, 3} =], 3[= {, 3] = stayman

10 LEADS & signals

v suits (or in any suit bid or inferred by partner) - 3rd from even, low from odd. (2nd from 4 weak.)

v NT – 2nd - 4th and MUD.

Give count unless it is clear that the lead is from a short suit. Often give att on K leads. At 5 & 6 levels, ace lead always asks for att.

Normal present count and att (2nd highest w even).