

1	Multi 2D	2
2	Opening 2H/S	3
3	Our Opening 1NT	3
4	Defence to Weak Jump Overcalls	4
5	Lebensohl after opener's reverse	4
6	2C – 2D – 3H/S	5
7	Cue bid of Opps. Suit	5
8	Opening 3NT	5
9	Defence to multi	5
10	Defence to weak 2-bids	6
11	Defence to Tartan	6
12	Logical extension of weak jump responses	6
13	Ace or Keycard asking bids.	6
14		7
15	Texas 4C and 4D.	7
16	Transfer break after 2NT rebid by opener.	7
17	Opener's limit bid after 2 lever response	7
18	Redouble	7
19	Check-back in unbid minor.	7
20	Balanced hands in balancing position.	8
21	Doubles in Competition	9
22	Defence to Opps' 1NT	9
23	When our Stayman is doubled	10
24	2NT ask after 2D-2H-2S .	10
25	Opponents disturb our opening 1NT	11
26	Pre-emptive RKCB	11
27	Opening 2NT	12
28	Minorwood	12
29	Asking bid when partner has made WJO.	13

Note 1. Multi 2D.

4-10 pts. with 6 card M or 20-22 balanced (or simi balanced).

Over our Opening 2D, if opponents overcall a M, Dbl is negative; If they overcall 2NT or 3C/D, Dbl is penalties.

Responses:

2D 2H = Pass/correct

2S = NF. 'my Spades are better than your Hearts'

2NT = Asking bid

3C = non Max. with H; 3D = further ask. 3H = complete minimum else 4H.

3D = Non Max.with S; 3H = further ask. 3S = complete minimum else 4S.

3H = Max with H

3S = Max with S

3C/D = F. good suit

3H = Pass/correct

3NT = Natural

4C = "Transfer your Major, Partner"

4H/S = Nat. to play

2D 2H

2NT = 20-22 balanced

3C =Puppet Stayman

3D = no 5 card M. but has 4 card M . Responder with one 4 card M bids the suit has not got. With two, he bids three of one of the Majors. If opener rebids 3NT, responder knows which opener's major is.

3H/S = 5 of that suit

3NT - no 4 or 5 card major.

3D/H transfers.

Break of transfer into 3NT: 2D-2H-2NT-3H-3NT shows 5 OM(H) and denies 3 of opener's suit. (Note 16)

3S = 5S and 4H

3NT = to play

Note 2. 2S opening

2S= 5S and 5C/D. may rarely done with 4m. (4-10 HCP)

2NT = Ask

3C = Min with C

3D = Min with D

3H = Max with C

3S = Max with D

3C = Pass/correct

3D/H = Nat F1

3S = Barrage

4C= Preemptive Keycard

4D/H = Splinter

2H Opening

Opening 2H = 5H and 5 of another suit. (4 to 10 HCP).

2H 2S = "I hate Hearts." Opener to Pass or correct.

2NT = Ask

2H 2NT

3C minimum with C

3D = minimum with D

3H = minimum H+S

3S = Max H+S

3NT = Max with a minor. 4C asks "which minor?" Respond 4D or 5C

3C/D Nat 6 card suit F1

3H = Barrage

3S= Splinter

3NT /4H /4S to play

4C = preemptive Keycard.

Note 3 Responses to our opening 1NT

2C = Staymanic. Forcing to 2NT.(except 1NT- 2C- 2D - 2H)

2D = no 5 card M; no 4 card H. May have 4S

2H = 4 H

2S = 5 card S. minimum

2NT = 5 card H. minimum

3H/S = five of suit bid. 16-17 HCP

After 1NT - 2C

2D - 2H can be passed. Shows 5H and 4S weak.

2S = 4 card suit F to 2NT

2NT = Invitational (8-9) HCP. May or may not have 4H. denies 4S.

3NT = to play

3H invitational 5-5 Majors.

3S GF 5-5 Majors.

1NT-

2D/H = transfer to M

2S/2NT = transfer to 3C/D. bid of "in-between suit" = top honour in partner's suit.

3C = weak hand with min. 5-5 in minors

3D = GF with 5-5 in minors

3H/S = Slam try.

3NT = to play

4C = Super Gerber

4D = trans H

4H = trans S.

Note 4 Vs.Opponents Weak Jump Overcall

Double = Take-out.

Pass may have a delayed penalty double

2NT = Lebensohl.

Bids are natural and forcing.

Note 5. Lebensohl after opener's reverse.

With fewer than 8 HCP we bid at 2 level if available, else bid 2NT. 3C is forced response and we then pass or bid our suit to show minimum.

All other bids show 8 HCP or more.

Note 6.

After 2C - 2D - 3H/S sets trump suit and asks partner to cue lowest Ace. With no Ace, responder bids 3NT.

Note 7. after 1 level opening bid and opponents make simple overcall, direct cue bid = Nat raise to 3 of our suit; direct 3 of our suit is pre-empt.

Note 8. Opening 3NT.

Responses: 4C= Pass/correct

4D singleton Ask

4H/S singleton

4NT = no singleton

5C = singleton D

5D = Singleton C

4H/S = Nat to play

Note 9. Defence to Multi

Double = TO of Spades

2H = TO of Hearts

2S / 3C/3D = Nat overcalls.

2D - X - P - 2NT (Lebensohl)

2NT = 15-17 (System on)

Cue bid of 3D = FG

Note 10. Defence to weak 2 bids:

Dbl = TO

3 level responses = 9 + with fewer, bid at 2 level if possible or Lebensohl

Simple overcall = Nat NF

Jump Overcall in Major = Nat

Jump Overcall in minor= Leaping Michaels (Good 5/5in bid minor and unbid Major)

2NT = 15-17. Nat

cue bid asks Stop for 3NT

Note 11. Defence to Tartan

Treat as weak 2 bid, i.e. double is a take-out double of the opponent's major and doubler's partner uses Lebensohl responses.

Note 12. Logical extension of weak jump responses.

As 1C-Pass-2S is weak, rebids of Spades by responder take on different meanings.

- 1) 1C – Pass- 1S – Pass

Any-Pass 2S now cannot be weak, so is invitational. I.e. same as 1C-1S-1NT -3S before we commenced playing weak jump responses.

- 2) 1C – Pass – 1S – Pass

1NT- Pass – 3S is now 100% forcing.

- 3) You need to project the bidding as responder as there is one tricky situation. If you have something like 5-1-5-2 distribution and 7 HCP and partner opens 1H, you bid 1S, partner rebids 2C, and you are stymied. If you now bid 2D, that is fourth-suit-forcing; if you bid 2S, it is invitational. This is avoided by bidding 2S on the first round. Partner will expect 6 Spades, but there is no alternative. This situation arises when you have a hand with 5 Spades, fewer than invitational points and two shortages, one of which is in opener's suit.
- 4) If you have a good hand and partner makes a jump response, 2NT is played slightly differently. (It cannot be 12-14 as you would have passed.) . Responder rebids as follows:
 With minimum, she rebids her suit.
 With higher range strength, she bids a feature. Take care that a feature in openers suit must show A,K or Q.
- 5) If RHO makes a take-out double, you are fully system on.

Note 13

4C is Ace and range ask after

1. all 1NT bids
2. 2C-2D 2NT or 2D-2H 2NT
3. after accepting a transfer over 1NT or 2NT
4. after a stayman response

Gerber . 4C = ace and range ask:

directly over all no trump bids.

After a response to stayman or transfer.

4C - 4D (1 or 4 Aces)

4H asks

4S = Min

4NT = Max

4C - 4H (0 or 3 Aces)

4S asks

4NT = Min

5C = Max

4C - 4S = 2 aces. Minimum

4C- 4NT = 2 Aces, Max

4NT = RKCB (14,30,52) in all other sequences.

After 4NT - 5C/D

5 of trump suit asks partner to make a further bid if she has either 4 or 3 Keycards.

Next suit up is queen ask

5NT asks for number of kings (excluding the king of trumps)

Pre-emptive Keycard Note 26

Minorwood Note 28.

Note 15 Namyats

4C/D = good H/S suit with 2 Keycards and the trump Q

Note 16 Break of Transfer after 2D-2H-2NT.

When opener has bid 2D-2H-2NT, 2C-2D-2NT, she can break a transfer as follows:

2D-2H-2NT-3H (transfer to Spades)

- 3NT denies 3 Spades and promises 5 Hearts

- 4C,4D,4H shows top of the range, a good fit for Spades and Ace in the suit bid.

2D-2H-2NT-3D (transfer to Hearts)

- 3NT denies 3 Hearts and promises 5 Spades Ace in the suit bid.

-3S, 4C,4D shows top of the range, a good fit for Spades and Ace in the suit bid

Note 17 Opener limits hand after 2 Level response from partner

A reverse after a 2 over 1 response shows 16(+) Points.

Note 18 Redouble

If Responder redoubles, it suggests shortage in opener's suit. Opener is expected to PASS with a legitimate opening bid, so, any bid from opener is weak.

Note 19 Checkback in unbid minor.

1C 1H

2NT 3D is checkback, asking for 3 card Heart support.

Note 20 Balanced hands in balancing position.

1NT = 11 – 15 HCP. Crowhurst enquiries.

Dbl and rebid NT = 16-18 HCP

2NT = 19-21

Dbl and Jump in NT = 22+ HCP

Crowhurst:

The 2NT ask has 11 HCP.

1 Any	P	P	1NT	
P	2C			asks
		P	2D	11-13 no 4 card M
		P	2H	11-13 4 Hearts
		P	2S	11-13 4 Spades
		P	2NT	14-15 Then 3C is Stayman
		P	3C/D/H/S	13-15 5 card suit.

Note 21 Doubles in Competition

After we have opened Multi, if opponents overcall 2H/S, Double is negative. If they overcall anything else, double is **penalty**.

In competitive auctions, when neither side has bid and raised (supported) a suit, doubles are as follows:

When doubler is under the suit bid, double is take-out

When doubler is over the suit bid, double is penalty

.After a forcing pass from partner, double is penalty. (e.g. 1H - P - 2C - (2D) -

X = penalty

and

. 1H - P - 2C - (2D) -

X = penalty

Note 22 Defence to opponent's Opening 1NT

Vs. Weak NT:

Double = Penalties

2C = M+M Answer 2D with equal length

2D = one suiter Major : 2NT from partner is an ask. responses same as opening Multi 2D

2H/S = bid suit + unspecified minor: 2NT from partner is an ask. responses same as opening

v. Strong 1NT

Double= a single suited minor

2C = M+M Answer 2D with equal length

2D = one suiter Major : 2NT from partner is an ask. responses same as opening Multi 2D

2H/S = bid suit = unspecified minor: 2NT from partner is an ask. responses same as opening tartan.

Double by passed hand = either m+m or M+M.

Note 23 When our Stayman is doubled

1 NT – (P) – 2C – X

Redouble = 4/5 good clubs.

Pass = no club stop

2D/H/S = stayman answer + Club Stop

After 1NT – (P) – 2C – (X)

P – P – Redouble now commands opener to answer Stayman.

N.B. The same system applies when our transfer is doubled. Now a pass shows 2 of the transferrer's suit. Redouble shows a good five card holding in the suit bid: eg.

1NT - (P) - 2D - X

Pass denies 3 Hearts

XX a shows a good 5 card D suit

2H shows at least 3 Hearts.

After 1NT - (P) - 2D - X

P - (P) - XX asks partner to complete the transfer.

All other continuations are as if partner did complete the transfer.

Note 24. Asking bid over 2D-2H-2S

2NT asks strength. Responses:

with a minimum, bid your suit.

with a maximum, bid a feature.

Note 25 Opponents disturb our 1NT opening bid.

Opponents double

If penalties, all bids natural and NF

Any other meaning, ignore the double and system on.

Opponent's bid to show 2 specific suits:

DBL is penalty orientated. Able to penalty dbl at least one of the suits shown.

Cue bid of lowest available suit = W.T.O of other two suits

Cue bid of higher suit = GF T.O of other two suits.

2NT Lebensohl

3 level = nat and forcing

Opponent overcalls 2♣ natural or single suited

Double = stayman.

Opponents overcalls 2♦/2♥/2♠

If natural, double = penalties. 2NT = lebensohl etc.

If transfer to next highest suit. DBL = WTO of suit shown. Bid of transfer suit

= GF T.O of that suit [1NT - (2D) transfer to H by opponents

- x = WTO of H

2H = GF take out of H]

Pass and then Double = Penalties

If multi meaning, generally 2♦, DBL is stayman, 2-level Nat NF etc.

Opponents overcalls at 3 level

Double is GF T.O of their suit

Note 26 Pre-emptive RKCB

After we **open** any suit at 3 level except 3C, or open 2D/H/S, 4 C is key card ask.

Responses:

- 4D = no keycard
- 4H = 1 keycard, no trump Q
- 4S = 1 keycard with trump Q
- 4NT = 2 keycards, no trump

Q

5C = 2 Keycards with trump Q

After opening 3C, 4D asks preemptive Keycard. Steps as above.

Note 27 2NT opening

4-11 HCP and at least 5/5 in minors

3C	To play
3D	To play
3S	Asks pard to bid 3NT. Next bid of minor is preemptive keycard for that minor
3nt	to play
4C	pre-emptive of non vul, invite if vul
4♦	pre-emptive of non vul, invite if vul
4♥	To play

4♠ / To play

4NT To play in either minor, to make or pre-emptive

/////2/

22q/5♦ To play in that minor

Note 28 Minorwood.

When we agree a minor, and when not in competition, 4 of our minor asks keycards with the bid minor as trumps.

1st step = 1 or 4

2nd step = 0 or 3

3rd step = 2 (or 5) without trump queen

4th step = 2 (or 5) without trump queen.

Next bid of the minor or No trumps = to play.

to ask for queen, bid the next suit up, skipping NT.

Note 29. Asking bid after partner made Weak Jump Overcall.

2NT asks.

Bid of trump suit at 3 level is minimum. With max, bid a feature.