

Pressure System Notes

PIGOT/MacCormack

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General Approach

The general approach is 2/1 with a forcing NT. The system is loosely based on Losing Trick count. We can open with as light as 8 HCP with 7 or fewer losers (under certain conditions) and Pass with up to 13 HCP with 8 or more losers in 1st or 2nd seat.

We open 5 card Spade suits in 1st and 2nd. It can be 4 in 3rd and 4th seat, and if only 4 could have a 5 card lower ranking suit including Hearts.

We open 4 card Heart suits in all seats. If it is only 4 we could hold a 5 card minor if we are less than reverse values (6 or more losers).

We open 4 card Diamond suits in all seats. The Diamond suit quality must be QTxx or better. Kxxx, Axxx and any 5 is considered better.

We use a short non-forcing Club 2+. It could be only 2 in certain situations such as; 4432 and reversing into 2NT. 4342 with Diamonds of poor enough quality

Conditions to Open with <10 HCP:

- Spade Oriented hand
- 10 or more cards in 2 suits (6 Losers)
- 5 or fewer losers

Major Suit Raises

The following sequences are direct Raises. Raises in competition are different...

1♠

- 2♠ - Simple 3+ card raise that would accept at least one game try
- 2NT - Jacoby 2NT, ([see Jacoby 2NT](#))
- 3♣/♦ - Fit Jump. Unlimited and Forcing w/ at least ♠Qxx and ♣/♦KQxxx**
- 3♥ - Splinter. Can be an honour. 4+♠ w/ 2 fast loser in only 1 of unbid
- 3♠ - 4+ Limit Raise (3 card LR goes through forcing 1NT)
- 3NT - Exactly 2344 w/ 13-16 HCP
- 4♣/♦ - Splinter. Can be an honour. 4+♠ w/ 2 fast loser in only 1 of unbid
- 4♥ - Natural ♥. To play
- 4♠ - Typically 5+♠ w/ fewer than 10 HCP. Denies Positive Keycards

1♥

- 2♥ - Simple 3+ card raise that would accept at least one game try
- 2NT - Jacoby 2NT, ([see Jacoby 2NT](#))
- 3♣/♦ - Fit Jump. Unlimited and Forcing w/ at least ♥Qxx and ♣/♦KQxxx**
- 3♥ - 4+ Limit Raise
- 3♠ - Splinter. Can be an honour. 4+♠ w/ 2 fast loser in only 1 of unbid
- 3NT - Exactly 3244 w/ 13-16 HCP
- 4♣/♦ - Splinter. Can be an honour. 4+♠ w/ 2 fast loser in only 1 of unbid
- 4♥ - Typically 5+♥ w/ fewer than 10 HCP. Denies Positive Keycards
- 4♠ - Natural. To Play.

****Could have 4 of the minor if an Extra Trump. On over Competition and also in Response to Simple**

overcall

Even/ Odd Drury

Since we pass 12/13 HCP 8 loser hands in 1st and 2nd seat, we must have a way to protect our Partner in the 3rd and 4th seat. The method to do so is to open any 4 card major with 8+HCP with no regard to Losers, within reason; using hand evaluation, whether our Major is Hearts or Spades and if we are in the Pass Out position.

In 3rd and 4th seat we open a 4 card Major even with a 5 card lower ranking suit, opening 1♠ can have 5 Hearts. This must be Alerted.

P-P-(P)-1♠ ...

1♠

2♣ - 3 or 5 Card Limit Raise **OR** A max passed hand (8 loser 12/13)

2♦ - Waiting. Minimum Opening OR GF without 2nd 5 card suit

2♠ - 3 card LR

2NT - Maxed Passed (Doesn't deny 3♠)

3♠ - 5 card LR

2♥ - Normal Opener 6/7 Losers w/ 4+H

2♠ - Normal Opener 6/7 Losers w/ 5+S and denies 4+H

2NT - GF 5/6S (332) 17+ not great trumps (Think Inter3 w/o 2 of top 3)

3♣/♦ - 4+S 5+C/D GF

3♥ - 5-5 Majors GF

3♠ - 6+S Mild Slam Try with Very Good suit (Too strong for Inter 3)

3NT - Choice of Games usually 5S maybe 6. No Slam Interest

2♦ - 4 or 6 Card Limit Raise

2♠ - No Game interest

2NT - Maxed Pass w/4 card support

2NT - 5+ Card Support Less than Limit with Shortness

3C - Asks for Shortness

3♠ - 5+ Support Less than Limit without Shortness

Pressure NT Structure

We play 7 losers 14-17HCP NT. Can have 2 Doubletons. Often a 5 card Major or 6 card minor and in rare circumstances a Singleton A, K or Q

1NT-2♣-2♦...

1NT

2♣

2♦

2♥ - Weak. Both Majors. Pass or Correct

2♠ - Invitational 5♠

2NT- Max. Doesn't deny fit.

3♣/♦/♥- Natural NF

3♠ - 6+♠

3NT - Balanced

3♣/♦ -

3♠ - Raise asking ♠ Quality. Can Pass/3NT/4♠

3NT - Choice of games

2NT - Invitational, may have no 4 card major

3♣ - 5+♣ Slam Try

3♦ - 5+♦ Slam Try

3♥ - 5♠ GF

3♠ - 5♥ GF

4♣ - Transfer to ♥

4♦ - Transfer to ♠

4♥ - To play. Usually 6-4 in Majors

4♠ - To play. Usually 6-4 in Majors

1NT-2♣-2♥/♠/NT...

1NT

2♣

2♥

2♠ - Invitational 5♠

2NT- Max. Doesn't deny fit.

3♥ - Choice of Games 5♥ (If ♥ answer to Stayma)

2NT - Invitational, Not Promising Major

3♣ - 5+♣ Slam Try

3♦ - 5+♦ Slam Try

3♥ - Invite

3♠ - Slam Try in ♥

3NT - To play w/ 4♠

4♣/♦ - Splinter agreeing ♥

2♠

2NT - Invitational. Not Promising |Major

3♣ - 5+♣ Slam Try

3♦ - 5+♦ Slam Try

3♥ - Slam Try in ♠

3♠ - Invite

3NT - To play w/ 4♥

4♣/♦ - Splinter agreeing ♠

2NT - Solid 6 card Minor (Non Forcing)

3♣ - Pass or Correct your minor

3♦ - Slam interest in the Minor.

3♥ - 5 Spades offering a game. Some mild slam interest

3♠ - Interest in Spade Slam

4♣ - Control in C maybe in S

4♦ - Control in D definitely S control

3♠ - 5 Hearts offering a game. Some mild slam interest

1NT-2♦-2♥...

1NT

2♦

2♥

2♠ - Unbalanced Invite + . If GF has no 5 card minor. Nothing about ♣

2NT - Forcing. Tell me more

3♣/♦ - 5♥ and 4 of bid Minor

3♥ - 6+ Hearts

3♠ - GF 0544

3NT - 5♥ 4♣/♦ Mildly Quantitative 13-16HCP

4♣/♦ - 6 Hearts. 4 of bid Minor

3♣/♦ - Max. 3+♥. Source of Tricks in bid Minor

3♥ - To play

2NT - Balanced Invite w/5♥

3♣/♦ - 5-5 GF

3♥ - GF + in ♥. Usually good Trumps need P to declare. Demands Cue

3♠ - Splinter 6+♥

3NT - To play w/5♥

4♣/♦ - Splinter 6+♥

4♥ - Quant 6+♥ No shortness. Denies Positive KC or AK in same suit

To super accept:

- Max (5 Loser/ 6 Loser w/ 16-18 HCP)
- 4 Card Support
- 1st or 2nd round control in all but 1 outside suit

1NT

2♦

2NT - 4+ ♥ (any quality) and 2 fast losers in only 1 Side suit

3♣ - Asks Which Suit

3♦ - 2 Fast Losers in ♦

3♠ - 2 Fast Losers in ♠

3NT - 2 Fast Losers in ♣

3♦ - Re-Transfer

3♣/♦ - 4+ ♥ (any quality) w/ AKxxx or AQxxx in ♣/♦

3♥ - 4+ ♥ (any quality) w/ A or K in all other suits

1NT-2♥-2♠...

Transfer to Spades is either GF + or Weak. Invite with 5/6 spades goes through Stayman, therefore never superaccept in ♠ over 1NT

1NT

2♥

2♠

2NT - Unbal GF without second 5 card suit

3♣! - Asks Shortness

3♦/♥ - Shortness 0 or 1

3♠ - No Shortness

3NT - Club Shortness

3♦! - Asks Minor Shape

3♥ - 4 Clubs

3♠ - 4 Diamonds

3NT - 5044

4♣/♦ - Solid Spades (1 honour missing) and 4♣/♦

3♣ - 5-5 GF

3♦ - 5-5 GF

3♥ - 5-5 GF

3♠ - Slam Interest. Sets Trumps. Demands Cue

3NT - To Play w/ 5♠

4♣/♦/♥ - Splinter w/ 6+ ♠

4♠ - Quant 6+ ♠ No shortness. Denies Positive KC or AK in same suit

1NT-2♠...

1NT

2♠ - Minor Suit Stayman

2NT - No 4 card minor

3♣ - Weak. Pass or Correct.

3♦ - Weak Signoff

3♥/♠ - Shortness. GF

3NT - 22(45) Mild Slam Interest

4NT - 22(45) Quantitative

5NT - 22(45) Pick a Slam

3♣ - 4+♣, Denies 4♦

Same As Above

3♦ - 4+♦ Does not deny 4♣

Same As Above

3♦ (or pass of 3♦) by responder after any answer by opener is Weak w/ 6+♦

1NT-2NT...

1NT

2NT - Relay to 3♣

3♣

Pass - Weak 6+♣

3♦ - GF 4x1 in ♦

3♥ - GF 4x1 in ♥

3♠ - GF 4x1 in ♠

3NT - GF 4x1 in ♣

4♣ - 1430 KC in ♣

4♦ - 1430 KC in ♦

4♥ - 6+ ♥. To play from responders side

4♠ - 6+ ♠. To play from responders side

4NT - Short in ♣. Too good for 3NT

1NT-3...

1NT

3♣/♦ - Invitational w/ 6+ in ♣/♦

3♥ - Slam Try 6+ ♥. Demands Cue

3♠ - Denies A or K of Trumps

3NT - Trump Cue. A or K

3♠ - Slam Try 6+ ♠. Demands Cue

3NT - Trump Cue. A or K

1NT-4...

1NT

4♣ - 5-5 in Minors. Slam Try

4♦ - Texas Transfer to ♥

4♥

4♠ - Exclusion

4NT - Keycard

5♣/♦ - Exclusion

4♥ - Texas Transfer to ♠

4♠

4NT- Keycard

5♣/♦ - Exclusion

4♠ - Quantitative w/ (23)44

4NT - Minimum

5♣/♦ - 1430 KC in ♣/♦

5♣/♦/♥/♠ - 1430 KC in ♣/♦/♥/♠

5NT After KC Responses is Signoff

5NT - Choice of Slams

6♣/♦ - To Play

6♥/♠ - Pass or Correct to 6NT (or 6♣)

4NT - Quantitative w/ 33(34)

2NT- 3

2NT

3♣ - Stayman

3♦ - No 4 CM

3♥ - GF w/ 5♠

3♠ - GF w/ 5♥

3♥ - 4+♥

3♠ - Slam Try in ♥

4♣/♦ - 5♣/♦ and 4♠. Slamish

3♠ - 4+♠

4♣/♦ - 5♣/♦ and 4♥. Slamish

4♥ - Slam Try in ♠

3♦ - xfer to ♥

3♥

3♠ -

3NT - To Play

4♣/♦ - Natural 5-5 Slamish

4♥ - 6+♥ Slam Try (Texas Transfer is To Play or for KC)

4♠

4NT - Quantitative

5♣/♦ - Shotgun Cue Bid

3NT - Super Accept. 4+♥ All but 1 suit stopped. Max

4♣ - Slam Interest. Asks which suit is not stopped

4♦ - Re-Transfer

3♥ - xfer to ♠

3NT - Super Accept. 4+♠ All but 1 suit stopped. Max

4♣ - Slam Interest. Asks which suit is not stopped

4♥ - Re-Transfer

3♠ -

2NT - 4 level responses are the same as 1NT 4 Level responses

Weak Twos

Weak Twos in 1st and 2nd seat (without interference) are always disciplined, 2 of the top 3 and 5 - 11 HCP. In 3rd seat; 0-12 HCP and entirely undisciplined. In 4th seat generally an opening hand, 8-14 HCP. Both 3rd and 4th are any suit quality. In the red suits in any seat it can be a 5, 6 or 7 card suit. Spades must always be 6 or 7 in all seats.

A Weak Jump overcall to the 2 Level is the same specifications as the 3rd Seat above. A Weak Jump Shift is 0-9 HCP or a Hand that would not bid New Minor Forcing. We do both these with any 6 in ♦/♥/♠ without regard to anything else.

1st/2nd seat 2♥/♠ (Disciplined):

2NT - Asks for Feature (A or K or second 5 card suit) **On over competition**

- Rebidding suit: No feature
- If 2NT Bidder bids one suit up after any response, apart from the opening suit, it asks for shortness. e.g...

2♥ - 2NT:

- 3♣ (feature) - 3♦! Asks for shortness
- 3♦ (feature) **OR** 3♥ (No feature) - 3♠! Asks for shortness

3rd/4th seat 2♥/♠ (Undisciplined):

2NT - Bargust. Asks hand and suit quality. Think SHIT (Suit. Hand. Icky. Top)

3♣ - Good Suit (Good Suit: A, K, 2 of top 4, 2 of top 3 missing A, 3 of top 5

KJ1098, A10xxxx If only one honor, must be the Ace

3♦ - Good Hand

Rebid Major (Icky) - Worst. Bad suit Bad hand

Opposite Major (Top) - Best. Good suit Good hand

If 2NT Bidder bids one suit up after any response, apart from the opening suit, it asks for shortness.

1st/2nd seat 2♦ Opening (Disciplined) -

2NT - Asks for Feature. A or K or second 5 card suit

3♦ - No Feature

3♣/♥/♠ - Feature

New Suit that is not ♦ - Asks for Shortness

3♣ - Switch Stayman. Strong NT type of hand or 5/6D or 4M

3♦ - Min + No 4 card Major

3♥ - 4♠

3♠ - 4♥

3NT - Max + No 4 Card Major **OR** No 4 CM + any Feature

X - If interference Double = Non Min

3♦ - 5-5 in the Major. GF. Off in Competition and if Passed hand

3♥ - Preference for Spades

3♠ - Preference for Hearts

3NT - To Play if sensible

4♣ - Equal Length Majors, Non-minimum

4♦ - Equal Length Majors Minimum

3♥/♠ - Single Suited Powerhouse. GF

Undisciplined 2♦ -

2NT - Bargust. Asks Hand and Suit Quality

3♣ - Non Min. Either Good Suit or Good Hand

3♦ - Worst Hand

3♥/♠ - Non Min and Shortness or Control in ♥/♠ respectively

3NT - Good Suit and Good Hand but no control in both Majors

Intermediate 3's

Intermediate 3 Bids are an opening of 3 of a suit. They are also on as jump overcalls to the 3 Level (with some exceptions below). The Inter3 bids have very specific parameters;

- 9-15 HCP.
- At least a 6 card suit with at least 2 of the top 3. Never 3 of the top 5. **No exceptions.**
- A 5 or 6 loser hand. Must be a 5 loser hand at unfavourable Vulnerability.
- [No more than 1 outside suit stopped on power (Ace/King/ Qxx). Can have a suit stopped on power and another stopped on shortness (singleton/void).
- No second 4+ card suit.

It is a single suited bid.

When Intermediate 3's are off:

- Over a strong 1C system (or any other kind of strong or GF openings).
- Over strong 2C openings
- Over Strong NT.
- When the Opps have a strong/GF auction (e.g. 2/1)

N.B. Use common sense and hand evaluation on whether you believe opening 1X or 3X is better, for example bare in mind if your hand would better lend itself to 3NT or if you have 3 spades with an honour and P is unpassed.

Responders Actions

When responding, again, we use common sense and hand evaluation to make a choice. With 2 or 3 genuine covers we generally bid 3NT (if the inter3 was a minor) or raise to game with xx support (sometimes even singleton if our hand is good enough). Most common actions are Pass, Raise to Game or 3NT. Bidding a new suit as Responder would be very unusual as the Inter3 bidder is single suited and as a general principle we do not make rescue bids. A new suit is Constructive and Forcing and should show a 5+ card trick taking suit, offering an alternative if the Inter3 is a minor or offering stoppers for NT

Jacoby 2NT

When P opens 1 of a Major in 1st or 2nd seat, 2NT is a GF raise with at least 4 card support. It is a statement and a question and sets a GF auction (*see Interference of our GF Auctions*). They are off over interference, i.e 1M-1/2 X- 2NT: Is NOT Jacoby. Responding to Jacoby 2NT we show shortness. Shortness being a singleton or void.

If Opener signs off in 4M they deny 6 or fewer losers, Positive Keycards (2K/C & Q or better) and AK in the same suit, therefore any other bid promises the above mentioned.

1♥-2NT...

1♥

2NT

3♣/♦ - Shortness

3♥ - Denies Shortness and 2 of top 3 of ♥

3♠- Shortness

3NT- Promises 2 of top 3 of ♥

4♣/♦ - Second 5 card suit Proming controls in the unbid suits

4♥ - Signoff. 7 or more losers, no Positive K/C or AK of same suit

4NT - Negative K/C Ask

4♣ - 0 K/C

4♦ - 1 K/C

4♥ - 1 K/C w/Q

4♠ - 2 K/C

1♠-2NT...

1♠

2NT

3♣/♦/♥ - Shortness

3♠ - Denies Shortness and 2 of top 3 of ♠

3NT- Denies Shortness and Promises 2 of top 3 of ♠

4♣/♦/♥ - Second 5 card suit Promising controls in the unbid suits

4♠ - Signoff. 7 or more losers, no Positive K/C or AK of same suit

4NT - Negative K/C Ask

4♣ - 0 K/C

4♦ - 1 K/C

4♥ - 1 K/C w/Q

4♠ - 2 K/C

If Opener shows shortness, Responder can begin a Cue bidding sequence, with 3 of the agreed Major being a Trump Cue bid showing the A or K of trumps. 3NT also becomes a Trump Cue bid showing A and K of trumps. We also distinguish between Declarer's Cue's and Dummies Cue's. Declarer can Cue unsupported Kings, but if Dummy Cues they must have either A, KQ or Singleton.

Transfer Lebensohl

When Opps interfere over our 1NT opening, we use Transfer Lebensohl, also known as Rubensohl. System bids are still on over certain bids however;

1NT - X/2C/3C/2NT

Systems are on over all these bids. Over Double, of course all is normal. Double of interference of 2C or 3C is Stayman and all other bids are normal system bids. Over 2NT interference, all 3 Level bids are normal system bids.

1NT - 2♦

2♥/♠ - Natural no more than mild invitational

2NT - Relay to 3♣

3♣

3♦ - Stayman w/o ♦ Stopper

3♥/♠ - Natural and forcing

3NT - Balanced slam try

3♣ - Stayman

3♦ - No Major

3♥/♠ - Natural

3NT - No Major, maximum and ♦ well stopped

3♦ - Transfer to ♥

3♥ - Transfer to ♠

3♠ - Slam try with 5+♣

3NT - To play with ♦ Stopper

1N - 2♥

2♠ - Natural, no more than mildly invitational, 4S possible

2NT - Relay to 3♣

3♣

3♦ - Natural, mildly invitational

3♥ - Like 3NT below but no ♥ Stopper

3♠ - Natural, Forcing

3NT - Stopper. Balanced 16-18 HCP. No 5+ minor or 4+ major

3♣ - Stayman

3♦ - No four card major

3♥ - 4♠ and slam interest

3♠ - 4♠

3NT - Maximum with H double stopped

3♦ - Raise to 3NT w/o a ♥ stopper and w/o 4♠

3♥ - No ♥ Stopper

3♠ - 5♠ with a ♥ Stopper

3NT - ♥ Stopped w/o 5♠ (just shows stop when they have ♠)

3♥ - invitational transfer to ♠

3♠ - Minimum

3NT - 3♠ Choice of games

4♣/4♦/4♥ - Accepts ♠. Shows Values in bid suit

4♠ - Decent hand for ♠. No slam interest

3♠ - 14+ with ♥ Stopper and 5+ minor (no 4+ major)

3NT - To Play. Shows ♥ Stopper

1N - 2♠

2NT - Relay to 3♣

3♣

3♦/♥ - Natural forcing

3♠ - Slam try with Spade Singleton or void.

3NT - Balanced slam try w/o 4H, has S stopper

3♣ - Stayman

3♦ - Invitational transfer to ♥

3♥ - Raise to 3N without a ♠ stopper, w/o 4H

3♠ - No ♠ stopper

3NT - ♠ stopper

3♠ - Raise to 3NT with a 5+ minor

Featherston: Defence to 1NT

Featherston is a defence to an opening of 1NT. Originally conceived by Norm Featherston inspired by a James Cansino Strong Club defence, and further developed by Geoffrey S Jade Barrett.

(Opps) 1NT -

X - Any two touching suits. Majors/Minors/Reds/Blacks. 4+4+ 10+HCP

Pass - Convert to Penalties

Generally Advancer bids their lowest 3 card suit (Usually ♣/♦)

2♣ - 4+♣ and 4+♥. Must have some values

2NT - Asks for Shortness and Hand Quality

3♣ - Bad Hand

3♦ - Shortness in ♦ and Good Hand

3♥ - 5♣ 4♥ Max no shortness

3♠ - Shortness in ♠ and Good Hand

3NT - 4♣ 5♥ Max No shortness

4♣ - Splinter

2♦ - 4+♦ and 4+♠. No Need for any values

2NT - Asks for Shortness and Hand Quality

3♣ - Shortness in ♣ and Good Hand

3♦ - Bad Hand

3♥ - Shortness in ♥ and Good Hand

3♠ - 5♦ 4♠ Max No shortness

3NT - 4♦ 5♠ Max No Shortness

4♦ - Splinter

2♥ - Natural 6+♥

2♠ - Natural 6+♠

2NT - Both Minors 6-5 **OR** Very Strong both Majors 5+5+

3♣ - Natural 6+♣

3♦ - Natural 6+♦

Overcaller can choose to jump to 3 or 4♥/♠ if they dictate that their hand demands so.

Advancer generally follows common sense and hand evaluation to take action. For example; raising 2♥/♠ with an invitational hand. Finding a fit after X. Bidding your own 5 or 6 card suit after X without 3 cards in either Minor.

Interference over X...

1NT - X (Partner) - 2♦/♥

When Partner makes a X and the responder to 1NT makes a Transfer, bidding the transfer suit acts as a takeout double of the suit intended i.e.

1NT - X (Partner) - 2♦ **Transfer to ♥** - 2♥ (You)

This is tolerance for all of the remaining suits. Takeout X of ♥ .Doubling the suit itself [2♦ - X (You)] promises the suit. A suit you would have overcalled yourself. Pass followed by X is for penalties.