

Standard

Version 1

GENERAL STRUCTURE

The SIM Standard is based on a simple 2/1 GF structure with some gadgets and agreements in place. The objective of the system is to simplify hands where we have game and arrive at a playable spot. Pre-empts are classical and may be aggressive based on seat and vulnerability. The system is generally constructive and should be based on sound opening bids. Light openings are required to be supported by distribution and quality of high cards (i.e. more Aces and Kings, less Queens and Jacks). There should be frequent upgrading and less downgrading. Since there are not many gadgets in the system, judgment through natural bidding should be exercised.

We only game force when holding 13 HCP opposite partner's opening bid and attempt to invite with 11-12 unless there are additional points for fit, shortness or source of tricks (long suit).

2-OVER-1 GAME FORCE STRUCTURE

There are some underlying principles which we adopt for 2/1 sequence after a 1-major opening:

- We DO NOT play the principle of fast arrival. The approach to the bidding should be shape showing, leaving the jump bids to show specific hand types such as picture raises, balanced with solid stop and specific HCP range, solid suits etc.
- Opener's rebid of 2NT is catch-all.
- After a 2/1 response, opener can choose to rebid the 4-card suit when holding 6-4 if holding extra values. Minimum hands should rebid 2NT.
- Responder's rebid of 3-minor is game-forcing.
- Bidding of the fourth suit implies no suitable rebid and negative inferences should be drawn when this bid is employed.
- We DO NOT splinter in opener's long suit i.e. jumps are support showing of specific hand types.
- Jump in new suits are shortness showing with support for the last bid suit.
- After responder shows 3+ support for opener's first bid suit over opener's 2-level new suit rebid e.g. 1♥-2♣-2♦-2♥, opener continues to describe his shape i.e. 2NT rebid shows a 2-5-4-2 and does not promise spade stopper.

A 3-major rebid by opener e.g. 1♥-2♣-2♦-2♥-3♥ shows a super minimum hand.

Fragment bid by opener e.g. 1♥-2♣-2♦-2♥-2♠ shows shortness in the unbid suit with at least 2 cards in the suit bid. This is because you will rebid 2♠ in the example with a 6-4 hand.

- We DO NOT make game invitations with 4♣/♦ bids. These are treated as GF with slam interest. These bids could be RKCB, but are restricted to a few specific sequences as highlighted in the notes.
- When we are in a GF situation with trump suit agreed, the player who initiates cue bid shows extra values. Once cue bidding is initiated, subsequent cue bids below game are obligatory. We cue bid to show first or second round control when it's below game.

DEFINITIONS

GF	Game force
RKCB	Roman Key Card Blackwood
Good suit	Suit playable for 1 loser opposite small singleton, at least KQJ10xx or AKQxxx
Decent suit	Suit playable for 1 loser opposite small doubleton, at least AJ10xxx
MIN	Minimum
MAX	Maximum
HCP	High card points
RHO	Right hand opponent
LHO	Left hand opponent
Overcaller	Player who makes an overcall
Advancer	Partner of overcaller
Opener	Player who opens the bidding
Responder	Partner of opener

XYZ

When the bidding goes 1x-1y-1z between us (even with opponent's interference), we use two conventional rebids 2♣ and 2♦.

2♣ is a puppet to 2♦ in order to play in 2♦ or it initiates an invitation sequence.

2♦ is always a GF RELAY that asks distribution.

With the application of XYZ, we no longer play Fourth Suit Game Force as artificial in the sequences below. **All fourth suit bids (if any) are natural and game force e.g. 1♣-1♦-1♥-1♠.**

Cases of XYZ sequences

1♣-1♦-1♥-2♣/♦	1♦-1♥-1♠-2♣/♦	1♥-1♠-1NT-2♣/♦
1♣-1♦-1♠-2♣/♦	1♦-1♥-1NT-2♣/♦	
1♣-1♦-1NT-2♣/♦	1♦-1♠-1NT-2♣/♦	
1♣-1♥-1♠-2♣/♦		
1♣-1♥-1NT-2♣/♦		
1♣-1♠-1NT-2♣/♦		

Extension of XYZ sequences

1♣	[P]	1♥	[1♠]
X	[P]	2♣/♦	

The support double is treated as 1z. However, if opener had passed, XYZ is not on.

1♣	[P]	1♥	[1♠]
P	[P]	?	

XYZ is **not** on here, as opener's pass is not considered as 1z. New suits e.g. 2♣/♦ by responder are natural and less than GF. With GF hands, responder has to start with a double, unless has no interest to penalize 1♠. If so, responder can make a 2♠ cue bid.

1♣	[1♦]	1♥	[P]
1♠	[P]	2♣/♦	

XYZ is on here.

1♣	[1♦]	1♥	[1♠]
X	[P]	2♣/♦	

XYZ is on here.

XYZ (continued)

Continuations after 2♣

1m	1M	
1NT	2♣	Puppet to 2♦
2♦	P	4M-5+♦, 5-9 HCP (may have less diamonds if opener opened 1♦)
	2M	5M, 10-11 HCP
	2OM	5M-4OM, 10-11 HCP
	2NT	10-11 HCP, balanced
	3m	4+M-4+m, 10-11 HCP
	3M	6+M, 9-11 HCP
	3NT	5332 Choice of Game

Exception when opener does not have to complete the puppet to 2♦:

Opener is allowed to bypass 2♦ with 17-18 HCP or 6 card minor with extra values, as he was unable to make a jump-shift or jump rebid initially.

1m	1♥	
1♠	2♣	
2♥		4-3-(1-5), 17-18 HCP
2NT		4-1-(3-5), 17-18 HCP
3m		6+m, equivalent to a 1m-1M-3m hand

Continuations after 2♦

1m	1M
1NT	2♦

Priority:

- 1) Bid 4 of other major
- 2) Raise with 3 of responder's suit
- 3) Rebid a bad 6-card suit
- 4) Show 5-4
- 5) Bid 2NT

Particular sequences:

1m	1♠	
1NT	2♦	
2♥	2♠	5+ spades, more suit-oriented
	2NT	Waiting, may be looking for opener's 5 card minor or 3 card spade support
	3m	4+m, does not guarantee 5 card major
	3♠	6+ spades, suit not fantastic (good suit with slam interest will jump to 3♠ over 1NT)
	3NT	5 spades, generally balanced or likely misfit, opener can remove with 3 spades

OPENING BIDS

1♣	12+ HCP, 3+ clubs. If 3-3 minors, prefer to open 1♣.
1♦	12+ HCP, 3+ diamonds. If 4-4 minors, open 1♦ if rebid is inconvenient. Else, open 1♣.
1♥	12+ HCP, 5+ hearts, can have 6 card minor. May be 4 cards in 3 rd seat.
1♠	12+ HCP, 5+ spades, can have 6 card minor. May be 4 cards in 3 rd seat.
1NT	15-17 HCP. 5-major, 6-minor and minimum 5m-4M hands acceptable.
2♣	22+ balanced OR 19+ 4-loser single-suit hand OR 21+ 2-suited or 3-suited hands
2♦	5-11 HCP, 6 diamonds
2♥	5-11 HCP, 6 hearts
2♠	5-11 HCP, 6 spades
2NT	20-21 HCP, balanced
3♣	5-11 HCP, 6+ clubs (usually 7 cards)
3♦	5-11 HCP, 6+ diamonds (usually 7 cards)
3♥	5-11 HCP, 7 hearts
3♠	5-11 HCP, 7 spades
3NT	Gambling based on solid 7 card minor and no side A or K
4♣	Pre-emptive
4♦	Pre-emptive
4♥	Pre-emptive
4♠	Pre-emptive

1♣ OPENING

Description

We usually avoid opening balanced 11 count in 1st and 2nd seats, exception will be hands with 4-4-3-2 distribution and holding AK in a suit with a side A. Bad 12 can also passed e.g. Kxx QJx Kxx QJxx. When opening in 3rd seats, there should be some indication of lead directing if light.

Holding 3-3 in the minors, we will prefer opening 1♣ unless there is a great disparity in strength of the holdings e.g. AQJ versus xxx.

For hands containing 6♣-5-major, our minimum requirement is AKxxx AKxxxx if the hand is not good enough for jump shift. Otherwise, open 1-major.

Responses

1♦	6+ HCP, 4+ diamonds. Prefer 1NT response if only 4 diamonds and balanced 6-9 HCP. We play "Major Always First In Answering" (MAFIA) and will respond 1♦ with 4 card major only when GF and holding longer diamonds.
1♥	6+ HCP, 4+ hearts
1♠	6+ HCP, 4+ spades
1NT	6-10 HCP, usually no 4-card major
2♣	Inverted minor raise, at least invitational values
2♦	5-5 majors, 6-9 HCP, less than game invitation values
2♥	Weak jump shift, 3-6 HCP, long hearts unlikely for game
2♠	Weak jump shift, 3-6 HCP, long spades unlikely for game
2NT	11-12 HCP, balanced
3♣	Pre-emptive raise
3♦	Weak jump shift, 3-8 HCP, long diamonds unlikely for game
3♥	Weak jump shift, 3-8 HCP, long hearts unlikely for game
3♠	Weak jump shift, 3-8 HCP, long spades unlikely for game
3NT	13-15 HCP, balanced
4♣	Pre-emptive raise
4♦	Weak jump shift, 3-7 HCP, long diamonds
4♥	Weak jump shift, 3-7 HCP, long hearts
4♠	Weak jump shift, 3-7 HCP, long spades

Continuations

1♣	1♦	
1♥		4 hearts, usually unbalanced i.e. 4-4-4-1 or 5-4-3-1
1♠		4 spades, usually unbalanced i.e. 4-4-4-1 or 5-4-3-1
1NT		12-14 HCP, usually balanced and may have 4 card major(s)
2♣		6+ clubs, 12-14 HCP
2♦		12-14 HCP, 4 diamonds
2♥		19+ HCP, 4 hearts, unbalanced, usually 5+ clubs
2♠		19+ HCP, 4 spades, unbalanced, usually 5+ clubs
2NT		18-19 HCP, balanced
3♣		6+ clubs, 15+ with good suit, up to 17+ with bad suit (non-GF)
3♦		4 diamonds, 15-17 invitational raise with side shortness
3♥		Splinter, strong raise with good controls e.g. Axx x KQxx AKJxx
3♠		Splinter, strong raise with good controls e.g. x Kx AQxx AKJxxx
3NT		Gambling based on running clubs and less than 19 HCP e.g. Kx Kxx x AKQxxxx

Standard v1

1♣	1♦	
1♥	1♠	5+♦-4♠, GF
	1NT	6-10 HCP, promises 5 diamonds
	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	Natural, GF
	2♠	6♦-5♠, GF
	2NT	Puppet to 3♣, weak or GF Splinter, 5+♦ 4+♣ (3♥/3♠ after partner bids 3♣)
	3♣	5+♦-5+♣, GF
	3♦	Slam interest with good suit (6+)
	3♥	Heart fit, slam going, start cue-bidding
	3♠	Splinter, heart fit
	3NT	To play

1♣	1♦	
1♠	1NT	6-10 HCP, promises 5 diamonds
	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	5+♦ 4+♥, GF
	2♠	5+♦ 4+♠, GF
	2NT	Puppet to 3♣, weak or GF Splinter, 5+♦ 4+♣ (3♥/3♠ after partner bids 3♣)
	3♣	5+♦-5+♣, GF
	3♦	Slam interest with good suit (6+)
	3♥	Splinter, spade fit
	3♠	Spade fit, slam going, start cue-bidding
	3NT	To play

1♣	1♦	
1NT	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	5+♦ 4+♥, GF
	2♠	5+♦ 4+♠, GF
	2NT	Puppet to 3♣, weak or GF Splinter, 5+♦ 4+♣ (3♥/3♠ after partner bids 3♣)
	3♣	5+♦-5+♣, GF
	3♦	Slam interest with good suit (6+)
	3♥/♠	Splinter, 6+♦
	3NT	To play

1♣	1♦	
2♣	2♦	To play
	2♥	Forcing one round, may be showing values only
	2♠	Forcing one round, may be showing values only
	2NT	Invitational
	3♣	Invitational
	3♦	Invitational
	3♥/♠	Splinter
	3NT	To play
	4♣	Slam try raise

Standard v1

1♣	1♦	
2NT	3♣	Puppet to 3♦, either to play in 3♦ or shows slam interest in diamonds
	3♦	4+ hearts, may have 4 spades, GF → Opener bids 3♥ with 4 hearts
	3♥	4+ spades, GF → Opener bids 3♠ with 4 spades
	3♠	4+ clubs, unbalanced, slam interest → Opener signs off 3NT unless slam suitable
	3NT	To play
	4♣	Splinter, 6+ diamonds, good suit, slam interest
	4♦	6+ diamonds, good suit, slam interest
	4♥/♠	Splinter, 6+ diamonds, good suit, slam interest
1♣	1♦	
2NT	3♣	
3♦	4♣	5-5, slam interest
	4♦	6+ diamonds, slam interest, suit not as good
1♣	1♦	
2M		Responder's bids are natural and GF
	4♣	Club fit, strong slam interest
1♣	1♦	
3♣	3♦	5+ diamonds, slam interest
	3♥/♠	Shows stop
	4♣	Slam interest raise

Standard v1

1♣	1♥	
1♠		4 spades
1NT		12-14 HCP, usually denies 4 spades
2♣		6+ clubs, 12-14 HCP
2♦		Reverse, 5+♣ 4+♦, 17+ HCP
2♥		4 card raise, 12-14 HCP, may be 3 card with 1-3-4-5 or 2-3-3-5 (weak spades)
2♠		19+ HCP, 4 spades, unbalanced, usually 5+ clubs
2NT		18-19 HCP, balanced
3♣		6+ clubs, 15+ with good suit, up to 17 with bad suit (non-GF)
3♦		Splinter, good 17+ HCP, 6 loser or better
3♥		Limit raise, good 14 to bad 18 HCP, about 6 losers
3♠		Splinter, good 17+ HCP, 5 loser or better
3NT		Gambling based on running clubs and less than 19 HCP e.g. Kx x Kxx AKQxxxx
4♣		6+♣-4♥, concentrated values, not enough for splinter e.g. xx AKxx x AKxxxx
4♦		Void Splinter, good 17+ HCP, 5 loser or better
4♥		Balanced raise, good 18 to bad 20 HCP
1♣	1♥	
1♠	P	5-7 HCP, 3+ spades
	1NT	6-10 HCP
	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	6-10 HCP, 6+ hearts
	2♠	7-10 HCP, 4 spades
	2NT	Puppet to 3♣, usually weak or GF Splinter, 5+♣-4♥ (3♦/3♠ after partner bids 3♣)
	3♣	Game force, 5-5
	3♦	Game force, 5-5
	3♥	Slam interest, 6+ hearts, good suit (go through 2♦ if suit not good)
	3♠	Spade fit, slam going, start cue-bidding
	3NT	To play
	4♣	Splinter
	4♦	Splinter
	4♥	To play
	4♠	Distributional raise, will go through XYZ with value raise
	4NT	RKCB in spades
	5♣	To play
1♣	1♥	
1♠	2♦	
2♥		3 hearts
2♠		4+ spades, no diamond stop, may have 5 poor clubs
2NT		Diamond stop
3♣		5+ clubs (good suit if 5 clubs only)
3♦		4-1-4-4
3♠		6-5, at least AKxxx AKxxxx

Standard v1

1♣	1♥	
1NT	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	6-10 HCP, 5+ hearts
	2♠	Game force, 5+ hearts, 4+ spades, concentrated values
	2NT	Puppet to 3♣, usually weak or GF Splinter, 5+♣-4♥ (3♦/3♠ after partner bids 3♣)
	3♣	Game force, 5-5
	3♦	Game force, 5-5
	3♥	Slam interest, 6+ hearts, good suit (go through 2♦ if suit not good)

1♣	1♥	
2♣	2♦	Artificial forcing
	2♥	6+ hearts, 8-10 HCP
	2♠	Natural, game force
	2NT	Invitational
	3♣	Invitational
	3♦	Game force, 5-5
	3♥	Invitational
	3♠	Splinter
	3NT	To play
	4♣	Slam try raise
	4♦	Splinter

1♣	1♥	
2♣	2♦	
2♥		3 hearts, min (responder's 3♥ rebid is GF with slam interest)
2♠		Spade values, max
2NT		Max, either both suits stopped or only diamonds stopped
3♣		Minimum
3♦		6-4, max
3♥		3 hearts, max → Responder bids 4♣ to agree clubs, 3♠/4♦ are cue for hearts

1♣	1♥	
2♦	2♥	5+ hearts, 5-7 HCP
	2♠	FSGF, usually asks for ♥ support, should not have 3+ clubs or 4+ diamonds
	2NT	Lebensohl, usually to play in 3♣/♦ or show 5 hearts with spade stop (forcing)
	3♣	3+ clubs, 8+ HCP
	3♦	4+ diamonds, 8+ HCP
	3♥	6+ hearts, 8-10 HCP
	3♠	Splinter, 4+ diamonds
	3NT	To play, 8-10 HCP
	4♣/♦	Slam try raise, usually 4+ trump support

Standard v1

1♣	1♥	
2♦	2♠	FSGF
2NT		Spade stop, denies 6+ clubs, denies 3 hearts
3♣		6+ clubs
3♦		No spade stop, no 3 hearts, no 6 clubs, concentrated values in minors
3♥		3 hearts
3♠		6+ clubs, 5+ diamonds
3NT		3-1-4-5, small singleton in heart, 16 to bad 18 HCP
1♣	1♥	
2♦	2NT	
3♣	P/3♦	To play, about 5-7 HCP
	3♥	5+ hearts, 8-10 HCP, spade stop
	3NT	To play, 11-12 HCP, most likely 4-4-3-2
1♣	1♥	
2♥	2♠	Help suit game try in spades
	2NT	Balanced game try
	3♣	Help suit game try in clubs
	3♦	Help suit game try in diamonds
	3♥	General game try
	3NT	Choice of game
1♣	1♥	
2NT	3♣	Puppet to 3♦, either to play in 3♦ or shows long diamonds with slam interest
	3♦	5+♥ → Opener must bid 3♥, as responder may be intending to sign off there.
	3♥	4 hearts, 4 spades → Opener bids 3♠ with 4 spades, else 3NT
	3♠	4+ clubs, unbalanced, slam interest, denies 5 hearts
	3NT	To play
	4♣/♦	Splinter, 6+ hearts, good suit, slam interest
	4♥	To play
1♣	1♥	
2NT	3♦	
3♥	P	To play
	3♠	5 hearts, 4 spades
	3NT	5 hearts, choice of game
	4♣	5+ hearts, 4+ clubs, slam interest
	4♦	Cue, 6+ hearts, slam interest, no minor shortness
	4♥	6+ hearts, mild slam interest
	4NT	Quantitative with 5 hearts
	6♥	5 hearts, choice between 6♥ and 6NT
1♣	1♥	
3♣	3♦	Natural, may be only 3 diamonds
	3♥	6+ hearts
	3♠	Shows spade stop, no diamond stop

Standard v1

1♣	1♠	
1NT		12-14 HCP if balanced. Could be 1-4-3-5 or 1-3-4-5 with 15 HCP and poor clubs.
2♣		6+♣, 12-14 HCP. Can be 5♣ if 1-4-3-5 or 1-3-4-5 with 15-16 HCP and good clubs.
2♦		Reverse, 5+♣ 4+♦, 17+ HCP
2♥		Reverse, 5+♣ 4+♥, 17+ HCP
2♠		4 card raise, 12-14 HCP, may be 3 card with 3-1-4-5 or 3-2-3-5 (weak hearts)
2NT		18-19 HCP, balanced
3♣		6+ clubs, 15+ with good suit, up to 17 with bad suit (non-GF)
3♦		Splinter, good 17+ HCP, 6 loser or better
3♥		Splinter, good 17+ HCP, 6 loser or better
3♠		Limit raise, good 14 to bad 18 HCP, about 6 losers
3NT		Gambling based on running clubs and less than 19 HCP e.g. x Kx Kxx AKQxxxx
4♣		6+♣-4♠, concentrated values, not enough for splinter e.g. AKxx xx x AKxxxx
4♦		Void Splinter, good 17+ HCP, 5 loser or better
4♥		Void Splinter, good 17+ HCP, 5 loser or better
4♠		Balanced raise, good 18 to bad 20 HCP
1♣	1♠	
1NT	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	5 spades, 4 hearts, non-invitational, denies 5-5 (See 1♣-2♦)
	2♠	5+ spades, non-invitational
	2NT	Puppet to 3♣, usually weak or GF Splinter, 5+♣-4♠ (3♦/3♥ after partner bids 3♣)
	3♣	Game force, 5-5
	3♦	Game force, 5-5
	3♥	Game force, 5-5
	3♠	Slam interest, 6+ spades, good suit (go through 2♦ if suit not good)
1♣	1♠	
2♣	2♦	Artificial forcing
	2♥	Natural and forcing
	2♠	6+ spades, 8-10 HCP
	2NT	Invitational
	3♣	Invitational
	3♦	Game force, 5-5
	3♥	Game force, 5-5
	3♠	Invitational
	3NT	To play
	4♣	Slam try raise
	4♦/♥	Splinter

Standard v1

1♣	1♠	
2♦	2♥	FSGF, should not have 3+ clubs or 4+ diamonds usually
	2♠	5+ spades, 5-7 HCP
	2NT	Lebensohl, usually to play in 3♣/♦ or show 5 spades with heart stop (forcing)
	3♣	3+ clubs, 8+ HCP
	3♦	4+ diamonds, 8+ HCP
	3♥	5-5, 8+ HCP
	3♠	6+ spades, 8-10 HCP
	3NT	To play, 8-10 HCP
	4♣/♦	Slam try raise, usually 4+ trump support

1♣	1♠	
2♦	2♥	FSGF
2♠		3 spades, 16-18 HCP
2NT		Heart stopped, denies 6+ clubs
3♣		6+ clubs
3♦		Denies 3 spades, heart stop or 6 clubs, shows concentrated values in minors
3♥		6+ clubs, 5+ diamonds

1♣	1♠	
2♦	2NT	
3♣	P/3♦	To play, about 5-7 HCP
	3♠	5+ spades, heart stop, 8-10 HCP

1♣	1♠	
2♥	2♠	5+ spades, 5-7 HCP
	2NT	Lebensohl, usually to play in 3♣/♦/♥ or show 5 spades with 8+ HCP (forcing)
	3♣	3+ clubs, 8+ HCP
	3♦	5-5, 8+ HCP
	3♥	4+ hearts, 8+ HCP
	3♠	6+ spades, 8+ HCP
	3NT	To play

1♣	1♠	
2♥	2NT	
3♣	P	2+ clubs, weak
	3♦	6+ diamonds, weak
	3♥	4 hearts, 5-7 HCP
	3♠	5 spades, 8+ HCP

1♣	1♠	
2♠	2NT	Balanced game try
	3♣	Help suit game try
	3♦	Help suit game try
	3♥	Help suit game try
	3♠	General game invitation
	3NT	Choice of game

Standard v1

1♣	1♠	
2NT	3♣	Puppet to 3♦, either to play in 3♦ or shows long diamonds with slam interest
	3♦	5+ spades, 4+ hearts → Opener bids 3♥ with 4 hearts, 3♠ with 3 spades, else 3NT
	3♥	5+♠ → Opener must bid 3♠, as responder may be intending to sign off there.
	3♠	4+ clubs, unbalanced, slam interest, denies 5 spades
	4♣♦♥	Splinter, 6+ spades, good suit, slam interest
	4♠	To play
1♣	1♠	
2NT	3♥	
3♠	P	To play
	3NT	5 spades, choice of game
	4♣	5+ spades, 4+ clubs, slam interest
	4♦♥	Cue, 6+ spades, slam interest, no shortness
	4♠	6+ spades, mild slam interest
	4NT	Quantitative with 5 spades
	6♠	5 spades, choice between 6♠ and 6NT
1♣	1♠	
3♣	3♦	Natural, may be only 3 diamonds
	3♥	5 hearts
	3♠	6+ spades
1♣	1NT	
2♣		5+ clubs, 12-15 HCP
2♦		Reverse, 17+ HCP, 5+ clubs, 4+ diamonds
2♥		Reverse, 17+ HCP, 5+ clubs, 4+ hearts
2♠		Reverse, 17+ HCP, 5+ clubs, 4+ spades
2NT		15-17 HCP, usually unbalanced → Responder's 3♣ is to play
3♣		6+ clubs, 15+ with good suit, up to 17 with bad suit (non-GF)
3NT		Good 18 to bad 20 HCP, balanced
1♣	1NT	
2♦♥♠	2NT	Lebensohl, puppet to 3♣
	Others	8+ HCP, natural

Standard v1

1♣	2♣	
2♦		Non-min, diamond stop, should be missing one of the major stops
2♥		Non-min, heart stop, denies diamond stop
2♠		Non-min, spade stop, denies both diamond and heart stops
2NT		Minimum, balanced
3♣		Minimum, 4+ clubs
3♦		Splinter
3♥		Splinter
3♠		Splinter
3NT		18-20 HCP, balanced
1♣	2♣	
2NT	3♣	Minimum and prefers to play in clubs
	3♥	Shows heart stop and denies diamond stop, or indicates slam interest if remove 3NT to 4♣ or continues cue bidding later.
	3♠	Shows spade stop and denies heart and diamond stop
1♣	2♦	
2♥/♠		To play
2NT		Min/Max ask
3♣		Long clubs, suggests misfit, non-forcing
3♥/♠		Invitation
3NT		To play, may be based on long clubs
1♣	2♦	
2NT	3♣	Minimum →→→→→→→→ 3♥/♠ = To play
	3♦	Maximum →→→→→→→→ 3♥/♠ = Set trump suit, start cue bidding
1♣	3♣	
3♦		Ask for stop
3♥		Ask for stop
3♠		Ask for stop
3NT		To play
1♣	2NT	
3♣		Max, long clubs, likely short in a suit
3♦		Reverse, 17+ HCP, 4+ diamonds
3♥		Reverse, 17+ HCP, 4+ hearts
3♠		Reverse, 17+ HCP, 4+ spades

1♦ OPENING

Description

We promise at least 3 diamonds and would prefer to open 1♣ with 3-3 or 4-4 in the minors. We will open 1♦ with 5 clubs and 4 diamonds only if there is a rebid problem. For example, with x xxx AKQx Kxxxx, we intend to open 1♦ and rebid 2♣ later. With 4-4 minors, we will usually open 1♣ and rebid 1NT subsequently, except for 1-4-4-4 hands. Open 1♦ if intend to rebid clubs. Given such conditions, responder can assume opener to hold at least 4 diamonds most of the time. To emphasize again, we will not open light on balanced hands or bad 12 counts.

For hands containing 6♦-5-major, our minimum requirement is AKxxx AKxxxx if the hand is not good enough for jump shift. Otherwise, open 1-major.

Responses

1♥	6+ HCP, 4+ hearts
1♠	6+ HCP, 4+ spades
1NT	6-10 HCP, usually no 4-card major
2♣	5+ clubs, game force
2♦	Inverted minor raise, at least invitational values
2♥	5-5 majors, 6-9 HCP, less than game invitation values
2♠	Weak jump shift, 3-7 HCP, long spades unlikely for game
2NT	11-12 HCP, balanced
3♣	6+ clubs, invitational, no 4 card major
3♦	Pre-emptive raise
3♥	Weak jump shift, 3-7 HCP, long hearts unlikely for game
3♠	Weak jump shift, 3-7 HCP, long spades unlikely for game
3NT	13-15 HCP, balanced
4♦	Pre-emptive raise
4♥	Weak jump shift, 3-7 HCP, long hearts
4♠	Weak jump shift, 3-7 HCP, long spades

Continuations

1♦	1♥	
1♠		4+ spades, 12-18 HCP
1NT		12-14 HCP
2♣		4+ clubs, 12-18 HCP
2♦		6+ diamonds, 12-14 HCP (can be more if poor diamonds and not suitable for jump)
2♥		4 hearts, 12-14 HCP. Can be 3 cards if 2-3-5-3 or 1-3-5-4 (not suitable to bid 2♣)
2♠		4+ spades, 19+ HCP, 5+ diamonds
2NT		18-19 HCP, balanced
3♣		4+ clubs, 19+ HCP, 5+ diamonds
3♦		6+ diamonds, 15+ with good suit, up to 17 with bad suit (non-GF)
3♥		Limit raise, good 14 to bad 18 HCP, about 6 losers
3♠		Splinter, good 17+ HCP
3NT		Gambling based on running suit and less than 19 HCP e.g. Kx x AKQxxxx Kxx
4♣		Splinter, good 17+ HCP
4♦		6+♦-4♥, concentrated values, not enough for splinter e.g. xx AKxx AKxxxx x
4♥		Balanced raise, good 18 to bad 20 HCP

Standard v1

1♦	1♥	
1♠	P	5-7 HCP, 3+ spades
	1NT	6-10 HCP
	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	6+ hearts, non-invitational
	2♠	8-10 HCP, 4 spades
	2NT	Puppet to 3♣, usually weak or GF Splinter, 5+♦-4♥ (3♦/3♠ after partner bids 3♣)
	3♣	Game force, 5-5
	3♦	Game force, 5-5
	3♥	Slam interest, 6+ hearts, good suit (go through 2♦ if suit not good)
	3♠	Spade fit, slam going, start cue-bidding
	3NT	To play
	4♣	Splinter
	4♦	Splinter
	4♥	To play
	4♠	Distributional raise
1♦	1♥	
1♠	2♦	
2♥		3 hearts
2♠		4+ spades, no club stop, may have 5 poor diamonds
2NT		Club stop
3♣		4-1-4-4
3♦		5+ diamonds (good suit if 5 diamonds only)
3♠		6-5, at least AKxxx AKxxxx
1♦	1♥	
1NT	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	5+ hearts, non-invitational
	2♠	GF, 5+ hearts, 4+ spades, concentrated values
	2NT	Puppet to 3♣, usually weak or GF Splinter, 5+♦-4♥ (3♦/3♠ after partner bids 3♣)
	3♣	5-5, GF
	3♦	5-5, GF
	3♥	Slam interest, 6+ hearts, good suit (go through 2♦ if suit not good)
1♦	1♥	
2♣	2♦	To play
	2♥	6+ hearts, non-invitational (better than weak jump shift)
	2♠	FSGF
	2NT	Invitational
	3♣	4+ clubs, invitational
	3♦	3+ diamonds, invitational
	3♥	6+ hearts, invitational
	3♠	Splinter, 4+ clubs
	3NT	To play

Standard v1

1♦	1♥	
2♣	2♠	
2NT		Spade stop
3♣		5 clubs
3♦		5+ diamonds, no spade stop
3♥		3 hearts
1♦	1♥	
2♦	2♥	6+ hearts, 8-10 HCP
	2♠	Natural, forcing, may not be 4 card spade
	2NT	Invitational
	3♣	Natural, forcing, may not be 4 card club
	3♦	Invitational
	3♥	6+ hearts, invitational
	3♠	Splinter
	3NT	To play
	4♣	Splinter
1♦	1♥	
2♥	2♠	Help suit game try
	2NT	Balanced game try
	3♣	Help suit game try
	3♦	Help suit game try
	3♥	General game try
1♦	1♥	
2NT	3♣	Puppet to 3♦, either to play in 3♦ or shows long diamonds with slam interest
	3♦	5+♥ → Opener must bid 3♥, as responder may be intending to sign off there.
	3♥	4 hearts, 4 spades → Opener bids 3♠ with 4 spades, else 3NT
	3♠	5+ clubs, unbalanced, slam interest
	3NT	To play
	4♣/♦	Splinter, 6+ hearts, good suit, slam interest
	4♥	To play
1♦	1♥	
2NT	3♦	
3♥	P	To play
	3♠	5 hearts, 4 spades
	3NT	5 hearts, choice of game
	4♣	Cue, 6+ hearts, slam interest, no minor shortness
	4♦	5+ hearts, 4+ diamonds, slam interest
	4♥	6+ hearts, mild slam interest
	4NT	Quantitative with 5 hearts
	6♥	5 hearts, choice between 6♥ and 6NT
1♦	1♥	
3♣	3♦	3+ diamonds [Note: Jump shift creates GF]
	4♦	4+ diamonds, slam interest

Standard v1

1♦	1♠	
1NT		12-14 HCP
2♣		4+ clubs, 12-18 HCP
2♦		6+ diamonds, 12-14 HCP (can be more if poor diamonds and not suitable for jump)
2♥		Reverse, 4+ hearts, 17+ HCP, 5+ diamonds
2♠		4 spades, 12-14 HCP. Can be 3 cards if 3-2-5-3 or 3-1-5-4 (not suitable to bid 2♣)
2NT		18-19 HCP, balanced
3♣		4+ clubs, 19+ HCP, 5+ diamonds
3♦		6+ diamonds, 15+ with good suit, up to 17 with bad suit (non-GF)
3♥		Splinter, Invitational plus
3♠		Limit raise, good 14 to bad 18 HCP, about 6 losers
3NT		Gambling based on running suit and less than 19 HCP e.g. x Kx AKQxxxx Kxx
4♣		Splinter, good 17+ HCP
4♦		6+♦-4♠, concentrated values, not enough for splinter e.g. AKxx xx AKxxxx x
4♥		Void splinter, good 17+ HCP, 5 loser or better
4♠		Balanced raise, good 18 to bad 20 HCP
1♦	1♠	
1NT	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	4+ hearts, non-invitational, denies 5-5 (See 1♦-2♥)
	2♠	5+ spades, non-invitational
	2NT	Puppet to 3♣, usually weak or GF Splinter, 5+♦-4♠ (3♦/3♥ after partner bids 3♣)
	3♣	5-5, GF
	3♦	5-5, GF
	3♥	5-5, GF
	3♠	Slam interest, 6+ spades, good suit (go through 2♦ if suit not good)
1♦	1♠	
2♣	2♦	To play
	2♥	FSGF
	2♠	6+ spades, non-invitational
	2NT	Invitational
	3♣	4+ clubs, invitational
	3♦	3+ diamonds, invitational
	3♥	5-5, game force
	3♠	Invitational
	3NT	To play
1♦	1♠	
2♦	2♥	natural, forcing, may not be 4 card heart
	2♠	6+ spades, 8-10 HCP
	2NT	Invitational
	3♣	Natural, forcing
	3♦	Invitational
	3♥	5-5, game force
	3♠	6+ spades, invitational

Standard v1

1♦	1♠	
2♥	2♠	5+ spades, non-forcing
	2NT	Lebensohl, usually to play in 3♣/♦/♥ or show 5 spades with 8+ HCP (forcing)
	3♣	5+ clubs, 8+ HCP
	3♦	3+ diamonds, 8+ HCP
	3♥	4+ hearts, 8+ HCP
	3♠	6+ spades, 8+ HCP
	3NT	8-10 HCP, club stop
1♦	1♠	
2♥	2NT	
3♣	P	6+ clubs, weak
	3♦	2+ diamonds, weak
	3♥	4 hearts, weak
	3♠	5 spades, 8+ HCP
	3NT	11-13 HCP, club stop
1♦	1♠	
2♠	2NT	Balanced game try
	3♣	Help suit game try
	3♦	Help suit game try
	3♥	Help suit game try
	3♠	General game try
1♦	1♠	
2NT	3♣	Puppet to 3♦, either to play in 3♦ or shows long diamonds with slam interest
	3♦	5+ spades, 4+ hearts → Opener bids 3♥ with 4 hearts, 3♠ with 3 spades, else 3NT
	3♥	5+♠ → Opener must bid 3♠, as responder may be intending to sign off there.
	3♠	5+ clubs, unbalanced, slam interest
	4♣♦♥	Splinter, 6+ spades, good suit, slam interest
	4♠	To play
1♦	1♠	
2NT	3♥	
3♠	P	To play
	3NT	5 spades, choice of game
	4♣♥	Cue, 6+ spades, slam interest, no shortness
	4♦	5+ spades, 4+ diamonds, slam interest
	4♠	6+ spades, mild slam interest
	4NT	Quantitative with 5 spades
	6♠	5 spades, choice between 6♠ and 6NT
1♦	1♠	
3♦	3♥	4+ hearts
	3♠	6+ spades

Standard v1

1♦	1NT	
2♣		12-18 HCP, 5-4 minors, usually diamonds longer, may be 4-4
2♦		5+ diamonds, 12-14 HCP
2♥		Reverse, 4+ hearts, 17+ HCP
2♠		Reverse, 4+ spades, 17+ HCP
2NT		15-17 HCP, usually unbalanced → Responder's 3♦ is to play
3♣		4+ clubs, 19+ HCP
3♦		6+ diamonds, 15+ with good suit, up to 17 with bad suit (non-GF)
3NT		18-19 HCP, balanced
1♦	2♣	
2♦		5+ diamonds
2♥		4 hearts, denies 5+ diamonds
2♠		4 spades, denies 5+ diamonds and 4 hearts
2NT		Balanced, no major, denies 5 diamonds
3♣		4+ clubs
3♦		6+ diamonds, semi-solid suit, slam interest
3♥		Splinter
3♠		Splinter
1♦	2♦	
2♥		14+, heart stop, no stop in one of the suits
2♠		14+, spade stop, denies heart stop
2NT		Minimum, balanced
3♣		14+, club stop, denies stop in both majors
3♦		Minimum, unbalanced
3♥		Splinter
3♠		Splinter
3NT		18-20 HCP, balanced
1♦	2♥	
P/2♠		To play
2NT		Min/Max ask
3♦		Long diamonds, suggests misfit, non-forcing
3♥/♠		Invitation
3NT		To play, may be based on long diamonds
1♦	2♥	
2NT	3♣	Minimum →→→→→→→→ 3♥/♠ = To play
	3♦	Maximum →→→→→→→→ 3♥/♠ = Set trump suit, start cue bidding
1♦	2NT	
3♣		Strong minors
3♦		Long diamonds, likely to have shortness in a major
3♥		Reverse
3♠		Reverse

Standard v1

1♦	3♣	
3♦		Forcing, 6+ diamonds
3♥		Heart stop
3♠		Spade stop
1♦	3♦	
3♥		Ask for heart stop
3♠		Ask for spade stop

1♥ OPENING

Description

Opening 1-major can be light, due to having a long suit. However, balanced hands should still be at least a good 12 count. Balanced hands in the 15-17 range can consider opening 1NT if the points are scattered.

Responses

1♠	4+ spades, forcing
1NT	Forcing 1NT, forcing one round, usually less than 12 HCP
2♣	4+ clubs, game force
2♦	4+ diamonds, game force
2♥	Constructive raise, 2 to 2.5 cover cards, can have 4 hearts if 3-4-3-3
2♠	Weak jump shift
2NT	Jacoby 2NT, 4+ hearts, balanced, no good 5 card suit, game force
3♣	Mixed raise, 4 hearts, 7-9 HCP
3♦	Limit raise, 4 hearts, 10-12 HCP
3♥	Pre-emptive raise, 4 hearts, 3-7 HCP (can be less with singleton)
3♠	Any void (3NT asks)
3NT	Splinter in S
4♣	Splinter
4♦	Splinter
4♥	Pre-emptive raise

Continuations

1♥	1♠	
1NT		12-14 HCP, may not be balanced
2♣		4+ clubs, 12-18 HCP, may have 6 hearts if 14-16 HCP and not enough for 3♥
2♦		4+ diamonds, 12-18 HCP, may have 6 hearts if 14-16 HCP and not enough for 3♥
2♥		6+ hearts, 12-15 HCP, may have more if poor suit
2♠		4 spades, 12-14 HCP, may be 3 spades if concentrated values in majors
2NT		18-19 HCP
3♣		4+ clubs, 19+ HCP
3♦		4+ diamonds, 19+ HCP
3♥		15-18 HCP, decent 6+ suit (playable opposite singleton)
3♠		4 spades, invitational, about 6 losers
4♣		Splinter
4♦		Splinter
4♥		To play, usually not strong and bid based on long hearts

Standard v1

1♥	1♠	
1NT	2♣	Puppet to 2♦, either to play in 2♦ or invitational based on choice of rebid
	2♦	XYZ, artificial GF
	2♥	Preference, usually doubleton heart only
	2♠	5+ spades, non-invitational
	2NT	Puppet to 3♣, weak with long clubs
	3♣	5-5, GF
	3♦	5-5, GF
	3♥	5+ spades, 3+ hearts, game force
	3♠	Slam interest, 6+ spades, good suit (go through 2♦ if suit not good)
1♥	1♠	
2♥	2♠	5+ spades, GF, can have 4m or heart support
	2NT	Natural, invitational
	3♣/♦	Natural, GF, usually 5-5
	3♥	1+♥, invitational
	3♠	6+ spades, invitational
	3NT	To play
	4♣/♦	Splinter
	4♥/♠	To play
1♥	1♠	
2♥	2♠	
2NT		No 3 spades, usually scattered minor values
3♣/♦		Natural, 6-4
3♥		7+ hearts or good 6 card suit
3♠		3 spades (if the hand has singleton, it's not fantastic i.e. no slam interest)
4♣/♦		Splinter (usually slam suitable i.e. control rich or non-minimum)
1♥	1♠	
2NT	3♣	Puppet to 3♦, either to play in 3♦ or shows long diamonds with slam interest
	3♦	3+ hearts [Note that jump to 4♥ is splinter]
	3♥	5+♠ → Opener must bid 3♠, as responder may be intending to sign off there.
	3♠	5+ clubs, unbalanced, slam interest
	4♣♦♥	Splinter, 6+ spades, good suit, slam interest
	4♠	To play
1♥	1♠	
2NT	3♥	
3♠	P	To play
	3NT	5 spades, choice of game
	4♣♦♥	Cue, 6+ spades, slam interest, no shortness
	4♠	6+ spades, mild slam interest
	4NT	Quantitative with 5 spades
	6♠	5 spades, choice between 6♠ and 6NT

Standard v1

1♥	1NT	
2♣		3+ clubs, 12-18 HCP, may be 2 clubs if 4-5-2-2
2♦		3+ diamonds, 12-18 HCP
2♥		6+ hearts, 12-14 HCP, may be more if poor hearts
2♠		Reverse, 4 spades, 17+ HCP
2NT		18-19 HCP, balanced
3♣		19+ HCP, 4+ clubs
3♦		19+ HCP, 4+ diamonds
3♥		15-18 HCP, 6+ hearts, decent suit
3NT		18-20 HCP, 6 hearts, soft values outside
1♥	1NT	
2♣	2♥	
2NT		Good 15 to bad 18 HCP
3♣		15-17 HCP, 5+ clubs
3♥		6-4, good 14 to bad 18 HCP
1♥	1NT	
2♦	2♥	
2NT		Good 15 to bad 18 HCP
3♣		0-5-4-4, 15-17 HCP
3♦		15-17 HCP, 5+ diamonds
3♥		6-4, good 14 to bad 18 HCP
1♥	1NT	
2♣	2♦	5+ diamonds, to play
	2♥	Preference
	2♠	"Impossible suit", value raise, 5 card club support
	2NT	Invitation
	3♣	Distributional raise
	3♦	6+ diamonds, invitation
	3♥	3 hearts, invitation
	3NT	Likes the 2♣ bid and drives to 3NT on 11-12 HCP
	3♠	Splinter
	4♦	Splinter
	4♥	Picture raise, something like xx Kxx xxx AKxxx
1♥	1NT	
2♦	2♥	Preference
	2♠	"Impossible suit", value raise, 5 card diamond support
	2NT	Invitation
	3♣	6+ clubs, invitation
	3♦	Distributional raise
	3♥	3 hearts, invitation
	3♠	Splinter
	4♣	Splinter
	4♥	Picture raise, something like xx Kxx AKxxx xxx

Standard v1

1♥	1NT	
2♥	2♠	"Impossible suit", both minors, weak
	2NT	Invitation
	3♣	6+ clubs, invitation
	3♦	6+ diamonds, invitation
	3♥	Invitation, may be singleton honour
	3♠	Splinter
	3NT	Hx in hearts, intending to run heart suit, chunky 11-12 HCP
	4♣	Splinter
	4♦	Splinter
	4♥	Like the extra heart
1♥	1NT	
2♠	2NT	Lebensohl, puppet to 3♣
	3♣	5+ clubs, 8+ HCP
	3♦	5+ diamonds, 8+ HCP
	3♥	3 hearts, 10-12 HCP
	3♠	4 spades (very rare)
	4♥	3 hearts, 6-8 HCP
1♥	1NT	
2NT	3♣	6+ clubs
	3♦	6+ diamonds
	3♥	3 hearts, 10-12 HCP
	3♠	Splinter, 3 hearts, 10-12 HCP
	3NT	To play
	4♣	Splinter, 3 hearts, 10-12 HCP
	4♦	Splinter, 3 hearts, 10-12 HCP
	4♥	3 hearts, bad raise
1♥	1NT	
3♣	3♦	5+ diamonds
	3♥	3 hearts, most likely 10-12 HCP, unless bad raise upgraded based on clubs, can be 2 hearts with honour if no better bid available
	3♠	Spade values, no diamond stop
	3NT	To play
	4♣	4+ clubs, slam interest
	4♦	Splinter
	4♥	To play, may be doubleton heart
	4♠	Splinter
	5♣	To play

Standard v1

1♥	1NT	
3♦	3♥	3 hearts, most likely 10-12 HCP, unless bad raise upgraded based on diamonds, can be 2 hearts with honour if no better bid available
	3♠	Spade values, no club stop
	3NT	To play
	4♣	6+ clubs, good suit, strong slam interest (opener's 4NT is to play)
	4♦	4+ diamonds, slam interest
	4♥	To play, may be doubleton heart
	4♠	Splinter
	5♣	Splinter
	5♦	To play
1♥	1NT	
3♥	3♠	Spade cue
	3NT	To play
	4♣	Club cue
	4♦	Diamond cue
	4♥	To play, prefer to raise to 4♥ on control rich hands, even with singleton heart
1♥	1NT	
3NT	4♣	Club cue
	4♦	Diamond cue
	4♥	To play
	4♠	Spade cue, very strong slam interest

Standard v1

1♥	2♣	
2♦		4+ diamonds
2♥		6+ hearts, catch-all
2♠		4 spades (does not promise extras)
2NT		catch-all
3♣		3+ clubs with extras
3♦		Splinter
3♥		Solid hearts, 6+ suit, extra values (16+), set hearts as trumps
3♠		Splinter
3NT		Specifically 3-5-3-2, two small clubs, 12-13 HCP, stops in both ♠ and ♦
1♥	2♣	
2♦	2♥	3+ hearts, not a picture raise (see 4♥)
	2♠	FSGF, denies 3 hearts, denies spade stop, denies 6 clubs, e.g. xxx Jx KJx AKJxx
	2NT	Spade stopper, unlimited
	3♣	6+ clubs
	3♦	4+ diamonds
	3♥	Strong slam interest raise with no interest in patterning out opener's hand or knowing about opener's extra values, usually has good club suit and asks for cue bid e.g. Ax Kxx xx AKQJxx
	3♠	Splinter, 4+ diamonds
	3NT	Spade stopper, 12-14 HCP, denies 6+ clubs, denies 3 diamonds
	4♣	Self-sufficient clubs, slam interest, start cue-bidding controls
	4♦	RKCB in diamonds
	4♥	Picture raise, no control in side suits, e.g. xx KQx xxx AKJxx
1♥	2♣	
2♦	2♥	
2♠		2+ spades, implies shortness in clubs, not a super minimum
2NT		2-5-4-2, does not promise spade stopper, not a super minimum
3♣		2+ clubs, implies shortness in spades, not a super minimum
3♦		5+ diamonds
3♥		Super minimum e.g. Qx KJxxx AJxx Jx
3♠		Void spades, 0-6-4-3, should not be 5-5 (bid 3♦)
4♣		Void clubs, 3-6-4-0, should not be 5-5 (bid 3♦)
1♥	2♦	
2♥		6+ H
2♠		4 spades
2NT		Catch all
3♣		4+ clubs with extras
3♦		3+ diamonds with extras
3♥		Solid hearts, 6+ suit, extra values (16+), set hearts as trumps
3♠		Splinter
3NT		Specifically 3-5-2-3, two small diamonds, 12-13 HCP, stops in both ♠ and ♣
4♣		Splinter

Standard v1

1♥	2♥	
2♠		Help suit game try
2NT		Balanced game try
3♣		Help suit game try
3♦		Help suit game try
3♥		General game try
3♠		Splinter slam try
3NT		Choice of game
4♣		Splinter slam try
4♦		Splinter slam try
1♥	2NT	
3♣		Short clubs
3♦		Short diamonds
3♥		Minimum (12-14 HCP) but not very bad, no shortness, about 7 losers
3♠		Short spades
3NT		15+ HCP, no shortness
4♣		5-5
4♦		5-5
4♥		Super minimum, about 7.5 to 8 losers

Passed hand bidding

1♥	1NT	Forcing, but opener can pass with sub-minimum or minimum balanced hands
	2♣	3 card support, max
	2♦	4 card support, max
	2♥	Constructive raise
1♥	2♣	
2♦		Full opening hand
2♥		Light opening or very poor minimum
3♥		GF, ask for cue bid
4♥		To play
To invite responder to game, go through 2♦ first.		
1♥	2♦	
2♥		Light opening or very poor minimum
3♥		GF, ask for cue bid
Others		Help suit game try

1♠ OPENING

Description

Similar to 1♥ opening, 1♠ promises five cards and may be light if distributional. If balanced, we open sound.

Response

1NT	Forcing one round, usually less than 12 HCP
2♣	4+ clubs, game force
2♦	4+ diamonds, game force
2♥	5+ hearts, game force
2♠	Constructive raise, 2 to 2.5 cover cards, can be 4 spades if 4-3-3-3
2NT	Jacoby 2NT
3♣	Mixed raise, 4 spades, 7-9 HCP
3♦	Limit raise, 4 spades, 10-12 HCP
3♥	Weak jump shift, usually 0/1 spade, 3-7 HCP
3♠	Pre-emptive raise, 4 spades, 3-7 HCP (can be less with singleton)
3NT	Any void (4C asks: 4S=C void)
4♣	Splinter
4♦	Splinter
4♥	Splinter
4♠	Pre-emptive raise

Continuations

1♠	1NT
2♣	3+ clubs, 12-18 HCP
2♦	3+ diamonds, 12-18 HCP
2♥	4+ hearts, 12-18 HCP
2♠	6+ spades, 12-15 HCP, may be more if poor suit
2NT	18-20 HCP, balanced
3♣	4+ clubs, 19+ HCP
3♦	4+ diamonds, 19+ HCP
3♥	4+ hearts, 19+ HCP
3♠	6+ spades, decent suit, 15-18 HCP
3NT	6 spades, 18-20 HCP, balanced, soft side values

Standard v1

1♠	1NT
2♣	2♦ 5+ diamonds, to play
	2♥ 5+ hearts, to play
	2♠ Preference
	2NT Invitational
	3♣ 5+ clubs, invitational
	3♦ 6+ diamonds, invitational
	3♥ 6+ hearts, invitational
	3♠ 3 spades, invitational, 10-12 HCP
	3NT Likes the 2♣ bid and drives to 3NT on 11-12 HCP
	4♣ Forcing raise
	4♥ To play, usually long hearts with less than GF values
	4♠ Picture raise, something like Kxx xx xxx AKxxx

1♠	1NT
2♣	2♦/♥
2♠	6 spades, 4 clubs, better than rebidding 2♠ directly
2NT	Good 15 to bad 18 HCP

1♠	1NT
2♣/♦	2NT
3♥	Max, 3 hearts, accept invitation to 3NT

1♠	1NT
2♦	2♥ 5+ hearts, to play
	2♠ Preference
	2NT Invitational
	3♣ 6+ clubs, invitational
	3♦ 5+ diamonds, invitational
	3♥ 6+ hearts, invitational
	3♠ 3 spades, invitational, 10-12 HCP
	3NT Likes the 2♦ bid and drives to 3NT on 11-12 HCP
	4♥ To play, usually long hearts with less than GF values
	4♠ Picture raise, something like Kxx xx AKxxx xxx

1♠	1NT
2♥	2♠ Preference
	2NT Invitational
	3♣ 6+ clubs, invitational
	3♦ 6+ diamonds, invitational
	3♥ 4+ hearts, invitational
	3♠ 3 spades, invitational, 10-12 HCP
	3NT Likes the 2♥ bid and drives to 3NT on 11-12 HCP
	4♣/♦ Splinter
	4♥ To play
	4♠ Picture raise, something like Kxx KJx Axxxx xx

Standard v1

1♠	1NT	
2NT	3♣	6+ clubs
	3♦	6+ diamonds
	3♥	5+ hearts
	3♠	3 spades, 10-12 HCP
	3NT	To play
	4♣	Splinter, 3 spades, 10-12 HCP
	4♦	Splinter, 3 spades, 10-12 HCP
	4♥	Splinter, 3 spades, 10-12 HCP
	4♠	To play
1♠	1NT	
3♣	3♦	5+ diamonds
	3♥	5+ hearts
	3♠	3 spades, most likely 10-12 HCP, unless bad raise upgraded based on clubs, can be 2 spades with honour if no better bid available
	3NT	To play
	4♣	4+ clubs, slam interest
	4♦/♥	Splinter
	4♠	To play, may be bid on doubleton spade
1♠	1NT	
3♦	3♥	5+ hearts
	3♠	3 spades, most likely 10-12 HCP, unless bad raise upgraded based on diamonds, can be 2 spades with honour if no better bid available
	3NT	To play
	4♦	4+ diamonds, slam interest
	4♥	Splinter
	4♠	To play, may be bid on doubleton spade
	5♣	Splinter
1♠	1NT	
3♥	3♠	3 spades, most likely 10-12 HCP, unless bad raise upgraded based on hearts, can be 2 spades with honour if no better bid available
	3NT	To play
	4♣	4+ hearts, club control
	4♦	4+ hearts, diamond control
	4♥	To play, may be bid on 3 hearts
	4♠	To play, may be bid on doubleton spade

Standard v1

1♠	2♣	
2♦		4+ diamonds
2♥		4+ hearts
2♠		6+ spades
2NT		5+ spades, catch-all
3♣		3+ clubs, extra values
3♦		Splinter
3♥		Splinter
3♠		Solid spades, 6+ suit, extra values (16+), sets spades
3NT		Specifically 5-3-3-2, two small clubs, 12-13 HCP, stops in both ♥ and ♦
1♠	2♣	
2♦	2♥	FSGF, denies 3 spades, denies heart stop, denies 6 clubs, e.g. Jx xxx KJx AKJxx
	2♠	3+ spades, not a picture raise (see 4♠)
	2NT	Heart stopper, unlimited
	3♣	6+ clubs
	3♦	4+ diamonds
	3♥	Splinter, 4+ diamonds
	3♠	Strong slam interest raise with no interest in patterning out opener's hand or knowing about opener's extra values, usually has good club suit and asks for cue bid e.g. Kxx Ax xx AKQJxx
	3NT	Heart stopper, 12-14 HCP, denies 6+ clubs, denies 3 diamonds
	4♣	Self-sufficient clubs, slam interest, start cue-bidding controls
	4♦	RKCB in diamonds
	4♠	Picture raise, no control in side suits, e.g. KQx xx xxx AKJxx
1♠	2♣	
2♦	2♠	
2NT		5-2-4-2, does not promise heart stopper, not a super minimum
3♣		2+ clubs, implies shortness in hearts, not a super minimum
3♦		5+ diamonds
3♥		2+ hearts, implies shortness in clubs, not a super minimum
3♠		Super minimum e.g. KJxxx Qx AJxx Jx
4♣		Void clubs, 6-3-4-0, should not be 5-5 (bid 3♦)
4♥		Void hearts, 6-0-4-3, should not be 5-5 (bid 3♦)
1♠	2♣	
2♥	2NT	Waiting for further description, can have 2 spades, 3 hearts or extra values
	3♦	6-5 minors with extra values
	3NT	No interest in the majors and minimum (12-13 HCP)

Standard v1

1♠	2♦	
2♥		4+ hearts
2♠		6+ Spades
2NT		5+ spades, catch-all
3♣		4+ clubs, extra values
3♦		3+ diamonds, extra values
3♥		Splinter
3♠		Solid spades, 6+ suit, extra values (16+), sets spades
3NT		Specifically 5-3-2-3, two small diamonds, 12-13 HCP, stops in both ♥ and ♣
4♣		Splinter
1♠	2♥	
2♠		6+ Spades
2NT		5+ spades, catch-all
3♣		4+ clubs, extra values
3♦		4+ diamonds, extra values
3♥		3+ hearts, nothing special
3♠		Solid spades, 6+ suit, extra values (16+), should not have more than 2 hearts
3NT		Singleton small heart, 12-13 HCP, stops in both minors
4♣		Splinter, 4+ hearts
4♦		Splinter, 4+ hearts
4♥		Picture raise, 3+ hearts, no side control, something like AKxxx KQx xxx xx
1♠	2NT	
3♣		Short clubs
3♦		Short diamonds
3♥		Short hearts
3♠		Minimum (12-14 HCP) but not very bad, no shortness, about 7 losers
3NT		No shortness, 15+ HCP
4♣		5-5
4♦		5-5
4♥		5-5
4♠		Super minimum, about 7.5 to 8 losers

Passed hand bidding

1♠	1NT	Forcing, but opener can pass with sub-minimum or minimum balanced hands
	2♣	3 card support, max
	2♦	4 card support, max
	2♥	5+ hearts, max but non-forcing
	2♠	Constructive raise

1♠	2♣	
2♦		Full opening hand
2♠		Light opening or very poor minimum
3♠		GF, ask for cue bid
4♠		To play
To invite responder to game, go through 2♦ first.		

1♠	2♦	
2♠		Light opening or very poor minimum
3♠		GF, ask for cue bid
Others		Help suit game try

1NT OPENING

Description

15 to 17 HCP, our 1NT opening can have five card majors or 6 card minors. However, the long suits can't be too good, such that the trick-taking potential exceeds that expected of a 1NT opening bid. As we do not play Puppet Stayman, it will not be possible to uncover the five card major. It is possible for 1NT opening to be made on unbalanced hands e.g. 1444 or 1345, but we only do it if there is no suitable rebid and the singleton is an honour.

Responses

2♣	Stayman, 0+ HCP
2♦	Jacoby transfer, 5+ hearts, 0+ HCP
2♥	Jacoby transfer, 5+ spades, 0+ HCP
2♠	Range ask or minors weak or D weak or D short M
2NT	Transfer to 3♣, either clubs or GF diamonds
3♣	Asking for 5 card M
3♦	short in a M, promise 4 OM (3H asks: 3S short S, 3NT short H)
3♥	Short ♥, 5-4 minors, either 3-1-5-4 or 3-1-4-5 (can be 6 diamonds), GF
3♠	Short ♠, 5-4 minors, either 1-3-5-4 or 1-3-4-5 (can be 6 diamonds), GF
3NT	To play
4♣	Gerber
4♦	Texas transfer, 6+ hearts
4♥	Texas transfer, 6+ spades
4NT	Quantitative, invitation to 6NT
5NT	Quantitative, invitation to 7NT

Continuations

1NT	2♣	
2♦		No 4 card major
2♥		4+ hearts, may have 4 spades
2♠		4+ spades, denies 4 hearts
1NT	2♣	
2♦	P	Garbage hand, typically 4-4-5-0 or 3-4-5-1 or 4-3-5-1
	2♥	5 hearts, 4 spades, invitational
	2♠	5 spades, 4 hearts, invitational
	2NT	8-9 HCP
	3♣	5+ clubs, GF with mild slam interest
	3♦	5+ diamonds, GF with mild slam interest
	3♥	Smolen, 5 spades, 4 hearts, GF
	3♠	Smolen, 5 hearts, 4 spades, GF
	3NT	To play
	4♦	Texas transfer (Delayed Texas), 6+ hearts, 4 spades
	4♥	Texas transfer (Delayed Texas), 6+ spades, 4 hearts
	4NT	Quantitative, invitation to 6NT
	5NT	Quantitative, invitation to 7 NT

Standard v1

1NT	2♣	
2♥	P	Garbage hand, typically 4-4-5-0 or 3-4-5-1 or 4-3-5-1
	2♠	4 spades, 8-9 HCP
	2NT	8-9 HCP, denies 4 spades
	3♣	5+ clubs, GF with mild slam interest
	3♦	5+ diamonds, GF with mild slam interest
	3♥	4 hearts, invitation
	3♠	Forcing raise in heart, slam interest
	3NT	To play, promises 4 spades
	4♣	Splinter
	4♦	Splinter
	4♥	To play
	4♠	Splinter, very strong
	4NT	Quantitative, invitation to 6NT
	5NT	Quantitative, invitation to 7NT

1NT	2♣	
2♠	P	Garbage hand, typically 4-4-5-0 or 3-4-5-1 or 4-3-5-1
	2NT	8-9 HCP, may not have 4 hearts
	3♣	5+ clubs, GF with mild slam interest
	3♦	5+ diamonds, GF with mild slam interest
	3♥	Forcing raise in spades
	3♠	4 spades, invitation
	3NT	To play
	4♣	Splinter
	4♦	Splinter
	4♥	Splinter
	4♠	To play
	4NT	Quantitative, invitation to 6NT
	5NT	Quantitative, invitation to 7NT

1NT	2♦	
2♥		Nothing special
2♠		4+ hearts, max, good spade values, something like AQJx AKxx Kx xxx
2NT		3 hearts, max, something like AQxx KJx AKxx xx
3♣		4+ hearts, max, good club values
3♦		4+ hearts, max, good diamond values
3♥		4+ hearts, max

Super-accept should be made with hands loaded with aces and kings, not just based on HCP. Intention is to allow responder to bid game aggressively with less than invitational values, such as xx Kxxxx QJxxx x. After opener's super-accept, responder's 3♦ is re-transfer to hearts.

Standard v1

1NT	2♦	
2♥	P	0-7 HCP, nothing special
	2♠	8-9 HCP, 5 spades, 5 hearts
	2NT	8-9 HCP, 5 hearts
	3♣	10+ HCP, 4+ clubs, unbalanced, usually 5-5
	3♦	10+ HCP, 4+ diamonds, unbalanced, usually 5-5
	3♥	6+ hearts, invitation
	3♠	Self-splinter, 6+ hearts, slam interest
	3NT	5 hearts, 10+ HCP
	4♣	Self-splinter, 6+ hearts, slam interest
	4♦	Self-splinter, 6+ hearts, slam interest
	4♥	6+ hearts, invitation to slam, good suit
	4NT	Quantitative, invitation to 6NT
	5NT	Quantitative, invitation to 7NT
	6♥	Choice between 6♥ and 6NT, 5 hearts and balanced

1NT	2♥	
2♠		Nothing special
2NT		3 spades, max, something like KJx AQxx AKxx xx
3♣		4+ spades, max, good club values
3♦		4+ spades, max, good diamond values
3♥		4+ spades, max, good heart values
3♠		4+ spades, max

Super-accept should be made with hands loaded with aces and kings, not just based on HCP. Intention is to allow responder to bid game aggressively with less than invitational values, such as Kxxxx xx QJxxx x. After opener's super-accept, responder's 3♥ is re-transfer to spades.

1NT	2♥	
2♠	2NT	8-9 HCP, 5 spades
	3♣	10+ HCP, 4+ clubs, unbalanced, usually 5-5
	3♦	10+ HCP, 4+ diamonds, unbalanced, usually 5-5
	3♥	10+ HCP, 5 hearts
	3♠	6+ spades, invitation
	3NT	5 spades, 10+ HCP
	4♣	Self-splinter, 6+ spades, slam interest
	4♦	Self-splinter, 6+ spades, slam interest
	4♥	Self-splinter, 6+ spades, slam interest
	4♠	6+ spades, invitation to slam, good suit
	4NT	Quantitative, invitation to 6NT
	5NT	Quantitative, invitation to 7NT
	6♠	Choice between 6♠ and 6NT, 5 spades and balanced

Standard v1

1NT	2♠	
2NT		minimum
3♣		maximum better clubs
3♦		maximum better D
1NT	2♠	
2NT	3♣	Weak, 5-5 minors, opener can correct to 3♦
	3♦	weak D
	3♥	6+ D, short heart, GF
	3♠	6+ D, short spade, GF
	3NT	6+ D mild slam interest
1NT	2♠	
3♣	P	Weak, 5-5 minors
	3♦	6+ diamonds, weak
	3♥	6+ D, Short heart, GF
	3♠	6+ D, Short spade, GF
	3NT	To play
1NT	2♠	
3♦	P	To play
	3♥	6+ D, Short heart, GF
	3♠	6+ D, Short spade, GF
	3NT	To play
1NT	2NT	
3♣	P	Long clubs, weak
	3♦	Long diamonds, Bal GF
	3♥	6+ C, Short heart, GF
	3♠	6+ C, Short spade, GF
	3NT	6+ C, mild slam interest
1NT	3♥	
3♠		4 spades, offer 4-3 fit
3NT		Adequate heart stops
4♣		4+ clubs, forcing
4♦		4+ diamonds, forcing
4♠		To play
4NT		Bid longer minor
1NT	3♠	
3NT		Adequate spade stops
4♣		4+ clubs, forcing
4♦		4+ diamonds, forcing
4♥		To play
4NT		Bid longer minor

Standard v1

1NT	4♣	
4♦		0 or 4 aces
4♥		1 ace
4♠		2 aces
4NT		3 aces

1NT	4♦	
4♥	4NT	RKCB
	4S/5m	Exclusion

1NT	4♥	
4♠	4NT	RKCB
	4S/5m	Exclusion

1NT	4NT	
P		Reject invitation to 6NT
5♣		Accept invitation and shows 0 or 4 aces
5♦		Accept invitation and shows 1 ace
5♥		Accept invitation and shows 2 aces
5♠		Accept invitation and shows 3 aces
6-level		Accept invitation and offers choice of slam, promising at least 5 card suit

If responder finds that two aces are missing, bid 5NT to sign-off. It is not asking for K, as responder cannot have grand slam interest.

Handling interference to 1NT

1NT	[2♣]	where 2♣ is natural or artificial and does not show both majors
	X	Stayman (Opener can pass for penalty with clubs)
	2♦/♥	Transfer
	2♠	Minor Suit Stayman
	2NT	Transfer to 3♣, either weak clubs or diamonds
	3♣	Invitation to 3NT based on good clubs, at least KQxxxx
	3♦	Invitation to 3NT based on good diamonds, at least KQxxxx
	3♥	Short ♥, 5-4 minors, either 3-1-5-4 or 3-1-4-5, GF
	3♠	Short ♠, 5-4 minors, either 1-3-5-4 or 1-3-4-5, GF
	3NT	To play
	4♣	Gerber
	4♦	Texas transfer, 6+ hearts
	4♥	Texas transfer, 6+ spades

1NT	[2♣]	where 2♣ shows both majors
	X	Strength showing, usually has cards in majors (subsequent doubles by us are for penalty)
	2♦	5+ diamonds, NF
	2♥	Shows heart stop
	2♠	Shows spade stop
	2NT	Invite to 3NT

3♣ 5+ clubs, GF
 3♦ 5+ diamonds, GF
 3♥ Short ♥, 5-4 minors, either 3-1-5-4 or 3-1-4-5, GF
 3♠ Short ♠, 5-4 minors, either 1-3-5-4 or 1-3-4-5, GF
 3NT To play
 Weak hands with long minor can pass first and balance later.

1NT [2♦] where 2♦ shows diamonds or diamonds and higher
 X Takeout
 2♥ 5+ hearts, NF
 2♠ 5+ spades, NF
 2NT Lebensohl
 3♣ 5+ clubs, GF
 3♦ Ask for 4 card major, no diamond stop
 3♥ 5+ hearts, GF, no diamond stop
 3♠ 5+ spades, GF, no diamond stop
 3NT No diamond stop
 4♦ Texas transfer, 6+ hearts
 4♥ Texas transfer, 6+ spades

1NT [2♥] where 2♥ shows hearts or hearts and another
 X Takeout
 2♠ 5+ spades, NF
 2NT Lebensohl
 3♣ 5+ clubs, GF
 3♦ 5+ diamonds, GF
 3♥ Ask for 4 card spade, no heart stop
 3♠ 5+ spades, no heart stop
 3NT No heart stop
 4♥ Texas transfer, 6+ spades

1NT [2♠] where 2♠ shows spades or spades and another
 X Takeout
 2NT Lebensohl
 3♣ 5+ clubs, GF
 3♦ 5+ diamonds, GF
 3♥ 5+ hearts, GF
 3♠ Ask for 4 card heart, no spade stop
 3NT No spade stop
 4♦ Texas transfer, 6+ hearts

1NT [3m] X Takeout
 Others Natural and forcing

Texas transfer is on up to 3♥ overcall by opponents i.e. 1NT-[3♥]-4♥ is still Texas transfer.

When opponents double our 1NT opening or overcall for penalty, we use DONT escape. If the double is artificial, ignore the double and bid as per system.

Standard v1

DONT escape

XX	One long suit. Opener bids 2♣ to ask for suit.
2♣	Clubs and a higher suit
2♦	Diamonds and a major
2♥	Both majors
2♠	5+ spades

2♣ OPENING

Description

22+ balanced OR 19+ 4-loser single-suit hand OR 21+ 2-suited or 3-suited hands

Responses

2♦	Waiting, either 0-7 HCP any or 8+HCP balanced (not suitable for 2NT)
2♥	5+ hearts, 8+ HCP, suit has at least one honour
2♠	5+ spades, 8+ HCP, suit has at least one honour
2NT	10+ HCP, balanced
3♣	8+ HCP, 5 card suit to two tops or 6 card suit to one top
3♦	8+ HCP, 5 card suit to two tops or 6 card suit to one top
3♥	Solid 7+ card suit
3♠	Solid 7+ card suit

Continuations

2♣	2♦	
2♥		5+ hearts, 19+ HCP
2♠		5+ spades, 19+ HCP
2NT		22-24 HCP, balanced
3♣		5+ clubs, 21+ HCP
3♦		5+ diamonds, 21+ HCP
3♥		Set hearts as trumps, ask for cue bid
3♠		Set spades as trumps, ask for cue bid
3NT		25-27 HCP, balanced
4♣		Set clubs as trumps, ask for cue bid
4♦		Set diamonds as trumps, ask for cue bid
4♥		7+ hearts, 19+ HCP, 9-10 tricks
4♠		7+ spades, 19+ HCP, 9-10 tricks
4NT		28-29 HCP, balanced
2♣	2♦	
2♥	2♠	5+ spades, 5-7 HCP
	2NT	No heart support, 5+ HCP
	3♣	Second negative, 0-4 HCP
	3♦	5+ diamonds, 5+ HCP
	3♥	3+ hearts, 5+ HCP
	3♠	Splinter, 5+ HCP
	4♣	Splinter, 5+ HCP
	4♦	Splinter, 5+ HCP
	4♥	3 hearts, 4-7 HCP, no slam interest (no A or K)

Standard v1

2♣	2♦	
2♠	2NT	No spade support, 5+ HCP
	3♣	Second negative, 0-4 HCP
	3♦	5+ diamonds, 5+ HCP
	3♥	5+ hearts, 5+ HCP
	3♠	3+ spades, 5+ HCP
	4C	Splinter, 5+ HCP
	4♦	Splinter, 5+ HCP
	4♥	Splinter, 5+ HCP
	4♠	3 spades, 4-7 HCP, no slam interest (no A or K)
2♣	2♦	
3♣	3♦	Artificial, waiting for opener to show 4 card major
	3♥	5+ hearts
	3♠	5+ spades
	3NT	Nothing to show, may be very weak
	4♣	3+ clubs, good 6+ HCP
	4♦	Splinter
	4♥	Splinter
	4♠	Splinter
2♣	2♦	
3♦	3♥	5+ hearts
	3♠	5+ spades
	3NT	Nothing to show, may be very weak
	4♦	3+ diamonds, good 6+ HCP
	4♥	Splinter
	4♠	Splinter
	5♣	Splinter
2♣	2♦	
3NT	4♣	Stayman (subsequent 4NT is sign-off)
	4♦	5+ hearts
	4♥	5+ spades
	4♠	Minor Suit Stayman
	4NT	Quantitative
2♣	2♦	
4NT	5♣	Stayman
	5♦	6+ hearts
	5♥	6+ spades
	5♠	Minor Suit Stayman
	5NT	Quantitative raise for 6NT

Handling interference

When opponents overcall 2 opening at the 2 or 3-level, responder's double is negative (0-5 HCP), pass is positive with no good suit to bid (6+ HCP) and direct bids shows 6+ HCP and a suit of at least Q10xxx.

2-LEVEL PREEMPTS

Description

2-level preempts should be classical and follow the rule of 2/3/4. Generally, we do not allow our preempts to have two aces, but having a void is acceptable. Quality of the preempt may differ according to the position and vulnerability. This has been illustrated in the chart below:

Vulnerability	Position		
	First	Second	Third
Equal	Aggressive to Classical	Classical	Aggressive
Favorable	Hyper aggressive	Aggressive	Hyper aggressive
Adverse	Classical preempt	Super sound	Classical preempt

Classical preempt follows the rule whereby the suit should have either 2 of top 3 or 3 of top 5 honours.

Sound preempt places more emphasis on suit quality and is better than a classical preempt, as this reduces the likelihood of hitting a trap pass and allows partner to bid game more aggressively. Sound preempt is generally more constructive in nature.

Aggressive preempt is pretty loose on the suit quality, as the aim is to jam up the bidding space (destructive in nature). In the event where we get caught, hopefully the vulnerability will allow us to escape with a small penalty not exceeding 800.

Responses

After a 2♦ preempt, new suit bids are natural and forcing up to 3♦. 2NT is an invitation to 3NT.

After a 2♥/♠ preempt, New suit forcing, 2NT Ogust

For example,

2♠	2NT	Ogust	
3♣			minimum hand weak suit
3♦			minimum hand good suit
3♥			max hand weak suit
3♠			max hand good suit

After responder has shown a new suit, opener rebids own suit to show no support and raises with xxx or Hx with no shortness. New suit bids by opener at the 4-level are splinters with 3 card support for responder's suit (major only).

2NT OPENING

Description

20-21 HCP, balanced, 5 card major or 6 card minor are fine. System is also on when we overcall 2NT.

Responses

3♣	Muppet Stayman
3♦	Jacoby transfer, 5+ hearts
3♥	Jacoby transfer, 5+ spades
3♠	Transfer to 3NT, one long minor or both minors short M
3NT	To play
4♣	Gerber
4♦	Texas transfer, 6+ hearts
4♥	Texas transfer, 6+ spades
4NT	Quantitative, invitation to 6NT
5NT	Quantitative, invitation to 7NT

Continuations

2NT	3♣	
3♦		At least one 4 card major
3♥		No 4 card major
3♠		5 spades
3NT		5 Hearts
2NT	3♣	
3♦	3♥	4 spades
	3♠	4 hearts
	3NT	No 4 card major
	4♣	pick M, slam interest
	4♦	pick M, no slam interest
2NT	3♣	
3♥	3♠	transfer to 3NT (usually to play, if rebid 4m, cuebid agree H, SI)
	3NT	5S 4H
	4♣	nat, slam interest
	4♦	nat, slam interest
2NT	3♦	
3♥	3♠	5 hearts, 4 spades, GF
	3NT	5 hearts, GF
	4♣	5 hearts, 4+ clubs
	4♦	5 hearts, 4+ diamonds
	4♥	6+ hearts, slam interest, good suit
2NT	3♦	
3♥	4♦	

Standard v1

4♥		To play, no slam interest
4♠		Cue bid, assume agree diamonds, as did not super accept hearts initially. If opener has hearts, can correct 6♦ to 6♥ later.
4NT		To play, suggests misfit. In general, 4NT is to play when responder shows interest with 2-suiter at the 4-level and opener does not show fit in any of the two suits. If opener has slam interest, she must cue-bid.
2NT	3♥	
3♠	3NT	5 spades, GF
	4♣	5 spades, 4+ clubs
	4♦	5 spades, 4+ diamonds
	4♥	5 spades, 5 hearts
	4♠	6+ spades, slam interest, good suit
2NT	3♥	
3♠	4♦	
4♥		Slam interest in diamonds (if slam interest in spades, can correct 6♦ to 6♠ later.)
4♠		To play (to have slam interest in spades, opener should have super-accepted)
4NT		Misfit, to play in 4NT
2NT	3♠	
3NT		
2NT	3♠	
3NT	4♣	6 clubs SI (4D=RKC in C, 4NT=Regressive, 4M: cue)
	4♦	6 diamonds SI (4H: RKC in D, 4NT regressive, 4S: slam interest)
	4♥	Short hearts, 5-5 minor
	4♠	Short spades, 5-5 minor
	4NT	Quantitative

3-LEVEL PREEMPTS

Description

The strategy for 3-level preempts is the same as that of the 2-level ones. Remember the rule of 2/3/4. We will preempt according to the table below:

Vulnerability	Position		
	First	Second	Third
Equal	Aggressive to Classical	Classical	Aggressive
Favorable	Hyper aggressive	Aggressive	Hyper aggressive
Adverse	Classical preempt	Super sound	Classical preempt

Hyper aggressive includes hands that most ppl may not open 3 level. Any hand deemed as maximum for normal ppl we may pass instead.

New suits will be forcing. If responder corrects to preempt suit, it is non-forcing.
Responder's 3NT bid is non-correctable.

OVERCALLS

Description

- We play aggressive one-level and sound 2-level overcalls. Overcalls at the one level can be for lead-directing purpose only. However, vulnerable overcalls at the one-level should still be sound.
- Hands that are too strong for a simple overcall will start with a double first, but we have to be prepared to rebid the suit at the 3-level. If not good enough for rebid, we should start by overcalling first, then follow up with a double later.
- 1NT overcall is 16-18 HCP and promises stopper in opponent's suit.
In sandwich position i.e. [1x]-P-[1y]-1NT, 1NT overcall is natural, unless passed hand which will be showing 5-5 in the other two suits. 2NT will show a more distributional 2-suiter if sandwich 1NT is available.
- In sandwich position i.e. [1x]-P-[1y]-?, an overcall of 2x or 2y are both natural, unless 1x promises at least 5 cards. With the other two suits, we will either make a takeout double or overcall naturally.

Responses

- New suits at the one level are forcing and 1NT is constructive, depending on the vulnerability. Generally, a 1NT bid should be 8-11 HCP, with stop in opponent's suit.
- Two level new suits are forcing.
- Cue-bid of opener's suit is used to show an invitational raise or GF hand.
- Opposite partner's 1♥/♠ overcall, Bergen raises are on; however, the requirements are different. 3♣ shows a mixed raise with side singleton. 3♦ shows limit raise but not 4-3-3-3. This is due to a lighter one-level overcall, as compared to an opening bid.

Unusual 2NT

- Shows the two lowest unbid suits, either weak (6-11 HCP) or strong (17+ HCP)
- Strength is largely dependent on vulnerability, but emphasis should be on suit quality.
- With opening hand, prefer to make a simple overcall in one of the suits.

Michaels' Cue Bid

- [1m]-2m shows at least 5-5 in the majors, either weak (6-11 HCP) or strong (17+ HCP)
- [1M]-2M shows at least 5 in the other major and 5 in a minor. Advancer bids 2NT to ask for minor (stronger bid) and 3♣ for pass or correct.
- Strength is largely dependent on vulnerability, but emphasis should be on suit quality.
- Other sequences where a two-level cue bid is Michaels':
 - [1♥]-P-[1NT]-2♥
 - [1NT]-P-[2♦]-2♥

Three-level cue bids

- When opponents bid and support a suit, and the auction is limited, a cue-bid of their suit is asking for stop. For example, [1♥]-P-[2♥]-3♥.
- If opponents have shown invitational or more values, then the cue bid is Michaels'. For example, [1♥]-P-[2NT]-3♥.
- If a two-level cue bid is available for Michaels', a jump cue bid asks for stop. For example, [1♥]-P-[1NT]-2/3♥.

Notrump overcall against preempts

- Vs two-level preempt
 - 2NT = 16 to bad 19 HCP
 - 3NT = Good 19 to 23 HCP
- Vs three-level preempt
 - We usually assume preemptor to hold about 7 HCP. Add that to the HCP we hold and divide the remainder among partner and LHO. If partner's share is sufficient for us to make game, overcall with 3NT bid.

Overcall against opponent's 1NT opening

Vs Strong 1NT (upper limit is 15 HCP or higher)

DONT

- X One long suit. Advancer bids 2♣ to ask for suit. Others are natural and non-forcing.
- 2♣ Clubs and a higher suit, length depends on vulnerability but clubs usually longer than second suit.
- 2♦ Diamonds and a major, length depends on vulnerability but diamonds usually longer than major.
- 2♥ Both majors, length depends on vulnerability
- 2♠ 5+ spades, less values than starting with a double. Close to a weak 2 opening.
- 2NT Strong two suiter, either both majors or both minors.

Vs Weak 1NT (upper limit is 14 HCP or less)

Cappelletti

- X Penalty, usually holding at least the max HCP of 1NT opener
- 2♣ One long suit. Advancer bids 2♦ to ask for suit. Others are natural and non-forcing.
- 2♦ Both majors, length depends on vulnerability
- 2♥ 5+ hearts and 5+ minor
- 2♠ 5+ spades and 5+ minor
- 2NT Both minors, at least 5-5

TAKEOUT DOUBLE

Description

- Double may be light with classic shape. We can tolerate down to 9 HCP at favorable vulnerability.
- Against 1m opening, double usually promises at least 4-3 in the majors (exception would be 5-3-3-2 hands with 5 card minor and unable to overcall at the 2 level) and shortness in opener's suit. Doubling with balanced hands i.e. 4-3-3-3 would require extra values (good 14+).
- Against 1M opening, double usually promises 4 cards in the other major and shortness in opener's suit. Doubling with only 3 cards in the other major will require good 14+.
- Against preempts, double would require shortness in the opponent's suit and extra values. Classic shape would require at least 13 HCP.
- Double can also be used to show a hand too strong to make a simple overcall. Do note that the hand should be strong enough to show the suit later if the opponents force you to bid at the three-level. We will prefer to make a simple overcall on most hands and follow up with a takeout double later.
- Double followed by a cue bid shows GF hand. Overcaller either has 21+ balanced hand with fit or intended to make a strong rebid in the suit shown by advancer.

Responses

- Bids of suits at the cheapest level are non-invitational and natural. Bids of 1M can be made on three cards only, hence raise at your own discretion.
- Bidding 1NT promises values (good 7 to 10 HCP) and stop in opponent's suit.
- Single jump in suits are invitational and should be certain of a fit. For example, over a double of a 1♣ opening bid, jump to 2♥ should be made on a five card suit and at least 8-10 HCP. Over a double of a 1♥ opening bid, jump to 2♠ is ok with a good 4 card suit.
- Cue-bids are game-forcing and promise a fit in a suit. Jump cue-bid to four-level is asking to pick a major.
- Passing of the takeout double at the one-level should promise almost solid trumps and partner will usually lead trumps to cut down declarer's ruffing power.

COMPETITIVE BIDDING

Forcing free bid

- New suit bids by the responder are forcing for one round at least. At the one-level, new suits promise 6+ HCP, and at the two level, new suits promise 11+ HCP.
- 1♣-[1♦]-1♥/♠ promise at least 4 cards, and all other situations would show at least 5 cards in the suit bid. This works in hand with the negative double.
- A rebid of the suit or 2NT by the responder is generally not forcing, unless opener makes a GF cuebid of the opponent's suit.
- A forcing free bid followed by raising opener's suit creates a game force situation. To create an invitational sequence, start with a cue-bid to show at least an invitational raise and try to bid the suit later. For example, 1♥-[1♠]-2♣-[P], 2♦-[P]-2♥ is GF. To show invitation in hearts, bid 1♥-[1♠]-2♠.
- When opponents show two suits in the bidding and we're looking for 3NT, cue bidding their suit SHOWS stopper in that suit.
When opponents show only one suit in the bidding and we're looking for 3NT, cue bidding their suit ASKS for stopper in that suit.

Negative double

- After partner opens 1-minor and RHO overcalls 1-major, a negative double should promise four cards in the other major. A one-level negative double should have at least 8 HCP and a two-level negative double should have at least 10 HCP.
- 1♣-[1♦]-X promises at least 4-4 in the majors.

Unassuming cue-bid

- When partner opens one of a suit and RHO makes a simple overcall, a cue-bid of his suit shows support for opener's suit and at least invitational strength.

Support double

- After 1m-[P]-1♥-[1♠], double by opener shows exactly 3 cards in responder's suit and does not promise any extra values if the bidding is below two-of-responder's major. In this situation, a pass by opener would indicate less than 3 cards in responder's suit.
- If the bidding had gone 1m-[P]-1♥-[2♠], double by opener shows exactly 3 cards in responder's suit and promises extra values. We play support doubles up to three-of-responder's major. However, a pass by opener in this situation does not deny 3 cards in responder's suit. He may have 3 or 4 card support but not enough values to show it.
- For 1♣-[P]-1♦-[1M], double is still showing 3 card support. This is because responder generally denies 4 card major (unless he has GF values) and showing 3 card diamond will allow better competitive bidding.

Raising partner's suit after opponents make takeout double

- After 1M-[X], raise to 2M is wide-ranging (5-10 HCP) as forcing 1NT is off. 2NT shows at least limit raise with 3+ trumps (natural continuations). All other bids are as per system i.e. Bergen raises.
- After 1m-[X], inverted minor is on to keep things simple, so you don't have to redouble to show a strong hand. The redouble will be kept strictly for penalty-oriented hands.

Competitive after opponents make takeout double

- Generally, we will ignore opponent's takeout double and bid as per normal i.e. free bids are forcing. The conventional bids that are off after opponent's takeout double are the forcing 1NT and Jacoby 2NT. Inverted minor is on!

Game try after opponents interfere at the 3-level

- After 1M-[P]-2M-3x, direct bid of 3M is always competitive.
- To make a game try, it depends on the level of interference.
 - If there is more than one new suit bid available between opponent's suit and the major e.g. 1♠-[P]-2♠-[3♣], bids of the new suit will be help suit game try and double will be penalty.
 - If there is only one new suit bid available e.g. 1♠-[P]-2♠-[3♦], bidding the new suit will be an artificial game try and double will be penalty.
 - If opponent bids the suit just below ours e.g. 1♠-[P]-2♠-[3♥], double will be an artificial game try (maximal double).

Rebids by responder after LHO overcall at 1 or 2-level (including preempts)

1♦ [P] 1♥ [2♠]
 P [P] 3x = competitive and non-forcing, second suit usually longer than hearts
 X = takeout, at least invitational

1♦ [P] 1♥ [1♠]
 P [P] 2♣ = non-forcing, usually longer clubs than hearts
 X = takeout, start with double when GF, unless cue opponent's suit

Snapdragon double

[1♦] 1♥ [1♠] X = 5+ in the fourth suit (clubs) and tolerance (2+) for overcaller's suit
 2♣ = No tolerance for overcaller's suit

Balancing NT bids

[1m] P [P] 1NT = 11 to bad 15 HCP, may not have stop
 X & rebid 1NT = 16 to bad 19 HCP
 2NT = Good 19 to 21 HCP

[1M] P [P] 1NT = 12 to 16 HCP
 X & rebid 1NT or 2NT = 17 to bad 20 HCP
 2NT = Good 20 to 21 HCP

Over 1NT and 2NT, system is on i.e. treat as if opened 1NT and 2NT.
 For X & rebid NT hands, natural bidding.

Responsive double

When LHO opens 1-of-a-suit, partner makes a takeout double and RHO raises to the 2, 3 or 4-level, advancer's double shows at least 4-4 in the suits of the other rank.

[1m] X [2m] X = at least 4-4 in the majors, 8+ HCP

[1M] X [2M] X = at least 4-4 in the minors, 8+ HCP

GOOD-BAD 2NT

Description

In a competitive auction, when RHO makes any two-level call, our 2NT bid is not natural. It shows a desire to compete to the three-level, and requests partner to bid 3♣, after which 2NT bidder will indicate the suit to compete in.

Partner of 2NT bidder is not forced to bid 3♣ all the time. If partner could be competing in both clubs and the suit he opened in, you can make a preference to the suit opened with no club tolerance (see Example 2). To create a game force, partner of 2NT bidder has to cue opponent's suit or bid a new suit, depending on the situation.

Example 1:

[1♥] 2♦ [2♥] ?

- a) With ♠Kxx ♥Axx ♦Q109x ♣xxx, you will bid 3♦ to show a game invitation raise.
- b) With ♠xxx ♥Axx ♦Q10xx ♣xxx, you will bid 2NT, then correct 3♣ to 3♦ to show a competitive raise.

Example 2:

1♦ [1♠] X [2♠]
?

- a) With ♠x ♥AJxx ♦AQ109x ♣Kxx, you will bid 3♥ to invite partner to game.
- b) With ♠xx ♥KQxx ♦KQ10x ♣Axx, you will bid 2NT, then correct 3♣ to 3♥ to show a competitive hand.
- c) With ♠x ♥Axx ♦AKJxxx ♣Kxx, you will bid 3♦ to invite partner to game.
- d) With ♠Qx ♥x ♦KQJxxx ♣Axx, you will bid 2NT, then correct 3♣ to 3♦ to show a competitive hand.
- e) With ♠x ♥Ax ♦AKxxx ♣KQxxx, you will bid 3♣ to invite partner to game.
- f) With ♠xx ♥x ♦KQJxx ♣AQJxx, you will bid 2NT, then pass partner's minor preference.

Note that when opener bids 2NT, responder is not obliged to bid 3♣. This is due to the fact that opener promises either 5+♦ or 4♥ to be competing at the 3-level. If responder has no support for clubs and suspects partner may be competing in clubs (in case opener has hand f), he can bid 3♦ to show preference for diamonds over clubs.

Example 3:

1♥ [1♠] 1NT [2♠]
?

- a) With ♠x ♥AKJ10xx ♦AQ10x ♣Qx, you will bid 3♥ to invite partner to game.
- b) With ♠x ♥KQJxxxx ♦Ax ♣Jxx, you will bid 2NT, then correct 3♣ to 3♥ to show a competitive hand.

LEBENSOKHL

Lebensohl is played in 3 scenarios – 1) after partner has reversed, 2) after RHO overcalls partner's 1NT opening/overcall, and 3) after partner makes a takeout double against opponent's weak two opening.

Scenario 1 has been illustrated in the previous sections.

Scenario 2: After RHO overcall's partner's 1NT opening/overcall

The key principle underlying Lebensohl here is "Direct denies, slow shows". This means that the direct bid denies stopper in opponent's suit and the slow sequence (going through Lebensohl) shows stopper and is game forcing.

1NT	[2♦]	2NT	
3♣		P	6+ clubs, to play
		3♦	Ask for 4 card major, has diamond stop
		3♥	5+ hearts, has diamond stop
		3♠	5+ spades, has diamond stop
		3NT	To play, has diamond stop

1NT	[2♥]	2NT	Lebensohl
3♣		P	6+ clubs, to play
		3♦	6+ diamonds, to play
		3♥	Ask for 4 card spade, has heart stop
		3♠	5+ spades, GF, has heart stop
		3NT	To play, has heart stop

1NT	[2♠]	2NT	Lebensohl
3♣		P	6+ clubs, to play
		3♦	6+ diamonds, to play
		3♥	5+ hearts, GF, has spade stop
		3♠	Ask for 4 card heart, has spade stop
		3NT	To play, has spade stop

Scenario 3: After partner makes a takeout double against opponent's weak two (2♦/2♥/2♠)

[2♥]	X	[P]	2♠	To play, may be 3 spades only
			2NT	Lebensohl
			3♣	4+ clubs, invitational (8-10 HCP)
			3♦	4+ diamonds, invitational (8-10 HCP)
			3♥	Denies 4 spades, no heart stop, GF
			3♠	Shows 5 spades, no heart stop, invitational
			3NT	To play
[2♥]	X	[P]	2NT	Lebensohl
[P]	3♣	[P]	P	To play
			3♦	To play
			3♥	Shows 4 spades, invitational
			3♠	Shows 5 spades with heart stop, invitational
			3NT	Shows 4 spades with heart stop, GF

Standard v1

Lebensohl is also on when partner opens one-of-a-suit, LHO makes a two-level preempt and partner re-opens with a double:

1♣	[2♥]	P	[P]
X	[P]	2NT = Lebensohl	
		3-level bids show 8+ HCP and natural (could not take action initially)	

2 PLACES TO PLAY (2PTP)

2PTP is applied in competitive auctions where the strain is in doubt, and a player wants to offer her partner a choice of 2 places to play.

Example 1:

[1♠]	P	[2♠]	X
[P]	?		

Example 2:

1NT	[2♣]	P	[2♠]
P	[P]	X	[P]
?			

If you have a 5 card suit, no problem, just bid it. When you have 4♣-4♦ or have 4m-4♥, and are not sure which 4 card suit partner has, you can bid 2NT, showing 2 places to play. Partner responds up the line, and you are far more likely to find your best fit.

When should 2NT be 2 places to play instead of Lebensohl? When both opponents have shown values, 2NT will be 2 places to play. It does not apply after a weak jump overcall, or a transfer in response to opener's strong NT (the responder could be broke after passing opener's completion of the transfer). The rule is: **2NT is 2PTP instead of Lebensohl unless only one opponent showed values.**

Example 3:

1NT	[P]	P	[2♥]
P	[P]	2♠	

Responder did not transfer to spades immediately, so is unlikely to have 5 spades. She should have 4 spades and a minor. So, if opener has 4 spades, she passes. If not, she can punt back with 2NT to ask responder to pick her minor.

Example 4:

[4♠]	X	[P]	4NT
[P]	5♣	[P]	5♦

2PTP can also be handy in constructive auctions. As the chooser, remember that it's right to bid 'up the line'. Safety comes first; pigging out in the major is of less importance. In example 4, 4NT shows 2PTP and partner bids his 4 card suits 'up the line'. Correcting 5♣ to 5♦ shows that advancer is suggesting a choice between diamonds and hearts.

Example 5:

[1♠]	P	[2♠]	X
[P]	2NT	[P]	3♣
[P]	3♥		

Example 6:

[4♠]	X	[P]	4NT
[P]	5♣	[P]	5♥

When partner corrects the lowest strain to the highest strain, she is making a strong bid in that strain, the second place to play being game instead of partial, or slam instead of game, as shown in examples 5 and 6.

REDOUBLES

Penalty redouble over opponent's takeout double

1y-[X]-XX: This should show at least a good 10 HCP and good holding in opponent's suits i.e. intention to penalize at least two of the three suits. Without such intention, please bid naturally. Subsequent doubles by the partnership is for penalty, and the bidding is forcing up to 1NT or 2 of opener's suit. Important point to note is that XX should usually deny a fit in partner's suit.

After a penalty redouble sequence, direct bidding in a forcing pass situation shows a distributional hand without extra values. For example, 1♠-[X]-XX-[2♣]-2♠ would be something like KQJxxx x KQxx xx. With a stronger hand, can choose to pass then pull partner's double.

SOS redouble

When opponents trap-pass partner's overcall and penalizes him, a redouble asks him to run to the other two suits. As we play sound overcalls, you have to be certain that playing in partner's suit is not a good idea. If not, we don't run.

Redouble of 3NT to show doubt

When opponents double our gambling 3NT (you should be able to tell from the bidding that we are gambling), redouble shows doubt and asks partner whether he's sure we can take 9 tricks. Main area for doubt will be on whether our long suit is running i.e. redouble shows concern about whether the long suit will run.

Redouble of cue bids

When we have agreed trump suit and are exploring for slam via cue bidding our controls, a redouble of opponent's double shows first round control in the suit. Pass will show nothing special and continuing to bid on over the double would indicate holding a second round control over the doubler. For example, 1♠-3♠-4♣-[X]-4♦ indicates diamond control and second round control in clubs.

FORCING PASS

Forcing pass is in place in the following situations:

1. Opponents interfere after our two-over-one game force sequence
2. Penalty redouble sequence below two-of-opener's suit
3. Penalty double of 1NT overcall below two-of-opener's suit
4. We have bid a vulnerable game and opponents come in at favorable vulnerability
5. Opponents interfere our slam bidding sequence i.e. RKCB or cue-bidding
6. Opponents overcall our 2♣ opening

SLAM BIDDING

Roman Keycard Blackwood

After a trump suit has been agreed, 4NT asks for number of key cards and possession of trump Q.

4NT	5♣	1 or 4 key cards
	5♦	0 or 3 key cards
	5♥	2 key cards without trump Q
	5♠	2 key cards with trump Q

Note:

- When partner shows the trump Q without holding it, she promises 10-card fit.
- After a 5♣/♦ response, the first non-signoff bid/step asks for trump Q and the second non-signoff bid/step asks for specific K.
- After a 5♥/♠ response, the first non-signoff bid/step asks for specific K.

Assuming hearts are trumps,

4NT	5♣	
5♦		Ask for trump Q (does not promise possession of all key cards)
5♥		Sign-off if partner has 1 key card (we can usually tell from the bidding)
5♠		Ask for specific K (promises possession of all key cards)
5NT		All-in, shows all key cards and trump Q in and looking for grand slam, not much interest in specific K, but more of looking for tricks e.g. side suit with KQxxx or better

In response to the first step asking for trump Q, we will sign off at the cheapest level without the trump Q. With the trump Q, we will show the specific K up the line (this will depend on what is the next cheapest suit to show).

Assuming hearts are trumps

4NT	5♣	
5♦	5♥	Denies trump Q
	5♠	Shows trump Q and ♠K, may have ♣K or ♦K as well
	6♣	Shows trump Q and ♣K, denies spade K but may have ♦K
	6♦	Shows trump Q and ♦K, denies other K
	6♥	Shows trump Q and denies any side K

After partner has shown a certain K, we can continue to ask for the higher K by bidding that suit. Partner will bid the grand slam with that K.

Assuming hearts are trumps

4NT	5♥	
5♠	5NT	Shows ♠K, may have ♣K or ♦K as well. 5NT becomes the lowest available bid to show the ♠K, as it is not economical to show the ♠K by bidding 6♠.
	6♣	Shows ♣K and denies ♠K, may have ♦K
	6♦	Shows ♦K and denies both ♠K and ♣K

SLAM BIDDING (continued)

D1P2

When opponents interfere our RKCB asking, we apply the D1P2 treatment, which means double shows the first step, pass shows second step and bids show the third step onwards.

4NT	[5♥]	X	First step of RKCB response i.e. 1 or 4 key cards
		P	Second step of RKCB response i.e. 0 or 3 key cards
		5♠	Third step of RKCB response i.e. 2 key cards without trump Q
		5NT	Fourth step of RKCB response i.e. 2 key cards with trump Q

Grand Slam Force (GSF)

When we have agreed on a trump suit and jumps to 5NT without asking key cards, this asks partner about her trump holding (whether she has 0, 1 or 2 trump honours [A, K, Q]) and shows grand slam interest.

Assuming hearts are trumps

5NT	6♣	One top honour (A, K or Q) in trumps
	6♥	Returning to trump suit shows no top honour in trumps
	7♣	Two top honours in trumps

DEFENSIVE BIDDING

Against Michaels cue bid

1♦	[2♦]	X	[2♠]
P	[P]	X	

The first double shows interest to penalize at least one of the majors.

Subsequent bidding is forcing up to 2NT.

The second double by either player will be for penalty.

1♦	[2♦]	X	[P]
P	[2♥]	P = unable to penalize hearts, but bidding is forcing up to 2NT	

Against two-suited overcalls with both suits known (e.g. Michaels cue bid, unusual 2NT etc)

1♦	[2NT]	?
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When RHO has shown a two-suited hand with both suits known, our side can only look for fit in the two remaining suits. Hence, we apply the treatment of 'unusual over unusual'. Cue bids of the opponent's suit will be artificial and of at least invitational strength, with the lower cue bid showing the lower ranking suit and the higher cue bid showing the higher ranking suit.

1♦	[2NT]	3♣ = 4+ diamonds, at least invitational
		3♥ = 5+ spades, at least invitational
		3♦ = 4+ diamonds, non-forcing
		3♠ = 5+ spades, non-forcing

1♠	[2NT]	3♣ = 5+ hearts, at least invitational
		3♦ = 3+ spades, at least invitational
		3♥ = 5+ hearts, non-forcing
		3♠ = 3+ spades, competitive

Against Precision 1♣ or other 1m openings that show 16+ HCP

- Overcalls are natural
- Double shows at least 4-4 majors, depending on vulnerability
- 1NT shows at least 5-4 minors, depending on vulnerability

1♣	[P]	1♦	X = majors
			1NT = minors
			Others = natural

MISCELLANEOUS SEQUENCES

1. 1♥ [P] 1NT [2♥]
P [2NT] X = Penalty interest in both minors (allows opener to compete in minor too)

2. 1♣ 1♥
2♣ 2♦
3♣ 3♥
3♠ = Looking for 3NT, denies spade stop. Game comes before slam!
4♦ = Cue bid, agree hearts, slam interest
4♥ = To play, no slam interest

3. 1♣ 1♥
2♦ 4♦
6♣
Opener's 2♦ reverse can be fake. The jump rebid to 6♣ implies that it's a fake reverse and should not be correctable. Opener's hand will look something like ♠AK ♥x ♦Qxx ♣AKQJxxx.

4. 1♥ 1NT
3♦ 4♦
4♥
4♥ is to play, as opener's 3♦ may be a fake jump shift, e.g. ♠AQx ♥AQJxxx ♦KQx ♣x

5. [1♥] P [P] X
[2♣] X = Penalty in hearts

6. 1♣ [1♥] 1♠ [P]
2♥ = GF with three possible hand types:
 - a) ask for stop with solid suit
 - b) 3+ spade support without heart shortness (will splinter)
 - c) strong balanced hand with 2 spades and no heart stop

DEFENSIVE CARDING

Description

Standard Count, Reverse attitude, Lavinthal discards

Note: We **always give count/remaining count** except the following:

- i) First discard is Lavinthal
- ii) In NT, pd lead A or Q asking for attitude
- iii) Pd lead K against suit contract and there is xx/xxx in dummy, Bath coup possibilities, we give attitude.
- iv) Suit preference is given when we are known to be 5+ cards in that suit (high= higher outside suits, low=lower outside suit, middle=encourage this suit)

3/5 against suits, 2/4 against NT

0/2 leads

Attitude switches (3/5 from length with honours, 2/4 from worthless)

Leads

	Vs. Suit	Vs. NT
Ace	AK(x+); Ax(+)	AKx(+); asks ATT
King	KQ(x+); AK	AKJ10(+); KQ109(+); asks UB or CT
Queen	QJ(x+)	QJx(+); AQJx(+)
Jack	JT(x+)	J10x(+)
10	109(x+); KJ10(x+)	109x(+); HJ10x(+)
9	9x; H109(x+)	9x; H109x(+)
Hi-x	Sx; xSx; xSxx	xSx; xSxx
Lo-x	HxS; HxSx; HxxxS; xSx; xxxxS	xSx; xSxx; HxxS(+)

- Against NT, from worthless 3 or 4 card suit, lead second highest (show remaining count later).
- When leading partner's suit, give count i.e. lead smallest from 3 small.
- Against suit contract, we usually lead 5th best when holding 5 or more, regardless of honour.
- Against suit contract at 5-level, we lead K to ask for count, A to ask for attitude.