

System	2/1 GF except by unpassed hand and except in comp
NT	15-17, Transfers, Lebensohl, system off over X, (XX is strong, neg x after overcall)
Majors	5cm, Jacoby 2NT 4X=2nd 5 card suit, 1NT=1 round force, reverse 2 way drury,
Minors	3+ (usually 4 D), inverted off in competition, 2N=11-12, 3N=13-15
Strong	2C - 2D +ve or -ve, cheapest suit is 2nd neg except after 2NT rebid, 2H or above = 5-8 A is counted as 5, (2C is always GF, but may be shaded)
Overcalls	7-16, new suit forcing tends to deny good supp, Cue=invitational raise or better, weak raises if next opp doubles
NT Overcall	15-18 (in 2 nd and 4 th), System on-incl Lebenshol if next opp bids
Doubles	Negative-4H, Responsive-4H
Vs. Doubles	Jordan 2N (major), raises are weak, XX implies not 4 card fit 9+, New suit forcing Full system is on except that xx is available to cover defensive hands of 9+ pts. Reverse 2 way Drury still applies
Vs. Doubles	Jordan 2N (minor), inverted raises, XX implies not 5 card fit 9+, New suit forcing Full system is on except that XX is available to cover defensive hands of 9+ pts
Preempts	standard type, new suits forcing
Vs. Preempts	X = takeout, Lebensohl over weak 2 all seats
Cue bids	Michaels weak or strong, natural over artificial
Slam-Bids	0314 RKC (last bid suit unless fit established)
Misc	4SF (GF), DON'T over NT, over strong 1C 1NT=colour, 2♣=rank, 2♦=shape

THE 2/1 STRUCTURE

Any new non jump suit bid by responder at the two-level is a game-force.

Opener's Rebids

Simple rebid	promise extra length (or v good 5 card suit)
Jump rebid	solid 6-card suit at most one loser not minimum
New suit	Natural, at least four cards, any strength
Jump in suit	Splinter in support of responder
2NT	11-14 balanced (no 3-card support)
3NT	18-19 balanced (no 3-card support)
Single raise	At least 3-card support, any strength

2 over 1 system remains on after double

System is off after overcall

Change of suit is forcing for one round and may be shaded

Immediate Cue bids are Invitational plus

Jump raises are preemptive more playing strength than single raises

Structure over 1 of a minor opening

1m	1NT	6-10 points no major
	2m	inverted and game forcing except 2NT or 3 of minor response from opener and pass or 3 of minor by responder

2NT	11-12 with 33(34)
3m	inverted 5+ support 5-8/9 points
3NT	13-15 with 33(34)

Inverted Minors (5+ support over 1C, 4+ support over 1D will generally deny a 4+ card major)

Opener's rebids

Step	Any 16+ points or equivalent
	Responses to step are
	2NT no shortage and 10-13 scattered values outside
	3 minor, no shortage but suggests minor suit game
	3NT no shortage and 14-15
	Suits = splinter

Non step	fragment/stopper/advance cue, waiting bid
Jumps (incl step suit)	= splinters
2NT	flat minimum (non forcing)
3NT	all side suits stopped 14-15
3 Minor	non flat minimum (non forcing)
4 Minor	Optional key card

System over 1 NT rebid following 1C or 1D opening (i.e. 11-14 range)

1m	1M
1NT	?
2♣	= either diamonds or invitational hand, opener must bid 2♦.
2♦(responder bid 1♥)	= ♥ weak or Game Forcing partner will bid 2♥
2♦(responder bid 1♠)	= ♥ weak or Game Forcing partner will bid 2♥ or give preference to 2♠
2♥(responder bid 1♥)	= with♠'s Game Forcing
2♥(responder bid 1♠)	=♠'s weak or Game Forcing Opener will bid 2♠
2♠	=Game forcing 4+ card support in opener's minor
2NT	=Invitational
3♣♦♥♠	=Preemptive

1C	1D
1NT	?
2C	= transfer to 2D, either long D or all invitational hands
2D	= 4+H (5+D) and reversing i.e. GF values, opener will bid 2H with 4 hearts otherwise opener will describe hand
2H	= 4+S (5+D) and GF values, opener will bid 2S with 4 spades
2S	= GF with 4 clubs and (4+D)
2NT	= GF in D single suiter
3C, D	=preemptive

Competition after a minor opening

System on after Double

1X 4+ card suit forcing
 XX 9+ points 0-4 card support

System off after overcall

1X 4+ card suit forcing
 XX 9+ points 0-4 card support
 2m 5-9 points
 3m invitational
 Weak jump Shifts at 2 level still apply if available

WEAK JUMP SHIFTS over a one of a minor opener

A 2 level jump shift by responder shows a 6-card suit and 0-6 points (opener assumes 3-5)

Openers re-bids

Pass

2NT

Game try or better, forcing. Ogust Responses are

3♣ = bad hand and bad suit

3♦ = good hand, bad suit

3♥ = bad hand good suit (memory bid higher with good suit preemptive re-bid of openers or responders suits is not forcing)

3♠ = good hand and good suit

Simple raise Purely preemptive.

Double raise of minor -Invitational.

Any new suit Natural, non-forcing.

MAJOR-SUIT CONVENTIONS

1NT FORCING

The 1NT response to 1H or 1S shows 5-12 and is a one-round force. Opener's rebids are as follows:

Any reverse	16+, natural, forcing to 3 level responder bids 2nt if he wants to bail out opener will then make cheapest sensible bid even a doubleton minor any other response is GF
Simple re-bid	10+, a usually 6-card suit, non-forcing
Jump re-bid	16+, natural, <u>non</u> forcing highly encouraging a four level minor bid is primarily to play
Jump shift in a new suit	16+, natural, forcing to game
2NT	18-20, usually balanced or semi balanced, forcing to game

If opener's hand does not fit into these categories, he must bid his longest side suit up the line if possible.

Responder's rebids are as follows.

Pass /2 of opener's major	6-9 points
New suit at the two-level	5+ suit, 6-9 points.
New suit at the 3-level	6+ suit, 6-9 points.
Jump in suit	6+ suit, 9-12 points
2NT	Balanced, non-forcing 9-12 points (typically 10-11)
Three of opener's major	Invitational, 3-card support 9-12 points flat
Three of opener's minor	Natural, normally 5-card support 9-12 points
Jump to game	Natural

Modified Bergen Raises**Over 1^c**

2♠ any splinter 7-9 or 13/14 or 10-12 with void

2NT asks

Responder bids shortage at 3 level with 7-9 {3♥ with short♠ }

Bids shortage at 4 level with 13/14 {3NT with short spade} (3h shows 7-9 short s) (3S shows 10-12 with any void)

(a jump to 4♥ without bidding 2NT first by Opener shows lack of interest in slam but good playing strength prob. only 1 first round control)

3♠ response by responder shows a void. 3NT asks bid void @ 4 level (so 4h now shows void S)

2NT G.F.14+ 4+ card support (Opener bids 4♥ with complete min otherwise bids singleton, 3♥ by Opener shows extras, asks Responder for singleton, (if Responder bids 3NT denies singleton shows better than min., 4♥ would show flat min), 3NT by Opener shows flat 13/14, an immediate 4♣♦♠, by Opener shows 5/5 with values in 2nd suit and better than complete min (without values in second suit it is better to bid the shortage)

3♣ 4 card support flat 7-8 (6 with singleton)

3♦ 4 card support flat 9-10

3♥ 4 card support 3-5 any but usually with distribution

3♠4♣♦ 4 card support 10-12 (or 15+) with singleton in bid suit

3NT 4 card support flat 11-13

4♥ 4+ card support 0-8 (3-8)

Over 1^a

2NT game force 14+ 4+ card support (for continuation see above)

3♣ any splinter 7-9 or 13/14 or 10-12 with void

Opener generally bids 3♦ to ask, this will always promise interest in game opposite short diamond

The 7-9 responses are

Responder bids 3♥ with short ♥, 3♠ with short ♣ and 4♠ with short ♦,

If Opener bids 3♥ this promises interest in game opposite short hearts -

Responder (when 7-9) bids 3♠ with short ♣ or ♦ and 4♠ with short ♥.

NB this covers 5 of the 6 possibilities, if Opener only wants to be in game opposite short ♣, he should sign off in 3♠,

Responder will bid 4♠ with max 7-9 and ♣ shortage.

The 13/14 responses

Responder bids singleton at 4 level whatever Opener continues,

(Opener will only jump to game w/o enquiry with a good hand, but lacking controls)

After 3 level enquiry or sign off - 3NT shows a void with 10-12, 4 clubs by opener asks and responder bids shortage (4S will then show void C).

3♦ flat 7-8 (or 6 with singleton)

3♥ flat 9-10

3♠ 3-5 points with 4+ support but usually with distribution

3NT flat 11-14

4♣♦♥ singleton in bid suit 10-12

4♠ 4+ card support 0-8 (3-8)

Two Way Reverse Drury

P P 1M P

?

2♣ shows a 3(2) card limit raise (9-11) responses are

2 Major sub minimum

2♦ Minimum opening

2♥ Minimum opening and natural

others better than minimum and natural

2♦ shows a 4 card limit raise responses are

2 Major sub minimum

(2 way drury applies after 4th seat open now the re-bid distinguishes between min opener and above min.

A 1 NT response now tends to be in the 5 to 8 range or with a misfit, it is not forcing opener tends to pass with a balanced minimum.

Competition after a major opening

1M Double

System on

XX 9+ points 0-3 card support tends to be balanced

1M Overcall

System off

New suit forcing for one round

NT CONVENTIONS

Structure over 2NT opener or 2C (2d response) 2NT re-bid (2NT is 23+ and is GF)

- 3♣ 5 card major ask
 - 3♦ no 5 card major but a 4 card major
 - 3♥♠ 4 cards in the other major
 - 4♦ 44 in majors
 - 3H/S 5 card major
 - 3NT no 5 or 4 card major
 - 4♣♦ 4 or 5 card suit slam try (4♦ over 4♣ is natural good 4 or 5) major suit bids

are cues and encouraging implying fit 4NT is no fit sign off

3♦♥ transfers

3♠ Minor suit stayman

3NT denies 4 card minor

4♣♦ sets suit optional RKCB

4♣♦ Sets suit optional RKCB

NB all continuations 3C to 3S after 2C-2D-2NT are still weak or strong, responder will usually show weak or strong by next bid

LEBENSOHL

Used when the opponents have overcalled our 1NT. A 2NT bid by responder is a relay to 3♣. The 1NT bidder must relay to 3C, which responder can then pass with clubs or correct. A direct non jump new suit bid by responder at the THREE level is invitational. A direct jump new suit bid by responder at the THREE level is forcing.

Responders Rebids after the 3♣ Relay

Pass: Weak hand with at least five clubs

New suit BELOW the overcaller's suit: natural less than invitational

New suit ABOVE the overcaller's suit: Invitational, natural

Cue bid of the enemy suit: Stayman, promising a stopper in the enemy suit. A direct cue bid DENIES a stopper.

3NT: Natural, promises a stopper in the enemy suit. A direct 3NT DENIES a stopper in the enemy suit. (i.e. slow shows)

DONT

X A one-suited hand (10+) OR can be balanced 18+

2C Clubs and a higher suit (usually 8+)

2D Diamonds and a higher suit (usually 8+)

2H Hearts and a higher suit (usually 8+)

2S Natural, (8-13) weaker than doubling and then bidding 2♠

Two-suited bids show at least 5-4 (one way or the other) and 8 + points (slightly more or less depending on vulnerability and shape.)

Over Double

2♣ is accepting the transfer.

Pass 10 HCP penalties (this is why the single suited X will be 10+)

Over Two of a Suit

Pass = Nothing to say

Bids at cheapest level, play or correct

Bids in suits known not to be held or jump bids are to play

2NT (at least 14 HCP)

responses are

If partner overcalled 2♣, his re-bids are:

3♣ Bad hand with clubs and an unspecified suit

3♦ Good hand with clubs and diamonds

3♥ Good hand with clubs and hearts

3♠ Good hand with clubs and spades

If partner overcalled 2♦, his re-bids are:

3♣ Bad hand with diamonds and hearts

3♦ Bad hand with diamonds and spades

3♥ Good hand with diamonds and hearts

3♠ Good hand with diamonds and spades

If partner overcalled 2♥, his re-bids are:

3♣ Bad hand with better hearts than spades

3♦ Bad hand with better spades than hearts

3♥ Good hand with better hearts than spades

3♠ Good hand with better spades than hearts

In Competition

If partner overcalls 2x and gets doubled

Pass: Indicates tolerance for the suit bid

XX: Asks for partner's second suit

New suit: Natural, non-forcing

If partner overcalls 2x and the opponents bid 2y, your possible responses are:

Pass: Natural, non-forcing

X: Asks for partner's second suit

New suit: Natural, non-forcing

If opponents X our NT XX is for strong

Other Conventions

ROMAN KEY CARD BLACKWOOD

5C: 0 or 3 key cards

5D: 1 or 4 key cards

5H: 2 or 5 key cards without the queen of trumps

5S: 2 or 5 key cards with the queen of trumps

If a major suit is trumps and responder bids 5C, the cheapest step bid by the RKC bidder asks for the queen of trumps. Responder denies the queen of trumps by bidding step bid.

OPTIONAL ROMAN KEY CARD BLACKWOOD in MINOR

4 Minor is assumed to be optional RKCB unless it is obviously invitational or weak.

4 Minor is **never** normal RKCB

Step bid takes control of hand with RKCB step responses.

4 minor will be optional key card where it is a raise, a preference, or it sets the suit

FOURTH SUIT FORCING (TO GAME)

When responder is an unpassed hand and rebids the fourth suit in an uncontested auction including 1S, his bid is or may be artificial, shows 12+ points, and is game-forcing

Raise of the fourth suit shows 4-card suit,
NT Natural, with a stopper in the fourth
suit

When responder's first bid is at the two over one, a fourth-suit rebid is not artificial, since a game-forcing situation has already been created.

Reverses are forcing for one round, responder can rebid own suit at 2 level weak and non forcing, otherwise will bid a weak (but forcing) 2NT opener will make make most descriptive bid bids are then NF. Any direct bid by responder to the 3 level is forcing to game.

CARDING:

Overlead all, 3rd from internal sequences, 3rds and 5ths.

Signals and Discards: Natural Count, Mckenney when count established, tend to throw first what you don't want, no attitude except in rare cash out situations.