

# Leads, Signals & Discards

Opening Lead Style	
No-trumps	Top of honour sequences (lower honour for unblock). 4th & 2nd from length. 9s and 10s show higher card unless short. 1-3-5 in partner's suit; attitude in supported suits.
Suit	Ace / Queen for upside-down attitude. King for upside-down count. Otherwise as v NT
Later	Attitude leads, count returns. Coded 10s and 9s (zero or two higher).

Leads		
Lead	vs Suits	vs No-trumps
Ace	AKx, Ax(+), AK	AKx(+)
King	AKx(+), KQx(+)	KQ(+), AKJ10+
Queen	QJ(+). KQx [rare]	KQ109(+), QJ(+), AQJ(+)
Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+)
10	K/Q-109(+), 10x	A/K/Q-109(+), 10x
9	Q/J/10-98(+), 9x(+)	Q/J/10-98(+), 9x(+)
High spot	Sx, xSx, Sxx, xSxx(+)	Sx, xSx, Sxx, xSxx(+)
Low spot	HxS, HxxS, HxxSx	HxS, HxxS, HxxSx, xxxSx

Signals In Order of Priority		
	Partner's Lead	Declarer's Lead
1st	High = Discouraging	High = Odd
2nd	High = Odd	High = S/P high Suit
3rd	High = S/P high Suit	
Discards		
1st	Even = Encouraging (hi-lo with even spots neutral)	
2nd	High = Odd remainder count	
2nd	High = S/P high Suit (when count irrelevant)	
Trumps		
1st	High = Ability to ruff	
2nd	High = Odd remainder count (neutral S/P)	
2nd	High = S/P high Suit	



Name **Peter Gemmell** EBU No. **79651**  
Partner **Chris Chambers** EBU No. **82890**

Ver: 15 November 2019

## GENERAL DESCRIPTION OF BIDDING METHODS

### 4-Card Majors, Transfer Responses to 1♣ [2+ if 17/18-19 BAL]

#### 1NT OPENINGS AND RESPONSES

Strength	9-12	1 <sup>st</sup> /2 <sup>nd</sup> NV v Vul	5M-3-3-2 frequent as are 4♥-5m-2-2 and 4♦-5♣-2-2; some 6m-3-2-2. No agreement on singletons, very rare in practice. [1, Overcalls: 16, X: 36]
	15-17	3 <sup>rd</sup> /4 <sup>th</sup>	
	14-16	Others	

Responses **2♣** 4+ Spades (2♦ = not 4♠, 2♥/♠ = 4♠ max/min)

2♦	Transfer – maybe 4+♥ INV+	2♥	Natural, NF, INV (poss. 4♠)
2♠	♣: Step1 +ve; shortage next	2NT	♦: Step1 +ve; shortage next
Others	3♣ = 5-Card major enquiry; 3♦ = Nat FG long/short clubs (3♥? 3♠ = short ♣); 3M = ShortM-3OM-54m; 4♦/♥ = TRF min or slam; 4♠ = light NT slam INV		

Action after opponents double Pass = to play 1NTXX or weak, 4+ spades; 2m = m+higher;

Action after other interference X = TO of NAT; of 2♣ = spades, 'system on'; 3L = transfer;

#### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	MULTI: Weak 2♦ or BAL 22-23 or ART FG [4 <sup>th</sup> Seat: strong types only]		[3]
2♦	MULTI: Weak-2M or BAL 24-25 or FG diamonds and ♥/♠ [4 <sup>th</sup> Seat: 2M = 10-13]		[4]
2♥	5♥ and 4+m, 5-11 ATV [4 <sup>th</sup> Seat: 10-13]		[5]
2♠	5♠ and 4+m, 5-11 ATV [4 <sup>th</sup> Seat: 10-13]		[5]
2NT	20-21 BAL		[2]

#### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

- When 1NT is 9-12, 1♦ may be 2+ with 4M 15-17 Bal [see **Supp.**]
- Light openings and responses especially after 1♣
- 1♣ may include 5♦-3-3-2 on strong hands
- 1-Major is four cards only with weak no-trump values
- Light overcalls at 1-level, light take-out doubles
- Special passed-hand treatments after our 1M and opponent's 1NT

Both players of a partnership must have identically completed convention cards.  
Cards must be exchanged with opponents for each round. (Word V 1.0)

### OTHER OPENING BIDS

	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	6-14	4(2)	1♦/♥=♥/♠; 1♠=BAL or ♦; 1NT=7-10; 2♣= FG ♦/BAL		
1♦	10+	13,17	4(2)	Only short 1 <sup>st</sup> /2 <sup>nd</sup> NV v Vul. 2♣=♣ or BAL FG		
1♥	10+	18-26	4	2♣ could be balanced FG, opener rebids ART; 2NT limit raise or better; 3♣/♦ = Fit NF; Coded splinters;		
1♠	10+	28-31	4			
3 bids	3-11		6	3NT Gambling minor. 4♦ shortage-ask; 4♥=m		
4 bids	6-12		6			

\*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

### DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Standard, wide range, 4-cards rare; 2NT = major fit		
Jump overcall	Weak		
Cue bid	Major = OM + minor; Minor = both majors		
1NT Direct: Protective:	15-18. As 1NT opener 11-16		
2NT Direct: Protective	Both minors 19-21		
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	C.R.A.SH (1♥/♠/NT); weak jumps		
Short 1♣	2♣ = 5-4 majors, 7-11; 2♦ = 5-5 wide range		
Weak 1NT (13-15 or lower minimum)	X = Penalties (advancer's 2♣ = weak scramble) 2♣ = both majors; 2♦ = single suited; 2M = M+minor [33]		
Strong 1NT	X = 4♠/5+ other; 2♣ = 5♠/4+♥; 2♦/M as weak-NT; [34]		
All 1NT: Passed Hand	X = 4♠/5+ other; 2m = 5m/4♥; 2♥ = 5♠/4+♥; 2♠ = ♠! [35]		
Weak 2	Double takeout (2NT = weak); 4m = OM + m [32]		
Weak 3	Double takeout; 4m = OM + m;		
4 bids	Double takeout		
Multi 2♦	Double = 13-15 BAL or 19+		

### SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
4NT = key card. 14 / 30 / 2 / 2+Q Pass = 1 <sup>st</sup> step / X/XX = 2 <sup>nd</sup> etc.		
4-minor Deadwood = Bad hand / 1 or 3 / 2 / 2+Q / 4 / 4+Q after 'bad hand' next call asks, replies: 0 / 1 / 2 / 2+Q / 3		

- 3♥ 5+♠  
 3♠ 5+♦  
 3NT 5-5 Minors  
 3♦ 5+♥  
 3♥ Exactly 4♥  
 3♠ 3♠, not balanced  
 3NT 2=3=4=4  
 4♠ 3♠, usually 4-3-3-3 poor controls

### 32. Leaping Michaels

When opponents reach 2-major with fit or a pre-emptive action, jumps to 4-minor show 5-5 with the other major and named minor. The three-level cue is a stopper ask for 3NT suggesting sufficient tricks.

- (2M) – 4m
- (1M) – P - (2M) – 4m
- 1NT – (2M) – 4m
- (2♦\*) – P – (2M) – 4m [OM+m]
- (2♦\*) P (2♥) P  
(2♠) P (P) 4m [♥+m]

When the opponents' suit is diamonds or they have an undisclosed major, 4m names the minor.

When the opponents have a strong fit auction with artificial agreement below their 3-level, our cue-bid is not stopper asking but shows OM+♦. So typically

- (1M) – P - (2NT\*) – 3M = OM+♦ and  
(1M) – P - (2NT\*) – 4♠ = OM+♠

Overcalls of 4♦ are natural

### 33. Over a weak 1NT

By an unpassed hand: 'Multi-Landy' with Leaping Michaels to show hearts plus minor.

1NT is weak if it is 13-15 or has a lower minimum.

- X Penalties. Advancer's 2♣ is a weak scramble, other 2-level more constructive but NF.
- 2♣ Both majors (2♦ "you choose")
- 2♦ Major, single-suited: we treat as opening 2♦ including 2NT and 4m.
- 2♥/♠ Exactly 5M and 4+ minor: we treat as Muiderberg 2M opener.
- 2NT 5+ Spades, 5+ other, FG (3♣? NGF 3♠ = ♠+♣).
- 3L NAT, semi-pre-emptive.
- 3NT Both minors, shape as 2NT, F4m
- 4m 5+ Hearts, 5+ minor, FG
- 4♥/♠ NAT

### 34. Over a strong 1NT

By an unpassed hand as above except:

- X 4♠ and 5+ other  
 2♣ 5♠ and 4+ hearts  
 3L More distributional

### 35. Over 1NT by passed hand

Whether 1NT is 'weak' or 'strong'.

We assume with many shapes we would have taken initial action.

- X 4♠ and 5+ other  
 2♣ 5+♠ and 4♥  
 2♦ 5+♦ and 4♥.  
 2♥ 4♥ and 5♠  
 2♠ Forgot to bid spades earlier...

### 36. Our 1NT opening is doubled

When our 1NT (whatever the range) is doubled for penalties in **2<sup>nd</sup> seat**:

- 2♣ Clubs plus diamonds/hearts  
 2♦ Diamonds and hearts  
 2♥/♠ NAT, NF, encouraging support in competition.
- 2NT Extreme 2-suiter  
 3L NAT, pre-emptive  
 XX Single-suited: opener treats as puppet to 2♣ but may bid his own long suit.
- Pass Opener is expected to redouble either to facilitate an escape when responder has spades plus another OR to play 1NTXX.

Doubles by **4<sup>th</sup> seat**:

Opener's redouble shows a 5-card suit and an 'ordinary' hand. With unexpected hands, for example a weak 6-card suit, opener may simply escape unilaterally.

## COMPETITIVE AUCTIONS

### Agreements after opening of one of a suit and overcall by opponents

<b>Level to which negative doubles apply</b>	Lower levels promise 4-unbid-major, higher, values
<b>Special meaning of bids</b>	Transfers on after 1♦ overcall
<b>Exceptions / other agreements</b>	

### Agreements after opponents double for takeout

<b>Redouble</b>	<b>New suit</b>	<b>Jump in new suit</b>
Penalty suggestion	NAT F1	FIT
<b>Jump raise</b>	<b>2NT</b>	<b>Other</b>
Pre-emptive	4CR, INV+	System on after 1♣ (X)

### Other agreements concerning doubles and redoubles

Most doubles below game are takeout or competitive.

- Support double (to 2-level only) by opener after 1-level response showing ♥/♠.
- Double of 1♦ overcall shows 4/5 hearts.
- If 1NT doubled for penalties, redouble = shows weak single suiter.
- Competitive/last-chance doubles

## OTHER CONVENTIONS

Checkback after natural 1NT rebid (also some TRF completions)  
 2NT usually ART in competitive auctions;  
 4-card raise when we have a major  
 Two places to play in response to balancing action  
 Weak signal when partner doubled at 2-level.

## SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back).

**When 1NT is 14-16 or 15-17:** all weaker balanced hands are opened with 4+ length (majors first with 4-4-3-2) and all stronger balanced hands without 5M and less than 2NT (20-21) open 1♣, potentially with 5♦-2♣-3-3. Opener does have a choice with that and similar shapes and may select 1♦ especially opposite a passed partner. After 1♣ opener completes transfer with minimum balanced, rebids 1NT with max.

**When 1NT is 9-12:** with 12-14 opener selects 4+ length as above but after 1♦ opener, lacks a weak NT rebid. Accordingly, 1♣ maybe 4♦-3-3-3 12-14. 5♦-3-3-2 open 1♦ and rebid 2♦. All balanced 15-17 without 5M open 1♦ and rebid 1NT (including 5♣-2♦-3-3), all 18-19 open 1♣ and rebid 1NT (as above).

## OPENING LEADS

(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).

(Shade this box grey if using non-standard leads).

	v. suit contracts	A <u>K</u>	A <u>K</u> x	K <u>Q</u> 10	K <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	Q <u>J</u> 10
		<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x <u>x</u>
		H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
	v. NT contracts	A <u>K</u> x ( <u>x</u> )	A <u>J</u> 10 x	K <u>Q</u> 10	K <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	Q <u>J</u> 10
		<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	10 <u>9</u> x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
		H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	

Other agreements in leading, e.g. high level contracts, partnership suits:-

Against suits; ace/queen for U/D attitude, king for U/D count.  
Against no-trumps; lower honour unblock.

## CARDING METHODS

Signals	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Upside-down attitude on A/Q / upside-down count on King	
On Declarer's lead	Upside-down count / Suit preference	
When discarding	Odd cards neutral, even are encouraging	

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

In partnership suits: if supported: attitude & 4<sup>th</sup>  
if not: 1<sup>st</sup>-3<sup>rd</sup>-5<sup>th</sup>

## SUPPLEMENTARY DETAILS (continued)

- |  |   |
|--|---|
| <ol style="list-style-type: none"> <li>1. Over 1NT</li> <li>2. Over 2NT</li> <li>3. Multi 2♣</li> <li>4. Multi 2♦</li> <li>5. Muiderberg 2♥/♠</li> <li>6. 1♣ - 1♦; 1♥ [TRF complete]</li> <li>7. 1♣ - 1♥; 1♠ [TRF complete]</li> <li>8. 1♣ - 1Red; Major Raises</li> <li>9. 1♣ - 1♦/♥; 1NT = 17-19//18-19</li> <li>10. 1♣ - 1♠; Balanced or diamonds</li> <li>11. Intervention after 1♣</li> <li>12. 1♦ - 1M; Major Raises</li> <li>13. 1♦ - 2♣; FG clubs or balanced</li> <li>14. 1♣ - 2♣; FG diamonds or balanced</li> <li>15. Natural Check-back</li> <li>16. 1NT (2♦/♥/♠) Transfers</li> <li>17. 1m (2-level Jump) Transfers</li> <li>18. 1M - 2♣; FG Clubs or Balanced</li> </ol> | <ol style="list-style-type: none"> <li>19. 1♥ - 2♦ Natural, Diamonds</li> <li>20. 1♠ - 2♦ Transfer, Hearts</li> <li>21. 1♠ - 2♥ Artificial, Diamonds</li> <li>22. 1M - 2L Passed Hand Responses</li> <li>23. 1M - 2M "Neutral Game-Tries"</li> <li>24. 1M - 3M "Semi-pre-emptive"</li> <li>25. 1M - 3M+1 Five Trump Splinter</li> <li>26. 1M - 2NT Limit raise or better</li> <li>27. NGF "Natural Goes First"</li> <li>28. 1♥ - 1NT; 2♣ Häxan</li> <li>29. 1♥ - 1♠; 2♣ Häxan again</li> <li>30. 1♠ - 1NT; 2♣: Hecate</li> <li>31. 1M - 1NT; 2NT: Trondheim</li> <li>32. Leaping Michaels</li> <li>33. Over a weak 1NT</li> <li>34. Over a strong 1NT</li> <li>35. Over 1NT by passed hand</li> <li>36. Our 1NT opening is doubled</li> </ol> |
|--|---|

## Intervention

- 2♣ (X) Pass = weak misfit (2♥ = 2+).  
(X) XX = 8+HCP major shortage  
(X) 2♦ = 8+HCP 2/3 major

### 29. 1♥ - 1♠; 2♣ Häxan again

This is broadly the same as 1♥ - 1NT; 2♣ with obvious changes that spade bids show fit/extra length. No Trondheim.

Opener's 2♣ rebid is two-way:

1. Long hearts (6+)
2. 16+ HCP any shape

#### 1♥ - 1♠; opener's alternatives:

- 2♦ 11-15, Natural  
2♥ 11-15, ♥ + ♠  
2♠ Nat, NF, usually 4CR, may be 4-4M.  
2NT 6♥/3♠ 15+ (3♥ only non-force).  
3L 14-15, Nat NF, 5-5  
3NT 14-15, Solid hearts, 1 outside card  
4L 14-15, SPL agreeing spades

#### After 2♣:

- 2♦ ART, 8+, FG opposite 16+  
2♥ To play opposite 6M, opener can move again with 18+

- 2♠ Long weak spades  
2NT 5-5 minors  
3♣/♦ Nat, NF, limited as above

#### After responder's 2♦ (8+):

- 2♥ 11-13, 6M  
2♠ Nat 3CR FG, 16+ HCP  
2NT 3+♦ 16+ HCP, denies 3+OM  
3♣ Nat 4+ FG, 16+ HCP (5-4-2-2/5-5)  
3♦/♥ Nat 4+ FG, 16+ HCP  
3M Nat 6+ FG, 16+ HCP  
3NT Solid spades, 2 outside cards

#### Intervention

- 2♣ (X) Pass = weak (2♥ = 2+).  
(X) XX = 8+HCP major shortage  
(X) 2♦ = 8+HCP 2/3 major

### 30. 1♠ - 1NT; 2♠: Hecate

Opener's 2♠ rebid is three-way;

1. Minimum rebid in hearts
  2. 16+ HCP, any shape
  3. 5♠-3-3-2, 15-16 unsuitable for 1NT
- Others are 11-15, jumps imply extra playing strength along the lines of Häxan after 1♥ opener.

#### Opener's alternatives:

- 2♦ 11-15, Natural

- 2♥ 11-15, ♠ + ♣  
2♠ 11-13, 6+ ♠  
2NT Trondheim: ART, FG, very strong  
3L 14-15, Nat NF, 5-5  
3NT 14-15, Solid spades, 1 outside card  
4L 14-15, SPL

#### After 2♣:

- RED: minimum, game unlikely  
AMBER: 8-9 usually with partial fit  
GREEN: 10+ game opposite strong variant  
2♦ ART, two-way:  
a) RED (any)  
b) GREEN without hearts  
2♥ Nat, AMBER, 4(+) hearts  
2♠ Nat, AMBER, 2/3 spades  
2NT ART, GREEN, exactly 4♥  
3♣ 5-5 minors  
3♦ ART, GREEN, 5+ hearts  
3♥ GREEN, 5+♥/3♠

#### After responder's two-way 2♦:

Opener assumes weaker option and continues accordingly, responder may have preference for hearts with a weak hand.

- 2♥ Usual with 4♥, less than game-force  
2♠ NF, 15-17, not 4♥  
2NT 18-19  
3m Nat, FG  
3♥ Nat, FG  
3M Nat 6+ FG  
3NT Solid spades

#### After responder's AMBER 2M:

Opener's 2M and 2NT are NF, others are natural.

#### Intervention

As Häxan sequences.

### 31. 1M - 1NT; 2NT: Trondheim

Opener uses this sequence with hands of considerable potential. Responder shows lengths, irrespective of strength.

#### 1♥ - 1NT; 2NT

- 3♣ 5+♣; natural cont. 4♣ = DWD  
3♦ 5+♦; natural cont. 4♦ = DWD  
3♥ 3♥, not balanced  
3♠ 3=2=4=4  
3NT 5-5 Minors  
4♥ 3♥, usually 4-3-3-3 poor controls

#### 1♠ - 1NT; 2NT

- 3♣ 5-card minor; 3♦?

## 25. 1M – 3M+1 Five Trump Splinter

Responder's jump to one-above double-raise show 5(+) trumps and an undisclosed splinter. Opener asks with the cheapest call (TODO intervention) with NGF responses.

### 26. 1M – 2NT Limit raise or better

Same system if second-hand doubles

3M Declines game opposite a limit raise; responder may bid 3NT to play or investigate slam by control-bids.

3OM 17-19 Bal with 5M, FG.

3NT 5-5/6-4 majors, concentrated values

4m 5M-5m as above

4M

3♦ Either:

a) Game acceptance opposite good limit raise (may still die at 3M and 3NT is to play).

b) Undisclosed void slam possible

Over 3♦ opener bids 3M with a poor minimum, 3♠/NT (♥/♠) with any acceptance (allowing opener to disclose void). Others are responder's try for slam opposite opener's "suitable minimum" type.

3♣ ART, FG, 14+ HCP, 6 losers or fewer. Responder grades his hand:

3♦ Strong slam try

3♥ Sound – OK limit raise

3♠ Poor hand for slam (no SPL)

Responder can continue with a no-shortage next-step or show own shortages by NGF. After that exchange, control-bids where 3NT = extra trump.

3NT OM, good side suit, strong try

4m Nat, good side suit, strong try

### 27. NGF "Natural Goes First"

When we relay for a specific feature – most commonly asking for shortages in fit auctions – we do our best to reply naturally using the cheapest bids. This often means one or more calls do not make sense.

Typically one or more of the options might name NT or our trump suit. We resolve this by making what natural call(s) we can and the omitted replies are re-inserted according to rank, lowest first in the cheapest slot.

If the particular feature may be absent 'none' is always the first step.

**Example 1.** An ask for known shortage is in spades, our suit is hearts:

NT = ♠ shortage

♠ = ♣ shortage

♦ = ♦ shortage

**Example 2.** An ask for uncertain shortage is in spades, our suit is hearts so the first step is reserved for no shortage:

NT = No shortage

♠ = ♣ shortage

♦ = ♦ shortage

♥ = ♠ shortage

**Example 3.** Two insertions: an ask for uncertain shortage is in clubs, our suit is hearts:

♦ = no shortage

♥ = ♣ shortage

♠ = ♠ shortage

NT = ♦ shortage

### 28. 1♥ – 1NT; 2♣ Häxan

Opener's 2♣ rebid is three-way:

1. Long hearts (6+)
2. 16+ HCP any shape
3. 14-15, 4♠=5♥ or 5♥-3-3-2

Excepting 2♣ and an ART FG 2NT, others are 11-15, jumps imply extra playing strength and some extra values.

**1♥ – 1NT; opener's alternatives:**

2♦ 11-15, Natural

2♥ 11-15, ♥ + ♠

2♠ 17+, sound reverse into spades.

2NT Trondheim: ART, FG, very strong

3L 14-15, Nat NF, 5-5

3♠ 14-16, 5=6

3NT 14-15, Solid hearts, 1 outside card

4L 14-15, SPL

**After 2♣:**

2♦ ART, 8+, FG opposite 16+

2♥ To play opposite 6M, opener can move again with 18+

2♠ ??

2NT 5-5 minors

3♣/♦ Nat, NF, limited as above

**After responder's 2♦ (8+):**

2♥ 11-13, 6M

2♠ Nat, 14-16, F2NT

2NT NAT, 17-19 Bal

3♣ Nat 4+ FG, 16+ HCP (5-4-2-2/5-5)

3♦/♥ Nat 5+ FG, 16+ HCP

3M Nat 6+ FG, 16+ HCP

3NT Solid spades, 2 outside cards

## 1. Over 1NT

**1.1 2♣ shows 4+♠**

2♣ 4+ spades. Opener bids 2♥ max with fit, 2♠ min fit, 2♦ without four.

**1.1.1 Opener denies 4♠**

After 2♦ responder continues:

2♥ 5+ spades TRF, either weak (pass), INV (2NT) or FG (others)

3m 5-4, FG

3♥ 5-5, FG

3♠ 6+♠, FG

3NT Choice of games

4L Self-agreeing SPL (sing.)

2♠ Both majors, either longer or 4-4, INV+.

2NT min no fit (<4♥)

3♣ Last chance invite (3♦? looks for 5 hearts)

3♦ 4-4-4-1 FG short minor, 3♥ asks: 3♠/NT Min, short ♣/♦ 4♣/♦ Max, SPL

3♥ Smolen, 4♥/5♠

3♠ Smolen, 4♠/5♥

3NT Nat

4♣ 5=5=3=0

4♦ 5=5=0=3

3♣ max no fit (<4♥), responses as over 2NT above.

3♦ FG fit (4+♥)

3♥ Min fit (4+♥)

3♠ FG fit (4+♥), spade cards

3NT Max, natural, no major interest

2NT Nat, INV, NF only 4♠

3m FG minor canapé

3♥ 4=1=4=4 FG

3♠ 'Six-card invite'

3NT Nat, usually 4♠

4L Void SPL

**1.1.2 Opener shows 4♠**

After 2♥/♠ there are no game-tries, continuations are choice-of-game or slam tries.

2♠ To play

2NT FG, ST, only 4♠

3♣ Waiting;

3♦/♥ Canapé – 5-card suit

3♠ Club canapé

3NT Balanced ST

4L SPL in named suit

3m Nat, ST, 5+♠, 4+

3♥ **Over 2♠**, Nat, ST, 5+♠, 4+.

**Over 2♥**, retransfer requiring 3♠. Then control-bids (if not game).

3♠ **Over 2♠**, initiating control-bidding.

**Over 2♥**, Nat, ST, 5+♠, 4+.

3NT Nat, choice-of-game, only 4♠

4L SPL, 5+ spades

**1.2 2♦ shows 4+♥**

Transfer breaks are rare – opener needs play for 4♥ opposite a hand that will pass simple completion.

After 1NT – 2♦; 2♥

2♠ 5+♥ FG

2NT Usual, not 4♥

3m 5♥-4m

3♥ 6+♥

3♠ Self-agreeing SPL; 4♠?

4♦ Void spade

4♥ Singleton spade

3NT Choice of games

4L Singleton SPL

3m Natural

3♥ 4♥

3♠ 5♠

3NT Nat

4m Control, 4♥, MAX

4♥ Good hearts, MIN

2NT Nat, INV, NF only 4♥

3m FG minor canapé

3♥ 'Six-card invite'

3♠ 1=4=4=4 FG

3NT Nat, usually 4♥

4m Void SPL

**1.3 Responder shows two suits**

After responder bids a minor after 2♣ or 2♦, opener shows stops (3L) and fit – where 'fit' means 8-card.

Fit and stops are shown naturally where possible but stop-showing (not fit-showing) has priority at 3-level.

**1.3.1 Over responder's 3♣**

3♦ Diamond stop, no stop OM

3M Fit, not suitable for 4-level

3OM Stop OM, no diamond stop

3NT Nat, both unbid suits stopped

4♣ Agree clubs

- 4♦ Fit, extras  
 4♥ (M=♠) Fit, extras, ♥ control  
 4M Fit both clubs and major  
**1.3.2 Over responder's 3♦**  
 3M Club stop, no stop OM  
 3OM Stop OM, no club stop  
 3NT Nat, both unbid suits stopped  
 4♣ Fit major  
 4♦ Agree diamonds  
 4♥ (M=♠) Fit major, ♥ control  
 4M Fit both diamonds and major

### 1.3.3 After suit agreement

Where two suits are agreed (4-major) 4NT is RKCB for both suits with normal responses.

In all other cases 4NT is single-suited RKCB

### 1.4 2♥ and above

- 2♥ Natural, INV, NF, may have 4♣. Opener's 2♠ natural 4+, forward going; 2NT non-min but NF; 3m game try.  
 2♠ Clubs, any strength, specifically, (WK) To play 3♣ (INV) 3NT possible opposite if opener has fitting club honour and quick tricks. (FG) Strong single-suited, usually unbalanced (can show shortage) but possibly balanced slam-try requiring club help.

Opener bids 2NT to accept (INV) otherwise bids 3♣. Responder continues.

2NT 'accept'

- 3♣ (WK)  
 3L Shortage (FG)  
 3NT (INV)  
 4♣ Key-card, 4NT playable  
 4L Void

Similarly,

3♣ 'decline'

- Pass (WK) or (INV)  
 3L Shortage (FG)  
 3NT Balanced (FG)  
 4♣ Deadwood  
 4L Void

2NT Diamonds, any strength, analogous to 2♠ above with diamonds except that (FG) with short clubs is not included (responds 3♦ instead).

- 3♣ Asks for 5-card majors. Responder may have one 4-card major but not both.  
 3♦ No 5-card major  
 3♥ Five hearts  
 3♠ Five spades

Over 3♦ responder can bid 3OM to look for 4-4 fit. After 3M or failed try for spade fit, responder's 4♣ is CONFI [0-4, 5 etc.] and 4♦ Super-CONFI.

- 3♦ FG, always 5+ diamonds, either:  
 (a) Both minors  
 (b) Diamonds with short club  
 3♥ Relay (almost obligatory)  
 3♠ Short club  
 3NT Both minors, NF  
 4m Both minors, extras

- 3M SPL, 3OM, 4-5 minors  
 4♣ 5+/5+ Majors, game only (4♦ pick)  
 4♦/♥ Transfer (game-only or much better)  
 4♠ Light NT slam INV  
 4NT 4-3-3-3 slam INV

## 2. Over 2NT

### Fit-finding and slam tries after 3♣

Balanced and semi-balanced slam-tries should be developed via CONFI which is invoked via responder's 4♣ after an initial 3♣. First checking for a 4-4 or 5-3 major fit and skipping CONFI to show a minor implies a shapely hand and usually a misfit for opener's shown major.

### Responder's follow-ups

4♣ is ALWAYS CONFI.

- Inside CONFI, when responder could have checked for 4-4 spades (over 3♦), a subsequent 4♣ is 'impossible spades' and indicates amber status (as 1NT - 3♣ etc.).
- After CONFI, 4M is a place to play (in addition to 4NT) when that major is a known 4-4 fit or matches opener's 5-card suit (ex. 2NT - 3♣; 3NT - 4♣; 4♦ - 4♥ also 2NT - 3♣; 3♦ [one major] - 3♥ [spades]; 3NT [not spades] - 4♣; 4♦ - 4♥).

4♦ is ALWAYS ARTIFICIAL and, in priority order, is:

- 1) A transfer to 4♥ of opener's 5-card hearts
- 2) 4-4 majors if that interpretation ensures a fit

- 4♣ 5-5 Clubs  
 4♦ 5-5 diamonds  
 3♥ 5♠ 3♥, MIN  
 3♠ 6+♠ 17-21  
 4m SPL 4♥  
 3♦ 6+♥ 7-8 OR 12+  
 3♥ expected...  
 Pass Just possible  
 4♥ 7-8  
 3♠ SPL ♠! Or 14+  
 3NT 12-13 BAL or short spade  
 4m 12+ SPL  
 3♥ 6+♥ 9-11  
 3♠ FG, 3CR  
 3NT NAT  
 3♣ 5+♠/4+♣ 16+ HCP without 2♥  
 3♦ 5+♠/4+♦ 16+ HCP without 2♥  
 3♥ 3/4♥ 13-15 HCP if 4♥ then 5-4-2-2  
 3♠ 6+♠ 16-20 HCP without 2♥ GF+  
 3NT 5♠/4♥ 11-13 HCP SGL ♦  
 4♣ 5♠/4♥ 11-13 HCP SGL ♣  
 4♦ 5♠/5♥ 11-14 HCP SGL ♦  
 4♥ 5♠/5♥ 11-14 HCP SGL ♣

## 21. 1♠ - 2♥ Artificial, Diamonds

Diamonds, 9+ with 6-card suit or FG. Opener bids next step with a weak hand (11-15, including all 4-card majors). Continuations natural in principle but 'heart-club rotation' - 3♣ = hearts and 3♥ = clubs - from both sides.

- 1♠ 2♥  
 2♠ All 11-15  
 2NT FG, Relay, not 4♥, usually balanced, Responder's subsequent 3♠ is 3CR, 4♣ is to play over 3♣  
 3♣ 5♠/4+♥  
 3♦ honour-third or better diamonds, maybe 4M  
 3♥ 'FSF' maybe 4M without heart stop  
 3♠ 6♠  
 3NT NAT most 4M  
 4♣ SPL 4-card diamond support 14-15  
 3♣ 5+♦/4+♥ FG  
 3♦ 6♦ 9-11  
 3M FG diamonds, shortage!

- 3NT To play opposite 11-15  
 2NT BAL 17-19, 5M  
 3♣ 16+ 5+♥/4+♥  
 3♦ 16+ 5+♥/4+♦  
 3♥ 16+ 5+♥/4+♣  
 3♠ 16+ 6+♠  
 3NT 17-19, 5-3-3-2♦

## 22. 1M - 2L Passed Hand Responses

These responses apply whenever they are legal, that is after next hand intervenes with X, 1♠, 1NT, 2♣, 2♦.

After 1♥

- 2♣ NF, clubs  
 2♦ ART, 8-10, constructive heart raise, opener's 2♠ is a neutral game-try

After 1♠

- 2♣ NF, clubs  
 2♦ Hearts, 7-9 with 6-card suit or 9-10 with 5-cards, opener's rebids as unpassed hand (UPH).

2♥ ART, 8-10, constructive spade raise  
 Over a constructive raise the situation is analogous to 1M - 2M (next step = neutral game-try etc.).

Other treatments are as UPH. 2NT is a limit raise but follow-ups are unchanged in that context. Limited NF fit jumps also apply.

## 23. 1M - 2M "Neutral Game-Tries"

Non-disclosing game-tries by opener

- Opener's only game-try is the cheapest bid (2♠ or 2NT) over 2M inviting responder to make a long-suit-try
- Opener's new suits are slam tries (1♥ - 2♥; 2NT = spades)
- Opener's jumps are voids
- 3M is constructive and based on good trumps;
- 3NT natural game-choice (but implying playing strength)

## 24. 1M - 3M "Semi-pre-emptive"

Responder's jump raise is typically an 8-loser hand with 4+ trumps, often a singleton.

Opener may:

- 3M+1 Asks for singleton NGF [27] replies:  
 3M+2 No shortage  
 3M+3... Natural shortage

3NT/4L are natural side-suit slam-tries with 3NT = spades

- 3NT 7+ Void diamond, 6-8 SPs  
 4♣ 7+ Void club, 9+ SPs  
 4♦ 7+ Void diamond, 9+ SPs  
 4♥ 7+ Void OM, 9+ SPs

### 19. 1♥ – 2♦ Natural, Diamonds

Natural, diamonds, 9+ with 6-card suit or FG. Opener rebids 2♥ with any minimum (11-15, including all 4-card majors).

Continuations natural in principle.

- 1♥ 2♦  
 2♥ All 11-15  
 2♠ FG, 4+ spades, responder's subsequent 3♥ is FG 3CR (limited).  
 2NT BAL 11-13 or 14-15 with clubs  
 3♣ 11-15 'FSF' maybe 4M without club stop  
 3♦ honour-third or better diamonds, maybe 4M  
 3♥ 6♥  
 3♠ 4♠  
 3NT great hearts  
 4♣ 4♠ club SPL  
 4♦ 4♠ diamond SPL!  
 2NT FG, Relay without 4♠, responder's 3♥ is 3CR (4♥ is to play over 3♠)  
 3♣ 5♥/4+♣  
 3♦ honour-third or better diamonds, maybe 4M  
 3♥ 6♥  
 3♠ 11-15 'FSF' maybe 4M without spade stop  
 3NT NAT  
 4♣ SPL 4♦ support  
 3♣ 6♦/4+♣ FG  
 3♦ 6♦ 9-11, NF  
 3M FG diamonds, shortage!  
 3NT To play opposite 11-15  
 2♠ 5+♥/4♠, 16+  
 2NT BAL 17-19, 5M  
 3♣ Any FG, not  
 3♦ 9-11 6♦  
 3M 3CR FG  
 3OM Great diamonds  
 3NT Min, non-fitting cards  
 4♦ RKCB diamonds  
 3♣ 16+ 5+♥/4♠

- 3♦ 16+ 5+♥/4♦  
 3♥ 16+ 6+♥  
 3♠ 4-5 losers, 6♥/5♠  
 3NT 17-19 5-3-3-2♦

### 20. 1♠ – 2♦ Transfer, Hearts

Transfer, hearts, 7-9 with 6-card suit or 9+ with 5-cards (neither forcing beyond 2♥) or FG. Responder may choose 2♣ with 5♥-3-3-2 or similar.

Opener rebids 2♥ with minimum non-fit (11-15, including all 4-card spades) and 2♠ with minimum and short heart.

Continuations natural in principle but with coded splinters when opener is minimum with 4+♥ and transfer-like rebids by responder after transfer-accept.

**Responder's 3♦ is always TRF.**

- 1♠ 2♦  
 2♥ NF, 10-13 HCP with 2-4 hearts not seeing game opp. MIN, including all but exceptional weak no-trumps.  
 2♠ NF, INV 3♠  
 2NT NF, INV 5+♥ (not 3♠)  
 3♣ FG, 4m (3♦? Then as 5-5s)  
 3♦ Hearts, game or slam INV  
 3♥ 5♥/5♣  
 3♠ 5♥/5♦  
 3NT NAT (2=5=3=3 13-15)  
 4m SPL 6+♥  
 4♥ To play  
 2♠ NF, 5+♠ MIN and short heart  
 2NT NF, INV 5+♥  
 3♣ FG, Relay, now:  
 3♦ Nat, 4+♦  
 3♥ 4+♣  
 3♠ Nat, 6+♠  
 3NT NAT  
 3♦ INV+, strain choice; 2♠+6♥  
 3♥ NF 6+♥  
 3♠ NF INV  
 3NT NAT  
 2NT 16+ HCP with 2/3♥, almost FG, maybe lighter with 4♥  
 3♣ 5+♥ 10+ UNBAL **OR** BAL, 2=5=3=3 14+.  
 3♦ Relays:  
 3♥ clubs  
 3♠ diamonds  
 3NT BAL 14+

- 3) 4-4 minors if a 4-4 minor-fit is possible  
 4) A 4-card raise of opener's 5-card spades  
 4♥ Shows five clubs UNLESS opener shows a 5-card major (raise/3CR MST).  
 4♠ Shows five diamonds UNLESS opener shows 5♥ or 4+♠ (undefined/raise).  
 4NT is:

- 1) A KCA if opener's last bid showed a suit at or below 3NT (and therefore CONFI was available).
- 2) Natural if opener has shown no suit or fit-finding has failed.

#### Sequences after 3♣

Ask for major-lengths, may initiate balanced-hand slam approach.

- 3♦ At least one four-card major, responder shows  
 3♥ Spades  
 3♠ Hearts  
 4♣ CONFI [0-6, 7...]  
 4♦ Both majors – pick!  
 4M 5 linked minor  
 4NT NAT  
 3♥ No major  
 3♠ 5 spades natural  
 4♣ CONFI [0-6, 7...]  
 4♦ 4-4 minors  
 4M 5 linked minor  
 4NT NAT  
 3♠ 5 Spades [4 minor natural]  
 4♣ CONFI [0-6, 7...]  
 4♦ MST 4 spades  
 4♥ MST 3 spades  
 4♠ NAT  
 4NT KCA (♠)  
 3NT 5 Hearts  
 4♣ CONFI [0-6, 7...]  
 4♦ Re-transfer  
 4♥ NAT  
 4NT KCA (♥)

#### Red-suit Transfer and above

- 3♦/♥ Transfer; fit breaks:  
 3♠/4L AKJx or better  
 4M 9 controls  
 3NT Others (inc. MAX 3CR)  
 3♠ Minor-suit Stayman.  
 4m Deadwood

- 4♣ Single-suited slam try in a minor. Opener relays with 4♦:  
 4♥ Clubs  
 4♠ Diamonds  
 4♦/♥ Transfer (game only or much better)  
 4♠ Balanced invite, minimum.  
 4NT INV, usually 4-3-3-3.

### 3. Multi 2♣

#### Three-way:

1. Weak two in diamonds, usually six but concentrated 5-card suit OK; 5-11 ATV
2. Balanced 22-23.
3. Any game force except long diamonds and 4+ hearts or clubs (see 2♦ [4]).

#### No weak option in fourth seat.

Opener exercises caution and, if second seat passes, will not raise diamonds as freely as over a natural weak-2♦.

- 3♦ Spades, constructive  
 2M Nat, NF, 11-14 usually 6 cards  
 2NT Relay, assuming weak-2♦, now:  
 3♣ Minimum weak-2♦  
 3♦ Maximum weak-2♦  
 Others, strong-types  
 3♦ Non-constructive opposite weak-2♦ but modest values (8-11) to preserve forces in strong auctions.  
 3♣/M Nat, F4L. Weak opener raises, strong hands bid new suit or 3NT.

In fourth seat, 'heart murmur':

- 2♦ 3+ SPs [3-2-1 points]  
 2♥ 0-2 SPs  
 2♠ Nat, +ve, good suit  
 2NT Hearts, +ve as 2♠  
 3m Nat, very good suits

**In competition:** we assume opener has the weak option and all diamond bids are pre-emptive, 2NT is constructive, doubles penalty.

### 4. Multi 2♦

#### Three-way:

1. Weak two in major, first/second seat almost always six cards, 5-11 ATV
2. Balanced 24-25
3. Game force with 6+ diamonds and 4+ cards in hearts or clubs.

#### Responses

- 2♥ Pass/correct  
 2♠ Pass/correct

- 2NT Suit and range-ask, invitational+
- 3♣ Hearts, constructive
- 3♦ Spades, constructive
- 3♥ Pass/correct
- 3♠ Nat, INV
- 3NT To play
- 4♣ "Transfer to long suit"
- 4♦ Puppet to 4♥
- 4♥ Pass/correct
- 4♠ To play!

**Continuations**

**2♦ – 2♥**

- Pass Weak hearts
- 2♠ Weak spades. Now 2NT forcing game try, 3m NF, 3♥ ART, value try

2NT Strong balanced, 24-25

- 3♣ FG, ♦+♣
- 3♦ FG, ♦+♥

**2♦ – 2♠**

- Pass Weak spades
- 2NT Strong balanced, 24-25

- 3♣ FG, ♦+♣
- 3♦ Max weak hearts.
- 3♥ Min weak hearts

3♠ FG, ♦+♥

**2♦ – 2NT**

- 3♣ Bad hand. Responder can make forcing and non-forcing suit discovery:
  - 3♦ "Bid other major"
  - 3♥ Pass/correct

3♦/♥ ♥/♠, Non-min, good suit (3♥/♠ forcing, shortage next)

3♠/NT ♥/♠, non-min, good hand

4♠+ Strong types

**2♦ – 3-minor**

Always constructive, typically used with good hands and 5-1 in the majors but potential to improvise (avoid opener's bad singleton). Responder can play 3-either major, so 6-0/7-0 is possible.

Step responses, raise of ART minor (step-5) and above indicates striking opener's long major. First such bid is no shortage / shortage in named suit (NGF style).

Opener's strong hands start at 4NT...

- 2♦ 3♣
- 3♦ 0/1 hearts
- 3♥ 2
- 3♠ 3 (3NT for shortage, 4♣ = none)

- 3NT 4 (4♣ for shortage)
- 4♣ 5/6 no shortage / short ♣ (4♦ accept opposite shortage)
- 4♦ 5/6 short diamond
- 4♥ 5/6 short spade

Similarly,

- 2♦ 3♦
- 3♥ 0/1 spades
- 3♠ 2
- 3NT 3 (4♣ asks shortage, 4♦ = none)

- 4♣ 4 (4♦ for shortage)
- 4♦ 5/6 no shortage / short ♦ (4♥ accept opposite shortage)
- 4♥ 5/6 short hearts
- 4♠ 5/6 short club

**2♦ – 4♣**

Constructive and creates a forcing-pass in competition, "Bid weak-major by transfer" – even if 4♣ is doubled.

- 4♦ Weak, hearts
- 4♥ Weak, spades
- 4♠ Strong, diamonds and hearts
- 4NT 24-25 BAL
- 5♣ Strong, diamonds and clubs, F6m

**In competition – general**

We switch off the constructive 3-minor (they become natural NF) but retain as far as possible other responses.

- i. 2NT as a constructive ask
- ii. 4♣ as "bid by transfer"
- iii. 4♦ puppet to 4♥
- iv. Pass/correct raises
- v. 3♠ as natural
- vi. 3NT as natural
- Additionally
- vii. Double of majors is negative (to avoid inferring the wrong suit)
- viii. Double of minors is penalty
- ix. Responder's 3-level cue is a stopper ask
- x. Opener's cue in response to any action is a strong type
- xi. If responder passes, opener bids strong types naturally

**After double**

- Pass Diamond contract possible
- XX "Name your suit"
- 2♥ Pass/correct but compete in spades
- 2♠ Pass/correct but compete in hearts
- 2NT Constructive ask

4♥/♠ Natural in a suit shown by opener otherwise slam try in longest/second suit (depending on whether 4♦ was available)

4NT KCA in next-longest suit, etc.

**Opener's initial responses**

- 1M 2♣
- 2♦ 3-Way:
  - 1) Transfer (to M = ♦)
  - 2) 3-suited 5-4-4-0
  - 3) Balanced 11-13 or 17-19
- 2♥ Transfer (to M = ♦)
- 2♠ Single-suited, 6+

**Patterns**

The following responses all show clubs if bid directly over 2♣ but after 2♦/♥ show the suit promised by that call.

- 2NT Lower shortage
- 3♣ 5-4-2-2 / 6-5-1-1 / 7-4-1-1. Opener can fish for 3NT with by showing stoppers artificially with 3M (NGF) or relay with 3♦:
  - 3♥ 6 SPs and 5-4-2-2
  - 3♠ 7 SPs...
  - 3NT 8 SPs...
  - 4♣ 6-5-1-1 (KCA as 6-5-2-0)
  - 4♦ 7-4-1-1 (KCA as 7-4-2-0)
  - 4♥ 9 SPs and 5-4-2-2
  - 4♠... 10 SPs etc.
- 3♦\* 5-5-2-1 / 5-5-3-0. 3♥?
  - 3♠ 5-5-3-0; 3NT NF opp. 6 SPs
  - 3NT 6 SPs and 5-5-2-1
  - 4♠... 7 SPs etc.
- 3♥ 5-4-3-1
- 3♠ 6-4-2-1
- 3NT 6-4-3-0
- 4♣ 6-5-2-0
- 4♦ 7-4-2-0
- 4♥ 7-5-1-0
- 4♠ 6-6-1-0
- \* = Where 5-5 is impossible 3♦ is MAX or pure 6-4-3-0.

**Non-relays**

- When responder does not continue with a relay his bids are natural and almost always minimum. These breaks are usually to,
- 3M Balanced 3-card raise
- 2/3NT Balanced with sound stops in suits not indicated by opener

- 2♠ Clubs, usually unbalanced. Now 2NT asks for shortage.
- 2NT Clubs, minimum, usually no shortage, not 3M.
- 3♣ (Over 2♦) clubs with 3-card raise of opener's major, potentially with singleton.
- 3♣ (Over 2M) Clubs, unsuitable for relay continuations.

**1M – 2♣; 2♦ – 2♥; Opener rebids**

- 2♠ 3-suited or weak NT, responder usually relays with 2NT – others are weaker, see below.
- 3♣ Weak NT. Responder offers choice of games or 3♦ CONFI.
- 3♦ Void diamond 5-4-4-0
- 3♥ Void heart or club 5-4-4-0
- 3♠ Void spade or club 5-4-4-0
- 3NT Natural, weak NT with preference for no-trump.
- 4♣ BAL 17-19, 0-5 controls
- 4♦ BAL 17-19, 6 controls – etc.

2NT Short club as 'patterns'

3♣... As patterns

**1M – 2♣; 2♦ – 2♥; 2S FAFF**

**Fast Arrival Fit-Finding.**

Responder may feel for fit with modest hands: 'fit' means 4-4 or 5-3, even 3-5 after 1♠ opener. Note that opener may still be 5-4-4-0.

- 3♣ Try for heart fit
- 3♦ Try for spade fit

Opener gets to obvious game ASAP, other bids show 3-suiter or strong balanced.

3NT No fit, obvious contract.

- +1 Shortage in 'try' or, if impossible, minimum 5-4-4-0 (now +2? NGF)
- +2 No fit, possibly waiting with fit and super hand.

Other Fit, shortage, extras, NGF

**1M – 2♣; 2♠ – 2NT; Opener rebids**

- 3♣ 6+ with singleton, then responses as 3♥ through 4♥ below.
- 3♦ No shortage; responder continues:
  - 3♥ SPA
  - 3♠ KCA for major
  - 3NT Minimum
  - 4♣ Deadwood for clubs
  - 4M Nat, poor for slam
- 3♥ 7+ Void heart (OM) or club, 6-8 SPs
- 3♠ 7+ Void spade (OM) or club, 6-8 SPs



- 3-opener's suit is always natural and 'one under' is an unlimited INV+ raise.
- There is no 'game choice' in the unbid major
- No 'Leaping Michaels' equivalent
- 3♠ (without regard to suits) is always a below-game splinter-raise, short in overcaller's-suit (leaving an out in 3NT if opener has concentration).
- Transfers resume at 3-level cue. Between 3-opener and that cue, bids are natural and F1.

Example: 1♦ (2♥)

- 2♠ NF
- 2NT Clubs, INV+
- 3♣ Diamond raise, INV+
- 3♦ Diamond raise, stretched
- 3♥ Spades, INV+
- 3♠ Diamond raise, short heart
- 3NT Nat
- 4♣ Fit jump
- 4♦ Deadwood for diamonds
- 4♥ Void SPL raise of diamonds

### 18. 1M – 2♣; FG Clubs or Balanced

Initiates relays. Responder's failure to relay generally show club hands (suits breaks) or minimums (NT breaks). Artificial breaks after two relays.

'Balanced' includes any 5-3-3-2 and responder may uncover 3-5 fits. Clubs may be any length.

Opener's artificial description is by the *symmetric relay principle*, that is, the path to specifying a shape determines the suits held. Opener reveals in order:

1. Second-longest suit
2. Shortage (if any)
3. Exact pattern

Moving directly to a later step implies lower second suit or lower shortage respectively. Single-suiters and three-suiters are handled separately.

#### Later auction

After opener reveals his shape responder may artificially:

- Artificially abandon slam investigations.
- Make a size-ask for 3-2-1-points, known as Slam Points (SPs) and this device a Slam Point Ask.
- Set a trump suit (which also functions as a key-card ask).

### End-Signal

Artificial sign-off via 4♦ puppet to 4♥.

Only used when opener fully discloses a 2- or 3-suited pattern – does not apply after balanced and single-suited types.

Opener is expected to bid 4♥ and pass any correction but may show SPs (starting at 9) with extra values, typically 17+ HCP.

### Slam Point Ask (SPA)

Asks for 3-2-1 points; simple increments from 6.

Highest bid eligible for SPA is 4♠.

A SPA does not set a trump-suit and responder's subsequent step-1 bids continue asking (for location) without establishing a suit.

Exception: when opener hold 6+ cards and has bid the suit below his length, responder's cheapest bid is to play.

To signoff responder bids something other than step-1. Suits must be a playable: any length of 3+ cards in opener's hand. Bids other than those are 'last train' invites.

### Key-Card Asks (KCA)

A KCA can only be made in a playable strain as in SPA. Length-ties are broken by game-level (♥/♠/♣/♦).

Replies are standard:

- Step-1 0 or 3
- Step-2 1 or 4
- Step-3 2
- Step-4 2 + Q

### Example: over 3♥ showing 5-4-3-1.

- 3♠ Slam Point Ask (SPA)
- 3NT Natural, NF
- 4♣ KCA in longest suit.
- 4♦ End-signal, puppet to 4♥ for sign-off or, when 3NT was available, a balanced quantitative try of 4NT. Opener may decline a sign-off with extra values, typically 17+ HCP or good 9+ SPs.
- 4♥ KCA in second suit.
- 4♠ KCA in third suit

In some sequences, bids lower than 3♠ are available and function as a SPA. When 3♠ is not available, 4♣ takes its place (the highest SPA is 4♣, over opener's 3NT).

When opener's last bid was 4♦ or higher there is no end-signal and no resting place in 4NT.

- 3♣/♦ Non-forcing
- 3♥ Pass/correct

### 5. Muiderberg 2♥/♠

Two suited, 5 cards in opened suit with 4+ minor. Usually 5-5 but 5-4 with pure holdings possible especially NV.

Vul & 4<sup>th</sup>: 10-13

NV: 8-11, wide-range in 3<sup>rd</sup>

### 2♥, Hearts and a minor

5♥, usually 5-minor, sometimes 4 with concentrated values.

- 2♠ Nat, INV NF
- 2NT Converting to responder's minor or FG in any suit; requires **other minor**
- 3♣ 4+♦, responder continues,
  - 3♦ Non-forcing
  - 3♥ Slam try
  - 3♠ FG Spades
  - 4m Deadwood
- 3♦ 4+♣, continuations as above
- 3♥ 4-4 minors
- 3♣ Pass/correct to minor
- 3♦ Invitational in hearts
- 3♥ Nat, non-invitational raise
- 3♠ Nat, INV
- 3NT To play
- 4m Splinter
- 4M To play

### 2♠ Spades and a minor

5♠, usually 5-minor, sometimes 4 with concentrated values.

Responses as 2♥ above with obvious substitutions.

### 6. 1♠ - 1♦; 1♥ [TRF complete]

- 1♠ 5+ hearts, initially part-score choice with invitational overtones but 3L rebids FG
- 1NT Natural, NF
- 2♣/♦ Natural NF
- 2♥ Natural, not constructive
- 2♠ Undefined!
- 2NT Natural, INV
- 3L Natural, FG, shapely

### 7. 1♣ - 1♥; 1♠ [TRF complete]

- 1NT Natural, NF
- 2♣ Natural NF
- 2♦ ART FG

- 2♥ Natural, NF
- 2♠ Natural, not constructive
- 2NT Natural, INV
- 3L Natural, FG, shapely

### 8. 1♠ - 1Red; Major Raises

- 2M 3/4-card raise, 4+ clubs. If 3CR, some extras with shortage. Responder can continue with 2♠ (catering for 4=3=1=5) or artificially invite with 2NT, opener rebids as natural as possible:
  - 3♣ 3CR, min, not 4♦
  - 3♦ 3CR, min, 4♦
  - 3M 4CR, min
  - 3OM 4CR, max 5-4-2-2
  - 3NT 4CR, max 5-4-2-2, values in doubletons
- 4♣ SPL OM
- 4♦ SPL diamonds
- 4M 4CR, long clubs
- 2NT 'Nightmare', 3-card raise, 6+ clubs, 15+ unlimited. Responder continues:
  - 3♣ NF opposite most openers.
  - 3R 5M TRF. Opener may break (to shortage) with extras.
  - 3OR ART FG, usually only 4M, initiates stopper-showing.
  - 3♠ Suggests clubs
  - 3NT NAT, values in other suits
- 3♦ 4M, 17-19 BAL
- 3♥ (over ♠) NAT, NF, 5♥-6♣
- 3M 4-card raise, 4+ clubs, 6-loser
- 4M 4+ raise, distributional
- 4♣ Very strong, game+ raise
- 3♠ (over ♥) Splinter
- 4L Splinter

### 9. 1♠ - 1♦/♥; 1NT = 17-19//18-19

- 2♣ ART PUPPET to 2♦. If weak, either both majors or long minor; some INV types; only FG with diamonds (equivalent of immediate 2♠ = ♣).
- 2♥ NF, weak major choice
- 2/3NT 5-4 majors INV/FG
- 3L Shapely INV
- 2♠ To play clubs or diamond canapé
  - 2NT Min, no ♦ fit (3♣ to play)
  - 3♣ Max or ♦ fit

2♦/♥ TRF FG unless responder passes or bids INV 2NT. Opener usually completes and responder continues description. When responder shows spades then hearts, opener bids 2♣ without 4♥. 1♣ - 1♦; 1NT - 2♥ is 4-4 majors INV+

2♠ ART, 4M and club canapé, INV+.

2NT Min no fit  
3♣ Min club fit  
3L Stops  
3NT Max

2NT Natural, INV, no extra major length

3L Natural, FG, shapely

3NT Natural, no extra major length

### 10. 1♣ - 1♠; Balanced or diamonds

Responder may have diamonds weak or INV or be balanced up to a game-raise of a weak-NT. HCP requirements change with opener's constituent balanced-hand ranges.

- To play 1NT opposite opener's weak-NT; no 4+ major
- To invite (or right-side) 3NT opposite opener's weak-NT; no 4+ major
- Diamonds WEAK and long
- Diamonds INV, possibly 4M

#### Opener rebids

1NT 11-13  
2♣ 'Natural, NF, 11-15, either single-suited or 11-17 with diamonds.  
2♦ Strong, two way (a) club-diamond reverse, (b) 17-19 Bal. Now:  
2♥ ART, Minimum, NF rebids  
2♠ ART FG, natural cont.  
2NT Nat, major stops  
3m Nat, FG

2♥/♠ Strong, reversing values

2NT 19 HCP Balanced

3♣ Strong, 6+ clubs

### 11. Intervention after 1♣

If next hand bids 1♦/♥ we keep 'system on' using double for a transfer from overcaller's suit but there is no 2♣ relay, club raises are natural, NF.

Note:

1♣ - (1♥) - X = 4/5 spades

1♣ - (1♥) - 1♠ = Take-out without spades

These actions show enough values to make a non-fitting weak 1NT rebid safe, therefore:

- TRF completion shows 3-card support
- 1NT is weak (even if fourth hand bids)
- 2NT is 17-19 (denies 4-card support)
- Single raise is 4-card support

(In unopposed auctions after 1♣ we complete transfers with weak no-trumps and rebid 1NT with 17-19.)

Strength restrictions for 2-level transfers are relaxed:

1♣ - (1♦) - 2♦ = 6 hearts  
1♣ - (1R) - 2♥ = 6 spades  
1♣ - (1L) - 2♠ = Constructive club raise  
1♣ - (1L) - 2NT = NAT INV

### 12. 1♦ - 1M; Major Raises

This is broadly analogous to 1♣ - 1R; but there is no balanced raise and no balanced hand rebid. It is therefore a system encouragement to prefer 1♣ with 5♦-3-3-2 too strong for 1NT.

2M 3/4-card raise, 4+ diamonds, MIN, if 3CR, some extras with shortage. Responder can continue with 2♣ (catering for 4=3=1=5) or artificially invite with 2NT, opener rebids as natural as possible:

3♣ 3CR, min, 4♣  
3♦ 3CR, min, not 4♣  
3M 4CR, min  
3OM 4CR, max 5-4-2-2  
3NT 4CR, max 5-4-2-2, values in doubletons  
4♣ SPL clubs  
4♦ SPL OM  
4M 4CR, long diamonds

2NT 'Nightmare', 3-card raise, 6+ diamonds, 15+ unlimited. Responder continues:

3♦ NF opposite most openers.  
3♣ ART FG, usually only 4M, initiates stopper-showing.  
3M 5M FG.  
3OM Suggests diamonds  
3NT NAT, values in other suits

3♥ (over 1♠) NAT, NF, 5♥-6♦

3M 4-card raise, 4+ diamonds, 6-loser

4M 4+ raise, distributional

4♦ Very strong, game+ raise

3♠ (over ♥) Splinter

4L Splinter

### 13. 1♦ - 2♣; FG clubs or balanced

Requirements and continuations are very much as 1M - 2♣ [18]. The only difference is that 4♦-4-4-1s replace balanced types and there is no 5-3-3-2 17-19 balanced.

#### Immediate responses:

1♦ 2♣  
2♦ 4+ hearts or three-suited (5-4-4-0 or 4-4-4-1) or weak NT  
2♥ 4+ spades  
2♣... As 1M - 2♣ [18]  
2NT Clubs with short heart  
3♣ Clubs and patterns as [18]

#### 1M - 2♣; 2♦ - 2♥; Opener rebids

2♠ 3-suited or balanced. Opener has, **strong** relay via 2NT:  
3♣ 4-4-4-1, 3♦? Shortage responses NGF in ranges:  
3♥ 4=1=4=4 min  
3♠ 1=4=4=4 min  
3NT 4=4=4=1 min  
4♣ 4=4=4=1 MAX 11+♠P  
3♦ Void club 4=4=5=0  
3♥ Void heart 4=0=5=4  
3♠ Void spade 0=4=5=4  
3NT Weak NT  
4♣ BAL 15-17, 0-4 controls  
4♦ BAL 15-17, 5 controls - etc.  
2♠ 3-suited or balanced. Opener has, **Weak** relays:  
3♣ Looks for heart fit  
3♦ Looks for spade fit  
3M NAT with clubs

2NT... Hearts, as 1M - 2♣ [18]

### 14. 1♠ - 2♣; FG diamonds or balanced

Requirements and continuations are very much as 1♦ - 2♣ [13] with minors **reversed**.

Bids that there show club shortage/length here show diamond shortage/length and vice-versa. Note that immediate rebids of 2NT and above show opener's second-suit of diamonds.

### 15. Natural Check-back

Over Weak- and Medium-NT rebids.

This occurs in the following five sequences:

- 1♦ - 1♥; 1NT [some 15-17]

2. 1♦ - 1♠; 1NT [some 15-17]

3. 1♥ - 1♠; 1NT

4. 1♣ (X/1♦) 1♥\* (any); 1NT [\* = ♠]

5. 1♣ (1♥) X\* (any); 1NT [\* = 4/5♠]

6. 1♦ (1♥) X\*/1♠ (any); 1NT [\* = 5♠]

2♣ ART PUPPET to 2♦. Either to play 2♦ or any INV type. 2NT/3NT imply 5M.

2♦ ART FG - usually high-card values

2♥ Natural, NF

2♠ Natural, NF (undefined in 1<sup>st</sup> seq.)

2NT Natural, INV

3L Natural, FG, shapely

3NT Natural

Passed hand 2♦ is NAT but INV sequences are retained.

### 16. 1NT (2♦/♥/♠) Transfers

**Note** system on after 1NT (2♣); X = 4+♠; 2♦ = TRF 4+♥; 2♥ = Hearts INV; etc.

This scheme is also used after we double a 1NT opening and opponents run to 2M where again, our X is T/O and 2NT and above are transfer-influenced as below.

X Take-out; if INV+ then without stop (NT over major, cue over others - cue over major shows support) additionally without unbid major . 1NT (2♦) X (P); 2♥ (P) 2♠ is F1

2M Natural, NF

2NT\* Weak NF in lower suit OR Clubs FG;

3♣\* Diamonds INV+

3♦\* Hearts INV+

3♥\* Spades INV+

\* = TRF to overcaller's suit is a game choice, implying 4 cards in other major (4-4 majors over diamonds) and a stop.

"Overcaller's suit" is the anchor suit if intervention is ART (e.g. if TRF or 2♦ = Spades [even 4+] etc.).

3♠ 3-suited take-out, unwilling to make T/O double, e.g. 5-4-4-0/4-4-4-1

3NT Nat, stopper.

4m (Over Major) 5m+5OM

4♣ (Over diamonds) clubs + major

4♦ (Over diamonds) 5-5 majors

4M To play

### 17. 1m (2-level Jump) Transfers

With one suit already bid naturally, we employ a superficially similar scheme to that of [16] above except that: