

ZEBRA CLUB (Chambers- Gobert)

General overview of system (last revised: 8/12/04)

Style Light aggressive opening bids (except when Vul and bal); major features:
 5 card majors
 Catch-all club (all bal. hands outside NT range)
 mini 1NT (11-13) NV in 1st and 2nd seat; otherwise 14-16
 12+HCP when **bal and Vul**.
 10+ when distributional, any vul.
 Weak 2's
 Constructive 3m opening (11-14HCP; 6 card suit with 2/3 or 3/5 honours)

Key factors to consider when opening light in a suit (in order of importance):

1. quality of suit (do you want it led?)
2. Vulnerability (we tend to be far more cautious when vul.)
3. Ease and clarity of rebid

Although we open light, we also open strong distributional hands on the one level (1L). Because opener may be strong, responder strains to keep the bidding open. Because opener may be weak by normal standards, responder will bid conservatively; thus a direct raise of 1♦/♥/♠ is constructive (8-10 support points), while a limit raise is sound (11+ support points). Generally we bid aggressively with fits, conservatively with misfits.

Relays – After an opening bid of 1L, responder will introduce a major suit only if it is at least five cards in length. If responder lacks a 5 card major, and if no other bid is suitable, the **cheapest bid is a relay**. Thus 1♣-1♦; 1♦-1♥; 1♥-1♠; 1♠-1NT and, of course 1NT-2♣ (Stayman), are all relays, saying nothing about the suit named. The relay bidder does not promise a four card major, but asks opener to describe his hand, and particularly his major suit holding.

Displacement bids-- 1NT becomes a displacement bid when the natural bid that the bidder would wish to make is precluded because it is a relay. Either opener or responder may make a displacement bid. For example, 1♦-1NT shows 5+H (as 1♥ would be the relay), 1♦-1♥ (relay)-1NT shows 4 hearts and 1♥-1NT shows 5+S. Displacement bids also may occur in artificial game try (AGT) and slam try sequences.

Responses The **responses over 1♦/♥/♠** are similar (but there are some differences, so one needs to consult the appropriate section of the notes). The cheapest bid is a relay; major suit bids show 5+; direct raises are constructive; **all** single jump shifts (JS), including a jump to 2NT, are artificial; and jump raises are semi-preemptive. 1♣ has a unique response structure (necessitated by the fact that the 1♣ bidder may be bal and does not necessarily have more than 2 clubs), and features the possibility of two relays by responder. It is therefore considered separately in these notes.

COMPETITIVE BIDDING – Generally we strive to compete aggressively. **Direct overcalls** may be based on a good suit that we want led. (e.g. KQJx and out, if the overcall is on the one level and NV). Even our 2/1 overcalls may be light in HCP by traditional standards if we have a good 5/6 card suit that we want led.

Jump overcalls over 1L are weak. Over an opening weak 2M by the opponents, a jump to 4m is Leaping Michaels, showing that suit and the other major.

As a general proposition in competitive auctions, **we bid aggressively with fits, conservatively with misfits**

After the opponents have opened the bidding

Take out X -- A double tends to show a shape-suitable hand; the more shape suitable the hand, the lighter the X may be (8/9 HCP if 4441). We tend to double or triple jump with a long major in preference to doubling and then bidding the major.

Equal level conversion X -- Over 1M we can double with 4OM and 5 diamonds, and convert partner's bid of 2♣ to 2♦ without showing extra strength –this is an **equal level conversion double because it does not raise the level of the bidding**. After 1M, with a one suited hand with diamonds, too strong to risk an overcall, the doubler must **jump** in diamonds at his second turn if partner bids 2♣.

If the opponents jump raise the auction after a X by us, **X by responder encourages the doubler to bid and is not intended as penalty**.

(1H)-X-(3H)-X denies four spades but (1S)-X-(3S)-X does not deny four hearts.

Overcalls – We play aggressive overcalls (which may be light for lead-directing purposes), weak jump overcalls, Michaels, and Unusual NT. While **our simple overcalls** may be light, they may also be quite strong (up to 17 HCP), as we tend not to X if we are not shape-suitable. Thus partner of the overcaller strains to keep the bidding open.

Responses to a simple overcall:

Rubens Advances – After an overcall, suits below the opponent's suit by the partner of the overcaller are natural and F1. Beginning with 2 of the opening bidder's suit, and through to a raise of partner's overcall, any bid (except NT) is a transfer. A transfer may be based on a weak single-suited hand, an invitational (INV) hand with or without support (with support, responder bids partner's suit at next opportunity; without support, responder bids 2NT at his next opportunity), or a FG hand (responder either cues or bids a new suit [F1] at his next opportunity)

JS -- A jump shift by the partner of the overcaller (**to any level except game**) is fit-showing, except in the oppo's suit, in which case it shows a sing.

2NT shows a LR+ when we have overcalled in a major; but is natural when we have overcalled in a minor.

We play 2NT as above and fit-showing jumps -- but not Rubens Advances -- after a jump overcall or after the opponents have opened on the 2 level.

Michaels and Unusual NT -- A direct cue is Michaels and can be any strength. A direct **jump** in NT is unusual and can likewise be any strength. After 1m, a Michaels bid shows both majors; after 1M, a Michaels bid shows the OM and a minor (it may be the minor of the opening bidder if that can be as short as 3). Unusual NT shows both minors (even after a 1m opening bid). Michaels and Unusual NT show at least 5 cards in each of the suits promised, although over 1m, a Michaels bidder might on occasion have 4 good spades and 5 hearts.

Responses to Michaels:

- 2M – to play
- 2NT -- asks for strength and overcaller's second suit
 - 3m -- natural and minimum
 - 3♥/♠ hearts shows clubs; spades shows diamonds AND a good hand
 - 4m – Natural, very strong and virtually FG
- 3♣ -- P/C (pass or correct)
- 3♦ -- ART; INV to game in partner's major suit
- 3M -- weak
- 4/5m -- P/C.

Responses to Unusual NT:

- 3♣/♦ -- to play
- 3♥/♠ -- hearts shows clubs; spades shows diamonds AND a good hand
- 4♣/♦ -- Preemptive

Jump Cue -- A jump cue of an opening bid of any one level bid by the opponents asks partner to bid 3NT with a stop in the opponent's suit. It implies a solid minor, and if responder does not have a stop, he should bid 4♣ (P/C)

After we have opened the bidding and the opponents compete

An opponent doubles: If an opening bid of 1L by us is doubled, **XX shows general strength, bids below 1NT are natural, and bids beginning with 1NT are transfers to the next higher suit through to a direct raise of opener's suit (which is weak, a strong raise being shown by a transfer).** Thus, if the bidding goes 1M by us, X by next hand, XX shows general strength, 1L is natural, 1NT is a transfer to 2C, 2M-1 is a transfer to 2M showing a constructive raise, and 2M is a weakish raise.

An opponent overcalls: If our 1L bid is overcalled on the one level, then we play transfers (XX transfers to the next highest suit) but 1NT is natural. If the opponents overcall on the two level or higher, (direct or jump), X is negative.

Further Points

All **jump shifts in competition are fit-showing** (except over 1♣), but a **jump to game in a new suit is natural** (and says nothing about fit), and a jump in the opponent's suit is a SPL.

In any contested auction in which we have bid a major, 2NT by responder (whether or not a jump) shows a limit raise or better.

If 4th hand intervenes after we have opened and responder has bid, we play **support X and XX, showing 3 card support for responder's suit (a direct raise shows 4 card support)**. Support X/XX do not apply when there is a jump overcall, or when a X would force responder to rebid his suit on the 3 level.

Whenever we have made a transfer bid, whether in or out of competition, and next hand doubles, acceptance of the transfer promises at least 3 card support, while pass denies 3 cards in the transfer suit and XX shows interest in playing the redoubled contract (at least a good four card suit).

The 1C Opener

1C The catch-all bid in the system when opener does not have a five card major or a NT opener. When balanced, 1C only guarantees two cards in clubs. When opener introduces a third suit in a natural auction (e.g., 1C-1H-1S) or reverses over 1D, he promises at least five clubs and at least four of the second suit.

Basic Response Structure:

1D* Artificial relay; says nothing about diamonds or length or strength in any suit. The bid is typically made on a balanced hand **without** a 5 card major. If responder has a 5 card major, he tends to be too weak to respond 1M (0-7HCP). Responder may also have a FG hand with clubs or diamonds. 1D is 'Staymanic' in the sense that opener is expected to clarify his major suit holdings, with spades being shown before hearts. **1D may never be passed.**

1H/S Natural, 5+ cards, 7+ HCP, F1.

1NT 9-11 HCP, bal, NF; usually soft values; 1NT may conceal a poor four card major or club support if unsuitable for any other action. With a 4 card major and distribution, or 4-4 in the majors, we bid 1D.

2C* 5 clubs and 9-11 HCP; a constructive raise but NF. 2C tends to deny a four card major, but responder may bid this way if 2C is the most descriptive bid (opener can relay with 2D to discover a four card major)

2D/H* Transfer to H/S, **either Weak or FG**. If weak, responder has a six card suit with 3-7 HCP (may on rare occasion be less where bid stands out, e.g. J1098xx xx xxx xx), usually with good internal structure (e.g., 10,9,8 of suit) basically it is a hand that wants to play in 2M over all minimum openings, including those with a singleton in responder's suit.

2NT **Ogust**, asking for further description; opener will generally have both extra high card points (17+) and a fit

3C Bad hand (3-5 HCP), bad suit (lacking 2/3) or 3/5 top honours

3D Bad hand, good suit (2/3 or 3/5 top honours)

3H Good hand (6-7 HCP), bad suit

3S Good hand, good suit (note it will be rare to have both a good hand and a good suit, perhaps KJ10xxx Qx J10x xx)

Higher natural; strong jump shift

3C Natural, non-forcing, implies misfit

3H/S Natural but min., continuing the preemption on the basis of the Law of Total Tricks (with a good hand + fit, we bid 2NT)

2S 4441; undisclosed sing.; 13-15 HCP

2NT asks responder to identify sing

3C/D/H/S sing in next ranking suit

3D/H/S/4C asks for Roman controls (1st step shows 0-3, etc.)

[General Note on showing shortage: When we have a known fit, we generally show shortage naturally (NGF -- natural goes first, with cheapest NT or agreed suit

showing sing in the ask suit.). In two sequences (1C-2S-2NT and 1C-1D-2D-2NT) we show singletons by bidding the suit under the singleton.

2NT 4+ clubs, balanced, either 13-15 (may have 4 card major) or 16-18 (no 4 card major), or very weak with long clubs (usually 6)

3C Preemptive usually 6 clubs, 6-8 HCP, NF

3D/H/S/NT **Near-Solid (AKQxxx) or solid** 6 card suit with no A or K outside; runnable opposite a singleton in 3NT, which is what responder is inviting opener to bid; 3NT shows running club suit. Over 3D/H, new suits by opener **deny** stopper, usually with xxx of suit (thus allowing responder to bid 3NT with xxx.)

4C/D **Transfer**; to play in H/S from opener's side
4D/H slam interest (partner invited to cue bid or do something intelligent)

4H/S Natural pre-emptive style (weak, non-solid suit)

The Opponents Intervene.

General

Over X, systems on except as documented below. Over 1D, X is the relay (auction continues as if it had begun 1C-1D undisturbed) and all other bids retain their meaning. Pass of 1C-(X) and 1C-(1D) tends to deny values.

Over 1L overcalls other than 1D, double and suit bids are transfers; NT bids are natural. Over 2L or higher overcalls, X is negative.

On responder's pass of an overcall, opener will re-open with extra values or shape. Double is T.O. but with extra values. 1NT shows 17-19. A new suit shows that suit and clubs. A jump to 2NT shows 17-19 and a broken 6 card club suit; 3NT shows solid clubs and a stop in the opponent's suit.

RHO X

Pass Responder is **weak and** prepared further to play 1C X.

XX At least 4 clubs and 5-8HCP

1D As undisturbed (but includes 9-11 bal. hands, as 1NT is unavailable; see below)

1H/S As undisturbed

1NT* A weak to moderate hand with 44 or 54 in the minors; invites preemptive action by the opener.

2C As undisturbed

2D/H/S **natural; weak (not transfer; not fit-showing because opener has not promised clubs; it is only after interference over 1C that we do not play fit showing jumps**

RHO 1D

Pass weakness bid

X relay

1H/S As undisturbed

1NT Promises a stopper in diamonds as well as showing 9-11

2D **Weak in both majors**

2H/S **weak jump shift**

If the auction is passed back to opener, he will reopen with extra values or shape. Double is T.O. with extra values; 1NT shows 17-19. A suit shows that suit and clubs. A double jump in a new suit shows a highly distributional hand (usually 6-5) but not extra strength (with extra strength we make a normal jump shift). 3NT guarantees a stop in the opponent's suit, as well as solid clubs.

If the auction proceeds 1C-(1D)-P-(1M), X by opener is takeout (extra values) and 1NT shows 17-19 bal.

RHO 1M X and suit bids are transfers; jump shifts are weak e.g. 1C-(1H)-2S. No trump bids by responder are natural (1NT = 8-10; 2NT = 11-12; 3NT = 13-15; all show a stopper in the opponent's suit). 3C is preemptive

If the auction is passed back to opener or if LHO raises (or makes a conventional raise), X is T.O. but with extra values. Cheapest NT shows 17-19. A suit shows that suit and clubs. A jump to 2NT shows 17-19 and a broken 6 card club suit; a jump to 3NT guarantees a stop in the opponent's suit, and shows solid clubs.

RHO 1NT Simple bids (except 2C) are natural and non-forcing (not transfers). X is principally for penalties and establishes a forcing pass situation. **2C is a forcing take out for the majors** (guaranteeing at least 4, usually more, in each - this convention also applies if we open 1D and there is a 1NT overcall). 2NT shows a 2 suiter, F1. 3any is preemptive but with a decent, longish suit (partner may go on with fit and aces)

RHO 2♣ If this is artificial then defences to two suited overcalls apply. If this is natural then double is negative and bids are natural and forcing as if the partnership had not mentioned clubs. If a natural overcall is passed back to opener, double is take-out.

RHO 2L This is a situation analogous to 1N (2L) ; thus doubles negative, bids natural and non-forcing at 2L, 2N+ transfers with the following points to note (2N and 3♣ are simple).

- (2♦) 2M Weak
- 2N Clubs weak or FG
- 3♣ Clubs INV
- 3♦ Hearts FG (3♥ = stop ask)
- 3♥ Spades FG (3♠ = stop ask)
- 3♠ 3-suiter
- (2♥) 2♠ Weak
- 3♦ Spades INV (3♥ = stop ask)
- 3♥ Spades FG (3♠ = stop ask)
- 3♠ 3-suiter
- (2♠) 3♦ Hearts, weak or FG
- 3♥ Hearts INV
- 3♠ 3-suiter

A reopening 2NT by opener shows 17-19 with a stop, over which we play Puppet Stayman (see 2NT opening bid).

A cue bid by opener asks responder to bid 3NT with a stopper in the opponent's suit.

New suits by opener in passout seat are nat with that suit and clubs (better than a bare minimum).

3C by opener implies extras (why compete with a minimum?)

The One Diamond Complex

Opener's rebids are determined by the balanced hands contained in the 1C bid. These are dependent on the opening NT ranges. 1NT is 14-16 except in 1st & 2nd non-vul, where it is 10-13:

Opening 1NT range	11-13	14-16
R1	14-16	11-13
R2	17-19	17-19

1C* **1D*** Artificial relay, asking opener to describe his hand:

1H* **Denies 4 spades**, R1, either balanced, hearts or clubs. Intended as forcing but responder can pass if distressed (eg, Qx xxxxx Jxxx xx or Jxx Jxxx J10xx xx).

1S* This does not guarantee game values (responder may be scrambling) but is the bid that responder makes with game values or game interest (to allow opener to describe his hand). It is the correct bid whenever responder has 4 hearts. If responder does not have 4 hearts or a hand with game interest, he is able to control the auction when he bids 1S. 1S may be bid with a weakish hand fishing for a minor suit fit if responder also has 3H.

1NT Balanced R1, no 4 card major.
2C/D/H/S to play
2NT inv
2C clubs only
2D to play
2H ART; request for stoppers
2NT Heart stopper
2NT/3C/D invitational
2D Bal R1, 4H NF
2H to play
2NT inv.
3m inv.
3S/4C/4D sing and heart fit
2H 5C/4H
3C to play
2NT/3H Inv.
2NT 2425 15-17 HCP
3C 6C/4H
3D/S stop for 3NT.
3D 0445 but extras strength required given the level

1C* **1D*** **1H*** **1NT** Natural, NF (to play opposite R1); denies 4 (and usually) 3 hearts;
2C natural
2H weak but shapely hand with C + H
2C 5 clubs, usually <9HCP (no immediate 2C over 1C); responder may have 4S
2D Natural, 6 diamonds; NF; not good enough to bid an inv. 3D
2H Natural with a good 4-7 HCP (else 1H immediately); tends to be 5 card suit (no immediate 2D transfer).
2S Natural with a goodish suit 5 card suit (no immediate 2H), 4-7HCP (else 1S immediately or 2C over 1H)
2NT* **Diamonds, FG** (a bid to be avoided, better to relay)

- 3C** Natural with clubs and diamonds; NF but inv opp R1
3D NF
3D Natural, game inv. opposite R1; good suit NF.
3H/S Diamonds and the major bid, longer diamonds, FG
3NT Impossible (as opener has not promised stoppers in any particular suit, and may be highly distributional).

- 1C*** **1D*** **1S** At least 4S, may have hearts and/or clubs, NF. Responder continues as opposite a 4-card major opening with the idea that opener is likely to be R1 bal.
- 1NT** Natural, to play opposite R1. Opener may correct to 2C (natural), or 2D/H (3 suiter with 5 clubs, 4 spades, and 4 of bid suit).
- 2C*** Relay; Opener rebids:
- 2D*** R1 range without 4H, denies five clubs, bal or semi-bal; at least 2D (by inference); NF
- 2H** R1 with 4H,S
- 2S** **5C, 4S, min.**
- 2NT** inv
- 3C** to play
- 2NT** 5C, 4S max
- 3C** **6C, 4S min.**
- 3D/H** void in suit, **4405/4045 (not enough to reverse)**
- 3S** max. non-reverse, **5-5**
- 3NT** **4225; strong; values in dbltns.**

- 1C*** **1D*** **1S** **2D** natural, NF
- 2H** 5 card suit (no immediate 2D), 4-7 HCP (no immediate 1H)
- 2S** spades and clubs, but min
- 2S** Constructive, 7+-10 support points, 4 card support.
- 2NT*** inquiry
- 3C** min with sing.
- 3D** asks; NGF responses
- 3H** no game interest opp. sing. Club
- 3D** min but unbal.
- 3H** max bal/semi-bal.
- 3S** min bal.
- 3NT** max with sing.
- 4C** asks; NGF responses
- 2NT*** Diamonds, FG (but a bid to be avoided)
- 3C** Natural with C & D, inv, NF
- 3D** Natural, inv.
- 3H** D + H, FG.
- 3S** **Limit raise**, 11-12 support points
- 4C/D/H** **SPL**, limited hand (probably 11-13 HCP outside the SPL suit. Note that such an auction is not possible after 1C-1D-1H for opener may not have hearts)
- 4S** preemptive, at least 5S (the Total Tricks bid)

1C* 1D* 1NT Bal R2 same response structure after we have opened 1NT **except bids showing a 5 card M forcing to game are impossible as responder would have bid 1M initially**

2C **both minors**; min.

2D Preference

2D 4441 (but not sing club), 17-21 HCP

2H/S P/C (pass or correct)

2S correction

3C over 2H, sing. spade; extra strength (20+)

3D sing. D; extra strength(20+)

3H over 2S, sing. H

3H/S direct raises inv.; imply sing honour

2NT asks for opener's sing.

3C/D/H sing. D/H/S (note that this is second situation where we bid suit under sing (the first is after 1C-2S-2NT))

3D/H/S asks for Roman Controls, 1st step shows 0-4, 2d step, 5, etc

1C* 1D* 2H/S Natural, F1, reversing values

2S **non-forcing** (not enough for initial 1S but opener should raise with good 3 card support

2NT a waiting bid, usually neg..

3C opener may not have a genuine fragment in this situation if he is minimum for reverse; 3C is bid of convenience allowing responder to describe his hand

3H/S fragment (extra strength)

3 any immediate 3 level bid by responder after a reverse is FG.

3NT to play (more certain than 2NT followed by 3NT]

In general: Our reverses are not 100% forcing and can be made with two good suits (e.g. xx AKxx xx AKJxx) Over a reverse, any 3 level bid (including a raise of opener's second suit and a correction to opener's first suit) is FG. 2NT (or 2OM if available; e.g., 1D-1H-2H-2S) begins the get out sequences. 2M (where responder has already bid the major -- e.g., 1D-1S-2H-2S) shows extra length and is non-committal about strength).

1C 1D 2NT **Reversing values with clubs and diamonds**

3C/D to play

3H/S stop for NT

3NT to play

4C/D RKCB for C/D

3C Natural, 16-19 NF

3D/H/S stopper

4C RKCB (clubs)

3D/H/S min. opener; 6-5 (clubs and suit bid) [NB: These 6-5 minimum hand bids apply ONLY after a relay. If responder bids a suit, a double jump is a SPL bid (e.g., 1C-1S-3H)

3NT Solid Clubs. Semi-bal outside clubs.

4C RKCB (including AKQ of clubs even though this has already shown by the 3NT bid – but otherwise too much danger of forgetting)

4D/H/S cue, agreeing clubs

The Opponents Overcall the One Diamond Response.

These sequences apply equally to:

1C*	(P)	1D*	(??)
1C*	(1D)	X*	(??)
1C*	(X)	1D*	(??)

In general opener continues with his systemic response, the following documents the differences. X is always negative, showing the unbid major, but X of a 1S overcall implies clubs (4+ but usually 5) as well as hearts. When there is a choice of double or naming the suit, double implies a balanced hand, bidding, a club suit. When opener bids an R2 NT he may not have a stop. Consequently responder should generally check by transferring to the overcaller's suit -- opener should not rebid NT without a full stopper.

RHO X	This gives opener more options and opener can now dispense with the ambiguous heart response:		
XX	5 diamonds but not necessarily extra strength		
P*	Bal R1, No major, If passed to responder, suit bids are to play, XX is an attempt to play 1DXX.		
1H/S	Natural 4 cards, possibly clubs or bal R1. Auction continues as if uninterrupted.		
1NT	Bal R2. Continuations as if undisturbed; if the partner of the doubler bids on the 2 level, we play same structure as when 1NT is overcalled.		
2C	Natural, as undisturbed		
2D/H/S	natural; reversing values		
3D/H/S	natural; weakish 6-5 (as undisturbed)		
RHO XX	The same as the above, there is a difference as responder has shown some values by doubling 1D		
P*	Bal R1, No major, responder bids as above.		
1H/S	Natural. Auction continues as if uninterrupted.		
1NT	Bal R2, etc.		
2H/S	Natural; reversing values		
3H/S	Natural; weakish 6-5		
RHO 1H	P	Bal R1, denies 4 spades, could have hearts.	
	X*	Bal R1, 4 spades. A cue bid of H is FG, and 2NT is lebensohl.	
	1S	4 Spades and 5+ clubs. If the opps raise hearts, double by resp shows values and is TO oriented, a direct raise shows 4 card support. A cue bid of H is FG, and 2NT is lebensohl.	
	1NT	R2 etc.	
	2S	Distributional 2 suiter, C+ S, reversing values	
RHO 1S	P	R1, possibly hearts.	
	X*	Hearts and Clubs, indeterminate strength.	
	1NT	2 etc.	
RHO 1NT	P	Bal R1.	
	X	Bal R2	
	2C/D	Natural	
	other	Natural and unbalanced	
RHO 2C	X	R2 balanced (whether 2C is natural or Michaels)	
RHO 2D	X	R2 balanced	
	2H/S	natural with M and clubs, extra values	

RHO 2H **2S** natural, C + S, (not min)
 X Takeout with extra values
 2NT R2 (3C by responder is Puppet Stayman)
 3C natural (not min)
 3S unbalanced 2 suiter (at least 6-5), reversing values

RHO 2S **X** Takeout with extra values
 2NT R2 (3C by responder is Puppet Stayman)
 3C natural (not min; like 1C-1D-2NT or 3C)
 3H unbalanced 2 suiter (at least 6-5), reversing values

After a pass by opener of a third seat intervention, responder will not reopen with a weak hand because opener has denied values and/or a good suit.

A reopening X by responder is "action", showing a decent hand that wants to contest the auction but which lacks clear direction. After a reopening double over 2H/S interference, 2NT by opener shows two places to play.

After any 2 level intervention, followed by a pass by opener, a reopening bid by responder on the 2 level is NF. A reopening bid on the 3 level (including a cue bid) is FG. 2NT is Lebensohl but may be passed by opener with good values in the overcalled suit (responder cannot have a FG hand or he would have reopened with a double or a cue bid).

Responder Bids a Major

1C* **1H/S** 5+ card suit, 7+HCP, F1
 1S Opener has 5-4 in clubs and spades.
 With a balanced R1 hand containing four spades, opener rebids 1NT. The strength is limited by the failure to bid 2S. Despite this responder will usually continue if only with simple preference.
 1NT 11-16 HCP; denies 3 card support (over 1H may contain 4S)
 2C **artificial and invitational; asks opener to describe hand**
 2D 11-12 HCP; sing M
 2OM 11-12 HCP; 4 card suit
 2M 11-12 HCP; dbltn M
 2NT 13-14 HCP (3C by responder is Staymanic)
 3OM 15-16 HCP; 4 card suit
 3M 15-16 HCP; dbltn M
 3NT 15-16 HCP; sing. M
 2D **artificial FG**
 2M 11-13 HCP; dbltn M
 2OM 11-13 HCP; 4 card suit
 2NT extra strength 13-16 HCP; sing M, denies 4OM
 3M 14-16 HCP; dbltn M, denies 4OM
 3OM 14-16 HCP; 4 card suit
 3NT weakest response possible; 11-12 HCP; sing M
 2H/S **Non-forcing, natural** (6+ card suit)
 2NT Invitational to 3NT (poor M)

RKCB sequences over 1C-1M-1NT

1C 1M 1NT 4C RKCB for responder's major
1C 1M 1NT 2C/D 2/3OM/M **4C** RKCB for suit bid by opener

Raises by opener of Responder's major

In general: After 1C-1M, we always differentiate between 3 and 4 card raises. Direct raises show at least 4 card support (as does a "raise" via 2NT or a SPL bid, discussed infra), while 3 card support is shown via sequences beginning with either 2C (Cole) with unbalanced hands; or 2D with balanced hands, R2, but 2/3 card support.

In competition we differentiate between 3 and 4 card support by the use of support X and XX (3 card support), with direct raises showing 4 card support. Where **support X and XX are available 2C/D revert to being natural**

1C* 1M

2C* F1; either clubs or 3 card support for responder's M (if 16+ support points, then opener has a singleton, or else he would have bid 2D over 1M)

2D* Inquiry

2H when M = S, C+H (4), min (applicable when M=S); unsuitable for 1NT rebid

2S when M=H; 15-16 support points, 3 card support, Spade fragment

2M 11-14 support points with 3 card support

2M+1 inquiry

2M+2 min but with sing.

2M+3 min but unbal.

2M+4 max bal/semi-bal

3M min bal.

3M+1 max; sing.

3m help suit game try

3M constructive, inv.

3M+1 etc. SPL

2NT Clubs and diamonds (can't be natural for opener would have either opened or rebid 1NT) typically 1345 shape; 15-16 HCP

3C 6 clubs, 15-16 HCP (no 3C opener or jump to 3C over 1M); denies 3 card support

3D 3 card support; 15-16 support points; diamond fragment (sing. OM)

3H when M = S, 3 card support, 15-16 support points; heart fragment (sing. diamond)

3S when M = H, 3 card support, 17-19 support points; spade fragment (sing. diamond)

3M 15-16 support points (not good enough for an initial 2D over 1M); 3 card support for responder's M; no singleton.[in the above sequences, where opener has shown 3 card support for responder's major

3NT solid clubs (hand that would have bid 3NT over 1D)

2H 5-5 in majors; 7-10 HCP

2NT natural; to play

3C non-forcing

2M 6 card suit playable opposite a sing; 8-10 HCP (too good for an immediate 2D/H transfer)

2NT natural; to play

3C non-forcing

2NT Inv (11-12 HCP), balanced hand (5332)

3m At least 5-5 FG

3OM At least 5-5 FG

3M Inv, with good 6 card suit

The 2D response to 1C-1M

1C* 1M

- 2D*** Rebid on all balanced hands 17- 19 HCP; FG; denies 4 card support.
2H* **Min. 7-9HCP: any shape (2S by opener shows 3 card support; 2NT temporizes)**
2S` **10-12 Bal. or 15+ Bal.**
3NT **13-14 Bal.**
2NT Transfer to clubs
3C* Transfer to diamonds
3OM-1* Transfer
3M-1 Retransfer
3M Forced
new suit shortness (6331)

1C 1M

- 2OM** The reverse is played as strength showing(15+) and affirms longer clubs than the second suit (unless spades in which case the lengths might be equal).
2S (after 1C-1S-2H) 6 spades; ambiguous re strength
2NT min. values; responder may pass opener's next **bid**
3L **FG**
2 M 4 card support; **11-14 support points**
2M+1 Inquiry
2M+2 min but with sing.
2M+3 min but unbal.
2M+4 max bal/semi-bal
3M min bal.
3M+1 max; SPL.
2NT* Bal. (no sing) 4 card support for resp.'s M, 17-19 HCP; FG
3L **shortness**
3D/OM Natural (a subsequent new suit would show a fragment)
3C natural; 17-19HCP; good suit. FG
3D/OM stop for NT
3D This is a **reverse**, being opener's first chance to bid D naturally;
3M* **4 card support 15-16 HCP**
3OM S)PL; extra values (17+); 4 card support, may be 4441 or 4531; scattered values
3NT 17+ natural; long (6+) but not necessarily solid clubs; other suits stopped; sing or weak dbltn in responder's major
4C **5 clubs and 4 card support FG, 17-19 SPupport poits but nosing (no SPLSPL);**
 invites cues
4D SPLSPL; extra strength; cue bids (Aces)
4M Five (four) card trump support, min but distributional; (probably 10 cards in C+S)

Responder Shows Clubs

It is important to get these hands out of the way so:

- a) Responder need not try to show club support later in the auction, especially after starting with 1D.
- b) The one diamond response does not carry an undue number of possibilities. This gives more resilience when fourth hand intervenes.

After responder's one diamond, opener's 1S shows four but says nothing about hearts. Responder's 2C is used as Stayman. It can, therefore, be tough to play in clubs at a low level. Some hands, 7-11 hands with 4/5 clubs and 4 card Major for example, do present a problem.

These are the immediate responses that imply clubs.

- Pass** Perfectly possible xxx xxx Qxx J10xx: partner's max is R2
- 3C** 6-8HCP, dominated by clubs; eg, xx Qx xxx KJ10xxx; responder should have 6 card support as opener may have a dbltn. (in competition responder may only have 5C, the bidding by the opponents making it less likely that opener has a dbltn.)
- 2C*** Constructive 9-11 usually 5(+) clubs, NF.
- 2NT*** Either FG balanced with 4+ clubs and 13-18 HCP (if 13-15, a four card major is possible, if 16-18, no major is allowed) or very weak with clubs (3-5HCP, 6C)

[NB: Opener shows clubs through 1C-1D-1H-1S/NT-2C (clubs only) or 1C-1D-2C (both minors but longer clubs)].

The 1NT response (bal 9-11) often has something in clubs and opener can bid 2C to play. Opener can still be interested in game (particularly in mini NT positions), and 2D* is Staymanic.

- 1C** **1NT** 9-11 HCP; **at most** one 4 card major
- 2D*** Stayman
- 2H** 4 Hearts, without four spades.
- 2S** 4 Spades, without four hearts.
- 2NT** Neither major, xxx or worse in clubs.
- 3C** Neither major, Hxx or better clubs.

Over the response to the Stayman inquiry, 2NT and 3C by opener are NF.

The constructive single raise.

- 1C** **2C** Constructive raise; 9-11 HCP; tends to deny a 4 card major
- P** With a minimum, opener should pass even with a dbltn Club
- 2D*** FG relay asking for a four card major responder might have failed to bid
- 2H** natural or bal
- 2S** inquires (responses as 1C-1D-1H-1S)
- 2S** natural
- 3D/H/S** SPL
- 2H** Natural, H and C; F1 (3d suit shows fragment)
- 2S** Natural, S and C; F1 (3d suit shows fragment)
- 3C** Natural, pre-emptive.
- 3D** Natural (not a SPL for 2D would have been conventional)
- 3H/S** SPL (possiblyvoid).
- 3NT** to play
- 4C** RKCB
- 4D/H/S** Exclusion RKCB ('Voidwood').

NB: With Game Forcing Support, unless the hand qualifies for 2NT, **there is no forcing club raise.**

Balanced Raise

1C 2NT* **13-18 HCP**, balanced; at least 4C, FG or very weak with long clubs.

3C* Relay

Pass weak with long clubs (usually 6)

3D 16-18 HCP, **no 4 card major.**

3H 13-15 HCP, 4 hearts

3S 13-15 HCP, 4 Spades

3NT 13-15 No four card major

3D/H/S shortage (sing or void)

4/5C weak with clubs hand

1C 3C 6-8 HCP' 6 clubs

1D/H/S The basic structure:

1D/H/S/ (hereinafter referred to as **1L**), 5+ card suit (but 1D may be specifically 1444, 4144, or 4441)

- 1L+1** Relay; denies a five card major; max strength -- 15 HCP
- 1NT** If not a relay, shows 5 cards in the relay suit (NB: responder cannot bid a natural 1NT over 1L)
- 2m** Natural; good suit; FG unless responder rebids 3m at next opportunity and opener has not made a rebid showing extra strength
- 2L** constructive raise; usually 3 cards and 8-10 support points
- 2L+1** 16+HCP; no biddable 5 card suit; max of 3 cards in opener's suit
- 2L+2** LR or better; at least 4 card support * (may be serious)
- 2L+3** Bal; 13-15HCP; 3 card support for opener's suit *
- 2L+4** Unknown SPL; 4 card support (may be "serious")*
- 3L** Semi-preemptive; 3-7 HCP; at least 4 card support*
- 3NT** Sliver bid [Note: **There is no sliver bid after a 1D opening.**]
- 3L+1etc.** Void in suit bid* (shows, **one of the top honours in the other suits AND A, K, or Q in trumps**)
- 4NT** Ordinary Blackwood but RKCB responses (5C = 1/4A, 5D = 0/3A, 5H = 2 A); (to bid RKCB for opener's suit, responder must first make a fit showing bid first)

After a fit has been established, cue bids and shortages are shown naturally **NGF** (natural goes first); NT or the trump suit, whichever is cheapest, being used to show a cue/shortness in the ask suit.

Developing the auction

1L **1L+1** The development of the auction is as described in the section on each respective opening bid.

1L **2L**

- 2L+1** artificial inquiry; game interest (Note: 1D-2D-2H is natural)
- 2L+2** min but with sing.
- 2L+3** min but unbal (but no sing.)
- 2L+4** bal., max.
- 3L** bad hand and bad shape
- 3L+1etc.** max; SPL
- 2L+2/3/4** help suit game try [2NT shows a help suit game try in 2M+1]
- 3L** Constructive [except **1D-2D-3D is preemptive**]
- 3L+1etc** **SPL**
- 3NT** to play (opener can see 9 likely tricks but not 10 because no ruffing values in hand; responder may correct)
- 4C** RKCB
- double jumps in new suit** Exclusion RKCB

1L **2L+1** 16+HCP; no biddable 5 card suit; no more than 3 cards in opener's suit
Response structure similar to that after 1L-1L+1, with the following two exceptions:

1H **2S**

3S min; bal; invites 3NT

1S **2NT**

3NT bal., min.

[Note that the above two sequences are inapplicable after 1D-2D, as the 1D opener can never be balanced].

- 1L 2L+2** LR or better; at least 4 card support
3Y second suit; ambiguous re strength
3L responder has LR only; bid can be passed
3L dead min; can be passed by responder with LR
4Y jump is a SPL and shows slam interest
4M game bid shows more than min but no real slam interest
- 1L 2L+3** bal; 13-15HCP; 3 card support for opener's suit
3NT alternative contract
4M to play
3Y 4 card side suit; slam interest
4Y jump is a SPL and shows slam interest
- 1L 2L+4** Unknown SPL; 4 card support. FG
3L Non-serious ask for sing. 3L+1 Serious ask for sing.

Both non-serious cue bids (3M+1 requesting a cue if partner is max) and serious cue bids (3M+2, etc) are possible.

The One Diamond Opener

- 1D** Unbalanced (with 5332 hands with 5 diamonds we open 1NT or 1C if outside NT range or interested in finding 53 M fit); usually 1D shows 9 cards in two suits (unless 4441); may be 6322 min. or 5332 with strong D and weak holdings in majors
- 1H*** Relay; 6+HCP; denies 5 card major
- 1S** 4 spades (may also have 4H)
- 2C/D** to play
- 2H*** artificial FG; asks opener to continue bidding out his shape
- 2S** min. 4252
- 2NT** 5332 (outside opening 1NT range)
- 3C** 4153
- 3D** 4?6?
- 3H** 4351 (also possibly 4441)
- 1NT*** 4 hearts (as this can be passed by responder, opener should bid 1S with 4441)
- 2C/D/H** to play
- 2S*** artificial FG; asks opener to continue bidding out his shape
- 2NT** 5332 (outside opening 1NT range)
- 3C** 1453
- 3D** ?4?6
- 3H** 2452 without stoppers
- 3S** 3451
- 2C** 4 clubs
- 2D** to play
- 2H*** artificial FG; asks opener to continue bidding out his shape
- 2S** 3154
- 2NT** 5332 (outside opening 1NT range)
- 3C** ??55 or, possibly 2254 without stoppers
- 3D** ??64
- 3H** 1354
- 2S** values in spades; may be 3 or 4 card suit; F1
- 2D** 6+ diamonds; usually 15-16HCP (else 3D opening or rebid)denies 4CM
- 2H*** artificial FG (most likely with D support); asks for sing (NGF responses)[NB: singletons are shown in these sequences because opener cannot have a second four card suit]
- 2S** sing. spade
- 2NT** sing. heart
- 3C** sing. club
- 3D** no sing
- 2H/S** Natural (4+); Reversing values
- 2S/NT** beginning of a sign-off
- 3 any** FG
- 2NT** 17-19, 5332**3C** strong jump shift
- 3D** 17-19; 6 diamonds (needing filler for NT)
- 3H/S** 6D, 5H/S, min. values
- 3NT** Solid diamonds, smattering of outside cards

To recapitulate, after a 1H relay and response the cheapest 2 bid in a major that opener has denied is 4th suit forcing to game and asks opener to continue bidding out his shape, with 2NT showing a balanced hand. With a distributional hand (65) opener makes a jump rebid over the relay (same as 1C-1D-3D/H/S).

- 1D 1S** Natural; 5+ spades; F1
- 1NT** 11-16 HCP; denies 3 card support
- 2C** **artificial and invitational; asks opener to describe hand**
- 2D** 11-12 HCP; sing S
- 2H** 11-12 HCP; 4H
- 2S** 11-12 HCP; dbltn S
- 2NT** 13-14 HCP (3C by responder is Staymanic)
- 3H** 15-16 HCP; 4H
- 3S** 15-16 HCP; dbltn S
- 3NT** 15-16 HCP; sing. S
- 2D** **artificial FG**
- 2M** 11-13 HCP; dbltn M
- 2OM** 11-13 HCP; 4 card suit
- 2NT** extra strength 13-16 HCP; denies 4OM
- 3M** 14-16 HCP; dbltn M
- 3OM** 14-16 HCP; 4 card suit
- 3NT** weakest response possible; 11-12 HCP; sing M
- 2H/S** **Non-forcing, natural**
- 2C** **diamonds (possibly clubs but not guaranteed,); key point is bid denies 4OM.**
- 2D** **diamonds + 4OM**
- 2H** 4+ hearts; reversing values
- 2S** **3 or 4 card support (if 4, min. hand)**
- 2NT** inquiry; game interest
- 3C** min with 3 card support
- 3D** max with 3 card support
- 3H** min with 4 card support
- 3S** max with 4 card support
- 3NT** 4252; stoppers in short suits
- 4C/H** **sing.; 4 card support**
- [NB: The above is a typical response structure to an ask applies where opener may have either 3 or 4 card support.]**
- 2NT** 17-19, 5332; at most dbltn Spade
- 3H** SPL
- 3S** inv.; may not have much extra strength if 4 card support; if 3 card support, then extra strength
- 4C** SPL; 4 card support; extra strength
- 4D** 4252 extra strength
- 4S** 4(5)?6? but min
- 1D 1NT** 5 hearts; F1
- 2C** **diamonds (possibly clubs, but not guaranteed); denies 4OM.**
- 2D** **diamonds + 4OM**
- 2H** 3 or 4 card card support (if 4, min. hand)
- 2S** inquiry; game interest
- 2NT** min; 3 card support
- 3C** max; 3 card support
- 3D** min with 4 card support
- 3H** max with 4 card support
- 3NT;** **4252; stoppers in short suits**
- 4C** sing; 4 card support
- 4H** sing spade; 4 card support
- 2S** 4 spades, not necessarily reversing values but above min.
- 2NT** 17-19, broken D, stoppers in C and OM

3H inv; may not have much extra strength if 4 card support
3S/4C SPL; 4 card support; extra strength
4D 2452; extra strength
4H ?4(5)6? but min

1D 2C Natural; F3C
2D 6 card suit (may be 5 with min.)
2H/S natural; above min. but not necessarily reversing values
2NT natural; balanced; stops in majors
3C natural; not necessarily extra strength
3H/S SPL; 4 card club support

2D constructive raise

2H natural (not artificial inquiry)

2H 16+ HCP; no biddable 5 card suit; max of 3 cards in diamonds
2S LR or better; at least 4 card support
2NT bal; 13-15HCP; 3 card support
3C unknown SPL; at least 4 card support

[For response structure after the bidding begins 1D-2H/S/NT/3C, see bidding over 1L, supra In these sequences, new suit bids below 3NT should, unless another meaning has been assigned, be interpreted as an attempt to see if 3NT is playable. 3NT by either partner is to play. Bidding over 3NT indicates that the bidder's previous bids should be construed as showing slam interest.]

Bidding in competition

If 1D is doubled, all bids, including the 1H relay, remain as undisturbed. XX shows general strength (9+HCP) and denies a 4 card major; 1NT=C; 2C= good diamond raise; 2D= weak diamond raise, 3D= preemptive raise; 2NT= limit raise. Jumps are fit-showing.

If 1D is overcalled: if overcall is on one level, X and new suits are transfers; 2NT is Natural and inv. [NB: not an LR]; and 3D is preemptive. If overcall is on two level or higher, X is neg., new suits are F1, 2NT is Natural and inv. [NB: not an LR]; and 3D is competitive. All jumps in competition are fit-showing.

After 1D-(P)-1H-(X), we ignore the double; pass denies a major or clubs and a lack of desire to rebid D (thus typically 5332). After 1D-(P)-1H-(o'call), X is negative. After 1D-(P)-1H-(JS), X is still negative but with extra values.

After 1D-(P)-1S/1NT/2C-(overcall), X shows 3 card support (support X).

All reopening doubles by responder over 3rd seat interference (o'call or jump o'call) and pass by opener are "action", not penalty (asks opener to do something intelligent). Over jump o'call and reopening action X, 2NT shows two places to play (diamonds and another).

The One Heart Opener

We play 5 card majors, although in 3rd seat we might on occasion open a good 4 card suit for its lead directional value. **The response structure is the same regardless of the seat in which we open (except that after a 3rd/4th seat 1H/S opener, 2NT is a limit raise and jump shifts are fit showing/max).** With 14-16 bal. and a 5 card major we may open either 1M or 1NT.

1H	1S	Forcing
	1NT	<u>balanced 5332, 11-16HCP or 4-5 in majors</u>
	2C	Inquiry
	2D	5332, 11-14
		2H/NT to play
	2H	45??, 11-14
	2S	NF; intended to play
	2NT	Request for further description
		3C/D 3/4 cards in suit bid
		3H 4522 min
		3S 4522 max
		4H 46??
		3C/D natural; constructive
	2S	45??, 15-16
	2NT	Request for further description
		3C/D 3/4 cards in suit bid
		3H 4522 min
		3S 4522 max
		4H 46??
		3C/D natural; constructive
	2NT	5332, 15-16
	2D	Weak, to play
	2H	weak raise; 4-7 support points
	2NT	inv. 11-12; at most dbltn. H
	3C	<u>Invitational in clubs</u>
	3NT	13-15 bal, dbltn heart
2C		4+ card suit, NF
	2D	NF
	2H	weak raise 4-7 support points; or 8-10 HCP but dbltn.
	2S	<u>good raise to 3C</u> ; 11+ support pts.
	2NT	11-12 HCP, bal.; at most dbltn H
	3C	NF; 7-10 support points
	3H	limit raise, 3 trumps
	3NT	13-15 bal; at most dbltn Heart
	4C	RKCB (<u>clubs</u>)
2D		4+ diamonds; continuations as over 2C
2H		6 hearts; min.
2S		Reverse with H + S
	2NT	Wolff sign-off
	3C	forced
	3D/H/S	weak; intended to play

- 1H 1S 2NT** 17-19, bal 5332
3C Wolff sign-off; only Non-FG sequence
3D **Forced (responder then places contract)**
3D natural, F
3H raise, 6-7 support points (opener may bid 3S as “non-serious” slam try)
3S/4C/D cue bid (not SPL); responder has limit LR values with 3 trumps
4M 6-7 support points but very good trumps
4NT quantitative
3C/D strong jump shift
3D weak signoff
3H **fixes trumps, ambiguous strength (allows opener to bid “serious” 3S or make 3S/4C/D cue in support of opener’s second suit courtesy cue)**
4C/D RKCB in opener's minor
3H 6.5-7.5 playing tricks, good suit
3S 6-5; min opener
3NT Gambling; good suit, scattered values
- 1H 1NT 5 + Spades, F1**
2C/D Natural, may be 3
2D 4th suit F
2S Weak, to play
2S 3 or 4 card support, min
2NT Inquiry
3C min with 3 card support
3D max with 3 card support
3H min. With 4 card support
3S max with 4 card support
2NT 16+-19
3C **Wolff signoff**
3D **Forced (responder then places contract)**
3H 6.5-7.5 playing tricks
3S 4 card support, goodish hand but not necessarily rev. values
3NT Gambling, with long hearts, short S
4H To play (no inference re spades)
4S 46 or 56, min hand, concentrated values
- 1H 2H/S/NT/3C/3D** See general response structure after jump shift
2m good suit (particularly if subsequent 3H bid); F3m and FG unless responder rebids 3m at next turn
2D natural
2H 2 or 4 card support
3H 3 card support; FG
2NT 16+ FG
3H initiates cue bidding sequence
JS SPL in support of responder's suit, not necessarily extra values
3H good suit (AKJ10xx or better, not necessarily extra values)
3NT 14-16 bal.
4m RKCB for responder's minor

The One Spade Opener

Similar structure as over 1H, so only the differences are set out below. 1NT is the forcing Relay.

1S 1NT Forcing

2C either 4+ clubs or bal 5332, 11-16 HCP (may be passed)

2D Inquiry

2H 5332 min (11-14HCP)

2NT to play

2S confirms natural clubs

2NT Inquiry

3C 5224

3D/H Fragment

3S 64 in S,C, extra values (with min 64 opener would have rebid 2S originally)

2NT 5332 15-16 HCP

3C 5 card suit (not necessarily 6S)

2H To play

2S Weak raise, 4-7 HCP

3S Limit raise with 3 trumps

2D 4 card suit or longer

2H Non-forcing

2S weak raise or 8-10 with dbltn. in opener's major

2H 4+ hearts

2S 6 spades

2NT 17-19 HCP, bal

3C Wolff sign-off

3D forced

3any where responder wants to play

3D/H natural, F, but not good enough for 2/1

3S 6-7 support points

3NT **Non-serious slam try; cannot be passed**

4C/D/H cue bid (not SPL); responder has LR with 3 trumps

3C/D strong JS (continuations as over 1H-1S-3C/D)

1S 2S/NT/3C/3D/3H See general response structure after jump shift

Bidding over Interference over our 1M opener

1M (X)

XX shows values; transfers beginning with 1NT -> 2M; 2M is a weak raise; 2NT is LR+; jumps and double jumps are fit-showing; 3M/4M are preempt; 3NT over X is a sliver bid (values to bid 4M directly but usually with a sing in OM).

1M (o'call)

If the opponents overcall 1H with 1S, X and suit bids are transfers; direct raises are weak; and 2NT shows a LR+ in opener's major. If the opponents overcall 1M with 2any or higher, X is neg., new suits are F1; and 2NT shows a LR+ in opener's major. All jumps and double jumps are fit-showing; 3M/4M are preemptive; 3NT is to play.

1H/S (P) 1S/NT (o'call)

If the opponents overcall the relay, opener should strain to make a natural rebid at the 2 level (a new suit shows 4; a rebid of 2M shows 6). Then responder can continue as if there had been no

interference. A pass by opener would show either a balanced hand or hand with a 4 card suit that can no longer be bid at the 2 level. 3 level bids by opener show extra strength. **A double of the overcaller's suit is TO but with extra values.**

If opener passes and it is passed back to responder, double is action, other bids are competitive.

The 1NT Opener

1NT 11-13 HCP 1st & 2nd non-vul only (13 only when 4333); in all other positions and vuls., 14-16 HCP. BAL

[NB: 1NT may be 54 in minors, or contain a 6 card minor or a 5 card M. Our general style is to upgrade hands with good 6 card minor-- thus, while it might be appropriate to open 1NT with a good 5/6 card minor and 13-15 HCP, a 16 HCP hand with a good 5/6 card minor should be opened 1C, with a 1NT rebid contemplated over a 1D response. In other words, extra length in a suit is worth an additional 1/2 HCP and NT openings can be fudged downwards but never upwards]

All of the 1NT sequences discussed, in both contested and uncontested auctions, apply when the auction begins 1C-1D-1NT (17-19) except for impossible continuations (e.g., responder can not have a forcing hand with 5M if he responds 1D) or (1L)-1NT but the structure does not apply over balancing NT or NT rebids after a suit bid by responder.

Modified Sheldon over 1NT

Basic Response Structure

2C 4+ Spades, may have longer hearts; may be any strength
 2D 4+ Hearts, denies 4 spades in all ordinary situations, may be any strength
 2H 5+ Hearts, NF, INV
 2S Transfer to clubs (opener bids 2NT with Hx or better)
 2NT Transfer to diamonds (opener bids 2NT with Hx or better)
 3C Weak, both minors
 3D Strong, both minors
 3H SPL, 3S, 4-5 in minors, either way round
 3S SPL, 3H, 4-5 in minors, either way round
 3NT Natural
 4C Gerber for aces, 3-step responses: 1-4, 3-0, 2
 4D Both majors, game only
 4H Natural, continuations not invited
 4S Natural, continuations not invited
 4NT Invitational, acceptance looks for minor fits

After 1NT-- 2C (promising at least 4S)

Opener's responses:

2D Denies 4 spades
 2H 4(+) spades and a maximum
 2S 4(+) spades and a minimum
 2NT (54 or 45 in minors)
 3C/D 6 card minor; no interest in either M

After opener's 2H/S rebid over 2C

There are no game tries over the 2H/S response (showing 4 Spades) to 2C - all continuations look towards game choice or slam.

With only 4 Spades, responder bids 2NT, allowing opener to assess the trick taking capabilities. Over 2NT, opener tends to bid 3C, allowing responder to show a 5 card side suit.

3C/D shows 5 spades and 4 of the minor bid (with 4S and 5m, opener bids 2NT first; see above).

3H over 2H is a retransfer (for right-siding considerations only).

3NT offers a choice of game with values in the outside suits but weak trumps.

Immediate jumps are SPLs, showing five spades; 4C or a delayed jump after 2NT-3C are SPL but showing four trumps.

To initiate cue bidding, responder either bids 3M or retransfers and then makes a serious or non-serious slam try. A delayed 3NT by either partner shows poor trumps.

NB 4C is not RKCB in these sequences (we have to use 4N RKCB) and 4D is not a balanced raise.

After opener's 2D rebid over 2C

Over 2D, responder can continue:

- 2H Transfer, opener must bid 2S Pass Weak with spades
- 2NT Inv. and bal. 5332, may be passed
- 3C/D Natural, FG
- 3H 5-5, FG
- 3S 6+ spades, inv.
- 3NT 5332 game choice
- 4L SPL
- 2S Both majors, INV+. Opener bids with respect to hearts:
 - 2N Min, no fit, NF:
 - 3C/D SPL, 4=4=4=1 or 4=4=1=4 respectively
 - 3H Smolen, therefore 4H and 5S
 - 3S Smolen, therefore 4S and 5H
 - 3N Nat, most likely 4-4 majors
 - 4C 6KC, RKCB for both majors
 - 4D Choose a major
 - 3C Max, no fit, ART, as above expect 3D stands for both 4441s, i.e.
 - 3D ART, 4=4=4=1 or 4=4=1=4, opener relays with 3H
 - 3S Club SPL, 4=4=4=1
 - 3NT Diamond SPL, 4=4=1=4 – pass possible
 - 4C Diamond SPL, 4=4=1=4 – pass not possible
(responder is too strong to risk opener's pass of 3NT)
 - 3D Max, fit for Hearts
 - 3S Non-serious slam try
 - 3NT shows SPL (3NT asks)
 - 4C RKCB for hearts
 - 3H Min, fit for Hearts
 - 3S Non-serious slam try
 - 3NT shows SPL (3NT asks)
 - 4C RKCB for hearts
- 2NT Four spades, natural, INV
- 3C/D Natural, 5+ of minor bid, only four spades, FG

- 3H SPL, FG, 4=1=4=4
- 3S 6+ spades, INV, NF
- 3NT Natural
- 4C RKCB for spades
- 4D Balanced INV to slam, only four spades.

Over 1NT--2D (promising at least 4 hearts)

Opener almost always bids 2H as invitational heart hands are excluded (they would bid 2H directly). However four card support may still be present. After 2H (forced) responder can pass or continue:

- 2S Five hearts, FG
 - 2N Normal, no four card fit (but opener may have 3 card heart support)
 - 3C/D Natural, no four card fit
 - 3H Four card support
 - 3S Control bid
 - 3NT Best contract (opener likely has only 2 hearts)
 - 4C/D Control bid
 - 4H Good trumps (4)
- 2N INV, NF, only four hearts
- 3C/D Natural, 5+ of minor, four hearts, FG
- 3H 6+ hearts, INV, NF
- 3S SPL, FG, 1=4=4=4
- 3NT Natural
- 4C RKCB for hearts
- 4D Balanced INV to slam, only four hearts.

Over 1NT--2H (inv. With hearts)

Generally natural; with only two hearts but support for both minors opener can try 2NT. With 4=2=(34) 2S is a possibility if happy to play some 4-3 spade fits. With hands that would not break a classic transfer sequence, opener should probably pass.

Over 1NT--2S/2NT (transfers to C/D)

- 2S Transfer to clubs
 - 2NT Hx or better in clubs (A,K or Q)
 - 3C To play
 - 3L FG but denies stop in suit bid, presumed shortage [correct, Chris?]
 - 3NT To play
 - 4C RKCB for clubs
 - 4L SPL
 - 4NT BAL slam try
 - 3C No honour in clubs
 - 3L FG but denies stop in suit bid, presumed shortage [correct, Chris?]
 - 3NT To play
 - 4C RKCB for clubs
 - 4L SPL
 - 4NT BAL slam try

- 3NT Superfit (AKx, AQx, AJxx), prime stoppers
- 2NT Transfer to diamonds - auction develops as over 1N-2S-2N

Same structure applies over 1NT-2NT.

Where responder has shown a hand with M and Clubs (45 or 54)

- 3D Diamond stop
- 3OM Stop in OM
- 3NT Stop in both diamonds and OM
- 4C Support for clubs
- 4D Support for M
- 4M Support for both clubs and M

Where responder has shown a hand with M and Diamonds (45 or 54)

- 3OM Stop in OM
- 3M Stop in clubs
- 3NT Stop in both clubs and OM
- 4C Support for M
- 4D Support for diamonds
- 4M Support for both diamonds and M

Higher responses over 1NT

- 3C Weak minor 2 suiter, NF
- 3D Strong minor 2 suiter, F1
- 3M Stopper (not advance cue)
- 3NT Stops in both majors
- 4C/D 4 card support in suit named
- 4H/S Advance cue, responder assumes for clubs; opener may correct)
- 4NT Temporising, not RKCB
- 5C/D 4 card support, A of both majors
- 3H/S Sing. 3 in OM (fishing for 4-3 major fit and wanting to avoid 3NT with open suit)
- 3S Suggests 4 spade contract but weak trumps
- 3NT To play
- 3NT To play (!!)
- 4C Ace asking
- 4D 1 or 4 Aces
- 4H 0 or 3 Aces
- 4S 2 Aces
- 4D weak with both majors (at least 55)
- 4H/S To play from responder's side
- 4NT Quantitative, bal., no 4 card major

Bidding over Interference

1NT (X)

- XX** Transf. 2C; start to weak runout (opener may break with a 5 card suit of his own)
2C Forced, NF
P Clubs or 3 excluding clubs
(X)
XX Other 3 suits
2D/H/S Natural, to play
2C Clubs + diamonds or hearts
2D Diamonds + Hearts
2H Hearts + minor (at least 5-5)
2S Spades + minor (at least 5-5)
2NT two suiter FG

1NT (X)

- Pass** Forces opener to redouble
XX forced
Pass to play (forcing pass situation if opponents bid; i.e., either we play the hand or they play the hand doubled; all doubles are T.O.)
2any suit bid + 4 spades (weak); not distributional enough to justify an initial 2S

1NT (P)

- P** **(X)** **XX** opener has 5 card suit
2C asks opener to bid his suit

1NT (o'call)

- X** Takeout (if overcall is natural, X is TO, and subsequent X by either partner is penalty; if overcall is artificial, X is values and subsequent X by either partner is TO)
2any Natural NF
2NT+ Transfers

RHO 2L If this is artificial showing 2 specific suits, then our defence to two suited overcalls (unusual/unusual) applies. If this is natural or with an unspecified second suit, then double is TO, bids are natural and non-forcing at 2L, 2N+ are transfers with the following points to note (2N and 3♣ are simple).

(2♦)

- X** TO
2M Weak
2N Clubs weak or FG
3♣ Clubs INV
3♦ Hearts at least inv. So opener may break with fit
3♥ Spades at least inv. So opener may break with fit
3♠ 3-suiter short in D
3NT game values with stop (without stop responder begins with X and then cues – where opponents have shown two suits, we cue suit in which we do not have a stop)

(2♥)

- X** TO
2♠ Weak

2NT/3C Transfers (weak or strong)

3♦ Spades INV (3♥ = stop ask)

3♥ Spades FG (3♠ = stop ask)

3♠ 3-suiter

3NT game values with stop (without stop responder begins with X and then cues – where opponents have shown two suits, we cue suit in which we do not have a stop)

(2♠)

3♦ Hearts, weak or FG

3♥ Hearts INV

3♠ 3-suiter

3NT game values with stop (without stop responder begins with X and then cues – where opponents have shown two suits, we cue suit in which we do not have a stop)

(2NT)

If unusual, 3m denies stop

3M Natural FG

(3L)

Bids are natural and FG, X is TO and FG

(4L)

Bids are natural, X is penalty oriented

While on the topic of 1NT, our defensive structure against their 1NT

(1NT) X usually balanced hand (with unbalanced hands we tend to transfer) showing top of their range + (over mini or 12-14, a double shows at least a good 14); X establishes forcing pass situation through 2m, but does not commit us to playing the hand or doubling them in 2M. After a scramble from 1NTX, partner of the double in passout seat bids as if we had opened 1NT with a 3 point range beginning at the top of theirs -- 2 level bids are NF, 2NT is Lebensohl (SS), 3 level bids FG.

(P)

2C forces 2D; weak single suited hand

2D forced

2H/S to play

2D/H/S natural, NF, but with some values

2NT artificial FG (likely to be 2 suited) 3any good suit, opener may raise

with controls

(XX)

P willing to play 1NTXX

2C forces 2D; weak single suited hand

2D forced

2H/S to play

2D/H/S natural, NF, but with some values

2NT artificial FG (likely to be 2 suited)

3any good suit, opener may raise with controls

(2m natural)

P forcing (responder may have penalty X)

X Takeout (subsequent doubles are for penalties by either partner)

2any weakness bid

(2C) start of artificial runout

X values (subsequent double is for takeout, not penalties)

2C/D/H Transfer

2D/H/S Acceptance of transfer shows no particular interest in game

New suit Natural, F1

2NT longer Clubs than suit transferred into (usually 4-5), but with a goodish hand (opening bid strength)

transf break NF, implies misfit

2NT Ogust

3C bad hand (< 11HCP), poor suit

3D bad hand; good suit

3H good hand; poor suit

3S good hand, good suit

2S Transfer to C

2NT Ogust (responses as above)

3L Natural, F1 but with longer clubs than suit bid

2NT good hand (opening bid strength); at least 5-5

3any preemptive but with reasonable playing strength

- (1NT) P (2C/D/H) Stayman; JTB
- X X of an artificial response (Stayman, JTB) to 1NT is assumed lead directing; however, it may be a balanced hand that would have doubled 1NT (esp. when the NT is weak or mini) if given the opportunity (a subsequent X shows this hand while with the lead directing hand we pass) If the double is taken out by either of the opponents, a subsequent double by either of us is value showing (not pure penalty or takeout). A delayed double after the opponents have come to rest following Stayman or Jacoby Transfer sequence is takeout.
- (1NT) P (P) X X of 1NT in balancing seat by an unpassed hand shows a slightly better hand than in direct seat but is basically penalty oriented; suits on the 2 level in balancing seat remain transfers. Against a strong NT or by a passed hand in balancing seat, X shows either minors or majors; responder should bid better minor unless prepared to play on 3 level.

Two Level Opening Bids 2♣/♦/♥/♠/NT

2♣ Opening Bid

2♣ is strong, artificial, and intended as game forcing. The auction may die short of game if responder bids 2♥ (0-4 HCP) or opener rebids a limited 2NT (22-23).

Responses to an opening bid of 2♣

- 2♦ **waiting**, at least 5 HCP; tends to deny a biddable suit (2 of top 3 H)
- 2♥ **Kokish; either natural or 24+ bal.**
- 2♠ inquiry
 - 2NT 24+ bal., **FG** (auction continues as after opening 2NT)
 - 3L confirms hearts
 - 2NT 22-23 NF (auction continues as after opening 2NT)
 - 3NT 9 tricks with solid minor; generally not to be removed
- 2♥ **ART; 0-4HCP (opener must now jump to force to game)**
- 2♠ Natural; good suit (2 of top 3 honours; at least 5)
- 2NT Displacement bid; good **heart suit** (2 of top 3 honours)(BUT responder should have a strong desire to play in a suit contract opp. a bal. hand, or else should not wrong-side a possible NT contract)
- 3♣/♦ Natural; good suit (2 of top 3 honours; **usually at least 6 cards**)
- 3♥/♠ Natural; 0-4HCP but with a 7+ card suit

2♦/♥/♠ Opening Bid

An opening bid of 2♦/♥/♠ is natural and weak (approximately 4-9 HCP, but will vary with position and vul). **If NV in 1st or 3rd seat, 2L may be based on a goodish 5 card suit (HHTxx with often a four card minor on the side; the 2L bidder will usually not be 5332 (though may in 3rd seat to indicate a strongly desired lead)).** If vul, opener will virtually always have a 6 card suit. The stylistic difference between NV and Vul weak 2 openings yields a different response pattern after a 2NT inquiry (see below).

Responses to an opening bid of 2♦/♥/♠

- 2/3L New suit is presumed natural, **F1** (may be lead directional)
 - 3m cheapest minor by the 2L bidder shows a poor hand and a five card suit
 - 3X feature
 - 3L shows decent 6 card suit if bid freely; if bid under pressure (eg. Partner has bid 3M-1), it is ambiguous and may be weak
 - Raise 3 card support of responder's suit and a non-min. hand
- 2NT Inquiry; at least INV to game (see below for responses); **only action to initiate game force**

Responses after 2♦/♥/♠ - 2NT

The responses will vary depending on whether opener is vul or NV. When opener is NV it is necessary to sort out whether he has a 5 or 6 card suit, and whether he is at the top or bottom of the range. When opener is vul, on the other hand, he virtually promises a 6 card suit (5 if AKJTx or better and nothing outside), so to reserve two responses to show a 5 card suit is wasteful.

Responses to 2NT if NV

- 3♣ 5 card suit; lower end of range
- 3♦ 6 card suit; lower end of range
- 3♥ 5 card suit; upper end of range
- 3♠ 6 card suit; upper end of range

Responses to 2NT if Vul

- 3♣ bad hand or feature in clubs (opener may pass a bid of his suit by partner but not a bid of a new suit)
- 3Y feature (**not shortage**); non-min.
- 3L repeat of weak 2 suit shows a decent suit and a non-minimum hand but no feature

New suits by the 2NT bidder after the response to 2NT are natural and FG

The Two No Trump Opening Bid

2NT 20-21 HCP (occasionally very good 19HCP); bal; may contain 5 card major or 5/6 card minor

3C Puppet Stayman

3D No 5 card major, at least one 4 card major

3H 4 spades

3S 4 hearts

3NT To play

4C NAT, no major

4D Both majors

3H No 4 or 5 card major

3S 5 spades and 4 hearts

4C RKCB

4D 1 or 4 Aces

4H 0 or 3 Aces

4S 2 Aces

3S 5 spades

4C RKCB for spades

3NT 5 hearts

4C RKCB for hearts

4D Transfer to H

3D/H Transfer to H/S (at least mild slam interest)

3H/S NF, neutral acceptance

4C RKCB

3NT To play; Dbtln in responder's major, five cards in the other major

3S/4C/D Ax Kx, xx; 4 card support (retransfers where possible)

4M Max, 4 card support, no working doubleton

[NB: After Stayman and transfer sequences, 4C is RKCB; after transfer breaks, where 4C is not available, 4NT is RKCB (otherwise 4NT is quantitative.)]

- 3S Puppet to 3NT; Minor suit slam interest (may be one or two suit oriented)
- 3NT Forced
 - 4C/D Slam interest in suit bid only (opener may cue with interest)
 - 4NT signoff
 - 4H/S sing; both minors
 - 4NT To play
 - 4NT 2254/2245; no sing
 - 5C/D solid suit
 - 5H/S void (at least 9 cards in minors)
- 3NT To play (!!)
- 4C Gerber
- 4D/H **Transfers, no slam interest unless followed by 4NT, RKCB**
- 4NT Quantitative
 - 5any NAT acceptance; searching for a 4-4 fit

Three Level Opening Bids

3C/D 6 clubs/diamonds; goodish suit; 10+-14HCP (but may be weaker in 3 seat NV)tends not to be interested in major suit game, particularly if max

3D asks for stoppers for NT

3H/S natural; FG

3NT to play

4C/D **RKCB**

After an overcall X is penalty; new suits are natural and forcing, and do not necessarily imply a fit.

After a double, all responses as undisturbed; XX is strength showing and is consultative; pass followed by subsequent X of their contract is 100% penalty.

3H/S weak, according to vulnerability and position; **often is 6-4**; in 3rd set, particularly NV v. Vul, virtually anything goes (responder should be very cautious about continuing the preempt; opener has already forced them to start their exchange of information on the 3 level); **3S** over 3H, natural FG

P (P) 3H/S (X)

3NT encourages sacrifice

raise push bid; discourages sacrifice

After an **overcall** by the opponents, X by an unpassed hand is for **penalty**. After a **double** by the opponents, all responses as undisturbed; a XX by an unpassed hand is penalty; an initial pass followed by X of their contract is 100% penalty.

3NT Opening Bid

3NT weak minor suit preempt; opener denies 2/3 honours in his suit

4C Pass or correct

4D Pass or correct to 5C

4H/S to play

5C Pass or correct

Four Level Opening Bids

- 4m** 8+ Playing tricks in hearts/spades, **solid suit**
4D/H Slam interest; asks opener to cue or do something intelligent if interested

Over interference

Over a double, all responses as undisturbed; XX shows interest in penalty and is consultative; pass followed by X is penalty. Neither pass nor redouble show an interest in playing 4C/D doubled.

4H/S in 1st/2nd, and vul, like 4C/D but with **non-solid suit**, may be 2 suiter (65, 74, perhaps even 64); non-vul or at fav. vul. 4M may be very weak

4S **natural and to play**

4NT RKCB

5H/S Trump inquiry, promises all outside controls and at least one trump honour (as opener may have as little as J109xxxx) opener should not bid 6 without suit headed by at least AJ or KJ)

After an **overcall**, **double** is for penalties.

4NT good 5C/D opening bid

5C/6C Pass or correct

5D Pass or correct to 6C

After an **overcall**, **double** is for penalties.

SLAM BIDDING

- 4NT** is virtually always RKCB, except when it is quantitative
- 4m** is RKCB when there is a natural jump to 4m over 2m or in a sequence where one partner has opened 1NT, and the other has transferred into a minor suit and then rebid 4 of the minor.
- 4C** is RKCB in some sequences beginning with 1NT (or 1C-1D-1NT) or 2NT
- 4C** immediately over an opening bid of 1NT or 2NT is Ace asking but with RKCB responses. Where 4C is available as RKCB over NT openings, 4NT is quantitative.
- 5NT** is RKCB if opponents have forced us past 4NT. (although 5NT is more usually pick-a-slam or GSF)

Responses to RKCB

- | | |
|----------|---|
| 1st step | 1 or 4 KC |
| 2d step | 0 or 3 KC |
| 3d step | 2 or 5 KC but without trump Q |
| 4th step | 2 or 5 KC with trump Q |
| 5th step | 2 KC and a <u>non-working</u> void |
| higher | 2 KC and a working void ; if bidding on the 6 level, the responder to RKCB bids the void if it is lower than the agreed trump suit; if higher, he bids 6 of agreed suit) |

Over interference with an RKCB bid we play D1P2 and R1P2; i.e., X = 1st step without interference (1 or 4 KC), Pass = 2d step (0 or 3 KC), cheapest suit shows 2KC without the trump queen and second cheapest suit shows 2KC with the trump Q.

Spiral Scanning

After the response to RKCB, the cheapest non-trump bid initiates spiral scanning. Each bid skipped by the responder to the spiral scan shows a particular card(s) and denies the next card in the scan.

If the response to RKCB has not revealed whether the responder has the trump Q, this is the first card asked about in the scan. The cheapest bid denies the Q; the second cheapest bid shows the Queen but denies the **highest outstanding King (or, where we have bid only one other suit, the King of that suit, which is shown second in the spiral scan sequence)**; the third cheapest bid shows the Queen and the highest outstanding King but denies the next highest outstanding King, and so on through Queens. Kings of suits in which one of the partners has shown a singleton are not included within the scan. Singletons may be treated as King equivalents except in suits bid naturally by the partnership. Doubletons may be treated as Queen equivalents in all instances.

Where the response to RKCB has shown or denied the trump Queen the cheapest bid in the scan asks about the King of highest outstanding King If only one other suit has been mentioned, it asks about the King of that suit).

The spiral scanner may skip a bid to show he has no interest in the card which it would have asked about.

The only sign-off is in the suit which was agreed by the RKCB ask.

5NT as Grand Slam Force

Responses

The more you have, the more you bid. A jump to 7C (where there may be doubt about the agreed suit) or seven of the agreed suit always shows 2 of the top three honours (if there is doubt about the agreed suit we may bid 7C, if that could not be interpreted as a place to play).

If spades are trumps:

6C shows none of the top three honours.

6D shows the Queen of trumps.

6H shows the Ace or King of trumps.

6S shows the Ace or King of trumps and extra length.

7C/7S shows 2/3 honours.

If hearts are trumps:

6C shows neither of the top two honours (may have the Queen).

6D shows the Ace or King of trumps.

6H shows the Ace or King of trumps and extra length.

If diamonds are trumps:

6C shows neither of the top two honours (may have the Queen).

6D shows the Ace or King of trumps (may or may not have extra length).

Opening leads and signals

Leads – v. suits

Polish (low from even; something else from odd)

A from AKx

K from KQx (asking for attitude, not count)

10/9 shows 0 or 2 higher honours

Leads – v. NT

Polish – as above

A asks for drop of honour or upside down count

K from KQx or longer suit asking for upside-down attitude, not count

Q asks for drop of J or upside down count

10/9 shows 0 or 2 higher honours

Signals

Upside down count and attitude

Where partner of the partner on lead has preempted, guaranteeing at least a 6 card suit, a middle card encourages high and low cards are suit preferences

Suit preferences where obvious

Hi-low in trump shows 3 trumps in ruffing situation; otherwise tends to imply strength in higher ranking side suit (low-high is neutral); the suit preference connotation is particularly likely when we lead a trump on opening lead

Discards

Even encourages; odd discourages and tends to ask for suit of same colour; hi-lo of two odd or two even reverses meaning.

Miscellaneous: Doubles

Shape Relay (not currently in our armoury) Auctions: If the intervention is a one or two step overcall, then we continue to relay: if the overcall was in front of responder, we play Pass as step one (over which Dbl/RDbl is a relay), and Dbl/RDbl as step two. If the overcall was in front of the relayer, Pass is a relay, Dbl/RDbl is penalties, and the cheapest bid is step two. If the intervention is higher than that, we revert to natural bidding, with doubles as described by the rules below.

Takeout Doubles: Double is for takeout unless one of the rules listed below applies. If the opponents are in a fit auction, takeout means takeout of their fit; if they are in a non-fit auction, it means takeout of the suit doubled.

Support doubles if LHO of responder overcalls – support X apply as long as response would not take the partnership to the three level on a 7 card fit

Raise Doubles: (1) A double of a cue-bid of partner's suit by a passed hand which has not yet had a chance to raise shows support. (2) Partner overcalls, next hand makes a forcing bid at the two-level: double shows a raise without an honour in partner's suit; raise shows an honour. (3) Partner pre-empts and next hand makes a forcing bid: double shows a save-suggesting raise..

Lead-Directing Doubles: (1) Double of an artificial bid (not an opening though) when both our previous calls were passes not showing values suggests partner leads the suit unless the doubler pre-empted in the suit, when the double shows a poor suit. (2) A double of an uncontested auction to 3nt or slam asks for a lead of dummy's suit. (3) A double of a notrump-only auction asks for an unusual lead (if nothing stands out then opening leader's shorter major, and, if equal length, then a spade).

Action Doubles: These are doubles made after suit agreement which invite partner to bid on. We play them as follows: (1) By a game-level preemptor opposite a silent partner (2) In a non-forcing auction opposite a fit-jump or fit bid that could be purely lead directing

Part-Score Penalty Doubles: If not defined above, double of a part-score is for penalties in these cases: (1) Partner has pre-empted (unless they make a forcing bid). (2) Partner's hand is defined: a conventional call showing a specific one- or two- suiter, or two natural bids, or some well-defined artificial sequence. (3) We have already made a penalty double or a penalty pass. (4) They bid a new suit opposite a pre-empt. (5) They bid no-trumps naturally (except 1any-any-1NT-Dbl or 3any-Pass-3NT-Dbl, which are takeout). (6) Their bid is to play, and both our previous calls were passes not showing values, except of opening bids (potential lurk) and when protecting a two-level fit auction.

Game-Level Penalty Doubles: If not defined above, doubles of games are for penalties in the following cases: (1) We have agreed a suit. A bid which guarantees a seven-card or longer fit counts as suit agreement, as does making a natural bid opposite a takeout double. (2) Partner has pre-empted (3) Partner's hand is defined: a conventional call showing a specific one- or two- suiter, or two natural bids, or some well-defined sequence. (4) We have already made a penalty double or a penalty pass. (5) They bid a new suit opposite a pre-empt. (6) They bid naturally a suit we have shown or implied (usually 4 cards). (7) We are out of the auction (both our previous calls were passes not showing values).

Strong Misfit Doubles: If the opponents in a misfit auction artificially bid notrumps or one of our suits, then a double by a live hand shows a good hand, interested in taking a penalty, and starts a penalty-seeking auction (in which doubles may well be takeout).

Default meaning of double.

If the opponents are in a fit auction, takeout means takeout of their fit; if they are in a non-fit auction, takeout means takeout of the suit doubled. We never double on a hand on which "all pass" cannot possibly be a good result.

Raise Doubles

Topless raise when partner overcalls, next hand makes a forcing bid at the two-level(3Trump)

Save suggesting raise when partner pre-empts and next hand makes a forcing bid, e.g. xxxx/Axx/xx/Kxxx for (1D)-3C-(3H)-Dbl at love all. By a Passed Hand, the hand should have more offense.

Lead-Directing Doubles

Any double of an artificial bid by a dead hand is lead-directing, showing a good holding in the suit doubled.

Action Doubles

If a hand which opened the bidding with or overcalled with a pre-empt doubles the opponents at a level below the next instance of his suit, this shows extra values, and normally shortage in the opponents' suit. If partner has not had a chance to double the opponents for penalties, the message is "I want to compete, but am giving you the chance to play for penalties"; if partner has had a chance to double their bid for penalties, the message is "I have extras: do you wish to play or defend?" **Any such action double guarantees the Ace of the suit bid.**

Penalty Doubles

Double is for penalties if one of the following applies

1. We have agreed a suit (responding to a takeout double counts as agreement)
2. Partner has pre-empted (unless their bid is forcing - see above)
3. Partner's hand is well-defined; examples include:
 - Making a conventional call showing a specific one- or two- suiter
 - Opening the bidding and rebidding
4. We have already made a penalty double or passed a takeout double for penalties, of a bid which the opponents seriously proposed as a contract (so artificial rescues don't count)
5. They (strictly) protect an auction in which we have both bid
6. We emerge from a lurking position: Double is penalties of the suit lurked over, and takeout of the suit doubled, if relevant.

7. They bid a new suit opposite a pre-empt.
 8. The doubler is dead, and their bid is to play, except:
 - At the one-level
 - When protecting a fit auction at 3H or below
 - Lightner-type doubles, asking for an unusual lead
 9. They bid a suit we have shown or implied (a takeout double usually implies all other suits, but by the doubler may show a strong no-trump rather than a stack)
 10. They bid no-trumps (natural or artificial)
- Exception to the last #9 and #10: If their bid guarantees a fit, then doubling it is takeout of their fit.
- Double of a SPL

Favourable: suggests a save in the short suit

Other vulnerabilities: suggests a lead of lowest unbid suit, except when doubling a bid showing short spades after a 1H opening: this suggest a save in 4S

Double of a Fit Bid

Where their bid shows support for partner and a side-suit, double agrees partners suit and shows length in the fourth suit.

Penalty Taking Auctions - Over/Under Doubles

In auctions where we are explicitly looking for a penalty, but have not yet made a penalty double, we try to catch the opponents when we have a trump stack over them and when we have a 3-3 trump holding. We therefore double over the bidder with four trumps, but under the bidder with three. This includes after a "penalty" double of 1NT. "Forcing Pass" Doubles

These are non-penalty doubles after suit agreement; all of the following must be true:

1. The doubler previous call was a descriptive bid (e.g. a fit jump) either after suit agreement or while making a raise
2. The descriptive call did not particularly invite partner to bid on
3. We are not in a forcing pass auction

Partner is now invited to bid on with a fitting hand. There may sometimes be confusion about whether the second criterion is satisfied, and so whether the double is penalties or "forcing pass", but it doesn't really matter: if responder has a penalty double type, it means he thought he'd invited partner to bid last time, so bidding with a suitable hand now should be all right.

When Partner Balances an Opening Bid

It's not clear whether this is a lurking position or not. We play as follows:

1H Pass Pass DbI
2H DbI Penalty

1H Pass Pass DbI

3H Dbl Balanced 12-count (T/O) Penalty Doubles of No-Trump Contracts

No-trump only auctions - spades (perhaps hearts with very short spades)

Where suits have been bid or shown, the priority order is:

1. Leader's suit
2. Doubler's suit
3. Dummy's suit (unless dummy is one-suited)

Penalty Doubles of Suit Contracts

By a pre-emptor, or of a freely bid slam - ruffing potential, often a singleton in partner's suit.

Redoubles

Of Penalty Doubles: If the bid doubled was a non-forcing part-score bid, and if we have not agreed a suit, then redouble is for rescue. If it was a forcing natural bid or a game bid, redouble is for business. If we have agreed a suit, redouble is for business (but see doubt showing redoubles below).

Of Takeout Doubles: If we are the opening side, or if our initial action was an overcall at the two-level or higher, and they have made a takeout double of our natural bid, redouble shows strength and a desire to penalise the opponents. These set up a forcing pass for a level unless partner's bid was a pre-empt.

Rosencranz Redoubles: If we have overcalled at the one-level, a redouble of their takeout double shows a top honour in partner's suit.

In Cue-bidding auctions: RDbI from either hand is equivalent to cue-bidding the suit. Pass is encouraging.

In Stopper-asking auctions: RDbI from either hand requests that partner bid 3nt. Pass shows doubt.

Of our agreed suit: RDbI shows a maximum hand, looking for a penalty.

Of artificial bids in natural auctions: Pass is neutral, RDbI suggests playing there at the one- or two-level, shows a good hand with no clear bid at higher levels.

Scrambling redoubles: In auctions where our best strain is unclear, redouble may show preference for the more expensive suit.

Doubt showing redoubles of 3nt: If we have bid 3nt on the basis that we will run a long suit, then a redouble of a penalty double shows doubt: about a stop, if the hand has shown one, otherwise about the long suit running.

Other doubt showing redoubles: In these auctions (and similar ones where the opponents' bid is a raise), redouble shows a very good hand, but weak trumps:

(4H)-4S, then RDbI by the 4S overcaller

(3S)-Dbl-4H then RDbI by either hand

(4m)-Dbl-4M then RDbI by either hand