

REVIEW General Approach 2/1
 Min Expected HCP when Balanced: Opening 13 Responding 5
 Forcing Open: 1♣ 2♣ Other 1NT Open: Str Wk Variable

TABLE OF CONTENTS

I . Opening bids and rebid plans with balanced hands..... 3
 Responses to 1NT open or overcall (or 2NT or 2C-2D-2NT), no comp4
 Responses to opening 1 NT in competition6
 Opener rebids after responder bids and subsequent competition7
 Responses to opening 2 NT after direct competition7

II. Auctions after opening with one of a major 8
Opening with one of a major and rebid plans8
 Differences when opening a major in 3rd position 8
 Differences when opening a major in 4th position 8
Responses to one of a major when 2/1 game force is ON9
 Responders first bid 9
 Opener’s rebids after responder’s raise 11
 Opener’s rebids after responder’s Jacoby 2NT 11
 Responder Second bids over opener’s minimum rebid AG 11
 Responder Rebids Over Opener’s Reverse Lebensohl 12
Bidding after one of a major when 2/1 game force is OFF 12
 Responses by **passed hand** to an opening major 12
 Responses to an opening major **in competition** 13
 Opener’s rebids after responder’s pass 13

III. Opening with one of a minor and rebid plans 14
 Responses to one of a minor, No Competition 14
 Responses to 1 of a minor in Competition..... 15

IV. Assorted bids..... 16
 New minor forcing (One way) [not playing] 16
 New minor forcing (Two way) 16
 Third suit forcing 17
 Fourth suit forcing 17
 Spiral raise 17
 Ace-asking and other slam bidding 18
 Control bids, serious 3NT, and “Last train” 18
 4NT: Roman Key Card Blackwood 1430 18
 Other ace-asking conventions (1430 responses) **With Gary and Paul** 19
 Grand slam force 19
Various Doubles Reviewed..... 19
 Responsive double 19
 Support double 19
 Game-try (“Maximal”) double 19
 Lead-directing double..... 20
 Penalty or take out? 20

V. Two-level and higher opening	20
Strong artificial 2♣	20
Preempts.....	21
VI. Overcalls and takeouts	23
Overcalls and takeouts after one-level suit bids.....	23
Simple overcalls, direct position.....	23
Takeouts after one-level suit bids	24
Overcalls and takeouts in balancing position	25
Overcalls and takeouts after preempts.....	26
Overcalls and takeouts after weak two bids	26
Overcalls and Takeouts after three-level preempts.....	27
Overcalls and takeouts after strong 1 (or 2 NT)	27
VII. Competitive bidding	29
Law of total tricks	29
Western cue bids.....	30
Support double/redouble	30
Game-try (“Maximal”) double.....	30
Responsive double.....	30
Scrambling 2 NT.....	31
Trap pass.....	31
Re-opening.....	31
Bidding over two-suited overcalls	31
VIII. Hand evaluation	32
Pavlicek point count adjustments.....	32
Losing trick count	32
IX. Defensive play	34
Opening leads against suit	34
Opening leads against no trump.....	35
Signalling.....	36
X. Distributions and probabilities	36
Suit divisions	36
Hand distributions	38
XI. Assorted Ideas	38

SOME SOURCES

[ACBL Teacher Manuals](#) basic, easy to read

[ACBL conventions and many helpful docs](#)

Audrey Grant: [What’s Standard?](#) [Conventions](#)

BB Bridge Bums [SAYC](#)

LC [Larry Cohen](#)

[ACBL Standard American Yellow Card](#)

BH [Bridge Hands](#) convention index

[Richard Pavlicek](#) Odds, theory, lots of stuff

[Karen’s Bridge page](#) Nice page on bidding

[Bridge Guys](#) Exhaustive. Not always clear.

Marty Bergen, [Points Schmoints](#)

[LC, Partnership Checklist](#)

Decision-tree [Bidding Guide](#) advanced

[Ron Klinger on Losing Trick Count](#)

[Bridge Bulletin articles](#)

[Bridge World Standard](#) Another system

Robert Todd, [Adventures in Bridge](#). Good stuff

LC, [Forcing or Not Forcing](#)

[Pavlicek complete system notes](#)

[Paul Dubois](#) Compact intermediate system

[Meckstroth-Rodwell](#) convention card and system notes

I . OPENING BIDS AND REBID PLANS WITH BALANCED HANDS

NOTRUMP OPENING BIDS	
1NT 15 to 17 to	3♣ <u>Puppet Stayman</u> 3♦ <u>Splinter</u> 3♥ <u>Splinter</u> 3♠ <u>Splinter</u>
5-card Major common <input checked="" type="checkbox"/> System on over Dbl or 2C	
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	
2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/>
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)
2♠ transfer to minors	Neg. Double <input type="checkbox"/> : _____
2NT natural/invite	Other: <u>mini-Smolen</u>
	2NT 20 to 21 Puppet Stayman <input checked="" type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ transfer to minors <u>Smolen</u>
	3NT _____ to _____ Conventional NT Openings <u>3NT=Namyats for minors</u>

Shapes: 4-3-3-3, 4-4-3-2, 5-3-3-2 (even with 5-card major).

- ✓ 5-4-2-2 or 6-3-2-2 is OK if one doubleton is stopped.
- ✓ Two doubleton majors NOT OK.
- ✓ No voids or singletons, but stiff A ok. Doubleton may be worthless, especially in minor.
- ✓ Prefer NT to major opening if 5-card major is poor quality (<5 hcp)
- ✓ Prefer NT to major with 5-4 if 4-card is higher ranking. Open major if 5-card is higher.

12-14 hcp Open 1 of a suit, planning to rebid 1NT (or 2NT after 2/1)

15-17 hcp Open 1 NT Sometimes, 14 hcp & good 5-card **Announce range**
OK with 5-card major if no worthless doubleton

18-19 hcp Open 1 of a suit, planning to jump rebid 2 NT (or 3NT after 2/1)¹

20-21 hcp Open 2 NT No worthless doubleton **Announce range**

22-24 hcp Open 2♣, then rebid cheapest NT

25-27 hcp Open 3NT **if not playing Namyats or Gambling (solid 7-card minor, no A/K)**

[top](#)

¹ 2 NT requires a half-stop in unbid suits and full stop in ops suits.

RESPONSES TO 1NT OPEN or OVERCALL (or 2NT or 2C-2D-2NT), NO COMP

[Bob's](#) excellent simple guide [Bridge Web](#) guide [Pattaya](#)

- **2NT²** 8-9 hcp, balanced or 7-9 hcp with long minor: invitational
- **3NT** 10-15 hcp, balanced **6NT** = 18-21 **7NT** = 22+
- **4 NT** 16-17 hcp, balanced, quantitative, invitational

Opener responses: Pass with 15 hcp; 5 NT with 16 hcp; 6 NT with 17 hcp

- **2♣ Stayman³:** 8+ pts, 4+ card major(s), **but not 4-3-3-3** [brief ACBL manual](#) [wiki](#)

Rebids by opener:

- **2♦** = no 4+ card major

Rebids by responder: **2♥⁴/2♠** mini-Smolen: 4=5= / 5=4= in majors, invite
2NT Invitational

3♣/3♦ 5++ card & slam int. (15+pts). **Not Stayman**, no major

Rebid by opener: minor raise or cuebid = slam interest

alert! **3♥/3♠** Smolen: 4=5= / 5=4= in majors, game force (10+)

3NT/4NT Sign-off / Quantitative, invitational, 16-17 hcp

4♥/4♠ 4=6= / 6=4= in majors, sign-off **alert!**

- **2♥** = 4+ hearts, maybe 4 spades

Rebids by responder: **2♠** 5 spades, probably shapely, mild invitation (7-8 hcp).

2NT 4 spades, not 4 hearts, game invite (8-9 pts)

3♣/3♦ 5++ card & slam int. (15+pts) **Not Stayman**, no major

3♥ 4+ hearts, invite (8-9 pts)

3♠ "Impossible major": artificial, 4 hearts, gf, slam int.

3NT/4♥ Sign-off

4♣/4♦ Splinter, game force (10+ pts)

4♠ Kickback, RKCB: support, slam interest **With Gary**

4NT No heart support, quantitative, invitational to slam

- **2♠** = 4+ spades, not 4 hearts

Rebids by responder: 2NT Invitational, no spade support

3♣/3♦ 5++ card & slam int. (15+pts) **Not Stayman**, no major

3♥ "Impossible major": artificial, 4 spades, gf, slam int.

3♠ 4 spades, invite (8-9 pts)

3NT/ 4♠ Sign-off

4♣/4♦ Splinter, game force (10+ pts)

4♥ Kickback, RKCB: support, slam interest **With Gary**

4NT No spade support, quantitative, invitational to slam

² If using four-suit transfers, 2NT forces a 3♦ rebid. The invitational raise is then shown with 2NT after 2♣.

³ Or Garbage Stayman, 0-7 pts, 4441 or 4450 with short clubs. Or strong minor, game force.

⁴ Alternatively, 2♥ can be Crawling Stayman, asking opener to show best major by passing or bidding 2♠.

- **2♦, 2♥** Jacoby Transfer: 0+ hcp, 5+ card [ACBLI Tx vs. Jacoby](#) **Announce transfer**

NOTE: Use Texas Transfer not Jacoby Transfer if intending to use RKCB

NOTE: With 5-5 and weak hand (0-7) transfer to weaker suit

Rebids by responder after opener completes the transfer:

- Pass 0-7 pts
- 2NT 5 card major, invitational (8-9 hcp)
- Raise to 3♥/3♠ 6+ card major, invitational (8-9 pts)
- New suit, 3 level two-suiter, major is 5 card, invitational (8-9 pts)
- New major, 4 level two-suiter, 5-5 in majors, game force (10+ pts)
- 3NT 5 card major, choice of game (10+ pts)
- Raise to 4♥/4♠ 6+ card major, slam interest (15+ pts)
- Jump in minor **alert!** 6+ card major, **splinter**, slam interest (15+ pts)
- 4NT **Quantitative**, invitational, choice (16-17 pts)

Kickback and/or
Minorwood?

- **2♠** Jacoby Transfer: 0-7 hcp, 6+ card minor **Announce transfer**
Opener must bid 3C. Responder will correct if suit is Diamonds

- **3♣** Puppet Stayman: game force, 10+ pts, asking for five card major **alert!**
✓ Note: Use Puppet with at least one 3-card major rather than settling for 3NT

✓ **Note: 3♣ after 2NT is Puppet Stayman**

Rebids by opener in response to Puppet:

- **3♦** No five card major, but does have one or two four card major(s)

Responder rebids:

- * **3♥/3♠** = 4 cards in opposite major (Smolen) **alert!**
- * **3 NT** = no four card major
- * **4♦** = both four card majors: opener chooses best
- **3♥/3♠** Five card major
- **3 NT** No four or five card major

Responder can then transfer to a six-card major

- **3♦/3♥/3♠** **Splinter**: void or single, 4441/5440/5431, game force **alert!**

Note: 3♠ promises 4-card major (hearts); others do not.

Opener rebids:

- **3 NT** = double stopper in short suit
- **Game bid** = cutoff
- **Bid below game** = natural; forcing; mild slam interest

Responder rebids are controls or 4 NT = Blackwood

Splinters seldom arise. Maybe
3D natural invite,
3H 5-5 invite,
3S 5-5 gf.

- **4♣** Gerber

- **4♦/4♥** **Texas Transfer**: 6+ card, 10-14 pts or intent to use RKCB **Announce transfer**

Note: Subsequent 4 NT is RKCB 1430

[top](#)

Summary of Responses to 1NT with various holdings in the majors		
Major holdings	8-9 hcp	10-~14 points
1 or 2 3-card suits	2NT	Puppet Stayman alert!
1 or 2 4-card suits	Stayman, then invite	Stayman, then game
4-3-3-3	Bid as if 3-3 in the majors	
4-3	Stayman, then invite	Puppet Stayman, Smolen
4-4 w/ void or single	Stayman, then invite	Splinter alert!
5-4 alert!	Stayman, mini-Smolen	Stayman, Smolen
5-x Announce	Jacoby transfer, then 2NT	Jacoby transfer, then 3NT
5-5 Announce	2♥, then 3♥	2♥, then 4♥
6-4	Stayman, then 4 of major	Stayman, then 4 of major
6-x Announce	Jacoby transfer, then raise	Texas transfer

RESPONSES TO OPENING 1 NT IN COMPETITION

AFTER COMPETITION BUT NOT INTERFERENCE

Double is NOT interference⁵. Ignore it. All systems on.

Redouble = 7+ hcp, generally balanced.

Pass = 0-6. *Opener's redouble* is SOS, asking responder to bid long suit.

2♣ does not really interfere. All systems on, except Double is Stayman

AFTER PENALTY DOUBLE (Do we want to play this?)

Meckwell Escapes (Meckwell bids except Pass= Dbl (minor/both majors) and XX is natural)

AFTER DIRECT OVERCALL ABOVE 2♣

Texas transfers ON after overcall through 3♣ AG

Jacoby transfers and splinters OFF

- Double⁶ Penalty, 8+ hcp, likely 2++ trump tricks
- New suit, 2 level 5+ card, 0-7 pts, sign-off
- New suit, 3 level⁷ 5+ card, 10+ pts, game force
- 3 NT 10+ pts, natural, no major, no stopper (FADS)⁸
- Cue bid Stayman, 10+ pts, no stopper (FADS)

Opener may then stop in 4 of a minor if w/o stopper or 4-card major ♣♦♥♠ ♣♦♥♠

top

⁵ Double is "competition", but not "interference". "Compete" means "bid anything". "Interfere" means "bid anything EXCEPT double"

⁶ With 4+ cards in the opponents' suit we should double instead of inviting or bidding 3NT (particularly at favorable vulnerability) when (a) too weak to invite game, but strong enough to collect a penalty, (b) when too unbalanced to invite game, or (c) when a penalty double looks more profitable than game.

⁷ Whether jump or not

⁸ FADS = Fast Always Denies Stopper

- **2 NT is lebensohl: Opener MUST bid 3♣ puppet. Meaning varies alert!**
Rebids by Responder after Lebensohl 2NT and opener's 3♣: LC
 - Pass/new suit below overcall = Signoff
 - New suit above overcall = Invitational
 - Cue bid = Stayman, stopper (FADS)
 - 3 NT = Natural, stopper (FADS)

HCP	Responding to 1 NT after interference with 5+ card suit	
	If two level is available (e.g. ♠ over 2♥)	If forced to three level (e.g. ♦ over 2♠)
0-7	2♠	2NT, then pass (3♣) or bid (3♦ or 3♥) alert!
8-9	2 NT, then bid (3♠)	Must guess whether to invite or force game
10+	Jump to 3♠	Bid at 3-level (♣, ♦, or ♥)

	Responding to 1 NT after interference with 10+ hcp and no 5-card suit	
NT	2 NT, then 3 NT promises stopper of ops suit	3 NT denies stopper of ops suit
Stayman	2 NT, then cue bid promises stopper of ops suit	Cue bid denies stopper of ops suit

OPENER REBIDS AFTER RESPONDER BIDS AND SUBSEQUENT COMPETITION

AFTER RESPONDER'S 2♣ (STAYMAN) IS DOUBLED OR OVERCALLED

- After Double, Stayman is off. *Opener rebids* are natural. Pass/Redouble is to play.
Responder rebids are natural. Pass/Redouble is to play. 2♦ is SOS with short clubs
- After overcall, Stayman is off. *Opener rebids* are natural. Double is for penalty. 3 level bids require a maximum and a good suit.

AFTER RESPONDER'S 2♦/2♥/2♠ (TRANSFER) IS DOUBLED/ OVERCALLED

- After Double, *Opener rebids* are natural.
 - Redouble is for penalty.
 - Pass discourages transfer.
 - Complete the transfer shows 3+ trump, minimum
 - Jump the transfer (Superaccept) shows 4+ trump, maximum
- After overcall, *Opener* usually passes.
 - Complete transfer with good support.
 - Double is penalty

RESPONSES TO OPENING 2 NT AFTER DIRECT COMPETITION

All Systems OFF (No Stayman, splinters, or transfers)

- Double negative
- New suit natural, forcing
- 3 NT 10+ pts, not necessarily a stopper

II. AUCTIONS AFTER OPENING WITH ONE OF A MAJOR

OPENING WITH ONE OF A MAJOR AND REBID PLANS

- Opening requirements: 5+ card suit and *either*
 - Rule of 20 (hcp + # of cards in two long suits ≥ 20) + 2QT
 - or 13 points valued by [Pavlicek's](#) method plus
 - honors are in long suits
 - more aces and tens than jacks and queens
 - having an easy rebid and 1 1/2 - 2 quick tricks
- Rebid plans by opener [LC: F or NF 1](#)

	<u>Pts</u>	<u>Suits</u>	<u>Rebid plans</u>
Minimum	12-15	6+ card suit	Rebid suit
		Partner support	Raise partner (usually 4 card)
		Balanced	Bid lowest NT
		Unbalanced	New suit, non-force, may be short
Invite	16-18	6+ card suit	Jump rebid suit
		Partner support	Jump raise
Force	18-19	Balanced	Jump in NT (requires half-stop in unbids and stop in ops)
	17+	Unbalanced	Reverse in new suit (forcing one round +) ⁹ LC: Rev & JS
	19-21		Jump shift (game force), may be short

MAJOR OPENING

Expected Min. Length 4 5

1st/2nd

3rd/4th

RESPONSES

Double Raise: Force Inv. Weak

After Overcall: Force Inv. Weak

Conv. Raise: 2NT 3NT Splinter

Other: Soloway jump shift

1NT: Forcing Semi-forcing

2NT: Forcing Inv. _____ to _____

3NT: _____ to _____

Drury : Reverse 2-Way Fit

Other: _____

DIFFERENCES WHEN OPENING A MAJOR IN 3RD POSITION

[Gordon Bower on 3rd/4th seat opening](#) M. Lawrence, Passed Hand Bidding

- Light opening is OK to preempt/suggest lead. HCP/pts as low as 9/10, especially in majors.
- Light opening in minor only with good reason, having a rebid and 7+ cards in majors
- Opening a very good 4 card (KQJx) major is OK if no higher suit is short.¹⁰
- Weak twos can be decent (KJTxx) 5-card suits, especially with a short higher suit.
- Any second bid by opener suggests a full opener. Pass pard's one-level response with Hx +.

DIFFERENCES WHEN OPENING A MAJOR IN 4TH POSITION

- Rule of 15: Open if HCP + # of spades ≥ 15
- Don't preempt: Pass! A 2- or 3-level bid should make opposite one winner
- Weak 2: 10-13 hcp, good 6-card suit, quacky enough to refuse a Drury invitation



[top](#)

⁹ Nearly a game force, but responder can stop in a misfit.

¹⁰ A short suit is an honorless doubleton or less. Don't open a 4-card heart suit if spades are short.

RESPONSES TO ONE OF A MAJOR WHEN 2/1 GAME FORCE IS ON

Game Force ON in 1st or 2nd position, no interference [LC 2/1](#) [PFDubois](#) [KW](#) [LC, F/NF](#)

RESPONDERS FIRST BID

- New suit, 1 level 6+ pts., 4+card suit, forcing

Opener second bids:

- For most, see above. Prefer to raise partner rather than NT or new suit.
- Reverse shows 17+ with 5+ in opener and 4+ in second suit. One round force.
 - *Responder rebids:* see [Responder Rebids Over Opener's Reverse Lebensohl](#)
 - 4th suit or cheap NT is weak relay (<8 pts) to 3♣ or 2NT(to play)
 - Rebid own suit shows 5-7 pts.
 - All others are 8+ points. Game force
- New suit is often minimum, but could be 17-18, NF

Responder's second bids include **reverse** (13+) and [#Fourth suit forcing](#)

Note: Show preference for 2-card support in 1st suit over poor 3-card in 2nd suit

- New suit, 2 level = 12+ pts, 5+card major or 4+minor, **GAME FORCE**

Opener rebids usually show distribution not strength: [LC1](#) [LC2](#)

- 2 NT = Half-stop + in un bids (maybe xxx), 12-14 or 18-19 hcp
- Raise partner = May be 3-card support, especially if too unbalanced for 2NT
- Rebid suit = 6+ card suit (except 2♦ can be 5-card)
- Jump rebid = AKQJxx+, sets trump (*responder* may show cheapest control)
- Jump shift = Splinter, 4+card support, void or single

- 1 NT = 6-12 pts, semi-forcing (opener *may* pass w/ balanced or Flannery dead min)

Opener rebids: see above... and

E. Rodwell, BT1, ch. 5

- 2NT = 17-18 hcp
- 3NT = 19+ hcp
- Jump shift = 19+ (could be 3-card minor with strength and 6-card major. GF)
- New suit = 13-18 pts; 2♣ could be a 2-card suit if too strong to pass

Responder's raise of 2nd suit is 4+card, 8-10 pts, invitational

- Rebid ♥ with 6=4=x=x, but rebid ♠ with 6=x=4, unless spades too weak opposite stiff

Notes: *Responder* should rebid 2♠ after 1♠- 1NT - 2♥ with two spades and three hearts.

Responder's "impossible" rebid of 2♠ (1♥-1NT denies ♠) is forcing, maybe artificial

- Reverse shows 17+ with 5+ in opener and 4+ in second suit. One round force.
 - *Responder rebids:* see [Responder Rebids Over Opener's Reverse Lebensohl](#)
 - 2 level 4th suit or 2 NT is weak relay (<8 pts) to 3♣ or 2NT (to play)
 - Rebid own suit shows 5-7 pts.
 - All others are 8+ points. Game force



- Responses with trump support: **see chart below for detail**¹¹
 - 1 NT, then support 6-7 pts, 3-card support
 - Raise to 2 8-9 pts, 3+card support or 6-9 pts w/ 4+
 - 1 NT, then jump support 10-12 pts, 3-card support
 - Raise to 3 10-12 pts, 4+card support
 - Raise to 4 0-5 pts, 5+card support
 - New suit, dbl jump Splinter, 4+card support, 12+ pts, game force
 - 3 NT 13-15 pts, 4333, 3card support, choice of games
 - 2 NT (Jacoby) 13+ pts; 4+card support, no splinter

Opener rebids: see below, Opener's Rebids after Jacoby 2 NT

1 ♥	Responding to 1 ♥ with trump support			
Pts	2-card support	3-card	4-card	5+card
0 - 5	pass	pass + 2♥	pass ++ 3♥	4♥
6 - 7	1 suit or NT	1 NT, then 2♥	2♥ + 3♥	2♥ ++ 4♥
8 - 9	1 suit or NT	2♥	2♥ + 3♥	2♥ ++ 4♥
10-12	1 suit or NT	1 suit or 1NT, then 3/4♥	3♥	3♥ ++ 4♥
13-15	2 suit	2 suit, then 3♥	Jacoby 2NT	Jacoby 2NT
13-15, 4333		3 NT	Jacoby 2NT	
13-15, void or single			3♠/4♣/4♦	3♠/4♣/4♦

+ means "but prepared to raise one more following the LAW". E.g. (see [chart](#)), with 4-card support and 8-9 points, make a single raise to 2♥ (Standard), but later raise to 3♥ (LOTT).

- New major, jump to 2-level = **Soloway jump shift**, 5+ card suit, slam invitational, 3 types
 1. Balanced, 18-19 hcp or more
 2. One-suited, Strong 6+card suit (one loser or less), 15-18 pts
 3. Two suited with support for opener (honor-third or 4-card minor), 15-18 pts

Opener rebids: almost always relay to the next highest suit, or ...

- Rebid own suit: Solid or semi-solid suit
- New suit (or NT): Splinter, honor-third+ support for responder
- Raise responder: Honor-third+ support, definite slam interest

Responder re-bids after relay indicate which of 3 types

- 1. Balanced: cheapest no trump (or 4NT=20-21, etc.)
- 2. One-suited: rebid suit
- 3. Two-suited: bid new suit as splinter
- 3. Two-suited: bid opener's suit

- New minor, jump to 3-level = Invitational, good 6+card suit, 9-11 hcp.

[top](#)

¹¹ We don't play Bergen raises with 4-card support, which Larry likes: 3C (10-12), 3D (7-10), 3H (4-6), 3S (0-3).

OPENER'S REBIDS AFTER RESPONDER'S RAISE

After a sequence such as $1\heartsuit$ -P- $2\heartsuit$ -P- Opener's rebids are

- $3\heartsuit$ Competitive, not invitational, no additional values
- $2\spadesuit/3\clubsuit/3\diamond$ [Help suit game try](#): 15-18 pts., invitational. Suit is 3+card with 2 or 3 losers.
 - ✓ **Note:** $1\spadesuit$ -P- $2\spadesuit$ -P- $3\heartsuit$ is a help suit game try, but also promises 4+ hearts.
 - Responder bids $4\heartsuit$ with
 - 0 or 1 loser in "help" suit or
 - maximum raise with 2 losers in "help" suit
 - Otherwise responder signs off in $3\heartsuit$
- $3\spadesuit/4\clubsuit/4\diamond$ Splinter: singleton or void, slam interest
- 2 NT Invitational: 15-18 pts, may be weak in trump
 - Responder bids $4\heartsuit$ w/ maximum and good trump
 - Responder bids 3NT w/ maximum and weak trump
 - Responder bids $3\heartsuit$ w/ minimum

Alternative (Not Playing): Kokish game try. See [AdvinBridge](#) for details

$2\spadesuit$ asks "In which suit(s) would responder accept a **help suit** game try?" $3\heartsuit$ none, $4\heartsuit$ all
 $2NT/3\clubsuit/3\diamond$ are **short suit** game tries (2NT is void or single in \spadesuit)

OPENER'S REBIDS AFTER RESPONDER'S JACOBY 2NT

[Jacoby 2NT](#) = 13+ points, 4+ trump, no splinter. Game force. Possible slam interest.

OFF in competition or by passed hand [LC advanced alternative](#) [BridgeHands](#)

- Jump to game = Sign off. Minimum hand, 12-14 pts., no shortness
- 3 NT = 16+ hcp, no shortness, flat, choice of games
- Rebid major, 3 level = 16+ pts, slam interest, no shortness
- New suit, 3 level = Splinter, singleton or void
- New suit, 4 level = Natural, good five-card side suit.

If an opponent interferes **after** responder's Jacoby 2NT:

- Pass = Shortness in the overcalled suit
- New suit = Shortness in that suit
- Double = Minimum, balanced
- Bid game = Minimum, unbalanced
- 3 NT = Medium/maximum, slam interest

RESPONDER SECOND BIDS OVER OPENER'S MINIMUM REBID [AG](#)

- 6- 9 pts. **Sign off** with pass or 1 NT, or raise major to 2 level with 2+ support
- 10-11 pts. **Invite** with 2 NT or raise major to 3 level (jump or not)
- 12+ pts. **Force** one round: New Minor or new suit at 2 level
- **GF** Reverse or jump in new suit or [Fourth suit forcing](#)

RESPONDER REBIDS OVER OPENER'S REVERSE LEBENSÖHL

- With a bad 8 points or less, [No game unless opener has extras]
 - Rebid own suit = 5+card, 6-7 pts, not forcing **or**
 - Initiate a **Lebensöhl** relay to 3♣ by bidding the cheaper of 2NT or the 4th suit
 - *Opener* finishes the relay with 16-18 points by bidding 2NT or 3♣ (willing to play)
 - *Opener* forces with any other 3rd bid. (Otherwise responder may pass)
- With a good 8 points or more, force to game
 - Jump rebid own suit (Probably shows 6+)
 - Three level bids are natural
 - Preference for opener's suits shows 3+ for 1st suit or 4+ for 2nd suit)
 - Lebensöhl followed by 3NT shows 8-12
 - Direct 3NT or jump support shows 12-15

BIDDING AFTER ONE OF A MAJOR WHEN 2/1 GAME FORCE IS OFF

RESPONSES BY **PASSED HAND** TO AN OPENING MAJOR

Responses by a passed hand are the same as unpassed except M.Lawrence, Passed Hand Bidding

- Jacoby 2 NT and Fourth Suit Forcing are OFF
- New suit, 1 level = 6 - 9 pts, 4+ card, NOT FORCING
- New suit, 2 level = 10-12 pts, 5+ card, NOT FORCING
 - Opener rebid requires 15+ pts for the 3-level and 17+ for reverse*
- New suit, jump shift = 10-12 pts, 5+card suit, **4+card support for opener**
- 1 NT = 6-10 pts, NOT FORCING
- 2 NT = 11-12 hcp, balanced, natural (NOT Jacoby)
- 2♣/2♦ (*Two-Way Reverse **Drury***) = 10-12 pts, 3/4 card support **alert!**
 - ✓ **ON** in competition if available, except
 - ✓ If ops overcall opener's first bid with a strong NT, 2♣ is natural, NOT DRURY

Opener rebids after responder's 2♣ (Same after 2♦ except 2NT, not 2♦ shows full opener)

- Rebid own major = Sub-minimum opening (<13 pts)
- Jump rebid of major = Slam try, asks responder to cue bid
- 2♦ **alert!** = Full opener, no extras (13-14 pts), forcing, mild invite
 - *Responder's second bid* of new suit is now splinter
- Jump to game = 15+ pts, no slam interest (14-19?)
- Other major, 2-level = Full opener, Natural or help suit game try, forcing
 - ✓ EXCEPT = Game forcing if reverse
- New suit, 3-level = Natural, game force, slam try (20+ or so)
 - ✓ EXCEPT = Splinter NOT NATURAL if reverse
- 2 NT = Balanced: 16+ hcp, game force, slam interest
- New suit, 4-level = Splinter, 19+ pts, slam try, forcing [top](#)

RESPONSES TO AN OPENING MAJOR IN COMPETITION

Responses are the same in competition except

- Splinters, Reverses, Fourth Suit Forcing, and Jacoby 2 NT are OFF
- See [Bidding over two-suited overcalls](#) for Unusual vs. Unusual and Michaels
- Jump raise to 3/4 = 0-6 pts, 4/5 card support ([LOTT](#))
- Cue bid ops = 10+ pts, 3+card support
- 2 NT (after double) = 10+ pts, 4+ support (Jordan/Truscott)
- 2♣ (after double) = 10-12 pts, 3-card support (Drury)
- 2 NT (after overcall) = 10-12 hcp, natural, partial stop
- 3 NT = 13-17 hcp, stopper, no fit
- Redouble = 10-12 hcp, no support, wants to defend
 - Subsequent raise denies that defensive intention and instead shows 3-card support
- New suit, 2 level = 10+ pts, 5+ suit, forcing one round
Opener rebids: 2NT or rebid own or simple raise shows minimum (13-15) [top](#)
- New suit, jump 2-5 hcp, 6+ card suit (4-7 hcp vul)
Opener rebids: (pass w/o game interest or partner fit)
 - ✓ 2 NT 2+card, forcing (*Responder* rebids suit with min)
 - ✓ Any jump or raise to 4 of minor is invitational
 - ✓ All others natural & non-forcing, expecting responder to pass
- Double (after 1 NT overcall) = penalty
- [Negative double](#) over suit overcall **through 4♥**, forcing
 - ✓ 6 (or 8/10/12) + pts if response must be at the 1 (or 2 or 3 or 4) level
 - ✓ At least one 4+card unbid suit but hand too weak to bid it
 - ✓ Tolerance for 2nd unbid suit or having another rebid. No support for pard.
 - ✓ If no major is unbid: 4+-4+ in minors*Opener rebids:* 13-16 pts, low level; 16-19, jump; 19+, game or cuebid (gf); dbl = support

OVER OPP'S T/O DOUBLE			
New Suit Forcing: 1 level	<input checked="" type="checkbox"/>	2 level	<input type="checkbox"/>
Jump Shift: Forcing	<input type="checkbox"/>	Inv.	<input type="checkbox"/>
Weak	<input checked="" type="checkbox"/>		
Redouble implies no fit <input type="checkbox"/>			
2NT Over	Limit+	Limit	Weak
Majors	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Other Jordan 2 NT			

OPENER'S REBIDS AFTER RESPONDER'S PASS

- If a **direct non-jump suit overcall** is passed around to opener, no additional strength is required to reopen since pard may have trap-passed, hence his strength is not limited. [RP](#)
- Pass = Minimum, usually 3-card in ops suit
- Double = Takeout, usually short (1-2) in ops suit
- New minor, 2 level = Natural, NF. Extreme shape or ops void. Else double is preferred.
- New major, 2 level = Natural, 17+, NF.
- New suit, 3 level = Natural, 19+, invitational
- Cue bid = 6+ strong own suit, 19+, forcing
- 1NT = 18-19, stopper, NF
- 2NT = 16-19, stopper, 6+ own suit, invitational

[top](#)

- If LHO passes and RHO **balances with a double**, all bids are non-forcing, but show extras
 - Pass = 13-18
 - Redouble = 18+
 - New suit, non-jump = 16+, Natural, at least 6-4 or 5-5
 - New suit, jump = 19+, Natural, 17+, NF.
 - Rebid own suit = 16+, own suit is 6+ strong
 - 1NT = 18-19
 - 2NT = 18-19, own suit is 6+ strong
- If LHO passes and RHO **balances in a suit**, all bids are non-forcing, but show extra strength
 - Double = 16+, takeout
 - Cue bid = 19+, 3-suiter, void in ops, forcing

III. OPENING WITH ONE OF A MINOR AND REBID PLANS

1♣/1♦ Open longer minor, 1D if 4-4, 1C if 3-3 [guide](#)

For 3rd/4th seat opening, see Responses by **passed hand** to an opening major [GB: 3rd/4th posn](#)

Sequences not listed follow the pattern of major opening

RESPONSES TO ONE OF A MINOR, NO COMPETITION

- New suit, 1 level (usually “up the line”): 6+ pts, 4 card suit.
Opener rebids:
 - Passed Hand Opener can pass only with suit tolerance.
 - Raise to 3 with 17+ hcp and 4+ support
 - Raise to major game with 18-19 pts and 4+support
 - 1NT = 12-14 hcp. *Responder’s* new minor is New Minor Forcing
 - 2 NT shows 18-19 hcp, balanced, but does not deny a 4-card major
 - Raise responder’s suit with 4+. With 3, raise only if you hold ...
 - a 9x doubleton elsewhere (can’t bid 1NT) *or*
 - less than AJ9xxx in minor (can’t rebid minor w/o tricks for NT) *or*
 - 12-14 hcp and 4 spades (can’t plan to support hearts on 3rd bid with min)
 - New suit, 2 level (**reverse**): 17+ pts, second suit shorter than first, one round force
Responder rebids: see [Responder Rebids Over Opener’s Reverse **Lebensohl**](#)
 - 4th suit or cheap NT is weak relay (<8 pts), asking opener to bid 3♣
 - Rebid own suit shows 5-7 pts, 5+card.
 - All others are 8+ points, Game force

Responder second bids after opener makes minimum or ambiguous rebid:

- * Bids show 6-10 pts. unless they are a jump (invitational) or forcing
- * New suit, responder’s reverse: 4+card, 12+ pts, game force
- * **Fourth suit forcing** to game
- * **Spiral raise**

1♣	Min Length: 5	4	3	NF 2	(4432 only)	NF 1	NF 0	Art	F
Resp									Transfer Resp
1♦	Bypass 5+			Raises					
1NT 6	to 10			Single:	NF	Inv+	GF		
2NT 11	to 12			Jump:	Wk	Mixed	Inv		
				After Overcall:	Wk	Mixed	Inv		

[top](#)

- New suit, 2 level: 12+ pts, 5+ card suit, game force
 - ✓ By passed hand = 10-12 pts, not forcing.
 - Opener rebid requires 15+ pts for the 3-level and 17+ for reverse*
- New major, single jump to 2-level (no competition) : [See Soloway jump shift](#)
- New major, single jump to 2-level (by passed hand) : 5+, also fit with pard, max pass.
- New suit, double jump: splinter, 5+card
- 1 NT: 6-10 hcp, No 4-card major; balanced or 4- minor support or too weak for 2 level, nf
- 2 NT: 10-12 hcp, balanced; no 4-card major
- 3 NT: 13-15 hcp, balanced; no 4-card major, partial stop in unbids
- **Inverted minor raises** deny 4-card major **alert!** ([BB](#) [LC](#) [BW](#)) E. Rodwell: BT1, ch.6
ON by passed hand; OFF in competition
 - [Criss-cross with Gary: Simple raise=13+ pts; Jump in other minor= 10-12](#)
 - Raise to 3 : 0-6 hcp, 5+ card support
 - Note:** Responder cannot raise directly with 4+ support and 7-9 hcp
 - Raise to 2 : 10+ hcp, 5+¹² card support, (or 8+ hcp with 6+)
 - Rebids by opener after responder's strong raise to 2:*
 - Raise to 3 = dead minimum, 4+ trump
 - Major bid (no jump) shows stopper/concentration
 - * *Responder's rebid* of 2NT is then one-round force
 - Bid of the other minor bid is natural, not dead min, forcing
 - Jump shift = Splinter, 15+ hcp, game force
 - Jump raise to 4 is Minorwood (RCKB)
 - 3NT = 18-19, not good for minor slam (probably only 3-card)
 - 2NT shows stoppers in unbids; one round force, not dead min
 - Responder rebids:*
 - * 3 of minor is minimum
 - * 3NT is to play
 - * New major is game force splinter
 - * New minor is artificial game force in initial minor
- Ignore ops double, except Redouble shows extras with defense

RESPONSES TO 1 OF A MINOR IN COMPETITION

Splinters, Soloway, and Inverted minors OFF see [Bidding over two-suited overcalls](#) [RP](#)

- Pass *After ops bid, Opener rebids: 1NT = 18-19, stop*
- Redouble 10+hcp with defense, no support
- Raise to 2 6-10 pts, 3++card support
- Raise to 3 4-9 pts, 5+card support

[top](#)

¹² Often 4-card diamond support, but with balanced hands no trump bids are preferred over minor raises.

- Cue bid Limit raise or better, 4+card support
- Jump cue bid Relay to 3NT, 13+ hcp, stopper+ in ops suit
- New suit, jump 2-5 hcp, 6+ card (4-7 hcp vul)
- **No trump bids** Stop of ops suit; **points as no comp**: (6-10, 10-12 [Truscott], 13-15)
- New suit, 1-level 6-10, 4+card, forcing. Usually 5+card; Negative dbl with most 4-card
- New suit, 2-level 9+pts, 5+card suit OR 11+pts,4-card suit, forcing
- New suit, 3-level 11+pts,4-card suit, forcing
- **Negative double through 4♥**, forcing **AG**
 - 6 (or 9/11/12) + pts if response must be at the 1 (or 2 or 3 or 4) level
 - At least one 4+ card unbid major **but hand or suit too weak to bid it** (<10 pts)
 - Tolerance for 2nd unbid suit or having another rebid
 - Specifically, 1♣-1♦-X shows 4+-4+ in majors. **Note:** 1♦-2♣- X may show only 1 major

Rebids by opener in response to negative double:

- 13-16 pts, lowest level; 17-18 pts, jump or reverse; 19+, dbl jump, game or cuebid
- "Raise" of pard's implied suit shows 4+card support, but (support) double shows 3
- Unbid suit shows 4+card suit, but as last resort can be 3-card w/ 13-15 pts
- Rebid own suit should be 6+card, but may be 5-card
- No trump stop in ops suit (1NT=12-14hcp; 2NT=18-19hcp), no 4-card maj
- Cue bid of ops shows strong balanced hand (19+), but no stopper

IV. ASSORTED BIDS

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF _____
 Weak Jump Shifts: In Comp. Not in Comp. _____
 4th Suit Forcing: 1 Rd. Game _____
 Spiral raise, Sandwich No Trump, Western Cuebid, Unusual vs. Unusual, Namyats

NEW MINOR FORCING (ONE WAY) [NOT PLAYING]

alert! LC BH ACBL After a sequence beginning 1m – 1 M – NT, responder's second bid of a new minor shows that his first-bid major is 5+card. It is **at least invitational and a one round force**. It asks for, in priority order, (1) 3 card support for his major (jump if max), (2) four card other Major, (3) 3 NT with a max and stoppers in the two "unbid" suits, (4) 2 NT with a min and stoppers in the two "unbid" suits, (5) cheapest available bid.

OFF... If either hand is passed or if opponents compete.

[top](#)

NEW MINOR FORCING (TWO WAY)

alert! After 1m–1M– NT, responder's second bid of a minor is artificial & forcing

Also ON after 1♣-1♦ or 1♥-1♠. BH Advd E.Rodwell, BT1, ch. 2

OFF If either hand is passed or in competition.

[top](#)

- 2♣ (usually invitational, 11-12 pts) requires opener to rebid 2♦.

After 1m-1M- NT-2♣-2♦, Responder's third bids ...

- Pass = Weak, 4+ diamonds if opener was 1♦.
- Rebid major = 11 hcp, 5 card major
Opener rebids are natural: 2NT is sign-off (min); 3 of major is invite
- Jump rebid major = 11 hcp, 6 card major
- Other major = 5-4 in the majors
- 2NT = balanced, 11-12 hcp, 4-card support for opener
- 3NT = balanced, 5-card major, choice of games
- 3♥ (after 1m-1♠-1NT-2♣-2♦) = 5-5 in the majors
- 3 of a minor = 5-5 in the major and the bid minor
- 2♦ is an artificial game force (13+ pts) by Responder. It asks opener for, in priority order,
 - (1) 3 card support for responder's major
Responder rebids are natural, but 2NT is "waiting" to hear distribution
 - (2) Four cards in the other major,
 - (3) 5++ card minor
 - (4) 2 NT with neither major

THIRD SUIT FORCING

alert! Identical to New Minor Forcing. Occurs after 1m – 1M – 2m

FOURTH SUIT FORCING

alert! [LC](#) [ACBL](#) After a **1 over 1 sequence** and opener's suit rebid, responder's second bid of the fourth suit is an artificial **game force**. It asks for, in priority order,

- (1) Raise of responder's first bid suit with 3-card/honor doubleton support,
 - (2) Bid notrump with values (stopper) in the fourth suit,
 - (3) Raise the fourth suit with four cards in that suit,
 - (4) A natural rebid, including rebidding first suit with no extra length.
- OFF... If either hand is passed, if opponents compete, or after a reverse.
 - A jump in the fourth suit is natural (5-5) and strongly invitational.
 - Exception: After 1♣-1♦-1♥,
 - 1♠ is forcing, but natural.
 - 2♠ is forcing (4th suit forcing) but denies spades.

[top](#)

SPIRAL RAISE

alert! After the sequence 1m–1 M–2 M, responder bids 2NT, asking opener to clarify the strength of his support and his hand.

Opener's responses:

- 3♣ 3 card support, 11-13 hcp
- 3♦ 3 card support, 14-15 hcp
- 3♥ 4 card support, 11-13 hcp
- 3♠ 4 card support, 14-15 hcp

ACE-ASKING AND OTHER SLAM BIDDING

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: _____ ROPI

Principles:

1. All ace-asking bids use KC 1430. The 5th keycard is the K of the suit agreed or last bid.
2. Do not ask if you don't have enough *strength* for slam or if it may put you too high.
3. In control bidding, what you bypass you deny.

CONTROL BIDS, SERIOUS 3NT, AND "LAST TRAIN"

Cue bids above 3 of the *firmly agreed* suit generally show 1st or 2nd round control.

- Exception for Last Train: suit just below game shows slam interest, not specific control.
- Control bid does not show extras or slam interest. For that, bid "serious 3NT" first.

NOT PLAYING either Serious 3NT or Last Train. E.Rodwell, BT1, ch.8&9

Needs work

4NT: ROMAN KEY CARD BLACKWOOD 1430

4NT is RKCB only when a suit has been agreed. No after Jacoby transfers or Stayman; Yes after Texas transfer. [EK details/extensions](#) ERodwell, BT1, ch. 7

Responses to "asker"

- 5♣ 1 or 4 key cards
- 5♦ 3 or 0 key cards
- 5♥ 2 or 5 key cards, no trump queen
- 5♠ 2 or 5 key cards plus trump queen¹⁴

Responses With a Useful Void¹³

- 6♣ 1 or 4 key cards plus a void
- 6♦ 3 or 0 key cards plus a void
- 5NT 2 key cards plus a void

After interference below suit: DOPI (Dbl = 0/3; Pass = 1/4; one step = 2/5)

After interference above suit: DEPO (Dbl = even #; Pass = odd #)

After double: ROPI (Redbl = 3/0; Pass = 1/4; one step = 2/5) [top](#)

Rebids by "asker" after 4NT and responses:

- Any bid in agreed upon suit is cutoff
- After 5♣/5♦, the cheapest non-trump bid asks for queen. If yes show K or bid slam
- Any bid in another suit requests responder to bid 5NT (for cutoff)
- 5NT asks for kings **outside** trump suit. Show 0 to 3 in steps
- 5NT asks for cheapest K outside trump. If none, bid slam **With Gary**

¹³ A useful void is **any** void **not** in a suit bid naturally by pard. Ignore a void in one of pard's suits.

¹⁴ When a 10+ card fit is known, bid as if you held the trump queen.

OTHER ACE-ASKING CONVENTIONS (1430 RESPONSES) WITH GARY AND PAUL

Exclusion Keycard Blackwood After a trump suit is agreed, jumping to another suit at the 4- or 5-level announces a void in that suit and asks for keycards (1430) excluding that suit.

Note: If at the 3-level or not a jump, it is a cue bid, not Exclusion

Kickback When hearts are agreed suit, 4♠ is 1430 RKCB. Then, 4NT is Exclusion for S.

Minorwood When a minor suit is agreed suit, a jump to 4 of either minor is 1430 RKCB

Gerber 4♣ has many meanings; Gerber is among the least likely. It is Gerber ONLY when ...

- 4♣ is a jump bid, and
- No suit has been agreed upon or the previous bid was NT

When is 4 No Trump Quantitative? Basic rules:

- 4NT is quantitative directly over any NT; 4C is Gerber directly over any NT
- 4NT is takeout if over 4 of a major by the opponents
- 4NT is to play if over 4 of a minor by the opponents
- 4NT is RKCB after Texas Transfers; It is quantitative after Jacoby Transfers

GRAND SLAM FORCE

With a known suit fit, a JUMP to 5NT asks partner to bid 7 of the agreed suit with two of the top three trump honors. Otherwise, partner should bid 6 of the suit. GSF is not used after RKCB/Gerber or if partner has opened 1NT.

VARIOUS DOUBLES REVIEWED

[Cue bid guide](#)

RESPONSIVE DOUBLE

See Responsive double under Competitive Bidding [BB](#) [ACBL](#)

Takeout double by advancer

SUPPORT DOUBLE

See Support double under Competitive Bidding [LC](#) Opener double shows 3-card support

GAME-TRY ("MAXIMAL") DOUBLE

See Game-try ("Maximal") double under Competitive Bidding

In competition, after responder has raised opener's suit, opener doubles to show invitational strength where a simple raise would be Law-like competitive.

SPECIAL DOUBLES

After Overcall: Penalty _____

Negative thru 4H _____

Responsive : thru 4H _____ Maximal

Support: Dbl. thru 2S _____ Redbl

Card-showing Min. Offshape T/O



[top](#)

LEAD-DIRECTING DOUBLE

- The double of an artificial suit bid (e.g., Opening 2♣, Stayman, Gerber, or a control-bid) shows defensive strength and asks partner to lead that suit.
- The double of any notrump bid by the non-leader requests the lead of (1) a suit bid by your side, or (2) dummy’s first bid suit.
- The double of a voluntarily bid suit slam by the non-leader asks for the lead of (1) dummy’s first bid suit, or (2) leader’s longest suit *not bid* by your side.

PENALTY OR TAKE OUT?

Takeout

1. Direct negative double of overcall through 4♥
2. Reopening double by opener after first overcall through 2♠. (Mandatory if opener is short in overcalled suit – does NOT show additional values.)
3. Double of preemptive opening/response through 4♦ (e.g. 4♦ or 2♦-P-4♦)

Penalty

1. If either you or your partner has made a natural No Trump bid.
2. If either you or partner has made/converted an earlier penalty double or redouble.
3. Double of preemptive opening/response above 4♥ (e.g. 4♠ or 3♠-P-4♠)

V. TWO-LEVEL AND HIGHER OPENING

	DESCRIBE	RESPONSES/REBIDS
2♣ <u>22</u> to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	_____ or 8.5 tricks	
2♦ <u>5</u> to <u>9</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT=show feature unless min 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>9</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT=show feature unless min 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>9</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT=show feature unless min 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

STRONG ARTIFICIAL 2♣

22+ pts or 8.5+ tricks or LTC<=4 (w/ 3 defense tricks and 17+ hcp¹⁵) [AG1](#) [AG2](#) [AG3](#) [LC](#)
 Note: With one-suiter and poor defense, consider Namyats or 4♥/4♠ instead



[top](#)

¹⁵ Good play for game opposite “the right queen”.

Responses (*no interference*)¹⁶:

- **2♦** Waiting: 0-7 pts. or no other bid (unbalanced but no good suit)
Opener rebids:
 2 NT 22-24, non-force, balanced, 5-card major or 4441 OK. Systems on. 3♣=Stayman
 3 NT 25-27, non-forcing, balanced. 5-card major or 4441 is OK. Systems on
 4 NT 28-30, non-forcing, balanced. 5-card major or 4441 is OK.
 New suit 5+card major or 4+card minor, forcing
Responder rebids: Cheapest minor or 3NT shows < 3 hcp. Others GF
 Jump raise to game = 4+card, no A, K, single, or void
Any 3rd bid by opener is game force except rebid of suit
- **2 NT** 8-12 hcp, balanced, mostly quacks
Rebids by opener are natural. Systems OFF
- **3 NT** 11+ hcp, balanced
- **New suit** 8+ pts, 5++card suit (2 of top 3, or 2/4 w/6), GF, slam interest

Responses after overcall:

- Pass = gf
- Double = weak (0-3 pts)
- New suit = 8+ hcp; 5++ (good) suit
- Cue bid =stiff ??

Control Responses with Gary (K=1;A=2):

2♦ = 0-1 control; 2♥ = 2 controls; 2♠ = 3 (AK); 2NT = 3 (KKK); 3♣ = 4; etc.

After interference: double/redouble (0-1), pass (2), cheapest (3), etc

PREEMPTS

Preempt to a level equal to playing tricks¹⁷ + 2/3/4 with vulnerability RP

1. No side 4 card major Q-x-x-x or better
2. In second seat, relatively sound
3. In third seat, relatively weak if vul (may be good 5-card).
Very weak if non-vul (decent 5-card suit)
4. In fourth seat, sound (pass with less than 10 hcp). Bid one more trick than you can take with your own hand. Gordon Bower
5. In 3rd/4th seat, game level preempt may exceed 10 hcp.
6. Once you preempt *do not bid again* unless forced to do so by your partner.
7. A new suit response below game is six-card suit and forcing by unpassed hand

OPENING PREEMPTS			
	Sound	Light	Very Light
3/4-bids	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	vul	not vul	

top

¹⁶ We don't play STEPS responses: 2♦ = 0-3 hcp; 2♥ = 4-6 hcp; 2♠ = 7-9 hcp; 2NT = 10+ hcp. Nor 2♥ = 0-2 pts..

¹⁷ Estimate how many tricks your *honor* cards will win, then add 1 trick for each card over 3 in any suit.

2♦/2♥/2♠ Weak Two: 5-9 hcp, 6-card (QT9xxx or better if vulnerable)

- ✓ In 3rd position, often a decent 5-card suit, especially with favorable vulnerability.
- ✓ In 4th position, 9-13 pts, good 6-card suit. (Enough for 1-level, but no game interest)

Responses to weak two (no interference):

- **2NT** is invitational (14+ pts) and asks for feature (ace or king, NOT single or void)¹⁸

Opener rebids:

- Rebid suit with minimum
- Show A or K with non-minimum (after overcall, dbl shows feature in ops suit, rebid shows some other feature)
- 3NT (with AKQxxx)
- **New suit** = 6-card, one round force (RONF)
- **3NT** is cutoff (But 2NT, then 3NT is correctable to 4 of major)
- **Raises** according to the Law of Total Tricks [LC](#)
- **Raise to game** with 15 hcp and 2 card support (or any other 17 total) [Mel's](#)

Responses (after overcall): Double is for penalty

Responses (after take-out double):

- Redouble = Defense (14+ hcp)
- Cuebid = Slam interest

Responses (after take-out double): McCabe with Gary and Susan

- Redouble demands opener bid cheapest so responder can show one-suiter
- New suit is fit-showing and lead-directing

3♣/3♦/3♥/3♠ Preempt: Usually 7 card, QJTxxxx

Notes: 3♣ may be good 6 card, like weak two.

In 3rd position and favorable vulnerability, 9 losers is OK.

In 4th position, good suit, expecting to make if pard has average values

4♣/4♦ Namyats: Transfers to 4H/4S, forcing [LC](#) **alert!**

Usually 8 card, ~8.5-9 tricks with slam interest.

Responses: Completing transfer is cut off

Intermediate suit (artificial) and any other bid shows slam interest

4♥/4♠ Preempt: Usually 8 card, QJTxxxxx (7-8 tricks)**3 NT¹⁹ Minor suit preempt (necessary because of Namyats)**

Responder must bid 4♣. *Opener* will correct to 4D if necessary.

[top](#)



¹⁸ We might consider using Ogust 2NT: responses 3♣ (bad hand, bad suit), 3♦ (bad hand, good suit), 3♥ (good hand, bad suit), 3♠ (good hand, good suit). KQ++++ is good; maybe AJTxxx. 8-9 hcp is good. E. Rodwell, BT2, ch.8

¹⁹ If playing Gambling 3NT, responder passes with un bids all stopped, otherwise bid 4♣ (Opener will correct)

VI. OVERCALLS AND TAKEOUTS

OVERCALLS AND TAKEOUTS AFTER ONE-LEVEL SUIT BIDS

SIMPLE OVERCALLS, DIRECT POSITION

- **One level suit overcall:** 8-17 hcp, 5+card. Stretch to show lead.
 - ✓ Can be four card suit only if nearly opening strength, good suit (KQJ9 or AQT7), and no better bid (e.g. double).
 - ✓ Unless forced or invited, overcaller should pass with 10-12; may act again with 13-15, and should act with 16-18.
 - ✓ A second-round bid in opener's minor is a cue-bid only if partner has acted; else natural showing a 2-suiter.

Responses to overcall by advancer:

- Single raise = 6-10 pts, 3+ support
- Cue bid (limit raise+) = 10+ pts, 3+ support
- Jump raise (preempt) = 0-6 pts, 4+ support
- Jump cue bid (mixed raise) = 7-9 pts, 4+ support
- Double jump cue (splinter) = slam interest, 4+ support
- New suit = 8-9 pts, 5+ card suit, non-forcing
- New suit jump (invitation+) = 10+ pts, 5+ card suit, forcing
- New suit dbl jump (invitation+) = 12+ pts, 5+ card suit
- 1NT = 8-11 hcp, balanced, stopper
- 2NT = 12-14 hcp, balanced, stopper
- 3NT = 15+ hcp, balanced, stopper
- **Double Responsive double** = 8/10/12 pts; 4++support for unbids
 - ✓ After partner overcalls/doubles, & responder raises
- Redouble (after neg. dbl) = 11+ pts. No Fit

- **Two level suit overcall:** 13-16 hcp, QJxxx++ card suit²⁰

Responses by advancer same as after one-level overcall except:

- Jump raise (preempt) = 4-7 pts, 4+ support
- 2NT = 9-11 hcp, balanced, stopper
- 3NT = 12-14 hcp, balanced, stopper

- **1 NT:** 15-18 hcp, balanced, stopper in ops suit. *Systems ON*
- **Jump overcall:** 6-10 hcp, 6+ card suit (akin to weak 2)

♣♦♥♠ ♣♦♥♠

[top](#)

SIMPLE OVERCALL

1 level 8 ___ to 17 ___ HCP (usually)
often 4 cards very light style

Responses

New Suit: Forcing NConst NF

Jump Raise: Forcing Inv. Weak

Jump cue bid = mixed raise (4+, 7+)

NOTRUMP OVERCALLS

Direct: 15 ___ to 18 ___ Systems on

Conv. _____

Balancing: 12 ___ to 15 ___

Jump to 2NT: Minors 2Lowest

Conv. _____

²⁰ Requirements are identical whether the opening bid is at the 1 or (weak) 2 level.

TAKEOUTS AFTER ONE-LEVEL SUIT BIDS

- **Double:** 13+ dummy pts, 3+ card support for unbid suits or 18+. Forcing.²¹
Doubleton in unbid minor OK

Responses to double by advancer: [ACBL](#)

- Simple suit = 4+ card suit, 0 to 8 pts (6-8 for free bid)

Rebids by doubler:

- Pass 13-15 pts
- Raise 16-18 pts, 4-card support
- Jump raise 19+ pts
- New suit 18+ pts, 5+card (No Equal Level Conversion)²²
- 1 NT 19-20 hcp, with stopper
- Jump in NT 21-24 hcp, with stopper
- Cue bid 21+ pts
- Jump in suit = 9-11 pts, 4+maj/5+minor
- Jump to three = 6-9 pts, 6+card, non-forcing
- Jump to game = 12+ pts, 5++card
- Cue bid = 12+ pts
- Jump cue (splinter) = 13+ pts, 3-suiter, game force
- 1 NT = 6-10 hcp, stopper
- 2 NT = 11-12 hcp, stopper
- 3 NT = 13+ hcp, stopper
- [Responsive double](#) = 6+ pts, support for unbid suits
- **Pass (for penalty)** only if #cards + #honors in suit + level ≥ 9 [Mel's Rule of 9](#)
- **Jump in no trump** [Unusual NT](#), 5-5+ w/ honor in lowest 2 unbid suits, 4.5-7 losers, 6+ hcp.
NOTE: After opener's bid and raise a major, 2NT **IS** Unusual even without a jump.

Responses to Unusual No Trump:

- Bid longest (not strongest) of two suits. With equal length, cheapest.
- Jumps are preemptive
- Cue bid shows support for at least one suit and game or slam interest. Requests that No Trump Bidder re-bid cheapest suit with < 10 points
- 4th suit bid is natural, non-forcing with decent hand & very good suit (6+)

Rebids by 2 NT bidder

- Raises or new suit are natural, not forcing but good.
- Cheapest response shows < 10 pts.

[top](#)

²¹ Requirements are identical whether the opening bid is at the 1 or (weak) 2 level.

²² Equal Level Conversion, which we **don't** play: After (1M)-X-(P)-2C-(P)-2D does NOT show extras.

- **Cue bid** Michaels, 5-5+ in two suits, 5-4 with favorable vul or with both majors

Either 7-10 pts OR 11-15 pts more

- ✓ Over minor, it shows both majors
- ✓ Over major, shows the other major and a minor

Responses to Michaels:

- Simple preference = Cutoff (Best of equal length)
 - Show of second suit = 18+ pts
- Jump preference = Preemptive
- "Re-cue bid"²³ = Game interest in one of two promised suits
- "4th" suit = Natural, 6+, non-forcing
- 2/3/4 NT as necessary = Asks for minor. Preferable to showing one's own minor

DIRECT CUEBID		
OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

- **Sandwich 1 NT** : weak (5-10 pts.) two-suit (5-5) takeout

Note: Bypassing 1NT to bid Michaels or Unusual No Trump shows 11+ pts.

OVERCALLS AND TAKEOUTS IN BALANCING POSITION

Michaels ON; Unusual No Trump OFF E.Rodwell, BT2, ch4

- 1 NT = 11-15 hcp (16 if opener is a major), does **not** promise stopper

Advancer's responses:

- Systems on, except ...
- 2♣ is "Rangefinder Stayman": 11+ hcp.

Overcaller's responses to "Rangefinder" 2♣:

- 2♦/2♥/2♠ are normal Stayman responses, 11-13 hcp
- 2 NT shows 14-16 hcp, any shape.
- * *Advancer's* 3♣ is now Stayman

- 2 NT = 19-20 hcp, balanced

- One level suit overcall = 6-11 hcp, 4+card.

Responses by advancer require 1 point more than after direct overcall

- Two level suit overcall = 10+ hcp, decent 5+card suit (AJTxx)

- Double = 6++ hcp w/ 4441 or 8++hcp w/ doubleton in ops (15++ to rebid)

Responses by advancer require 1 point more than after direct double.

- Jump overcall = 12-15 hcp, good 6+card

Responses by advancer:

- New suit is natural, forcing
- 2NT is natural, forcing
- Cue bid is strong game try.



[top](#)

²³ "Re-cue bid" means a repeat of the cuebid. e.g. 3♣ in response to 2♣ cuebid of 1♣

OVERCALLS AND TAKEOUTS AFTER PREEMPTS

OVERCALLS AND TAKEOUTS AFTER WEAK TWO BIDS

[Karen Walker guide](#) [LC guide](#) [Mike Lawrence guide](#)

Guideline: Expect partner to hold 7 ordinary hcp and 2-card support

Two- or Three-level simple suit overcall: 13-16 hcp, 5++ card suit (5+ if balancing) [Jeff Goldsmith](#)

Responses by "advancer":

- Single raise = 7-10 points, support
- Double raise = Minimum opening strength, support
- Cue bid (if overcall is major) = Limit raise
- Cue bid (if overcall is minor) = Asks for stop (Western Q bid)
- New suit = 5+card, forcing

Jump overcall: 16-19 hcp, 6++ card, 3+ def. tricks, ~5 losers

Advancer responses: suit bids are forcing cue bids.

Raise to game shows 7+pts & 2+ support

2NT overcall: 15-19 pts, balanced, full stopper in ops

Responses are the same as after 2 NT opener, including transfers and Stayman

2NT overcall, if passed hand: Unusual No Trump

3NT overcall: to play, akin to Gambling 3 NT, probably a solid 6+ card suit, full stop + a trick

✓ Note: Prefer Gambling 3NT to 4 of a minor. You can correct to the minor if doubled.

✓ Note: With a balanced hand > 19 hcp, double first then 3NT

Cue bid = Western cue bid asks partner to bid 3NT with a stop

Balancing Cue bid against weak 2♦ = Michaels, 12+ hcp, 5-5.

Advancer bids game with 4+support, 10+ pts or 3, 12+

Double: Takeout, 13+ points with 3-suiter or 19+ points. Good 11+ when balancing.

Note: If close between overcall and double, prefer double so pard can convert to penalty

Responses to takeout double by advancer:

- Free bids require 6+ pts, 4+ card
- Cue bid is Western; asks doubler to bid 3NT with stop
- **Responsive double** on through 4♥
- **2 NT is Lebensohl: Doubler MUST bid 3♣ relay. Meaning varies. alert! [top](#)**

VS Opening Preempts Double Is
Takeout <input checked="" type="checkbox"/> thru <u>4D</u> Penalty <input type="checkbox"/>
Conv. Takeout: _____
Lebensohl 2NT Response <input checked="" type="checkbox"/>
Other: _____

Responding to takeout double of weak 2 opening bid with 4+ card suit		
Pts	If two level bid is available (e.g. ♠ over 2♥)	If forced to three level (e.g. ♦ over 2♠)
0-7	2♠	2NT, then pass (♣) or bid (♦ or ♥)
8-11	2 NT, then bid (3♠)	Bid at 3-level (♣, ♦, or ♥)
12+	Jump to 3♠	Bid at 4-level (♣, ♦, or ♥)
Responding to takeout double of weak 2 opening bid with balanced hand		
12+	2 NT, then 3 NT promises stopper of ops suit	3 NT denies stopper of ops suit

Leaping Michaels schema over a weak two **With Gary and Susan: [See guide](#)**

- Cue bid = Western cue bid. Asks partner to bid 3NT with a stopper
- 3 level Major = 6-card natural, 16+hcp
- Leap to 4♣/4♦ is 5-5 in ♣/♦ and an unbid major, <=5 losers [**2♦-4♦ is both majors**]

OVERCALLS AND TAKEOUTS AFTER THREE-LEVEL PREEMPTS

Non-Leaping Michaels NOT PLAYING

- 4♥/4♠ = natural
- 4 NT = minor two-suiter
- Cue-bid = both majors, or other major + a minor, <=5 losers
- 4♣/4♦ = ♣/♦ + a major, <=5 losers

✓ **Bob Hamman, "If three notrump is a sane bid, it is probably the right bid"**

OVERCALLS AND TAKEOUTS AFTER STRONG 1 (OR 2 NT)

- ✓ All systems ON in direct or balancing seat, but OFF if **both** ops have already bid.
- ✓ Bids usually show 6+ HCP, but regardless of HCP one should balance w/ 2+ shortness points
- ✓ Two-suit bids (below) show 4-4, 5-4, or 5-5 based on position and vulnerability

MECKWELL

- Double = Long minor (6+) or both majors (4+-4+-, but usually 5-5) **or a strong hand;**

Advancer MUST bid 2C so intervenor can

- Pass or bid 2♦ to show the long minor
- 2♥ for both majors. Advancer passes or corrects
- 2♠ to show a strong hand

But Advancer may instead bid own strong six-card suit

- 2♣/2♦ = Two-suiter: ♣ or ♦ + a major. (4+-4+-)

Advancer passes w/ minor support or bids 2♥ to ask for major.

In competition, Advancer's double or redouble asks for major.

- 2♥ = 5++ ♥, Cut-off
- 2♠ = 5++ ♠. Cut-off
- 2NT = Both minors (usually 5-5)

Advancer chooses

DEFENSE VS NOTRUMP		
vs:	Strong:Meckw	Weak
2♣	clubs+major	_____
2♦	diams+major	_____
2♥	natural	_____
2♠	natural	_____
Dbl:	mnr/both mjrs	_____
Other	_____	_____

Bid	Cappelletti	DONT (Disturb Opponent's No Trump)	Meckwell
X	penalty or equal hand	one-suiter, usually 6+ cards ①	long minor or both majors (5/4+)
2♣	one-suiter ①	clubs + 2nd suit, 5/4 or better ②	clubs + major, 5/4 or better ③
2♦	both majors	diamonds + major, 5/4 or better ③	diamonds + major, 5/4 or better ③
2♥	hearts + minor ④	both majors, 5/4 or better	natural hearts, usually 6 cards
2♠	spades + minor ④	weak 6+ spades	natural spades, usually 6 cards
2NT	both minors, 5/5	both minors, 5/5, or big hand	both minors, 5/5, or big hand

① To find out what your partner's unbid suit is, bid one suit higher than your partner's bid.

② To find out what your partner's other suit is, bid 2NT.

③ To find out what your partner's other suit is, bid the next higher suit.

④ To get clarification of overcaller's bid, bid 2♣.

If making a two-suit bid, it's best if the longer suit is the lower-ranking suit. Also, establish partnership agreement in advance on length of suits required for bids showing more than one suit and whether to use these bids in balancing seat or in both direct and balancing seats.

DONT We no longer play

- Double = one suited (good 6+)
 - *Advancer* bids 2♣ or Double to ask for suit
 - Any other suit bid is long suit, to play
- 2♣♦♥ = two suited hand²⁴, ♣♦♥ and some higher suit

Advancer responses:

- Pass with 3+ card support for bid suit
- Bid cheapest suit to play in second suit (DONT bidder will correct suit)
- Any other suit bid shows good 5+ or 6 card suit.
- Raise of overcaller's suit is mildly invitational and usually passed
- 2 NT forcing shows a good hand and asks for shape and range
- 2♠ = 5+ spades, preempt, weaker than double
- 3♣♦♥♠ = 7+, preempt

[top](#)**CAPPALETTI Against weak no trump with Gary** E. Rodwell, BT1, ch.4

- Double shows a strong hand which partner may treat as a penalty double.
 - ✓ Rodwell requires a good 13/14/15 hcp against weak (12-14), medium (13-16), or strong no trump (15-17+) OR ...
 - ✓ a running suit that will beat the contract can substitute for hcp.

Advancer responses (with no subsequent competition or after a redouble):

- Pass confirms willingness to defend with 6+ hcp
- With < 6 hcp, pull the double with a 5+card suit or a semi-artificial 2♣ if none.

Advancer responses (after subsequent interference):

- Double of a natural bid is negative, 5+ hcp
- Simple suit overcall is 5+card natural, 5-9 hcp, non-forcing
- Jump suit is 5+card natural, > 9 hcp
- 2NT is 7-9 hcp with a stopper
- Double of an artificial bid shows 6+ hcp
- 2♣ = any single suiter (decent 6+card), 8+ hcp.
 - *Pard must bid* 2♦ (“show your suit” relay) or his own good 6+ suit.
 - *Jump* is invitational. 2NT (relay) shows 13+, inv. or better, forcing
 - *After ops (Responder) double*, 2♦ is natural. Pass is relay. Redbl to play.
 - *After ops (Responder) bid*, Double is “Show your suit” relay.
- 2♦ = two suiter in majors (5-4 OK), 8+hcp but 13+pts if 5-4 and vul.
 - *Pard* chooses longest or 2NT
- 2♥ = two suiter, with 5 hearts and a 4+ minor (13+ if 5-4 and vul)
- 2♠ = two suiter, with 5 spades and a 4+ minor (13+ if 5-4 and vul)
- 2NT = two suiter in the minors

²⁴ Two-suited hands should be 5-5 in direct position and/or vulnerable. Otherwise 5-4 is OK.

VII. COMPETITIVE BIDDING

SEE ALSO OVERCALLS AND BIDDING WITH INTERFERENCE

- If you hold 23+ HCP, you should *never* allow ops to play undoubled.
- **Forcing pass:** When you *both* know you have 23+ hcp, an immediate pass is *forcing*.
- If each side holds 18 to 22 HCP, you should double only if you expect at least a *two-trick* set. You must count tricks that you expect *partner* to win.
- Opener should **re-open** (with a suit bid or double) in balancing position after ops overcall if holding a doubleton or less in ops suit.

Point Range	Should Win
6-9 pts	1 trick
10-12 pts	2 tricks
13-15 pts	3 tricks
16-18 pts	4 tricks
19-22 pts	5 tricks

LAW OF TOTAL TRICKS

- *In a competitive auction and an unbalanced hand*, bid to a number of tricks equal to the number of trumps you and your partner hold, **eventually**. [LC](#)
 - When the balance of HCP is unfavorable, the bid will act as a useful sacrifice.
 - When the balance of HCP is favorable, the bid will achieve a makeable contract.
 - *Use LOTT only when you don't have game or slam interest.*
- Example: Responses to 1♥ (*The bids in italics are affected by the LAW*)
 - If right-hand opponent **passes**:
 - 2♥ 6–10 points and 3+card support.
 - 3♥ 11–12 points and 4+card support.
 - 4♥ 0– 6 points and 5+card support.
 - If right-hand opponent **doubles**:
 - 2♥ 6–10 points and 3+card support (*with 4+, bid LAW later*).
 - 3♥ 0–6 points and 4-card support.
 - Redouble 11+ points and 4+card support.
 - 2NT 13+ points and 4+card support artificial.
 - 4♥ 0–6 points and 5+card support.
 - If right-hand opponent **overcalls**:
 - 2♥ 6–10 points and 3+card support(*with 4+, bid LAW later*).
 - 3♥ 0–6 points and 4-card support.
 - Cuebid ops 11+ and 4+card support.
 - 4♥ 0–5 points and 5+card support.
- Don't let the opponents play in their eight-card fit at the two level.
- Balance with 6+ points and shortness in the opponents' suit. [LC](#)
- Opponents Bid And Raise, Balance in Direct Seat (OBAR, BIDS)

WESTERN CUE BIDS

A non-jump, 3-level cuebid **asks** partner to bid 3NT with a stopper in ops suit. [LC](#)

- ✓ BUT, *If Cuebidder bids after 3NT, the meaning changes to **show** control & slam interest*
- ✓ **If ops have bid two suits, the cue bid shows a stop in that suit.**
- ✓ A bid of ops suit is NOT a Western Cuebid when
 - It is below the three level. (That shows a limit raise or better)
 - It is above the three level. (That shows a control and slam interest).
 - It is a jump. (Usually, that is a splinter and shows slam interest.)
 - A major suit fit has been found. (That shows a control and slam interest.)
 - We opened 1NT. (That is Stayman, without a stopper, as part of Lebensohl scheme).

SUPPORT DOUBLE/REDOUBLE

In comp, **opener** doubles/redbls w/ *exactly* three card support for responder's *one-level* major

- ✓ ON thru 2♠, but don't force to 3-level with a dead minimum. [LC E. Rodwell, Bid. Topics 1, ch.1](#)
 - Thus, a direct raise by opener shows 4-card support, and any other bid denies support.
 - Why double? In comp, bidding 1 NT before showing support shows a stop in ops suit.

Second bids by responder after 1 level support double:

- 1NT (no stop required) or any suit shows <11 hcp, non-forcing
- Jump in NT or in suits of opener or responder is invitational
- Cue-bid of ops suit or jumps in new suit is game force

Second bids by responder after 2 level double:

- Rebid of either suit at 2-level is non-forcing (may be 4-card)
- New major shows 4-4, forcing one round, invitational+
- 2NT or 3-level rebid is invitational
- Cue-bid of ops suit is game force

GAME-TRY ("MAXIMAL") DOUBLE

Double as invitational raise by opener. [LC](#)

In comp, after responder's single raise of opener, opener's double shows invitational strength

- ✓ Thus, if opener raises directly, it is (Law-like) competitive, not invitational
- ✓ Note: Why double? In comp, opener can't bid a new suit or 2 NT as an invitational raise

RESPONSIVE DOUBLE

[ACBL](#) Takeout double by advancer. **ON through 4♥**

After ops opening bid, partner's takeout double or overcall, and ops simple raise, a double is similar to a negative double (6+ hcp at 2 level or 9+ hcp at 3 level and support for unbid suits).

- ✓ After an overcall, it usually shows 5-5.
- ✓ After a double of a major; it shows both minors, usually 4-4.
- ✓ After a double of a minor, both majors, usually 4-4, but may be 3-card with good hand.

SNAPDRAGON DOUBLE

After the first three players bid new suits, a double by the fourth player (advancer) shows 5 cards in the unbid suit, plus tolerance (2+) for pard's suit and enough strength for the level.

SCRAMBLING 2 NT

After ops opening bid-and-raise and Intervenor's subsequent takeout double, advancer bids 2NT to show two unbid 4-card suits.

- In strength it has no lower boundary (it can have 0 hcp) because Intervenor's double is forcing. Its upper boundary is defined by previous pass(es).
- It asks Intervenor to bid his 4-card suits up the line.
- It promises that Advancer will then bid his own 4-card suits until an 8-card fit is found. (He may pass Intervenor's first suit.)

TRAP PASS

If you have a normal penalty double of an enemy suit-over-suit overcall, you should *pass*, anticipating opener will re-open and you will convert to penalty.

RE-OPENING

If a suit overcall is passed back to opener, he *must reopen* with two cards or fewer in ops suit. He should usually double (for takeout) unless his hand is freakish in shape.

BIDDING OVER TWO-SUITED OVERCALLS

Unusual vs. Unusual: when ops have bid Unusual No Trump or Michaels [LC](#)

Responder bids:

- Pass = 0-8 points
- Double = 7++ hcp, penalty oriented, but may not be able to beat both suits
- Single raise = 7-10 pts, support (3+ in major; 4+ in minor)

If both ops suits are known (Unusual NT or Michaels over a minor opening)

- Cuebid of ops higher ranked suit = limit raise or better (10+ pts, good 3+ card)
- Cuebid of ops lower ranked suit = 5+card in 4th suit, 10+ pts, forcing
- Jump cue-bid = splinter, good 3+card support for opener
- Bid 4th suit, natural = 6+card suit, weak two strength, not forcing

If only one ops suit is known (Michaels over a major opening)

- Cue bid of ops known suit = limit raise or better (10+ pts, good 3+ card)
- Bidding an unbid suit is natural = 5+card, forcing
- Pass or double could be a "waiting" bid until advancer and doubler show suits



[top](#)

VIII. HAND EVALUATION

[Excellent Wiki](#)

²⁵

PAVLICEK POINT COUNT ADJUSTMENTS

- Short suit honors count either hcp or shortness, not both
- Aces add .50; tens count .25
- When partner has bid no trump, add 1 point for each card beyond 4
- When partner raises your 5-card suit, add 1 if you have not shown 5, 2 for each over 5, and 1 for each side suit over 3

Goals	Points required
Open	13
3NT	25
2♥♠	22-23
3♥♠	23-24
4♥♠	24-26
5♣♦	29
6	33
7	37

LOSING TRICK COUNT

Subtract losers in the two hands combined from 24 to calculate likely winners.

Only use soundly with 9-card or 4-4 fit (add 1 loser for 5-3 or 6-2 without honor) [Ron Klinger](#)

Counting losers

- Count losers only in the first three cards of each suit
- Count A,K,Q as winners; anything lower is a loser
- With two cards in suit: anything lower than K is a loser
- With one card in suit: anything lower than A is a loser
- Q unsupported (e.g. Q9x) is 2.5 losers; Q10x or better is 2 losers

[top](#)

Expected losers in partner's hand

	Points	Hand description	Expected Losers
Suit Openers	13-15	Sound minimum opening	6-7
	16-18	Strong opening: reverse [5] / jump rebid [5-6]	5-6
	19-21	Very strong opening (jump shift)	4
	22+	Forcing opening (2C)	3.5-4.5
	6-10 hcp	Weak two (or weak jump overcall)	7-8
	6-10 hcp	Preemptive three (varies w/ vulnerability)	6-7
No Trump Openers	15-17	1 NT	6 (maybe 7)
	18-19	suit, then jump to 2NT	5-6
	20-21	2 NT	5

[top](#)

²⁵ AG: 1 pt for each card beyond 4. Roth: 1 pt for each card beyond 5 of major, 5 of minor if 2 of 3 top honors. Also 3-2-1 for shortness. Kaplan-Sheinwald: Like Roth but 2-1-0.

Responses to Suit Openers	6-7	1 NT, then support	10
	7-9	Simple raise or one level new suit	9 (maybe 8)
	10-12	Invitational, limit raise or similar	8
	6-10 hcp	Jump to major game	7
	11+ hcp	Jacoby 2 NT or Splinter	7
	13+	Two over one game force	7
Takeout Doubles and Responses	13+	Takeout double	7
	19+	and then bid again	5 (4 if jump)
	<i>Responses</i>		
		Cheapest level suit or NT	9 or more
		Jump in suit or NT	8
Overcalls	8-15 hcp	One level overcall	6-8
	10-15 hcp	Two-level (non-jump) overcall	6-7

[top](#)

Expected Cards in Partner's Hand

HCP	Expected Controls	HCP	Expected Cover Cards
5	1	0-6	1 if lucky
7-8	2	7-9	2
10	3	10-12	3
12-13	4	13-15	4
15	5	16-18	5
17-18	6	19-21	6
20	7	22-24	7
		25-27	8

[top](#)

IX. DEFENSIVE PLAY

LEADS (circle card led, if not in bold)				DEFENSIVE CARDING			
versus Suits		versus Notrump		vs SUITS vs NT			
x x	x x x x	x x	x x x x	Standard:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
x x x	x x x x x	x x x	x x x x x	Except	<input type="checkbox"/>		
A K x	T 9 x	A K J x	A Q J x	Upside-Down:			
K Q x	K J T x	A J T 9	A T 9 x				
Q J x	K T 9 x	K Q J x	K Q T 9		count <input type="checkbox"/>	<input type="checkbox"/>	
J T 9	Q T 9 x	Q J T x	Q T 9 x		attitude <input type="checkbox"/>	<input type="checkbox"/>	
K Q T 9		J T 9 x	T 9 x x	FIRST DISCARD			
LENGTH LEADS:				Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>	
4th Best		vs SUITS <input checked="" type="checkbox"/>	vs NT <input checked="" type="checkbox"/>	Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>	
3rd/5th Best		vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	
Attitude vs NT <input type="checkbox"/>				OTHER CARDING			
Primary signal to partner's leads				Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>	
Attitude <input checked="" type="checkbox"/>	Count <input type="checkbox"/>	Suit preference <input type="checkbox"/>		Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>	
				Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>	

OPENING LEADS AGAINST SUIT

- Follow CC above, including low from xxx and K from AKx
- From xxxx, lead second-best, then play third best (*despite CC above*).
- Lead or discard according to “current count” (e.g. high from two *remaining*).
- When leading a suit bid by partner, follow standard leads on Convention Card, but with xxx(x), lead the highest if you have supported the suit.
- Exceptions: Against five+level contract, or against a 3+level preempt, A asks partner for attitude (denying K), K asks for count (affirming A or Q)

Guidance from David Bird and Taf Anthias, *Winning Suit Contract Leads, 2012*

- Singleton almost always best, even an honor or w/ natural trump tricks or dummy’s suit.
- Doubleton leads are good, even dummy’s suit. OK from an honor (but not Kx). xxx > xxxx
- Passive leads (e.g. xxx) are generally better than aggressive (e.g. Hxx or HHx). Kxx is the worst and xxx best. Jxx is almost as good as xxx.
- Leading from honors is risky, but best is KQxx, then Kxxx, KTxx. KJxx is worst.
- Among risky honors leads, longer suits risk less: e.g. Kxxxxx is better than Kxx.
- Trump leads are OK only when other suits are worse, even if trump is AKx. Don’t lead a singleton trump. From Axx, usually lead low. [top](#)

Priorities
1. Singleton
2. Ace-king
3. Three honor sequence
4. Doubleton
5. Two honor sequence
6. Worthless three cards
7. Long suit w/o A or K
8. Safe trump lead
9. Long suit w/ A or K

- Trump leads are good when you have a good holding in dummy's long suit. Bad when you have xxxx in opener's first suit.
- When dummy prefers opener's second suit, usually lead trump (low from A..)
- "Forcing" defenses – leading a long suit to force declarer to ruff -- require Hxxx in trump and KQ9xx or better in long suit.
- Unsupported aces are *sometimes* OK in order to see dummy and receive signal.
- Lead an ace against a slam, especially against dubious auctions. Else, passive.
- Do not lead from a suit you have bid and partner has raised unless you hold two or more touching honors.
- Don't assume partner has the high missing honor in the suit he has opened.
- Against a splinter auction, lead a side suit.
- When ops have bid three suits, usually lead the unbid suit.
- Against a sacrifice, lead your pair's suit.



OPENING LEADS AGAINST NO TRUMP

Standard leads AG

Lead-directing doubles ask for partner's suit or dummy's first bid

Guidance from David Bird and Taf Anthias, *Winning No Trump Leads, 2011*

- Major leads are MUCH better than minor leads.
- 4th best from 5 is much better than from 4.
- Low doubleton better than Kxxx
- Passive from xxx is better than QJx.
- Lead touching honors over low card in that suit from 4 (or 5?).
- A asks for attitude; K asks for count (and requests that you unblock an honor)
- Partner should usually unblock a doubleton honor on first trick.

Needs a lot of work

Priorities	
1. Partner's suit	Highest from doubleton, or 2-card sequence (K-10) or 3-card sequence. Otherwise, low
2. Safe honor sequence	Top 3+card solid or broken (e.g. QJ9); interior (2+)
3. Five-card or longer suit	4 th best
3. Four cards <i>without</i> ace or king	
4. Worthless three cards	Top, then middle ("Present count")
5. Worthless doubleton	Top
6. Unsafe honor sequence	
7. Four cards with ace or king	4 th best

Standard leads (Audrey Grant)

SIGNALLING

Summary from BridgeGuys, many of which we do not play

Principles:

- Signals are only *opinions* based on what you can see. They are *not* commands.
- Signals often indicate an immediate winner, but show opinion based on the whole hand.

Rules:

1. On partner's lead(s), show attitude, count, and suit preference in that order. E.g., if attitude is obvious or already shown on previous trick, the signal shows count.
2. On declarer's or dummy's lead(s), show count, then suit preference.
3. Attitude: Following with a high card encourages a continuation; low discourages.
4. Count: Following with a high card shows an even number; low, odd. With four, play the second highest and then the third highest.
5. Suit preference: Following with a high card requests higher of the other suits; low, lower
6. Suit preference: Following with the higher of touching honors or a hi-low in trump.
7. Signaling with an honor is emphatic and promises the next lower card or more.
8. On your own lead, show attitude, count and suit preference in that order.
9. Attitude leads: a low card suggests you want the suit returned; a high spot denies it.
10. Discards show attitude in discarded suit, then count, then suit preference.
11. Attitude discards: a high card shows preference for the discarded suit; a low card discourages the discarded suit.
12. Smith Echo (against NT): On declarer's first suit, show attitude toward the opening lead.
13. After the opening lead, leads show current count: highest shows two remaining. top

X. DISTRIBUTIONS AND PROBABILITIES

SUIT DIVISIONS

For example, 2 cards will divide equally 52% of the time, and divide 2-0 48% of the time.

- Play for the K to drop with 11+ cards.
- Play for the Q to drop with 9+ cards: 53.1%.
It is 40.6% to be 2-2, but Q will also be single 12.5%.
- Play for the J to drop with 7+ cards: 55% (3-3, 36%; single, 3%; double, 16%).

N								
2	2-0	.48	1-1	.52				
3	3-0	.22	2-1	.78				
4	4-0	.10	3-1	.50	2-2	.41		
5	5-0	.04	4-1	.28	3-2	.68		
6	6-0	.01	5-1	.15	4-2	.48	3-3	.36
7	7-0	.01	6-1	.07	5-2	.31	4-3	.62

When to forego a finesse (initially): How often will a missing honor be a singleton or doubleton?

For example, with three missing cards, you should finesse a K because it will drop only 26.0% of the time if you play from the top. But play a Q to drop because it will be a singleton or doubleton 78.0% of the time (26+52). With *four* missing cards the Q will drop 53.1% of the time – thus, “nine never”. With *five* missing cards – “eight ever” – the Q will drop only 32.8% of the time.

Number outstanding	Single ton	Double ton
2	52.4%	48.0%
3	26.0%	52.0%
4	12.4%	40.7%
5	5.7%	27.1%
6	2.4%	16.2%
7	1.0%	8.8%
8	0.4%	4.3%

When to forego a finesse (after one round of play):

If you are missing two equivalent honors in the suit and on the first lead you see one of them, bet that it is a single and take the finesse (if available) against the other opponent. (for 9 cards, the odds are 2:1; for 8, 5:3; for 7, 3:2)

Probability of opponents ruffing			
Number outstanding	1 st round	2 nd round	3 rd round
2	48%	100%	100%
3	22%	100%	100%
4	10%	60%	100%
5	4%	32%	100%
6	2%	17%	65%
7	1%	8%	38%

Probability of drop				
Number outstanding	K	Q	J	10
2	52%	100%	100%	100%
3	26%	78%	100%	100%
4	12%	52%	90%	100%
5	5%	31%	73%	96%
6	3%	19%	54%	87%
7	1%	9%	38%	71%

[Guidance on some common finesse situations](#)

[More advanced Data](#)

[More on finesse probabilities](#)

[How to play card combinations](#)

[Computer calculator for “vacant spaces”](#)

[top](#)

HAND DISTRIBUTIONS

If you hold X number of cards in a suit, the percentage chance that pard holds Y number

X/Y	0	1	2	3	4	5	6	7	8	9	10	11	12	13	Total
0	0.13	1.55	7.42	18.70	27.50	24.75	13.90	4.86	1.04	0.13	0.01	0.00	0.00	0.00	100.00
1	0.25	2.57	10.59	22.85	28.56	21.65	10.10	2.89	0.49	0.05	0.00	0.00	0.00	–	100.00
2	0.46	4.12	14.54	26.66	28.06	17.68	6.73	1.53	0.20	0.01	0.00	0.00	–	–	100.00
3	0.84	6.39	19.17	29.59	25.89	13.32	4.04	0.70	0.07	0.00	0.00	–	–	–	100.00
4	1.47	9.58	24.21	31.07	22.19	9.08	2.11	0.26	0.02	0.00	–	–	–	–	100.00
5	2.54	13.90	29.19	30.58	17.37	5.44	0.91	0.07	0.00	–	–	–	–	–	100.00
6	4.28	19.46	33.36	27.80	12.09	2.72	0.29	0.01	–	–	–	–	–	–	100.00
7	7.06	26.21	35.74	22.79	7.12	1.03	0.05	–	–	–	–	–	–	–	100.00
8	11.42	33.76	35.22	16.14	3.23	0.22	–	–	–	–	–	–	–	–	100.00
9	18.18	41.09	30.82	9.04	0.87	–	–	–	–	–	–	–	–	–	100.00
10	28.45	46.23	22.19	3.13	–	–	–	–	–	–	–	–	–	–	100.00
11	43.86	45.61	10.53	–	–	–	–	–	–	–	–	–	–	–	100.00
12	66.67	33.33	–	–	–	–	–	–	–	–	–	–	–	–	100.00

[Richard Pavlicek's data](#)

[Probability of 8-card trump fit](#)

XI. ASSORTED IDEAS

To do at first trick

Analyze the lead

Review the bidding

Count your winners and/or losers

How am I going to play the hand?

If you find yourself not knowing how to play, COUNT SOMETHING. Trump, points, distributions, losers. Anything. Just count.

WARM-UP TIPS from Eddie Kantar

- 21 As declarer, being able to take a trick with one of two equal cards, take the trick with the higher equal.
- 22 As declarer when leading a suit that has equal honors, lead the higher or the highest if you want it covered, lead the second highest if you don't want it covered. It works like a charm.
- 23 As declarer, play cards you are known to hold if it cannot cost you a trick.
- 24 Defend passively if side suit tricks cannot get away; defend aggressively if they can. Reread this tip!
- 25 Be on the lookout to double artificial bids (Stayman, Jacoby Transfers, cuebids, Blackwood responses) to help partner out on opening lead. However, low level doubles of artificial bids require both length and strength (typically five or six card length with 3+ honor cards in the suit). The higher the level of the artificial bid, the shorter your length must be-but you still must have honor strength in the suit (KQx, for example).

[top](#)