Pavliceck System

by Richard Pavliceck

Obsolete as of February 2015

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Overview

Introduction

This is the classic version of the system created by Richard Pavlicek, and played with his son Rich Pavlicek and formerly with Bill Root. As of February 2015 it is superseded by a more streamlined version designated as “Pavlicek (complete).”

Throughout these notes, strength requirements, unless specifically designated as high-card points (HCP), are presumed to be high-card points for natural notrump bids and total points (distributional values included) for all other bids.

The following abbreviations and notations are used:

| F  | forcing   | X, Y | an unbid suit |
| NF | nonforcing| P    | pass          |
| I  | invitational | Dbl | double        |
| GF | game forcing| Act | bid or double |
| M  | major suit  | Any | pass, bid or double |
| m  | minor suit  | Rdbl | redouble     |
| R  | red suit (♦ or ♠) | Rel | relay        |
| um | unbid minor | Xfr | transfer     |
| Cue | bid in enemy suit |
| DJ | double jump  |
| JS | jump shift   |
| FS | fourth suit   |
| •  | unusual treatment |

Basic Approach

Opening bid structure:

1 ♠, 1 ♦  13-22; 3+ cards
1 ♥, 1 ♠  13-22; 5+ cards
1 NT  15-17; balanced
2 ♠  23+; artificial; F
2 ♦, 2 ♥, 2 ♠  5-11 HCP; weak two-bid
2 NT  20-22; balanced
3 of suit  weak
3 NT  good preempt; any suit; 8½+ tricks; F
4 of suit  weak
• 4 NT, 5 NT  minors; extreme shape
5 ♠, 5 ♦  weak
Balanced Notrump Openings

Notrump Structure

An opening bid of 1 NT shows 15 to 17 HCP and a balanced hand. It is permissible to have a 5 card major suit provided the hand is otherwise suitable for notrump. Off-shape hands (5-4-2-2 or 6-3-2-2) are allowable when each doubleton contains an honor.

1 NT    P    2 ♣     Puppet Stayman
        2 ♦, 2 ♥     Jacoby transfer
        2 ♠     minor-suit Stayman
        2 NT, 3 ♠     minor-suit transfer
• 3 ♦     5-5 in majors; GF
        3 ♥, 3 ♠     splinter; 3 suited slam try
        3 NT     sign-off
        4 ♣     Gerber
        4 ♦, 4 ♥     Texas transfer
        4 ♠ (rare)     sign-off
        4 NT     quantitative

An opening of 2 NT is similar in nature to 1 NT, but 20 to 22 HCP.

2 NT    P    3 ♣     Puppet Stayman
        3 ♦, 3 ♥     Jacoby transfer
        3 ♠     minor-suit Stayman
        3 NT     sign-off
        4 ♣     Gerber
        4 ♦, 4 ♥     Texas transfer
        4 ♠ (rare)     sign-off
        4 NT     quantitative
Puppet Stayman

The 2♦ response to 1 NT is a modified version of “puppet” Stayman. Responder must have at least game interest unless he is able to pass opener’s rebid of 2♦, 2♥ or 2♠.

1 NT P 2♦ P 2♦ relay (usually no 5-card major)
? 2♥, 2♠ 5 card suit

1 NT P 2♦ P 2♦ exactly 4 spades or no major interest
2 P 2♦ exactly 4 hearts
2 NT 4-4 or 5-4 in majors; I
2 NT 5-4 or 6-4 in majors; GF
2 4-4 in majors; GF
3 ♦ 5+ clubs; no 4 card major; slam try
3 ♦ 5+ diamonds; no 4 card major; slam try
3 NT sign-off (was looking for 5 card major)
4 ♣ Gerber

Memory aid: After the 2♦ relay responder’s next suit bid is always artificial. Note that a 2♦ or 2♠ bid denies interest in the major bid and denies five cards in the major shown.

1 NT P 2♦ P 2♠ spade fit*; minimum; NF
2 ♦ P 2 M P 2 NT no fit; minimum; NF
? 3 ♦ no fit; maximum
3 ♥ heart fit; minimum; NF
3 ♦ spade fit*; maximum
4 ♥ heart fit; maximum

*If responder has 4 spades

1 NT P 2♦ P Pass no major fit; minimum
2 ♦ P 2 NT P 3 ♦ relay; maximum; responder bids shorter
? major (Smolen) or 3 NT with 4-4
3 ♦, 3 ♠ that fit; minimum
3 NT maximum (no interest in 5-3 fit)
4 ♥, 4 ♠ that fit; maximum

1 NT P 2♦ P 3 ♦ relay; responder then bids shorter major
2 ♦ P 3 ♠ (Smolen style)
? 3 ♥, 3 ♠ that fit*
3 NT no interest in 5-3 fit; if responder bids again it is natural

*If responder has slam interest, he may continue with a minor-suit splinter, opposite major (natural) or key-card Blackwood.
## Puppet Stayman (cont.)

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>2 ♠</th>
<th>P</th>
<th>2 NT, 3 NT</th>
<th>corrective*; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 ♦</td>
<td>P</td>
<td>2 M</td>
<td>P</td>
<td>3 ♣, 3 ♦</td>
<td>5+ cards; slam try</td>
</tr>
<tr>
<td>Fit</td>
<td>P</td>
<td>?</td>
<td>?</td>
<td>• Unfit major</td>
<td>ambiguous slam try</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 ♠ (fit)</td>
<td>trump-quality concern; I</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 ♣, 4 ♦</td>
<td>splinter; slam try</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 ♥ over 2 ♠</td>
<td>splinter; slam try</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 fit</td>
<td>sign-off</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 NT</td>
<td>key-card Blackwood (fit suit key)</td>
</tr>
</tbody>
</table>

*denies spade fit; 3 NT offers choice of game after heart fit

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>2 ♠</th>
<th>P</th>
<th>3 ♣, 3 ♦</th>
<th>5+ cards; 4 card major; GF</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 ♦</td>
<td>P</td>
<td>2 M</td>
<td>P</td>
<td>3 ♥*</td>
<td>4 clubs; 4 card major; slam try</td>
</tr>
<tr>
<td>No Fit</td>
<td>P</td>
<td>?</td>
<td>?</td>
<td>• 3 ♣*</td>
<td>4 diamonds; 4 card major; slam try</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>sign-off</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 ♣ over 2 NT</td>
<td>Gerber</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 NT</td>
<td>quantitative</td>
</tr>
</tbody>
</table>

*If 3 ♣ is not available (i.e., if opener bid 3 ♣) then 3 ♥ shows 5+ clubs and 4 ♣ shows exactly 4 clubs.

### After interference:

All doubles or redoubles by either player are for penalty.

If responder’s L-H-O doubles 2 ♠ or bids 2 ♦, the structure is unchanged (assuming no further enemy bid). Opener should make his normal rebid or pass, double or redouble. If responder rebids 2 ♦ it is to play (he would have passed 2 ♦).

If either opponent bids 2 ♥ or higher (after the Stayman 2 ♥ bid), the structure is off and the bidding reverts to a natural style. If opener cannot make his normal rebid, he should pass or double. If responder bids a major suit, he shows 4 cards in that suit (3 ♥ could be both majors after a 3 ♣ or 3 ♦ overcall); this is invitational at 2 ♠ or forcing at the 3 level. Opener may raise, return to notrump, or show the other major if appropriate.

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>2 ♠</th>
<th>2 ♥ up</th>
<th>2 ♠</th>
<th>4 spades; I</th>
</tr>
</thead>
<tbody>
<tr>
<td>P/D</td>
<td>P</td>
<td>?</td>
<td>2 NT</td>
<td></td>
<td>invitational (ambiguous over 2 ♠)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 m</td>
<td></td>
<td>5+ cards; GF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 M</td>
<td></td>
<td>4 cards; GF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>cue</td>
<td></td>
<td>asks for stopper</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td></td>
<td>sign-off</td>
</tr>
</tbody>
</table>
**Puppet Stayman (cont.)**

*After a 2 NT opening:*

The use of puppet Stayman after 2 NT is almost identical to after 1 NT, although any bid that commits the partnership past 3 NT with no assured major fit promises slam interest.

<table>
<thead>
<tr>
<th>Bid</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 NT P 3 ♠ P</td>
<td>* 3 ♠ exactly 4 spades or no major interest</td>
</tr>
<tr>
<td>3 ♦ P ?</td>
<td>* 3 ♠ exactly 4 hearts</td>
</tr>
<tr>
<td></td>
<td>* 3 NT 4-4 or 5-4 majors; choice of games; NF</td>
</tr>
<tr>
<td></td>
<td>* 4 ♣ 5-4 or 6-4 majors*; slam try (4 ♣ relays then shape is shown Smolen style)</td>
</tr>
<tr>
<td></td>
<td>* 4 ♦ 4-4 in majors; slam try</td>
</tr>
<tr>
<td></td>
<td>* 4 ♥ 5+ clubs; no 4 card major; slam try</td>
</tr>
<tr>
<td></td>
<td>* 4 ♦ 5+ diamonds; no 4 card major; slam try</td>
</tr>
<tr>
<td></td>
<td>4 NT quantitative</td>
</tr>
<tr>
<td>5 ♣</td>
<td>Gerber</td>
</tr>
</tbody>
</table>

*With 6-4 majors and no slam interest, responder should just use Texas.*

<table>
<thead>
<tr>
<th>Bid</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 NT P 3 ♠ P</td>
<td>3 ♠ spade fit (if responder has 4 spades)</td>
</tr>
<tr>
<td>3 ♦ P 3 M P</td>
<td>3 NT no fit</td>
</tr>
<tr>
<td>?</td>
<td>* 4 ♣ heart fit; maximum (responder should bid 4 ♣ as transfer to play in 4 ♠) heart fit; minimum</td>
</tr>
<tr>
<td></td>
<td>4 ♥ sign-off (denies spade fit)</td>
</tr>
<tr>
<td></td>
<td>3 NT Cheapest suit ambiguous; slam try in fit</td>
</tr>
<tr>
<td></td>
<td>Fit P ? Other suit splinter; slam try</td>
</tr>
<tr>
<td></td>
<td>4 NT key-card Blackwood (fit suit key)</td>
</tr>
<tr>
<td></td>
<td>2 NT P 3 ♠ P 4 ♣, 4 ♦ 5+ cards; 4 card major; slam try</td>
</tr>
<tr>
<td>3 ♦ P 3 M P</td>
<td>* 4 ♥ 4 clubs; 4 card major; slam try</td>
</tr>
<tr>
<td>3 NT P ?</td>
<td>* 4 ♦ 4 diamonds; 4 card major; slam try</td>
</tr>
<tr>
<td></td>
<td>4 NT quantitative</td>
</tr>
<tr>
<td>5 ♣</td>
<td>Gerber</td>
</tr>
</tbody>
</table>

*When opener shows a 5 card major:*

<table>
<thead>
<tr>
<th>Bid</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 NT P 2 ♣ P</td>
<td>2 ♣ 4 spades (weak minor, no fit for M); I</td>
</tr>
<tr>
<td>2 M P ?</td>
<td>2 NT, 3 M natural; I</td>
</tr>
<tr>
<td>(or)</td>
<td>3 NT, 4 M sign-off</td>
</tr>
<tr>
<td></td>
<td>2 NT P 3 ♠ P other M (3+) raise of M; slam try</td>
</tr>
<tr>
<td>3 M P ?</td>
<td>nonjump ♠ or ♦ jump 4 X 5+ cards (does not deny fit); GF</td>
</tr>
<tr>
<td></td>
<td>4 NT splinter raise; slam try</td>
</tr>
<tr>
<td></td>
<td>5 ♣ quantitative</td>
</tr>
<tr>
<td></td>
<td>Gerber</td>
</tr>
</tbody>
</table>
**Jacoby Transfer**

The 2♦ response to a 1 NT opening shows at least 5 hearts; 2♥ shows at least 5 spades.

Rebids by opener: (M = major shown)

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>Xfr</th>
<th>any</th>
<th>2 M</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>nondescript; except over a double shows 3+ trumps and happy with lead</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Pass enemy act nondescript; usual action</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Rdbl penalty suggestion</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 M jump maximum; 4+ trumps</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 M nonjump good to max; 3+ trumps</td>
</tr>
</tbody>
</table>

Rebids by responder:

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>Xfr</th>
<th>P</th>
<th>2 M</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 ♠ over 2♥ 5-5 majors; I</td>
</tr>
<tr>
<td>2 M</td>
<td>P</td>
<td>?</td>
<td></td>
<td>3 ♣, 3 ♦ 4+ cards; GF</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 ♦ 6+ card major (rare 5); I</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• 3 other M, 4 m 6+ card major; splinter</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• 4 M 6+ card major; no splinter; slam invitation (NF)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 NT 5 card major; I</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 NT 5 card major; choice of game</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 NT 5 card major; quantitative</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• 5 NT choice of slam; F</td>
<td></td>
</tr>
</tbody>
</table>

Opener’s third bid:

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>Xfr</th>
<th>P</th>
<th>2 M</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>P</td>
<td></td>
<td>Shown suit fit-showing</td>
</tr>
<tr>
<td>2 M</td>
<td>P</td>
<td>3 m</td>
<td>P</td>
<td></td>
<td>Jump shown good fit; prime values</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Unshown suit strength; implies minor fit</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 NT no fit or “wrong” cards</td>
<td></td>
</tr>
</tbody>
</table>

Responder’s third bid:

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>Xfr</th>
<th>P</th>
<th>2 M</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>P</td>
<td></td>
<td>3 M 6+ cards or strong 5</td>
</tr>
<tr>
<td>2 M</td>
<td>P</td>
<td>3 m</td>
<td>P</td>
<td></td>
<td>3 NT, 4 M, 5 m no slam interest; NF</td>
</tr>
<tr>
<td></td>
<td>any</td>
<td>P</td>
<td>?</td>
<td></td>
<td>4 m 5-5; slam try</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Unshown suit splinter; slam try</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 NT natural unless opener raised major (then Blackwood)</td>
<td></td>
</tr>
</tbody>
</table>
Jacoby Transfer (cont.)

After a 2NT opening:

The 3♦ response to a 2NT opening shows at least 5 hearts; 3♦ shows at least 5 spades. Opener may jump to game (rare) with a maximum and an excellent fit, but generally he will complete the transfer. Rebids by responder:

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>2NT P</td>
<td>Xfr P</td>
<td>3♠ over 3♦</td>
<td>5-5 majors; slam try</td>
<td></td>
</tr>
<tr>
<td>3 M P</td>
<td>?</td>
<td>4 ♦ over 3 ♠</td>
<td>5-5 majors; choice of game</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 ♦, 4 ♦ 4+ cards; slam try</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 M 6+ card major; slam try; NF</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Jump shift 6+ card major; splinter</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 NT 5 card major; choice of game</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 NT 5 card major; quantitative</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>5 NT choice of slam; F</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
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<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>2NT P</td>
<td>Xfr P</td>
<td>Shown suit</td>
<td>discourages slam; NF</td>
<td></td>
</tr>
<tr>
<td>3 M P</td>
<td>4 m P</td>
<td>Unshown suit</td>
<td>strength-showing; implies minor fit</td>
<td></td>
</tr>
<tr>
<td>?</td>
<td></td>
<td>4 NT</td>
<td>discourages slam; NF</td>
<td></td>
</tr>
</tbody>
</table>

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>2NT P</td>
<td>Xfr P</td>
<td>4 M, 5 m</td>
<td>discourages slam; NF</td>
<td></td>
</tr>
<tr>
<td>3 M P</td>
<td>4 m P</td>
<td>Unshown suit</td>
<td>splinter</td>
<td></td>
</tr>
<tr>
<td>any P</td>
<td>?</td>
<td>4 NT</td>
<td>natural unless opener raised major</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(then Blackwood)</td>
<td></td>
</tr>
</tbody>
</table>

Transfer bypass:

If opener jumps in responder’s major (bypasses the transfer) to show a maximum hand with an exceptional fit, responder’s rebids are changed:

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 NT P</td>
<td>Xfr P</td>
<td>Pass, 4 M</td>
<td>sign-off</td>
<td></td>
</tr>
<tr>
<td>3 M P</td>
<td>?</td>
<td>New suit</td>
<td>splinter; slam try</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 NT</td>
<td>no splinter; slam try; F</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 NT</td>
<td>Blackwood</td>
<td></td>
</tr>
</tbody>
</table>

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>2NT P</td>
<td>Xfr P</td>
<td>5 M</td>
<td>no splinter; slam try</td>
<td></td>
</tr>
<tr>
<td>4 M P</td>
<td>?</td>
<td>Other</td>
<td>as previous auction</td>
<td></td>
</tr>
</tbody>
</table>
# Minor Suit Stayman

The 2♣ response to 1 NT promises at least 5-4 in the minor suits (may be 4-4 if slam try) and at least game-invitational strength.

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>2♣</th>
<th>P</th>
<th>2 NT, 3♦, 3♦</th>
<th>minimum; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3♦, 3♠</td>
<td></td>
<td>3 NT</td>
<td>strength in suit; max; GF</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4♣, 4♦</td>
<td></td>
<td></td>
<td>maximum; NF</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>2♣</th>
<th>P</th>
<th>3 ♦, 3 ♦</th>
<th>5+ cards; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3 ♦, 3 ♠</td>
<td></td>
<td>5+ cards; slam try</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>4 ♠, 4 ♦</td>
<td>5+ cards; slam try</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

After a 2 NT opening:

The 3 ♠ response to 2 NT shows at least 4-4 in the minors and promises slam interest.

<table>
<thead>
<tr>
<th>2 NT</th>
<th>P</th>
<th>3♠</th>
<th>P</th>
<th>3 NT</th>
<th>no fit or “wrong” hand</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>4 ♠, 4 ♦</td>
<td></td>
<td>fit-showing</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>4 NT</td>
<td>maximum; no fit; I</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2 NT</th>
<th>P</th>
<th>3♠</th>
<th>P</th>
<th>4 ♠, 4 ♦</th>
<th>5+ cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bid</td>
<td>P</td>
<td>4 ♠, 4 ♦</td>
<td></td>
<td>splinter</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4 NT</td>
<td>quantitative</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**Minor Suit Transfers**

After a 1 NT opening, a response of 2 NT or 3 ♠ shows at least 6 cards in the next higher minor suit. This does not apply over 2 NT.

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>Xfr</th>
<th>P</th>
<th>Pass</th>
<th>bust hand</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 m</td>
<td>P</td>
<td>?</td>
<td>P</td>
<td>New suit</td>
<td>splinter; slam try</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>no splinter; mild try; NF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 NT</td>
<td>no splinter; quantitative</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Raise to 4</td>
<td>freak; I</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Raise to 5</td>
<td>freak; gambling</td>
</tr>
</tbody>
</table>

*Note: To invite game in notrump it is necessary to use Puppet Stayman (which does not promise major interest) and then rebid 2 ♦ over the 2 ♦ relay.*

**Splinter Responses**

After a 1 NT opening, a response of 3 ♦ or 3 ♣ shows a 3-suited hand (4-4-4-1 or 5-4-4-0) short in the major bid with interest in slam. This does not apply over 2 NT.

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>3 M</th>
<th>P</th>
<th>Suit bid</th>
<th>fit-showing</th>
</tr>
</thead>
<tbody>
<tr>
<td>?</td>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>no fit or “wrong” cards</td>
</tr>
</tbody>
</table>

| 1 NT | P     | 3 M | P | Raise | minimal slam interest; NF |
| Suit | P     | ?   | P | Other suit | control-bid; 4 M = void |
|      |       |     |   | 4 NT   | natural if minor fit (implies singleton A, K or Q); NF |
|      |       |     |   |        | Blackwood if major fit |

| 1 NT | P     | 3 M | P | 4 ♣    | artificial; opener is urged to show |
|------|-------|-----|---|-------| any suit fit; F |
| 3 NT | P     | ?   | P | 4 M    | 5 card club suit |
|      |       |     |   | 4 other suit | 5 cards; NF in major |
|      |       |     |   | 4 NT   | quantitative |

<table>
<thead>
<tr>
<th>1 NT</th>
<th>P</th>
<th>3 M</th>
<th>Dbl</th>
<th>Rdbl</th>
<th>strong 4-5 cards; to play</th>
</tr>
</thead>
<tbody>
<tr>
<td>?</td>
<td></td>
<td></td>
<td></td>
<td>Pass</td>
<td>no 4+ fit; doubts about 3 NT</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Other</td>
<td>as without double</td>
</tr>
</tbody>
</table>

In subsequent bidding 4 NT is Blackwood only if opener has indicated a major-suit fit; otherwise 4 NT is natural.
## Three Diamonds 5-5 in Majors

The 3♦ response to 1NT shows at least 5-5 in the majors and game-forcing values. This does not apply over 2NT.

<table>
<thead>
<tr>
<th>1NT</th>
<th>P</th>
<th>3♦</th>
<th>any</th>
<th>3♥, 3♠</th>
<th>normal action; indicates better fit</th>
</tr>
</thead>
<tbody>
<tr>
<td>?</td>
<td></td>
<td></td>
<td></td>
<td>3NT</td>
<td>natural; extreme strength in minors</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• 4♣, 4♦</td>
<td>excellent fit (either major); no control in other minor</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• 4♥, 4♠</td>
<td>excellent fit; both minor-suit aces penalty suggestion</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1NT</th>
<th>P</th>
<th>3♦</th>
<th>any</th>
<th>3♥, 3♠</th>
<th>natural (rare)</th>
</tr>
</thead>
<tbody>
<tr>
<td>any</td>
<td>any</td>
<td>?</td>
<td>3NT</td>
<td></td>
<td>natural (honors in short suits); NF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4♣, 4♦</td>
<td></td>
<td>splinter; slam interest</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4♥, 4♠</td>
<td></td>
<td>game interest only; NF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4NT</td>
<td></td>
<td>natural over 3NT Blackwood otherwise</td>
</tr>
</tbody>
</table>

## Texas Transfer

The 4♦ response to a 1NT or 2NT opening shows at least 6 hearts; 4♥ shows at least 6 spades. (M = major shown)

<table>
<thead>
<tr>
<th>1NT</th>
<th>P</th>
<th>Xfr</th>
<th>any</th>
<th>4 M</th>
<th>routine; happy with lead over double</th>
</tr>
</thead>
<tbody>
<tr>
<td>?</td>
<td></td>
<td></td>
<td></td>
<td>Pass Dbl</td>
<td>routine; no desire for lead</td>
</tr>
<tr>
<td>2NT</td>
<td>P</td>
<td>Xfr</td>
<td>any</td>
<td>5 M over bid</td>
<td>natural; good fit; good cards</td>
</tr>
</tbody>
</table>

### Rebids by responder:

<table>
<thead>
<tr>
<th>1NT</th>
<th>P</th>
<th>Xfr</th>
<th>P</th>
<th>Pass</th>
<th>routine sign-off in game</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>New suit</td>
<td>void splinter; slam try</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 NT</td>
<td>Blackwood</td>
</tr>
<tr>
<td>2NT</td>
<td>P</td>
<td>Xfr</td>
<td>P</td>
<td>5 M</td>
<td>freak; I</td>
</tr>
<tr>
<td>4 M</td>
<td>P</td>
<td>?</td>
<td>5 NT</td>
<td>trump asking</td>
<td></td>
</tr>
</tbody>
</table>
Enemy Interference

1 NT  Dbl  ?  Redouble rescue with one minor suit; opener should bid clubs
2 NT  Dbl  ?  Other entire system on

After an enemy suit overcall, a different structure is incorporated as described below. Competitive transfer bids show game interest if suit could be bid naturally at the 2 level; else they may be weak.

1 NT  2 X  ?  • Pass forcing after 2 NT opening; opener should usually double (optional)
1 NT  3 X  ?  Double penalty at 2 level negative at 3 level
2 NT  3 X  ?  2 of suit takeout if shown by enemy natural if not shown; NF
              • 2 NT thru 3 ♥ transfer to suit above, or “Stayman” if next higher suit was naturally bid (not implied) by the overcaller
              • 3 ♠ asks for stopper in enemy shown suit
            3 NT sign-off
            4 ♣ Gerber (even if nonjump)
            4 ♥, 4 ♦ transfer to major above, or splinter slam try if next higher suit is enemy suit
            4 NT quantitative

1 NT  2 NT*  ?  Double creates forcing auction
                *minors
            3 ♠ Stayman (not puppet)
            Other as above

Rebids by opener:

1 NT  Bid  Xfr  P  Complete Xfr normal action
            Jump raise maximum; good fit
            3 NT maximum; good stopper

1 NT  2 X  Sta  P  Cue-bid no stopper; no unbid major
            3 unbid major 4+ cards
            3 NT stopper; no unbid major

1 NT  Bid  3 ♠  P  3 NT stopper in enemy suit
            4 of suit 4+ cards; no stopper; NF
            Cue-bid maximum; no stopper; GF
One-Level Suit Openings

One-Over-One Structure

A 1-level suit response to an opening bid of 1♣, 1♦ or 1♥ shows 6+ points and 4+ cards in the suit bid. Respond up-the-line with 4 card suits, except a 4 or 5 card diamond suit may be suppressed if strength is minimal (6-10 points) or if another response is more descriptive.

<table>
<thead>
<tr>
<th>Bid</th>
<th>Suit</th>
<th>Cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 Y</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**New suit** 13-18; 4+ cards

- **Reverse** 17+; 4+ cards; F
- **Jump new suit** 19+; 4+ (rare 3) cards; GF
- **Jump reverse** 19+; at least 4-6 shape; GF

- **DJ new suit** 19+; splinter raise
- **1 NT** 12-14; balanced
- **2 NT** 18-19; balanced; I
- **3 NT** 16-19; good 6+ cards in X; usually singleton in Y

- **2 X** 13-15; 6+ cards or 5 cards in minor if no alternative
- **3 X** 16-18; 6+ cards; I

- **4 X (minor)** shape raise (4-6, 4-7); F
- **4 X (hearts)** 19+; 7+ (strong 6); NF
- **2 Y** 13-15; usually 4 trumps
- **3 Y** 16-18; 4 trumps; I
- **4 Y (major)** 19+; 4 trumps; no splinter
Rebids by Responder

After a 1-over-1 response and opener’s nonjump, non-reverse suit rebid, the following rebidding structure applies:

1 m P 1 R P 4th suit* 11+; artificial; F
1 M P ? Other nonjump 6-10; NF
    Jump 4th suit 13+; 5-5 or 6-4; GF
    Other jump 13+; GF
    DJ 4th suit 16+; splinter raise
• 4 opened minor 16+; splinter raise (of M)
    Game bid 13-15; poor slam values; NF

*1 ♠ may be 6-10 with 4 spades

1 R P 1 M P 4th suit 11+; artificial; F
2 m P ? 2 R, 2 M 6-10; NF
    2 NT 10-12; I
• 3 m, 3 R, 3 M 13+; GF
• 3-level JFS 13+; 5-5 or 6-4; GF
    3 NT 13-16; NF
    4-level JFS 16+; splinter raise
    4 M 13-15; poor slam values; NF

1 X P 1 Y P New suit 11+; seminatural; F
2 X P ? 2 Y 6-10; NF
    2 NT 10-12; I
• 3 X (minor) 13+; GF
    3 X (hearts) 10-12; I
    3 Y 13+; GF
• 3-level JS 13+; 5-5 or 6-4; GF
    3 NT 13-16; NF
    4-level JS 16+; splinter raise
    Game in major 13-15; sign-off attempt

Especially note:

Responder’s raise to three of a minor suit is game forcing (except by a passed hand or if either opponent has bid). If responder wants to invite game, he must bid a third suit (improvising if necessary) after which his next nonjump bid will be invitational.
After the fourth suit force, opener should describe his hand naturally according to this general structure:

1 R P 1 M P 2 NT or lower bare minimum; NF
2 m P 2 X P Nonjump 3 lev any strength; F
? Jump 15+ (good 14); GF

1 m P 1 R P • 2 ♠ at least 4-5 shape; F
1 ♠ P 2 X P Other as previous auction
?

These two sequences are unique:

1 ♠ P 1 ♦ P Nonjump 13-15; NF
1 ♦ P 1 ♠ P Jump 16-18; I
?

1 ♦ P 1 ♠ P 3 ♠ any strength; 3 spades; F
2 ♦ P 3 ♦ P • 3 ♦ nondescript; bare minimum without 3 spades; NF
? Other 15+ (good 14); GF

After the third suit force, opener should rebid naturally according to the following two structures:

1 m P 1 X P 2 X, 2 NT, 3 m bare minimum; NF
2 m P 2 Y P 2 ♠ new suit any strength; implies ace; F
? Other nonjump any strength; F Jump 15 (good 14); GF

1 R P 1 M P 3 M any strength; 3 cards; F
2 R P 3 m P • 3 R bare minimum; nondescript but not 3 cards in M; NF
? 3 ♦ new suit any strength; F Other 15 (good 14); GF
Responder need not bid again after the third or fourth suit force when opener has shown a bare minimum. If responder does bid again he names the final strain. If this is a nonjump below game, responder shows an invitational-range hand. A jump below game is forcing.

**Other notes:**

1. Rebidding the fourth suit (or third suit) shows at least 5-5 shape. This is invitational at the 3 level; game forcing at the 4 level.

2. If opener has raised the fourth suit (or third suit) or indicated a 3-card preference for responder’s first suit, this does not constitute suit agreement; it simply describes opener’s hand. It is still up to responder to select the final strain.

3. After a third suit force, if responder bids the fourth suit this is game forcing and implies the ace in that suit.
Rebids after a 1 NT Rebid

When opener rebids 1 NT, the following two structures apply:

1 ♠ P 1 ♦ P 2 ♠* 11+; artificial; F
1 NT P ? 2 ♦ sign-off
2 ♦, 2 ♠ at least 4-5; GF
2 NT 11-12; I
3 ♠, 3 ♦ 13+; GF
• 3 ♦, 3 ♠ 16+; splinter; GF

*There is no sign-off in clubs on this auction

1 X P 1 M P New minor* 11+; artificial; F
1 NT P ? 2 X, 2 M sign-off
2 ♦ new suit no game interest; NF
2 ♠ new suit at least 4-5; GF
2 NT 11-12; I
3 X, 3 M 13+; GF
3 m, 3 ♦ JS 13+; at least 5-5; GF
• 3 ♠ JS 16+; splinter; GF

*Bid better minor after a 1 ♦ opening

Memory aid: Responder’s 3-level jump-shift rebid is a splinter only if a lower bid in the same suit would be game forcing. Else it is natural (5-5 or 6-4).

Opener’s third bid:

After the artificial 2 ♠ or new minor force, opener should bid in the priority listed below:

1 ♠ P 1 ♦ P min or max; 4 cards
1 NT P 2 ♠ P min; majors stopped
? 2 NT max; majors stopped
3 NT min; 3 cards
2 ♦ max; 3 cards
3 ♦ min or max; 5 cards
3 ♠ min or max; 4 cards

*Plus other major stopped; else would not rebid 1 NT

1 X P 1 M P 2 ♦ new suit min or max; 4 cards
1 NT P 2 m P min; 3 cards
? 2 NT max; 3 cards
3 NT min; unbid suit stopped
3 NT max; unbid suit stopped
Other min or max; natural
Rebids after a 1 NT Rebid (cont.)

Responder's third bid:

After the artificial 2 ♠ or new minor force, responder is not required to bid again if opener has confirmed a minimum. When responder does bid again, these structures apply:

<table>
<thead>
<tr>
<th>Bid</th>
<th>?</th>
<th>P</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 ♠</td>
<td>P</td>
<td>1 ♦</td>
</tr>
<tr>
<td>1 NT</td>
<td>P</td>
<td>2 ♠</td>
</tr>
</tbody>
</table>

- New major stopper or ace; 5+ ♦; GF
- Other nonjump game I in that strain; NF
- J new major splitter; GF
- Other jump natural; GF

<table>
<thead>
<tr>
<th>Bid</th>
<th>?</th>
<th>P</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 X</td>
<td>P</td>
<td>1 M</td>
</tr>
<tr>
<td>1 NT</td>
<td>P</td>
<td>2 m</td>
</tr>
</tbody>
</table>

- New suit natural or stopper; GF
- Bid suit game I in that strain; NF
- 2 NT* 5 cards in M; I
- 3 NT* 5 cards in M; NF
- Jump new suit splitter; GF
- Jump bid suit natural; GF

*Opener has option to play notrump with 5-3 major fit

A special case:

<table>
<thead>
<tr>
<th>Bid</th>
<th>?</th>
<th>P</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 m</td>
<td>P</td>
<td>1 ♠</td>
</tr>
<tr>
<td>1 NT</td>
<td>P</td>
<td>2 um</td>
</tr>
</tbody>
</table>

- • 2 ♠* over 2 ♥ 5 spades; F
- • New ♥ bid 5-5 in majors; I
- Other as previous auction

*Opener must bid 2 NT or 3 ♠ with a minimum. If 2 NT, responder's next bid if any follows 3rd-round format
**Rebids after a 2 NT Jump Rebid**

When opener rebids 2 NT (18-19 HCP) after a 1-level suit response, the following structure, similar to that after 1 NT, applies:

1 ♠ P 1 ♦ P • 3 ♠ artificial; GF
2 NT P ? • 3 ♦, 3 ♣, 3 ♠ natural; slam try

1 m P 1 M P New minor artificial; GF
2 NT P ? 3 m natural; GF
• Other suit natural; slam try

1 ♥ P 1 ♠ P 3 ♣, 3 ♦ better minor; GF
2 NT P ? 3 ♥ natural; GF
• 3 ♠ natural; slam try

**Opener’s third bid:**

After the artificial 3 ♠ or new minor force, opener should bid in this general priority:

1 X P 1 Y P 3 new major 4 cards
2 NT P 3 m P 3 Y 3 cards (optional in ♦)
? 3 X 5 cards (if hearts suggests weakness in unbid minor)

3 NT none of above or option

**Responder’s third bid:**

1 X P 1 Y P 3 Y 5 good cards
2 NT P 3 m P New suit ace or splinter; slam try
Bid P ? 3 NT 5 cards in Y; NF
4 opened minor natural; slam try
4 m 5-5 shape; slam try
Game sign-off

**A special case:**

1 m P 1 ♠ P • 3 ♥ 5-5 majors; no slam interest
2 NT P 3 um P • 4 ♥ over 3 NT 5-5 majors; no slam interest
Bid P ? Other as previous auction
Notrump Responses to Minor

The 1 NT response to 1 ♠ or 1 ♦ shows 6-10 HCP and it denies a 4 card major suit. It is nonforcing.

<table>
<thead>
<tr>
<th>Bid</th>
<th>P</th>
<th>1 NT</th>
<th>P</th>
<th>2 ♠ after 1 ♦</th>
<th>13-18; 4+ cards</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Reverse</td>
<td>17+; 4+ (rare 3) cards; F</td>
</tr>
<tr>
<td>3 ♠</td>
<td></td>
<td></td>
<td></td>
<td>19+; 4+ (rare 3) cards; GF</td>
<td></td>
</tr>
<tr>
<td>Jump</td>
<td></td>
<td></td>
<td></td>
<td>19+; at least 4-6 shape; GF</td>
<td></td>
</tr>
<tr>
<td>2 NT</td>
<td></td>
<td></td>
<td></td>
<td>16-18; I</td>
<td></td>
</tr>
<tr>
<td>2 m</td>
<td></td>
<td></td>
<td></td>
<td>13-15; 6+ cards</td>
<td></td>
</tr>
<tr>
<td>3 m</td>
<td></td>
<td></td>
<td></td>
<td>16-18; 6+ cards; I</td>
<td></td>
</tr>
</tbody>
</table>

The 2 NT response to 1 ♠ or 1 ♦ shows 15+ HCP. See separate topic.

The 3 NT response to 1 ♠ or 1 ♦ shows 13-14 HCP and it denies a 4 card major suit. If opener bids again:

<table>
<thead>
<tr>
<th>Bid</th>
<th>P</th>
<th>3 NT</th>
<th>P</th>
<th>4 ♠ after 1 ♦</th>
<th>4+ cards; GF</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 m</td>
<td>6+ cards; GF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Other suit</td>
<td>4+ cards; unbalanced; slam try</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 NT</td>
<td>quantitative</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5 m</td>
<td>slam I (see Voluntary Bid of Five)</td>
</tr>
</tbody>
</table>
One Notrump Forcing

The 1 NT response to 1 ♠ or 1 ♦ shows 6-14 HCP (it may be less with a trump fit) and denies 4 spades after 1 ♠. It is forcing.

1 M P 1 NT P 2 ♠, 2 ♦ 13-18; 3+ cards
  • 2 ♠ after 1 ♠ 19+ with 4-5 shape or 16+ with 4-6; F
  • 3 ♠ after 1 ♠ minimum; 5-6 shape; NF
  • 4 ♠ after 1 ♠ minimum; 6-5 shape
  • 4 ♠, 4 ♦ 19+; 3 cards w/honor; 7 cards in M (broken); F
4 M 19+; excellent suit
Other standard

Rebids by responder:

1 M P 1 NT P New suit 6-10; 5+ cards (3 ♠ = 6+); NF
2 m P ? 2 M 6-10 with doubleton or 4-7 with 3+
  • 2 ♠ after 1 ♠ 12+ raise of m (then 2 NT or 3 m by opener is NF)
2 NT 11-12 (good 10); I
3 m 9-11; 4+ cards (usually 5); I
  • JS below 3 M 13+ value-raise* of m (then 4 m by opener is NF)
3 M 11-12 (good 10); 3 trumps; I
  • JS above 3 M 13+ value-raise* of M
3 NT 13-14; balanced; NF
4 m freakish; 6+ trumps; I
4 M 12-14; 3 trumps; unslammish

* A value-raise shows normal trump support for opener’s suit, usually with the king or queen in the suit bid; further, if just one unbid suit remains, this implies no secondary honors in the unbid suit.

1 ♠ P 1 NT P 3 ♠, 3 ♦ 6-10; 6+ cards; NF
2 ♠ P ? 3 ♠ 9-11; 4+ trumps; I
  • 4 ♠, 4 ♦ 13+ value-raise of ♦
4 ♠ 9-12; usually 5 trumps
Other as previous auction

1 M P 1 NT P 3 M 2+ trumps; I
2 M P ? 3 M at least 5-5 in minors; limit bidding follows
  • Jump shift 13+ value-raise of M
4 M sign-off
Other as previous auction
### One Notrump Forcing (cont.)

<table>
<thead>
<tr>
<th>1 ♠ P</th>
<th>1 NT P</th>
<th>• 2 NT</th>
<th>weakness or waiting; F</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 ♠ P</td>
<td>?</td>
<td>3 ♠, 3 ♦</td>
<td>5+ cards; GF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 ♦</td>
<td>10+; 3 trumps; GF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 ♠</td>
<td>10+; 3 trumps w/honor; GF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 NT</td>
<td>10-12; minors stopped</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 ♦, 4 ♦</td>
<td>10+; value-raise of ♦</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 M P</th>
<th>1 NT P</th>
<th>• 3 ♠, 3 ♦, 3 M</th>
<th>sign-off attempt</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 NT P</td>
<td>?</td>
<td>3 ♦ after 1 ♠</td>
<td>5+ cards; F</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 3 ♠ after 1 ♦</td>
<td>at least 5-5 in minors; limit bidding follows</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Jump shift</td>
<td>13+ value-raise of M</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 M P</th>
<th>1 NT P</th>
<th>New suit</th>
<th>5+ cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 ♠ P</td>
<td>?</td>
<td>3 M</td>
<td>weak hand (assumed) or 13+</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 3 ♠ after 1 ♦</td>
<td>11+ raise of ♠</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 ♠</td>
<td>weak raise</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Jump shift</td>
<td>11+ value-raise of ♠</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 M</td>
<td>10-12; slam invitation</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 ♠ P</th>
<th>1 NT P</th>
<th>3 ♠</th>
<th>weak hand (assumed) or 13+</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 ♠ P</td>
<td>?</td>
<td>4 ♠, 4 ♦</td>
<td>6+ cards; F</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 ♦</td>
<td>weak raise</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 ♠</td>
<td>10-12; slam invitation</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 5 ♠, 5 ♦</td>
<td>11+ value-raise of ♦</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 M P</th>
<th>1 NT P</th>
<th>• 3 ♠</th>
<th>at least 5-5 in minors; limit bidding follows</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 ♠ P</td>
<td>?</td>
<td>4 ♠, 4 ♦</td>
<td>6+ cards; F</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 ♦ after 1 ♠</td>
<td>6+ cards; NF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Jump shift</td>
<td>11+ value-raise of M</td>
</tr>
</tbody>
</table>
Two-over-One Response to Major

The 2-over-1 response to 1♦ or 1♣ shows at least 13 points with 5+ cards (rarely, a good 4 card minor), or 11-12 points with 6+ cards in the suit bid. This is game forcing unless responder rebids the same suit at his next turn.

<table>
<thead>
<tr>
<th>Bid</th>
<th>P</th>
<th>?</th>
<th>New suit</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 M</td>
<td>P</td>
<td>2 m P</td>
<td></td>
<td>natural; reverse does not show extra</td>
</tr>
<tr>
<td>?</td>
<td></td>
<td></td>
<td>2 M</td>
<td>6+ or strong 5 cards</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2 NT</td>
<td>12-14 or 18+; natural</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>15-17; natural</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 m</td>
<td>3+ cards (not 3 small)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• 3 M</td>
<td>13+ HCP; 6+ card solid suit or</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>K-Q-J-10-x-x</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Jump shift</td>
<td>16+; splinter raise</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• 4 m</td>
<td>minimum opening; 5-5 shape</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bid</th>
<th>P</th>
<th>?</th>
<th>New suit</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 ♦</td>
<td>P</td>
<td>2 ♣ P</td>
<td>3 ♣</td>
<td>3+ cards (not 3 small)</td>
</tr>
<tr>
<td>?</td>
<td></td>
<td></td>
<td>• 4 ♣</td>
<td>16-18; 3+ cards (not 3 small)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Other</td>
<td>as previous auction</td>
</tr>
</tbody>
</table>

Rebids by responder:

<table>
<thead>
<tr>
<th>Bid</th>
<th>P</th>
<th>?</th>
<th>2 NT</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 M</td>
<td>P</td>
<td>2 X P</td>
<td>3 NT jump</td>
<td>13-14 or 18+; natural</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 NT nonjump</td>
<td>15-17; natural</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>New suit</td>
<td>natural (4th suit is suspect)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Rebid X</td>
<td>6+ cards; I (only non-GF)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Raise, pref</td>
<td>13+; natural</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Jump shift</td>
<td>16+; splinter raise</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Jump X</td>
<td>13+; 7+ or strong 6 cards; GF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• Other jump</td>
<td>13-15; natural; no control in any</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>unbid suit</td>
</tr>
</tbody>
</table>

Opener's third bid:

<table>
<thead>
<tr>
<th>Bid</th>
<th>P</th>
<th>?</th>
<th>4 m</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 ♠</td>
<td>P</td>
<td>2 ♣ P</td>
<td>18+; control-bid; suggests</td>
<td></td>
</tr>
<tr>
<td>2 NT</td>
<td>P</td>
<td>3 NT P</td>
<td>heart x-x-x, A-x, K-x or Q-x</td>
<td></td>
</tr>
<tr>
<td>?</td>
<td></td>
<td></td>
<td>12-14; three small trumps</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• 4 ♠</td>
<td>18-19; 6 spades; semibalanced</td>
</tr>
</tbody>
</table>
Two Clubs over One Diamond

The 2♦ response to 1♦ shows 11+ points and 4+ clubs. With a minimum opening opener must make an artificial 2♦ rebid; otherwise game must be reached (except for 4♦ jump raise).

1♦ P 2♣ P • 2♦ minimum; nondescript; F
2 ♦, 2 ♠ 4+ cards; GF
2 NT 14+; balanced; GF
3 ♣ 3+ trumps; GF
3 ♦ 6+ cards; GF
3 ♠, 3 ♦ 16+; splinter raise
3 NT 18-19; balanced; NF
• 4 ♦ minimum; 5-5 minors; NF

Rebids by responder:

1♦ P 2♣ P 2 NT, 3 ♦ 11-12; usually end; NF
2 ♦ P ? Other natural; GF

Inverted Minor Raises

A single minor raise shows 10+ unlimited (with exactly 10 prefer 1 NT if balanced), at least 4 trumps (usually 5), and no 4 card major suit. This is forcing for one round.

1 m P 2 m P 3 m minimum; NF
? 2 NT minimum; often 3 card m; NF
New suit 4+ cards or stopper; at least a “queen” more than a minimum; F
3 NT 18-19; NF
Jump shift splinter; slam try
• 4 m 6+ cards; no splinter; slam try

In subsequent bidding, any rebid in the agreed minor by either partner is nonforcing and shows minimal values for his previous bids. Exception: Removal of 3 NT to 4 of a minor is forcing.

The jump minor raise shows 6-9 points and at least 5 trumps (or 4 good trumps). It is basically preemptive. Raises to the 4 and 5 level are also weak, but indicate freakish distribution.
**Direct Major Raises**

The following responses to a major opening show trump support. Single raise shows 3+ trumps; all other raises show 4+ trumps.

1 M P ?
2 M 7-10
3 M 11-12 (good 10); I
• 3 M + 1 step 13-15; unknown splinter
• 3 M + 2 steps 16-18; non-4th-step splinter
• 3 M + 3 steps 13-15; no splinter
• 3 M + 4 steps 16-18; natural splinter
4 M weak

**Special follow-ups:**

After a 1-step raise, opener may relay with the cheapest bid to locate the splinter, which is shown naturally except a bid of 4 in the trump suit indicates the unshowable splinter.

After a 2-step raise, opener may relay then the two possible splinters are shown by Astro-like relation: ♦ = ♠, ♥ = ♠, ♣ = ♦.

After a 3-step raise, opener may relay as an all-purpose slam try.

**Weak Jump Shift Responses**

Except for the specialized major raises (3 ♠ thru 4 ♥), all jump-shift responses are weak. General requirements:

1 X P ?
2-level JS 2-5 HCP; 6 cards or decent 5
3-level JS 2-7 HCP; 7 cards or decent 6
4-level JS* 2-7 HCP; 8 cards or decent 7

*Over minor opening or 4 ♠ over 1 ♥.

**Rebids by opener:**

1 X P 2 Y P 2 NT* same as response to weak two-bid; F
? (or) Any suit bid natural; suggests extreme shape; NF
1 X P 3 Y P
?

*Responder follows the same rebid structure (3 ♠ = 5 card suit, etc.)
Two Notrump Response

The 2 NT response to one of a suit shows 15+ HCP (no upper limit) and usually denies a 4 card major biddable at the 1 level.

1 X P 2 NT P New suit 4+ cards; unbalanced; reverse does not show extra values

? 3 X 6+ cards
3 NT to play; no slam if 15-17
4 NT quantitative (assuming 15-17)

Rebids by responder:

1 X P 2 NT P 3 NT 15-17
Suit P ?
• 4 NT 18-19; I
  Raise, pref 15-17 (assumed)
  • New suit 15+; value-raise of opener’s suit (either if two bid)

1 X P 2 NT P • 4 X 15-16; good trump support
3 NT P ? • New suit 17+; value-raise of X
  4 NT 18-19; I
Major Suit Game Tries

The following structure applies *any time* a major suit is raised from one to two. This can be a raise of a major-suit opening, a one-level response, a one-level rebid or a one-level overcall. It also applies after a Drury 2 ♦ response, a 2 ♦ rebid and a 2 M rebid by Drury bidder.

It also applies in competition provided there is no enemy bid *after* the raise to two.

<table>
<thead>
<tr>
<th>1 M</th>
<th>any</th>
<th>2 M</th>
<th>P*</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>(or)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 X</td>
<td>any</td>
<td>1 M</td>
<td>any</td>
</tr>
<tr>
<td>2 M</td>
<td>P*</td>
<td>?</td>
<td>(etc.)</td>
</tr>
</tbody>
</table>

*or Double

- Cheapest bid relay; game or slam try
- 2 NT over 2 ♦ balanced; I
- 3 M preemptive; no game interest
- 4+ cards; slam try; alternate strain is possible

*Note that a jump to 3 ♦ is natural, not a splinter.

After the “cheapest bid” relay:

<table>
<thead>
<tr>
<th>1 M</th>
<th>P</th>
<th>2 M</th>
<th>P</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rel</td>
<td>P</td>
<td>?</td>
<td></td>
</tr>
</tbody>
</table>

- 2 NT secondary values* in spades
- 3 new suit secondary values* in suit bid
- 3 M minimum; scattered values
- 4 M maximum; scattered values
- Raise relay maximum; 4-3-3-3 shape

*Typically at least 3 cards including the king or queen

When secondary values are shown, it is still unknown whether the raise was minimum or maximum. Continuations:

<table>
<thead>
<tr>
<th>1 M</th>
<th>P</th>
<th>2 M</th>
<th>P</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rel</td>
<td>P</td>
<td>Val</td>
<td>P</td>
</tr>
</tbody>
</table>

- 3 M* turned off by values; NF
- Cheapest suit relay; asks if min or max (return to trump suit = min)
- 3 NT choice of games; NF
- 4 M sign-off
- Other suit control-bid; slam try
- Jump new suit splinter; slam try

*If no relay is available below 3 of major, this is the only available invitation, so responder should continue to game if maximum.
**Opener’s Reverse Bid**

Opener’s reverse after a 1♦, 1♥ or 1 NT response to a minor opening shows 17+ points and is forcing. Rebid structures:

<table>
<thead>
<tr>
<th>1 m</th>
<th>P</th>
<th>1 M</th>
<th>P</th>
<th>2 M</th>
<th>6-10; any 5+ cards; F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rev</td>
<td>P</td>
<td>?</td>
<td>2 NT</td>
<td>6-10; no 5 card major; F</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4th suit</td>
<td>10+; natural or waiting; GF</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Pref, raise</td>
<td>10+; GF</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 M</td>
<td>11+; 6+ cards (max 2 losers)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>11-13; NF</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 m</th>
<th>P</th>
<th>1 NT</th>
<th>P</th>
<th>2 NT</th>
<th>weakness or waiting; F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rev</td>
<td>P</td>
<td>?</td>
<td>♠ new suit</td>
<td>5+ cards; F</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Pref, raise</td>
<td>8-10; GF</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Other new suit</td>
<td>8-10; stopper; GF</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>8-10; unbids stopped</td>
<td></td>
</tr>
</tbody>
</table>

**Opener’s third bid:**

<table>
<thead>
<tr>
<th>1 m</th>
<th>P</th>
<th>1 M</th>
<th>P</th>
<th>2 NT, 3 m, 3 M</th>
<th>minimum; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rev</td>
<td>P</td>
<td>2 M</td>
<td>P</td>
<td>3 Rev</td>
<td>6-5 shape; F</td>
</tr>
<tr>
<td>?</td>
<td></td>
<td></td>
<td>4th suit</td>
<td>shows the ace; GF</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4 m</td>
<td>7+ cards; F</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Jump 4th suit</td>
<td>splinter raise</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 m</th>
<th>P</th>
<th>1 M</th>
<th>P</th>
<th>3 m</th>
<th>minimum; may be 5 cards; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rev</td>
<td>P</td>
<td>2 NT</td>
<td>P</td>
<td>3 Rev</td>
<td>6-5 shape; F</td>
</tr>
<tr>
<td>?</td>
<td></td>
<td></td>
<td>3 M</td>
<td>3 good trumps; F</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>New suit</td>
<td>3+ cards; F</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>19+</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4 m</td>
<td>7+ cards; F</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 m</th>
<th>P</th>
<th>1 NT</th>
<th>P</th>
<th>Same as above (except 3 M does not exist)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rev</td>
<td>P</td>
<td>2 NT</td>
<td>P</td>
<td></td>
</tr>
<tr>
<td>?</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: Opener’s reverse after a 1 NT response to 1♦ is covered under 1 NT forcing. See topic.
Fourth Suit Bids in General

Except for the fourth-suit-forcing structure used to invite game after a 1-over-1 response, bids in the fourth suit are usually game forcing. Meanings of fourth-suit bids are outlined below with examples.

1. Responder’s rebid after a 2-over-1 response shows either a natural suit or at least six cards in his first suit. Opener should tend to support responder’s first suit with a doubleton honor or better.

```
1♥ P 2♣ P      1♠ P 2♦ P      1♦ P 2♣ P
2♦ P 2♠        2♥ P 3♣         2♠ P 3♥
```

2. Responder’s rebid after opener’s reverse after a 1-over-1 response is a waiting bid and implies five cards in responder’s major suit.

```
1♠ P 1♣ P      1♣ P 1♥ P      1♦ P 1♠ P
2♦ P 2♣        2♥ P 2♠         2♥ P 3♣
```

3. Opener’s or responder’s third bid in a 1-over-1 or 2-over-1 auction indicates the ace or a splinter. Partner assumes the ace and may bid notrump without a stopper (if hand is suitable). Fourth-suit bidder should not pass 3 NT if his bid was based on a splinter.

```
1♦ P 1♠ P      1♥ P 1♣ P      1♥ P 2♣ P
2♦ P 3♣ P      2♠ P 3♣ P      2♥ P 3♦ P
3♥           3♥               3♠
```

```
1♠ P 1♦ P      1♣ P 1♥ P      1♥ P 2♠ P
1♣ P 3♣ P      2♠ P 3♣ P      2♦ P 2 NT P
3◊ P 3♥        3◊ P 3♣         3◊ P 3♥
```

4. Opener’s fourth bid (below 3 NT) in a 1-over-1 or 2-over-1 auction suggests two or three small cards, essentially a nothing bid to keep the possibility of 3 NT alive. In some cases, this may be a repeat of a fourth-suit-forcing bid if it could not be natural.

```
1♣ P 1♥ P      1♥ P 1♣ P      1♣ P 2♠ P
2♣ P 3♣ P      1♠ P 2♦ P      2♠ P 2 NT P
3◊ P 3♥ P      2♠ P 3♣ P      3♣ P 3◊ P
3♠           3◊               3♥
```
Passed Hand Modifications

In third or fourth seat slightly weaker hands may be opened. Further, when opening a subminimum hand, it is permissible to bid a good 4 card major for tactical purposes.

The following changes apply when responder is a passed hand:

1. A 1-over-1 response may be passed if opener has only 13 points, and should be passed if opener has less. When opener does bid again, his rebids retain their normal meaning.

2. The 1 NT response to a major shows 6-12 points and is intended as forcing. Opener may pass with 13 points, and should pass with less. The bidding continues normally if opener bids again.

3. The 2 ♠ response to 1 ♦ shows 9-11 HCP and 5+ clubs. Opener should pass with a subminimum opening and may pass with 13 points. If opener does bid again, the system structure is unchanged.

4. The 2 ♦ response to a major is “reverse Drury.” See topic.

5. A 2 ♦ response to a major (or 2 ♦ over 1 ♦) shows 9-11 HCP and 5+ cards. Opener should pass with a subminimum opening and may pass with 13 points. If opener does bid again, a rebid of the same suit, raise or 2 NT bid shows minimal values and is nonforcing; a new suit or jump bid is forcing (below game). The same is true of responder’s rebids.

6. The 2 NT response to a minor shows 11-12 points and is invitational to game. Any rebid by opener below game is forcing.

7. The 2 NT response to a major shows a “limit raise” with an unknown splinter. Rebid structure:

\[
\begin{array}{cccccc}
\text{P} & \text{P} & \text{1 M} & \text{P} & 3 \spadesuit & \text{asks for splinter (3 M shows } \spadesuit \text{ splinter)} \\
\text{2 NT} & \text{P} & ? & 3 \diamond & \text{after 1 } \heartsuit & \text{demands } 3 \heartsuit \text{ with } \spadesuit \text{ splinter; else } 4 \heartsuit \\
& & & 3 \text{M} & \text{no game interest; sign-off} \\
\end{array}
\]

8. Responder’s rebid after a 1-over-1 response is affected. A jump or raise to the 3 level is invitational instead of forcing.

9. Responder’s rebid in a third suit is no longer an artificial force. This is natural and invitational, showing a two-suited hand.

Note: Fourth suit forcing and new minor forcing still apply as a passed hand.
Reverse Drury

The 2 ♠ response to a major by a passed hand is reverse Drury. It shows either 11+ (good 10) points with 3+ cards in opener’s major, or 9-11 HCP with a 6+ card club suit. It is forcing.

<table>
<thead>
<tr>
<th>P</th>
<th>P</th>
<th>1 M</th>
<th>P</th>
<th>2 ♦</th>
<th>artificial; game interest</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 ♠</td>
<td>P</td>
<td>?</td>
<td>2 ♠ after 1 ♠</td>
<td>4+ hearts; no game interest</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2 same major</td>
<td>no game interest</td>
<td></td>
</tr>
</tbody>
</table>

**Responder’s rebids:**

<table>
<thead>
<tr>
<th>P</th>
<th>P</th>
<th>1 M</th>
<th>P</th>
<th>2 ♠*</th>
<th>10-11; 3+ trumps; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 ♠</td>
<td>P</td>
<td>2 ♦</td>
<td>P</td>
<td>2 NT</td>
<td>11-12; balanced; major fit; I</td>
</tr>
<tr>
<td>?</td>
<td></td>
<td></td>
<td></td>
<td>3 ♠</td>
<td>6+ clubs; no major fit; I</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 M</td>
<td>12+; 3+ trumps; GF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Other suit</td>
<td>4+ cards; major fit; F</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Jump shift</td>
<td>splinter raise</td>
</tr>
</tbody>
</table>

*Major-suit game-try structure applies by opener after this bid*

**Enemy interference:**

Reverse Drury does not apply in competition. If the enemy interferes after the 2 ♠ bid, use these structures:

<table>
<thead>
<tr>
<th>P</th>
<th>P</th>
<th>1 M</th>
<th>P</th>
<th>Pass</th>
<th>4+ clubs; weak opening</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 ♠</td>
<td>Dbl</td>
<td>?</td>
<td></td>
<td>Redouble</td>
<td>4+ clubs; full opening</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Other</td>
<td>as without double</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>P</th>
<th>P</th>
<th>1 M</th>
<th>P</th>
<th>Pass</th>
<th>weak opening</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 ♠</td>
<td>Bid</td>
<td>?</td>
<td></td>
<td>Double</td>
<td>good defense; full opening</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Bid past 2 M</td>
<td></td>
<td>natural; full opening</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Other</td>
<td></td>
<td>as without bid</td>
</tr>
</tbody>
</table>
Competitive after One of a Suit

After a Takeout Double

If our opening bid of one of a suit is doubled for takeout:

1 X Dbl ?  Redouble  10+; implies no fit; creates forcing auction
   1 of suit*  6+; 4+ cards; F
   1 NT  6-9; balanced; NF
   2 over 1  6-9; 6+ (good 5) cards; NF
   Jump shift  as without double

*Rebid structure is unchanged unless an opponent bids.

After a minor opening:

The following bids show 4+ card trump support:

1 m Dbl ?  All raises  as without double
   • 2 NT  9-11 HCP; natural; I
   3 NT  12-15 HCP; natural; NF

After a major opening:

The following bids show trump support:

1 M Dbl ?  2 M  6-9; 3+ trumps
   2 NT  10-12; 4+ (rare 3) trumps
   3 M  6-9; 4+ trumps
   • Steps 1 to 4  as without double
   4 M  as without double
After a Suit Overcall

If our opening bid of one of a suit is overcalled in a natural unbid suit thru the level of 4 ♦:

1 X Suit ? Double negative (see topic)
   New suit 6+; 4+ cards at 1 level; F
   9+; 5+ cards at 2 level or higher;
      F if below game

1 NT 7-10; NF
Jump shift weak (at or below game)
• Cue below 3 NT 13+; balanced with stopper; opener continues as if forcing 2 NT resp

   Cue by PH 11-13; splinter raise
2 NT jump 11-12; I
2 NT nonjump 10-12; I
3 NT nonjump 10-16; NF
Jump cue 13+; splinter raise
Cue above 3 NT 13+; fit with control
DJ raise weak
4 NT Blackwood

After a minor opening:

1 m Suit ?

2 m, 3 m jump as without overcall
3 m nonjump 8-10
4 m jump 11-13; I
4 m nonjump 9-12
5 m jump 13-16
5 m nonjump 10-16
• 3 NT jump or DJ 10-12; natural but based on 5+ card minor fit; NF
DJ new suit natural; weak

After a major opening:

1 M Suit ?

2 M 6-10
3 M jump 11-12 (good 10); I
3 M nonjump 8-10
4 M jump 11-13
4 M nonjump 8-13
• 3 NT jump or DJ 13+; 4+ trumps; no control in enemy suit; F
• DJ new suit splinter raise if below 4 M; else natural, weak
Negative Doubles

After our opening of one of a suit, the double of a suit overcall thru 4♦ (or 4♥ after a minor opening) is a negative double. The strength shown is 6+ at the 1 level; 7+ at the 2 level; 8+ at the 3 level; 9+ at the 4 level. Suit requirements:

<table>
<thead>
<tr>
<th>1♣</th>
<th>1♦</th>
<th>?</th>
<th>Double</th>
<th>4+ cards in each major</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♥, 1♠</td>
<td>4+ cards</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- 1♠ 1 M ?
- Double 4 cards in one major; may be 5+ cards if unable to bid
- 1 m 2 M ?
- New suit 5+ cards
- 1 m 3 M ?
- 1 m 4♥ ?
- 1 X 2 m ?
- 1 X 3 m ?
- 1 X 4 m ?

<table>
<thead>
<tr>
<th>1♥</th>
<th>1♠</th>
<th>?</th>
<th>Double</th>
<th>4+ cards in each minor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor suit 5+ cards</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- 1♥ 2♠ ?
- 1♥ 3♠ ?
- 1♠ 2♥ ?
- 1♠ 3♥ ?

Negative doubles also apply over a natural overcall in opener’s suit, e.g., 1♣ 2♦.

Rebids by opener:

<table>
<thead>
<tr>
<th>1 X</th>
<th>Suit</th>
<th>Dbl</th>
<th>any</th>
<th>Nonjump bid</th>
<th>13-15 below game; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>13-18 if game</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Jump bid</td>
<td>16-18 below game; I</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>16+ if game</td>
</tr>
</tbody>
</table>

Rebids by doubler when opener has not shown extra strength:

<table>
<thead>
<tr>
<th>1 X</th>
<th>Suit</th>
<th>Dbl</th>
<th>any</th>
<th>any</th>
<th>New suit*</th>
<th>7-10; 6+ (good 5) cards; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Preference</td>
<td>7-10</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Single raise</td>
<td>7-10 at 2 level</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>10-12 at 3 level or 4 m; I</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>10-15 if game</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 NT</td>
<td>10-12; I</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Jump new suit</td>
<td>10-12; 6+ cards; I below game</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Jump raise/pref</td>
<td>11-12 below game; 13-15 if game</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>13-15 if J; 11-15 if NJ</td>
</tr>
</tbody>
</table>

*Exceptions: A spade bid after doubling 1♥, or a minor-suit bid when opener bid a major that responder showed, is natural and GF.
**After a Two-Suited Overcall**

After a Michaels cue-bid, unusual 2 NT, Roman jump overcall, or any other bid that shows a two-suited hand, the following structure called “invisible cue-bids” applies:

<table>
<thead>
<tr>
<th>1 X Bid* ?</th>
<th>Double 10+; creates forcing auction</th>
</tr>
</thead>
<tbody>
<tr>
<td>*2-suited hand</td>
<td>Double 10+; creates forcing auction</td>
</tr>
<tr>
<td>• New suit 6-9; 6+ (good 5) cards; NF</td>
<td></td>
</tr>
<tr>
<td>• Single raise 6-9; NF</td>
<td></td>
</tr>
<tr>
<td>2 NT 9-11; natural with fit; I</td>
<td></td>
</tr>
<tr>
<td>3 NT jump 12-14; natural with fit; NF</td>
<td></td>
</tr>
<tr>
<td>3 NT nonjump 9-14; natural with fit; NF</td>
<td></td>
</tr>
<tr>
<td>Jump shift weak</td>
<td></td>
</tr>
<tr>
<td>• Jump raise weak</td>
<td></td>
</tr>
<tr>
<td>• Cheapest cue* 10+; raise of suit opened</td>
<td></td>
</tr>
<tr>
<td>• Higher cue* 10+ HCP; 5+ cards in the 4th suit; F</td>
<td></td>
</tr>
<tr>
<td>Any jump cue* 13+; splinter raise; GF</td>
<td></td>
</tr>
</tbody>
</table>

*A bid is a cue-bid only if the suit was specifically shown. The “higher cue” is available only when two specific suits were shown.*

**Subsequent bidding:**

1. After the “higher cue,” if opener rebids in notrump or his original suit, this confirms a minimum and is nonforcing. A “raise” of responder’s indicated suit is forcing below game.

2. After doubling, if responder next bids a new suit or a suit implied by the enemy, it is natural and forcing below game.

3. If responder passes over the two-suited overcall and later bids a suit implied by the enemy, it is natural and nonforcing.
Opener’s competitive rebids after a 1-over-1 response carry the same meaning as those without interference provided a lower bid in the same strain is not eliminated by the interference. If opener is restricted by elimination, the following structure applies:

1 X any 1 Y bid 2 NT nonjump 17-19
? 3 NT jump 15+; based on 6+ suit
3 NT nonjump 17+ (or 15+ with 6+ suit)
3 X nonjump 15-17
4 X jump 18-20; I in minor
4 X nonjump 16-18
3 Y nonjump 14-16
4 Y jump 17-20; I if diamonds
4 Y nonjump 16-20; I if diamonds
2 ♠ reverse 17+; F (structure off)
3 lower suit 15-18; NF
3 reverse 17+; F
3 ♠ jump reverse 19+; 4-6 shape; GF
Jump shift 19+; GF

Responder’s rebids after a 1-over-1 response revert to a “limit” style after any enemy bid. A new suit bid below game is forcing; but raises to the 3 level and jump bids are invitational.

**Two-over-one auctions:**

After a 2-over-1 (or nonjump 3-over-1) response following an overcall, responder is not required to bid again; no forcing auction is created. If opener repeats his suit, bids 2 NT or raises, he confirms a minimum and it is nonforcing. Jumps and new suit bids are forcing below game. The same is true of responder’s rebids.
Cue-Bids as Rebids

After our opening bid of one of a suit and some action by responder, a cue-bid in the enemy suit by opener or responder is game forcing. The meanings are shown below:

1 X any Act any Cue below 3 NT nondescript; general GF
? (or)
1 X any Act any Cue above 3 NT ace or splinter; fit assured
any any ?
(or)
1 X any Act any Jump Cue splinter raise
any any any any
? (etc.)

If the enemy has shown two suits, the first cue-bid below 3 NT implies a stopper in that suit; hence, partner may bid notrump with a stopper in the other suit.

Special follow-ups:

1 X any Act any Pass double waiting; no clear action
Cue any ? Redouble ace
(or)
1 X any Act any Raise cue splinter; fit assured
Cue any any any Recue by cuer ace; fit assured
? (etc.)

Corollary to above: Opener’s double-jump raise to 4 of responder’s major denies control in the enemy suit; else cue twice (ace) or splinter (singleton or void).
**Competitive Doubles**

Certain doubles, while penalty in standard bidding, are best played as competitive meaning, “I want to compete further but I am not sure what to bid.” Certain basic conditions must always exist:

Partner must have acted.
Your side has not established a fit.
Your side has not bid notrump.
You did not pass the doubled suit at your last turn.
A forcing auction does not exist.

**Applicable situations:**

Assuming the above conditions the following are competitive doubles:

1. All doubles at the 1 level.

   `1 ♠ P 1 ♦ 1 ♣ 1 ♠
   Dbl 1 ♠ P P Dbl
   P P Dbl`

2. Double of a raised enemy suit thru 3 ♦, provided the enemy action was direct (doubles of enemy balancing actions are for penalty). This also includes the case of an implied enemy fit, such as an enemy response to a takeout double.

   `1 ♦ 1 ♥ 1 ♣ 2 ♢
   Dbl 1 ♣ Dbl 2 ♢
   P P Dbl
   Dbl`

3. The double of an invitational cue-bid, jump cue-bid, or any kind of fit-showing bid at the 2 or 3 level.

   `1 ♣ 1 ♠ Dbl 2 ♣
   Dbl 1 ♥ 1 ♣ 3 ♢
   Dbl 1 ♣ P 1 ♥ 1 ♣`

**Strength requirements:**

The minimum strength for a competitive double at the 1 or 2 level is slightly more than previously shown; at the 3 level, you should have about an ace extra. There is no upper limit; the double might be the first step with a game-going hand.

**After a competitive double:**

Partner of the competitive doubler should choose the contract from the alternatives suggested by the previous bidding. Any nonjump bid (even a new suit) is nonforcing; jumps below game are invitational. Passing the double is a real possibility, requiring a suitable defensive hand with 4 trumps, or 3 trumps at the 3 level.
Cooperative Doubles

A cooperative double is a penalty suggestion. Doubler typically holds 3 or more cards in the suit doubled, all-around values, and no fit for partner’s suit. Cooperative doubles apply in the following situations thru 3 ♠. (Higher doubles are penalty.)

1. A double by a player who bypassed the opportunity to redouble or to make a strength-showing double.

```
1 ♠ Dbl P 2 ♠
P  P Dbl
```

Important: Doubler’s strength is not limited by the failure to act at his previous turn. The above sequences would be ideal with any strong 4-4-3-2 shape (doubleton in partner’s suit).

Corollary: If you redouble or make a strength-showing double, you are unable to make a cooperative double. If you later double, it requires at least 4 good trumps.

2. A double by the partner of the player who just redoubled or made a strength-showing double. This blends well with the corollary above.

3. A double of a suit in which you denied 4 cards.

```
1 ♦ P 1 NT 2 ♥
P  P Dbl
```

4. A double by a player who made a competitive double.

```
1 ♠ 1 ♦ 1 ♠ 2 ♦
Dbl P 2 ♠ 3 ♦
Dbl
```

After a cooperative double:

Partner should remove the double with a singleton or void in the enemy suit or with a hand very unsuited for defense. Limit bidding applies.
After a One Notrump Overcall

After an enemy 1 NT overcall of our suit opening bid:

- **1 X 1 NT ?**
  - Double penalty
  - New suit: 6-9; 6+ (good 5) cards; NF
  - 2 NT: artificial; 2-suiter; F to 4 level
  - Jump shift: 6+ cards; I

- **1 M 1 NT ?**
  - 2 M: 6-9; 3+ trumps
  - 3 M: 10-12; based on shape; I

- **1 m 1 NT ?**
  - 2 m: artificial; weak takeout for majors
  - 3 m: weak (no change)

Actions when Responder Passes

Point ranges are shown by probable high-card points, however, suit bids may be shaded.

- **1 X any P Act**
  - Redouble: 18+; no force created
  - 1 NT: 18-19
  - 2 NT: 16+; natural; trick source
  - Suit bid: 16+; unbalanced
  - Jump suit bid: 18+; very unbalanced; I
  - Cue-bid: 16+; 5-4-4-0 shape
  - Dbl suit thru 4 ♦: 16+; takeout*
  - Dbl 1 NT: 18+; optional
  - Dbl 2 NT, 3 NT: penalty
  - Dbl 4 M: 18+; optional; takeout if raised
  - 4 NT over 4 M: 18+; takeout

*If artificial suit bid (or cue-bid) double is takeout of enemy suit shown. If enemy has shown no real suit, then double shows extra length in suit doubled.

Balancing actions:

- **1 X Suit P P P**
  - Pass: Length in enemy suit*
  - Double: 13+; takeout
  - Suit bid: 13+; unsuitable to double
  - Other (rare): same as direct action

*If the enemy bid is a jump, opener may pass without length in the enemy suit if he feels it is too risky to double or bid.
Two-Level and Higher Openings

Two Club Opening

An opening bid of 2♣ is strong, artificial and forcing, and typically shows 23+ points or a one-suited hand within a trick of game.

If responder has a 5 card or longer suit headed by at least 2 of the 3 top honors, he should make a suit-showing response. Otherwise, he must define his point count.

<table>
<thead>
<tr>
<th>2♣ P</th>
<th>?</th>
<th>2♦</th>
<th>2♣</th>
<th>2♥</th>
<th>3 of suit</th>
<th>2 NT</th>
<th>3 NT</th>
<th>4 NT</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Commit: 2 ♦ P?

• 2 ♦ 0-4 or 8+ (or an ace + king)
• 2 ♣ 5-7 or bad 8 (or an ace)
• 2 ♠ any 5 card suit; 2 of top 3
• 2 NT any 5 card suit; A-K-Q
• 3 of suit 6 cards in suit bid; 2 of top 3
• 3 NT any 6 card suit; A-K-Q
• 4 of suit 7 cards in suit bid; 2 of top 3
• 4 NT any 7 card suit; A-K-Q

Special jump rebid by opener:

After any response, a jump suit rebid by opener (even if game) establishes the trump suit and is forcing. Responder must continue:

<table>
<thead>
<tr>
<th>2♣ P</th>
<th>Bid P</th>
<th>JS P</th>
<th>Cheapest NT</th>
<th>Suit bid</th>
<th>no aces</th>
<th>that ace</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Follow-up: Opener may sign off in his suit or notrump or bid any other suit as control asking (see topic).

Rebids by opener after a point-count response:

<table>
<thead>
<tr>
<th>2♣ P</th>
<th>2♦ P</th>
<th>2 NT</th>
<th>23-24; balanced; NF</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♣ P</td>
<td>2♥ P</td>
<td>3 NT</td>
<td>25-28; balanced; NF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 NT</td>
<td>29-30; balanced; NF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Suit bid</td>
<td>5+ cards; F</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2♣ P</th>
<th>2♣ P</th>
<th>2 NT</th>
<th>23+; balanced; F</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>3 NT</td>
<td>semibalanced; 6+ minor; NF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Suit bid</td>
<td>5+ cards; F</td>
</tr>
</tbody>
</table>
### Two Club Opening (cont.)

**Rebids by responder after a point-count response:**

<table>
<thead>
<tr>
<th>Suit</th>
<th>P</th>
<th>2 ♦</th>
<th>P</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2 ♣</strong> P</td>
<td>?</td>
<td>2 ♣ P</td>
<td></td>
<td>• Cheapest bid waiting</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Other nonjump natural; suits show 5+ cards</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Jump raise Q-x-x-x or better; no controls</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Jump shift splinter raise</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: Responder is always presumed to have 0-4 (even if he jumps) unless he voluntarily bids beyond game. The only way to stop below game is when opener rebids the same suit.

<table>
<thead>
<tr>
<th>Suit</th>
<th>P</th>
<th>2 ♦</th>
<th>P</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2 ♣</strong> P</td>
<td>?</td>
<td>2 ♦ P</td>
<td></td>
<td>Nonjump bid natural (no waiting bids)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Jump raise Q-x-x-x or better; no controls</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Jump shift splinter raise</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Suit</th>
<th>P</th>
<th>2 N</th>
<th>T</th>
<th>P</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2 NT</strong> P</td>
<td>?</td>
<td>2 N T P</td>
<td></td>
<td>Any system on* (as if 2 NT opening)</td>
<td></td>
</tr>
</tbody>
</table>

*If responder tries for slam after a 2 ♦ response, he logically must have 8+.*

<table>
<thead>
<tr>
<th>Suit</th>
<th>P</th>
<th>2 ♦</th>
<th>P</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2 ♣</strong> P</td>
<td>2 ♦</td>
<td>P</td>
<td>4 ♠*</td>
<td>Stayman (not puppet)</td>
<td></td>
</tr>
<tr>
<td>3 NT P</td>
<td>?</td>
<td>4 ♦<em>, 4 ♠</em></td>
<td>Jacoby</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 ♠*</td>
<td>both minors</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 4 NT</td>
<td>8+; balanced; F</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>5 ♣</td>
<td>Gerber</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*If responder next bids a suit, it is natural NF (unless illogical); 5-level bids may be raised. The only way to show 8+ is to rebid 4 NT (F) or 5 NT (F).*

<table>
<thead>
<tr>
<th>Suit</th>
<th>P</th>
<th>2 ♦</th>
<th>P</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2 ♣</strong> P</td>
<td>2 ♦</td>
<td>P</td>
<td>5 ♠*</td>
<td>Stayman (not puppet)</td>
<td></td>
</tr>
<tr>
<td>4 NT P</td>
<td>?</td>
<td>5 ♠<em>, 5 ♠</em></td>
<td>Jacoby</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>5 ♠*</td>
<td>both minors</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*There is no way to show 8+ here (may as well bid 7 NT). Any rebid by responder below slam is forcing (5 NT asks opener to pick a slam).*
Rebids after a suit-showing response:

2 ♠  P  2 ♠  P  2 NT  23+ balanced (system on)
Suit bid  5+ cards

2 ♠  P  2 ♠  P  Suit bid  real suit; F (even if game)
Suit  P  ?  3 NT, Raise  minimal values; inconvenient to bid suit
Jump shift  splinter raise

After a 2 NT or higher response, opener should know responder’s suit, so there is no need
to repeat it. The bidding proceeds naturally. Any game bid is NF, however, if opener bids
game (nonjump) in his own suit, responder must bid again if his suit is headed by A-K or
A-Q; i.e., he can pass only with K-Q.

Competitive agreements:

2 ♠  Dbl  ?  • Redouble  5-7; good clubs (Q-10-x-x)
              • Pass  0-4 or 8+; good clubs
              Other  as without double

2 ♠  Bid  ?  Pass  0-4 (or more with no call)
Double  penalty; trump stack
Cue-bid  5+; splinter
Suit bid  5+; 5+ cards
2 NT  5+; balanced; stopper
3 NT nonjump  5-7; balanced; stopper

All doubles by opener or responder are for penalty. All direct passes are forcing.

A cue-bid of the enemy suit by opener, when responder has not acted, shows 5-4-4-0 shape
(or 4-4-4-1 in balancing seat).

Any suit bid by opener, whether responder has acted or not, is forcing below game unless
opener bids the same suit twice, in which case responder may pass with nothing.

If responder has not shown values and opener makes a natural, forcing suit rebid, the
cheapest bid is artificial and waiting. This applies only once; any subsequent bid is natural.

Any jump suit bid by opener (at his second bid) is ace asking, even if this completes game.
The structure is unchanged.
## Weak Two Bids

Opening bids of $2\heartsuit$, $2\diamondsuit$ and $2\spadesuit$ are weak two-bids. Range is 5-11 HCP and style is undisciplined but sensible. Good 5 card suits (usually 3 of top 5 cards) are permissible at all vulnerabilities. Decent 5 card suits are permissible at favorable vulnerability.

<table>
<thead>
<tr>
<th>Bid</th>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 X P</td>
<td>?</td>
<td>Any raise obstructive; preemptive New suit 6+ cards; semiconstructive; NF 2 NT game or slam try; F • 4 ♠ jump trump asking (see topic) Other jump 6+ cards; I if below game</td>
</tr>
<tr>
<td>2 X P</td>
<td>Suit P</td>
<td>Pass minimum or misfit 2 NT, 3 NT maximum; doubleton fit Raise at least Q-x or x-x-x Jump raise exceptional fit New suit 4+ cards (6-4, 6-5) Same suit at least K-Q-J-10-x-x</td>
</tr>
<tr>
<td>2 M P</td>
<td>2 NT P</td>
<td>3 ♠ 5 cards in original suit 3 ♦ 6 cards; not worst hand 3 M 6 cards; worst hand 3 other major natural (4 cards); not worst hand 3 NT 6 cards; A-K-Q or A-K-J 4 ♠, 4 ♦ at least Q-x-x-x (6-4, 6-5)</td>
</tr>
<tr>
<td>2 ♦ P</td>
<td>2 NT P</td>
<td>3 ♠ 5 card diamond suit 3 ♦ 6 cards; any minimum 3 ♥, 3 ♠ 6 cards; stopper 3 NT 6 cards; no major stopper 4 ♠ at least Q-x-x-x (6-4, 6-5)</td>
</tr>
</tbody>
</table>

### Rebids by responder:

<table>
<thead>
<tr>
<th>Bid</th>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 M P</td>
<td>2 NT P</td>
<td>• 3 ♦ artif. F; opener bids 3 M if min, else 3 NT 3 M, 3 NT sign-off Other suit 5+ cards; F if below game</td>
</tr>
<tr>
<td>2 ♦ P</td>
<td>2 NT P</td>
<td>3 M NF; opener may bid if max 3 NT NF; opener may correct New suit 5+ cards; F if below game</td>
</tr>
<tr>
<td>2 ♦ P</td>
<td>2 NT P</td>
<td>3 ♦, game sign-off</td>
</tr>
<tr>
<td>3 X P</td>
<td>?</td>
<td>4 ♦ NF; opener may bid 5 ♦ New suit 5+ cards; F if below game</td>
</tr>
</tbody>
</table>
**Weak Two Bids (cont.)**

**Competitive agreements:**

| 2 X | Dbl | ?  | Pass then Dbl | cooperative below 3 NT; penalty above Redouble strong; creates F auction New suit not constructive; NF Other as without double |
|-----|-----|----|---------------|---------------------------------|---------------------------------|---------------------------------|
| 2 X | Bid | ?  | Double       | penalty                         | • Cue below 3 NT stopper ask (3 NT = yes) |
|     |     |    |               | • Cue above 3 NT control ask     | Other as without bid             |
| 2 X | any | 2 NT | Act | Any            | standard defense (see topic)     |

**Preemptive Openings**

Suit openings 3 ♠ thru 5 ♦ are weak, roughly by rule of 2, 3, 4+ according to vulnerability.

<table>
<thead>
<tr>
<th>3 X</th>
<th>P</th>
<th>?</th>
<th>5 M over 4 M</th>
<th>slam invitation (good trumps?)</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 X</td>
<td>P</td>
<td>?</td>
<td>Any other raise</td>
<td>obstructive or to make; not invitational to play; opener may run with no A or K trump ask</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3 NT</td>
<td>• 4 ♠ nonraise</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• 4 ♦ over ♠</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• 5 X over 4 M control ask</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Other suit natural; F if below game</td>
</tr>
</tbody>
</table>

**Competitive agreements:**

| 3 X | Dbl | ?  | Pass then Dbl | cooperative below 3 NT; penalty above Redouble strong; creates F auction New suit* 6+ cards; NF (asking bids are off) Raise, 3 NT as without double |
|-----|-----|----|---------------|---------------------------------|---------------------------------|---------------------------------|
| 4 X | Dbl | ?  |               |                                 |                                |                                |
| 3 X | Bid | ?  | Double       | penalty                         | • Cue-bid                       |
|     |     |    |               |                                 | Raise, 3 NT                     |
| 4 X | Bid | ?  |               |                                 | • Cue-bid                       |

*May be tactical lead-director with fit for opener*
Three Notrump Opening

An opening bid of 3 NT shows a strong preempt in any suit and is forcing. Typically this shows 11-16 HCP and 9+ tricks. If suit is a minor it implies freakish shape, since 3 NT is ruled out as a contract.

3 NT  P  ?  
* 4 ♣*  0 or 2+ aces; F
* 4 ♦  exactly 1 ace; F
* 4 ♥, 4 ♠  7+ (strong 6) cards; 0-1 aces; NF

*opener assumes 0 aces; responder must bid again (even over game) with 2 aces

Rebids by opener:

3 NT  P  4 X  P
?  Suit  real suit; NF
* 4 NT over 4m  slam is possible (not off 2 aces)
  then 5 ♦ by responder rejects
* 4 NT over 4M  Blackwood (key-card)

Rebids by responder:

3 NT  P  4 m  P
Suit  P  ?
Raise to 5 ♦  to play (no slam interest)
New suit  that ace; slam try; F
4 NT  Blackwood (key-card)

Competitive agreements:

3 NT  Dbl  ?  
• Pass  0 aces (allows 4 ♣ to be played)
• Redouble  1 ace with defensive strength
  Other  as without double

3 NT  Bid  ?  
Pass  nondescript; opener must bid suit at
  Double  penalty; trump stack
• Cheapest suit  competitive in opener’s suit
  Other suit  7+ (strong 6) cards; NF
• 4 NT  2+ aces; slam try (not BW); F
• Cue  2+ aces; enemy suit controlled
Defense to One of a Suit

Takeout Doubles

A direct takeout double shows opening values (may be shaded with ideal shape) and 3+ cards in each unbid suit, or any hand that is too strong for an overcall.

<table>
<thead>
<tr>
<th>1 X Dbl any ?</th>
<th>Double responsive or penalty (see below)</th>
</tr>
</thead>
<tbody>
<tr>
<td>New suit</td>
<td>0-9 if forced</td>
</tr>
<tr>
<td></td>
<td>6-9 if free below game</td>
</tr>
<tr>
<td></td>
<td>8-15 if game</td>
</tr>
<tr>
<td>1 NT</td>
<td>6-9 (poor 10)</td>
</tr>
<tr>
<td>Cue-bid</td>
<td>10+; F until raise or game</td>
</tr>
<tr>
<td>Jump in suit</td>
<td>10-12 if below game; I</td>
</tr>
<tr>
<td></td>
<td>10-15 if game</td>
</tr>
<tr>
<td>2 NT</td>
<td>10-12; I</td>
</tr>
<tr>
<td>• Jump cue-bid</td>
<td>13+; splinter; 3-suiter</td>
</tr>
<tr>
<td>DJ in suit</td>
<td>weak if below game; 6+ cards</td>
</tr>
<tr>
<td></td>
<td>weak or 10-15 if game</td>
</tr>
<tr>
<td>3 NT jump</td>
<td>13-16</td>
</tr>
</tbody>
</table>

Responsive doubles apply:

After a new suit thru 2 ♠ (takeout for two unbid suits).

After a major raise thru 3 ♠ (takeout for minors).

Note that the double of 1 NT or any minor raise is for penalty.

Special over a redouble:

| 1 X Dbl Rdbl ? | Pass no preference (if weak) |
|               | 9-11; constructive; I        |
| • Pass then bid| weak; preference             |
| Suit bid      | weak; 5+ cards; preemptive    |
| • Jump suit   |                           |
**Takeout Doubles (cont.)**

**Rebids by takeout doubler:**

<table>
<thead>
<tr>
<th>1 X Dbl any Suit</th>
<th>Double</th>
<th>1 NT</th>
<th>New suit</th>
<th>Cue-bid*</th>
<th>Single raise</th>
<th>2 NT jump</th>
<th>2 NT nonjump</th>
<th>Jump cue*</th>
<th>Jump new suit</th>
<th>Jump raise</th>
<th>3 NT jump</th>
</tr>
</thead>
<tbody>
<tr>
<td>any</td>
<td>18+; no 4 card fit; optional</td>
<td>18-20</td>
<td>18-21; 5+ cards; NF</td>
<td>20+; F; no rebid promised</td>
<td>18-20 if voluntary to 3 level</td>
<td>18-20</td>
<td>19-21</td>
<td>splinter raise; slam try</td>
<td>what you can make</td>
<td>19-20 (good 18)</td>
<td>better than 2 NT or 9 tricks</td>
</tr>
</tbody>
</table>

*Cue must be in opener’s suit (else natural).

Note: If partner bid freely (6-9 points) the ranges above would be 2 points less; except for a new suit, which still shows 18+ and then would be forcing.

**After a 1 NT response:**

<table>
<thead>
<tr>
<th>1 X Dbl any 1 NT</th>
<th>Double</th>
<th>penalty</th>
<th>New suit</th>
<th>corrective at 2 level; NF</th>
<th>18+ at 3 level; F</th>
</tr>
</thead>
<tbody>
<tr>
<td>any</td>
<td>18+; splinter; no rebid is promised</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Suit Overcalls

Direct nonjump suit overcalls typically show 8-17 HCP at the 1 level or 11-17 HCP at the 2 level.

1 X Suit any ?

- Double 8+; responsive or penalty (see below)
- New suit 8+ at 1 level; F
  8-12 at 2 level up; NF
- 1 NT 8-11
- Cue-bid 11+ (good 10) with fit or 13+ nonfit; F
- Single raise 6-10
- Jump new suit 11+; 6+ cards; I
- 2 NT jump 12-14; I
- 2 NT nonjump 9-11; I
- Jump cue-bid 11+ (good 10) with 4+ trumps
  Jump raise weak; about 5-8 below game
- 3 NT jump better than 2 NT

Responsive doubles apply:

After a raise thru 4 ♦ (takeout for two unbid suits).

After a 1 NT response (takeout for two unbid suits).

After a new suit thru 2 ♠ (4+ cards in unbid suit; 2 cards in partner’s suit).

Special over a negative double:

1 X Suit Dbl ?

Redouble 11+; implies no fit
Cue-bid 11+ (good 10); promises fit
- 2 NT if major 8-10; 4+ major fit
- Other as without double

Rebids by overcaller:

1 X Suit any P

Double takeout thru 4 ♦
- Suit X natural (2-suiter)
- Other natural

1 X Suit any Cue

Same suit minimum; nondescript; NF
- 2 NT constructive; NF
- New suit natural; F
Weak Jump Overcalls

Direct jump suit overcalls are weak at all levels, basically adhering to the rule of 2, 3 and 4+ according to vulnerability.

1 X 2 Y any ? Any same as response to weak two-bid*
1 X 3 Y any ? Any same as response to weak opening*
1 X 4 Y any ?

*Opening bid does not constitute interference although it enables a cue-bid response. Asking bids are still in effect as long as RHO passes.

Good Jump Overcalls

A good jump overcall shows a self-sufficient 6+ card suit with about 1 playing trick less than bidder has contracted for.

Situations where this apply are noted later.

Responding agreement:

A new suit response is forcing below game.

Notrump Overcalls

Direct notrump overcalls over 1 of a suit:

1 X ? 1 NT 15-18 (system on)
2 NT unusual (see topic)
3 NT 15-20; based on long minor
4 NT lowest two suits; freakish
**Unusual Notrump Overcall**

For defensive bidding purposes, two-suited hands will be divided into three groups. Marginal hands may be upgraded or downgraded according to judgment. These will be referred to as weak, good or strong.

- **Weak** = 11 HCP or less
- **Good** = 12-15 HCP
- **Strong** = 16+ HCP

A direct jump overcall of 2 NT shows either the weak or strong hand (not the good hand) with at least 5-5 shape in the two lower unbid suits.

1 X 2 NT any ?

- **Pass double**
- **Double**
- **Suit shown**
- **Jump shown**
- **Cue-bid**
- **Other suit**
- **3 NT (rare)**

**Rebids by unusual 2NT bidder:**

1 X 2 NT any Cue any* ?

- **Cheaper real**
- **Raise cue**
- **Notrump**
- **Unshown suit**
- **Other real**

*If RHO acts use standard defense (see topic)

1 X 2 NT any NF* any ?

- **Double**
- **Redouble**
- **Cue-bid**
- **3 NT**
- **4 NT**
- **Unshown suit**
- **Real suit**

*Any nonforcing action (suit takeout or pass)
The direct Michaels cue-bid, like the unusual 2 NT overcall, shows either the weak or strong hand (not the good hand). The cue-bid of a minor opening shows both majors, at least 5-4 shape. The cue-bid of a major opening shows the unbid major plus either minor suit, at least 5-5 shape.

1 X 2 X any ?

- Shown suit preference
  - Jump shown weak; good trump fit
  - 2 NT game or slam try; F
  - Cue-bid game or slam try; F
  - • 3 ♠, 4 ♠, 4 NT to play unknown minor after major cue-bid only
- Other suit 6+ cards; NF

Special over a double:

1 X 2 X Dbl ?

- Pass 2 m no major preference
- Pass 2 M to play unknown minor
- 3 ♠ 6+ cards; NF
- Other as without double

Rebids by Michaels cue-bidder:

1 m 2 m any 2 NT 3 ♠ longer hearts

any* 3 ♠

• If RHO acts use standard defense (see topic)

3 ♠ longer spades

3 ♥ worst weak hand; 5-5

3 ♠ not worst; 5-5; F

1 M 2 M any 2 NT 3 ♠, 3 ♠ worst weak hand; that minor

any* 3 ♠

• If RHO acts use standard defense (see topic)

3 ♥ not worst; clubs

3 ♠ not worst; diamonds

1 X 2 X any NF* Double strong; optional

any ? Redouble strong; good defense

- Cue-bid strong

• 3 NT strong; enemy stopper; NF

Denied suit strong; 3 cards

Real suit weak; extreme shape

*Any nonforcing action (suit takeout or pass)
Three-Level Cue-Bid Overcall

Any 3-level cue-bid as our side’s first action shows a strong one-suited hand (not in the suit cue-bid) provided the enemy has not bid notrump. This may be a jump cue-bid over one of a suit or a nonjump cue-bid over two of a suit, but it must be at the 3 level.

Cue-bidder should have a self-sufficient suit and about 8½ playing tricks or more. If the suit is a major, cue-bidder should have a singleton or void in the cue-bid suit (else double).

<table>
<thead>
<tr>
<th>1 X</th>
<th>3 X</th>
<th>any</th>
<th>?</th>
</tr>
</thead>
<tbody>
<tr>
<td>(or)</td>
<td></td>
<td></td>
<td>0-2 controls; no stopper if below 3 NT</td>
</tr>
<tr>
<td></td>
<td>2 X</td>
<td>3 X</td>
<td>3+ controls; no stopper</td>
</tr>
</tbody>
</table>

• Lowest option* 0-2 controls; no stopper if below 3 NT
• Next option* 3+ controls; no stopper

*Options include, in order: pass (if RHO bids or doubles), redouble, cheaper minor, and next minor. Use what is available.

Rebids by cue-bidder:

<table>
<thead>
<tr>
<th>1 X</th>
<th>3 X</th>
<th>any</th>
<th>any</th>
<th>Suit, pass</th>
</tr>
</thead>
<tbody>
<tr>
<td>any</td>
<td>?</td>
<td></td>
<td>4 NT</td>
<td>Blackwood (highest suit key)</td>
</tr>
</tbody>
</table>

Balancing Actions

If an enemy opening bid of one of a suit is passed:

<table>
<thead>
<tr>
<th>1 X</th>
<th>P</th>
<th>P</th>
<th>?</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Double</td>
<td>10+; takeout</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1 of suit</td>
<td>7-14; suit overcall</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1 NT</td>
<td>10-14 (system on)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2 of suit</td>
<td>9-14; suit overcall</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Cue-bid</td>
<td>Michaels; good or strong</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Jump suit</td>
<td>good jump overcall</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2 NT</td>
<td>18-20 (system on)</td>
<td></td>
</tr>
<tr>
<td>Jump cue</td>
<td></td>
<td>3-level cue-bid overcall</td>
<td></td>
</tr>
<tr>
<td>3 NT</td>
<td></td>
<td>16-20; based on suit</td>
<td></td>
</tr>
</tbody>
</table>

After a balancing double or suit overcall, respond the same as in direct position except that all point ranges for responder are increased by 2 points. Responsive doubles do not apply. Responses to Michaels and the 3-level cue-bid overcall are similar to direct actions.
After Two Enemy Bids

If both opponents have bid, the following agreements apply:

1 X P 1 Y ?

Double takeout
1 NT 15-18 (system on)
2 X takeout; at least 5-4
2 Y, new suit natural overcall
2 NT takeout; at least 5-5
3 X, 3 Y 3-level cue-bid overcall
3 NT to play (no systemic responses)
4 NT takeout; weak; freak
Other jump weak jump overcall

1 X P 2 Y ?

Double takeout
New suit natural; may be shaded
2 X takeout; at least 5-4
• 2 NT weak takeout if Y is F
  15-18 if Y is NF (system on)
3 X, 3 Y 3-level cue-bid overcall
3 NT to play (no systemic responses)
4 NT takeout; weak; freak
• Other jump weak jump overcall if Y is F
good jump overcall if Y is NF

1 X P 1 NT ?

Double takeout (of suit X)
1 X P 2 NT ? 2 X, 3 X, 4 X Michaels
1 X P 3 NT ? New suit natural; may be shaded
Any NT unusual
Jump suit weak jump overcall

1 X P 2 X ?

Double takeout
New suit natural; may be shaded
1 X P 3 X ? unusual
1 X P 4 X ? unusual
3 X 3-level cue-bid overcall
• 3 NT unusual over 3 X if F; otherwise to play
• Jump 4 m 2-suiter; natural + lower unbid M; NF
  2-suiter; highest + other
4 X, 5 X weak jump overcall if F raise
good jump overcall if NF raise

Responses to all actions after two enemy bids are the same as or similar to those to the related topic. An exception: Responsive doubles do not apply. The description “takeout” means that responses should be like those to a takeout double.
**Additional Agreements**

The following topics (defined earlier) also apply to defensive bidding provided the conditions are met:

1. Major-suit game try structure
2. Competitive doubles
3. Cooperative doubles

The following defensive actions are changed if the bidder is a passed hand (for obvious reasons):

1. Direct 1 NT overcall is unusual.
2. Any 3 NT overcall is unusual.
3. The 3-level cue-bid overcall (strong 1-suiter) does not exist. Any such bid is natural if a jump or Michaels (takeout) if a nonjump.

**Belated doubles:**

Assuming partner has not acted:

1. The double of a *raised* suit, direct or balancing, is for takeout thru 4 ♦, unless the opponents have bid all four suits naturally.

2. A *direct* double after three enemy bids is for takeout thru 2 ♦ even if just one unbid suit exists (in that event the suit opened is a takeout candidate). Examples:

   - 1 ♦ P 1 ♠ P 1 NT Dbl 2 ♦ Dbl Takeout
   - 1 ♦ P 1 NT P P Dbl Penalty

3. A *balancing* double of a suit bid is for takeout thru 2 ♣, even if just one unbid suit exists.

4. A *balancing* double of 1 NT is for takeout only if both major suits are unbid. Otherwise it is a penalty suggestion with strength in dummy’s suit. Examples:

   - 1 ♦ P 1 NT P P Dbl Takeout
   - 1 ♦ P 1 NT P P Dbl Penalty
   - 1 ♦ P 1 NT P P Dbl Penalty
Miscellaneous
Defensive Bidding

Defense to One Notrump

After an opening bid of 1 NT, regardless of its meaning, all overcalls suggest about 9 to 14 HCP. The structure is:

1 NT  ?  2 ♠  hearts + minor (Astro)
       2 ♦  spades + other (Astro)
       2 ♥, 2 ♣  usually 6+ cards
       2 NT  2-suiter; both minors
       3 ♣, 3 ♦  6+ cards
       3 ♥, 3 ♣  good jump overcall

A direct double of a 1 NT opening shows 17+ HCP or 14-16 with a good lead. It is optional (leaning toward penalty).

Balancing position:

1 NT  P  P  ?  Any bid  same as direct but may be weaker

A balancing double shows 14+ HCP, usually with all-around values.

If the opening is a “weak notrump” (maximum 15 HCP), a double of a Stayman 2 ♠ response is not lead-directing. It shows 14+ HCP, similar to a balancing double.

Responses:

1 NT  2 M any ?  Respond as to weak two-bid
1 NT  2 NT any ?  Suit, 3 NT natural; NF
1 NT  3 m any ?  Jump suit natural; I below game
1 NT  Dbl P ?  Pass normal action (penalty)
       2 of suit 5+ cards; weak and unbalanced
       3 of suit 6+ cards; I
       • 2 NT  2-suiter; F until game or raise

Note: Responses to balancing actions would have the same meanings.
Runout Defense

The runout defense applies if an opponent is the first to bid over our strength-showing double in the following situations:

1. After a 1 NT opening (direct or balancing)
2. After a Stayman 2 ♠ response to a weak notrump opening
3. Defense to 2 NT and 3 NT opening (see topic)
4. Junkyard defense (see topic)

**Actions in direct position:**

<table>
<thead>
<tr>
<th></th>
<th>1 NT</th>
<th>Dbl</th>
<th>2 X</th>
<th>?</th>
<th>Pass</th>
<th>weak or length in X</th>
</tr>
</thead>
<tbody>
<tr>
<td>(or)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Double</td>
<td>takeout*</td>
</tr>
<tr>
<td>1 NT</td>
<td>P</td>
<td>P</td>
<td>Dbl</td>
<td></td>
<td>Suit</td>
<td>5+ cards; NF</td>
</tr>
<tr>
<td>P</td>
<td>P</td>
<td>2 X</td>
<td>?</td>
<td></td>
<td>Jump suit</td>
<td>6+ cards; I</td>
</tr>
<tr>
<td>(etc.)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Cue-bid</td>
<td>splinter; GF</td>
</tr>
</tbody>
</table>

*Should have 2+ cards (rarely singleton) in suit doubled as partner may convert

**Actions in balancing position:**

<table>
<thead>
<tr>
<th></th>
<th>1 NT</th>
<th>Dbl</th>
<th>2 X</th>
<th>P</th>
<th>Pass</th>
<th>prudent with length in X</th>
</tr>
</thead>
<tbody>
<tr>
<td>P</td>
<td>?</td>
<td>(or)</td>
<td></td>
<td>Double</td>
<td>takeout (partner can convert if that</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>was his intention)</td>
<td></td>
</tr>
<tr>
<td>1 NT</td>
<td>P</td>
<td>P</td>
<td>Dbl</td>
<td></td>
<td>Other</td>
<td>as in direct position</td>
</tr>
<tr>
<td>P</td>
<td>?</td>
<td></td>
<td></td>
<td>P</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(etc.)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: The runout defense applies thru the level of 4 ♦ (e.g., 1 NT Dbl 4 ♦) and over multiple runouts (e.g., 1 NT Dbl 2 ♠ P; 2 ♦) provided we have not acted after our initial double and we have not faced the same suit bid twice. In other words, once we act after our initial double, or a player is confronted with the same denomination twice, all doubles are penalty.
Astro Structure

In direct or balancing seat after an opening bid of 1 NT, an overcall of 2 ♣ shows hearts and a minor suit; and 2 ♦ shows spades and another suit (which could be hearts). In either case shape should be at least 5-4 in two suits, or 4-4-4-1.

1 NT  2 m  P  ?  Pass  6+ cards; misfit expected
Cheapest suit  relay; suit search; NF
Shown M  3+ cards
Unshown suit  6+ cards; I if raise or jump
2 NT  game or slam try; F
Jump shown M  4+ trumps; mild invitation

1 NT  2 m  Dbl  ?  Pass  willing to play if Astro bidder’s minor
• Redouble  5+ cards in next higher suit (enables an escape if partner has tolerance)
Other  as without double

1 NT  2 m  Bid  ?  Double  penalty
• Cheapest suit*  suit search thru 4 ♦; NF
Cue-bid  game or slam try; F
4 NT over 4 M  request for minor
Other  as without bid

*Must be an unshown suit that Astro bidder might hold

Rebids by Astro bidder:

1 NT  2 ♣  P  2 ♦  Pass  hearts + diamonds
P  ?  2 ♦  5+ cards (usually with clubs)
•  2 ♣  3 cards
•  2 NT  at least 4-4 minors
3 ♣  5+ cards
3 ♦  5+ cards; I
3 ♠  6+ cards; I

1 NT  2 ♦  P  2 ♣  Pass  spades + hearts
P  ?  2 ♣  5+ cards (with minor)
•  2 NT  at least 4-4 minors
3 ♣, 3 ♦  5+ cards
3 ♠  5+ cards; I
3 ♠  6+ cards; I
Astro Structure (cont.)

1 NT 2 ♠ any 2 NT 3 ♠, 3 ♦ min; NF
any* 3 ♠, 3 ♦ max; clubs
    3 NT max; diamonds
*If RHO acts use standard defense (see topic)
    3 NT max; diamonds; 3 spades

1 NT 2 ♦ any 2 NT 3 ♣, 3 ♦, 3 ♦ max; NF
any* 3 ♣ max; hearts
    3 NT max; either minor
*If RHO acts use standard defense (see topic)
    4 ♣, 4 ♦, 4 ♦ max; freak; GF

Further agreements:

1 NT 2 m P Rel 2 ♠ 5 cards (no more)
P 2 X P ? 2 NT request for minor
       3 of suit NF; I if raise

1 NT 2 ♦ Dbl P • Redouble Suggests 4-3-1-5 shape to allow possible rescue to hearts
P ?

Standard Defense

This defense is a practical method to counter enemy interference over our forcing bids that elicit specific rebids in the following situations:

1. 2 NT response to weak two-bid or analogous structure after our weak jump overcall, weak jump shift response, or 2 ♦ or 2 ♠ overcall of an enemy 1 NT opening

2. 2 NT response to Michaels cue-bid or Astro 2 ♠ or 2 ♦

3. Cue-bid response to unusual 2 NT overcall

Rebid structure:

After an enemy bid:

<table>
<thead>
<tr>
<th>All rebids</th>
<th>normal meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass</td>
<td>minimum; normal rebid unavailable</td>
</tr>
<tr>
<td>Dbl</td>
<td>maximum; normal rebid unavailable</td>
</tr>
</tbody>
</table>

After an enemy double:

<table>
<thead>
<tr>
<th>All rebids</th>
<th>normal meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass</td>
<td>minimum; useful defensive values</td>
</tr>
<tr>
<td>Rdbl</td>
<td>maximum; useful defensive values</td>
</tr>
</tbody>
</table>
### Defense to Two and Three Notrump

If the opening bid or immediate response is 2 NT or 3 NT, carrying any meaning (weak or strong) provided no specific suit has been shown, the following structure applies:

<table>
<thead>
<tr>
<th>Suit</th>
<th>Action</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 NT</td>
<td>?</td>
<td>Double strength-showing; runout defense</td>
</tr>
<tr>
<td>3 NT</td>
<td>?</td>
<td></td>
</tr>
<tr>
<td>2 NT</td>
<td>P P</td>
<td>Pass then Dbl takeout if suit thru 4 ♦</td>
</tr>
<tr>
<td>3 NT</td>
<td>P P</td>
<td>• Cheapest ♠ hearts + minor (Astro)</td>
</tr>
<tr>
<td>Bid*</td>
<td>P 2 NT</td>
<td>• Cheapest ♦ spades + other (Astro)</td>
</tr>
<tr>
<td>Bid*</td>
<td>P 3 NT</td>
<td>Major natural</td>
</tr>
</tbody>
</table>

*1 NT, 2 NT or a strong artificial 1 ♠ or 2 ♣.

Any NT minor-suit takeout
Jump minor 7+ cards

The above defense also applies over Bergen-Cohen 3 ♠ (gambling 3 NT equivalent).

### Unusual 2 NT opening:

If an opening bid of 2 NT shows both minor suits, use this structure:

<table>
<thead>
<tr>
<th>Suit</th>
<th>Action</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 NT</td>
<td>?</td>
<td>Double strength-showing; runout defense</td>
</tr>
<tr>
<td></td>
<td></td>
<td>applies thru 4 ♦</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Pass then Dbl takeout if suit thru 4 ♦</td>
</tr>
<tr>
<td>3 ♠</td>
<td></td>
<td>majors; weak or strong</td>
</tr>
<tr>
<td>3 ♦</td>
<td></td>
<td>majors; good</td>
</tr>
<tr>
<td>3 ♥, 3 ♠</td>
<td></td>
<td>natural</td>
</tr>
<tr>
<td>3 NT</td>
<td></td>
<td>natural</td>
</tr>
<tr>
<td>4 ♥, 4 ♠</td>
<td></td>
<td>good jump overcall</td>
</tr>
</tbody>
</table>
**Defense to Weak Openings**

This defense applies to natural, nonforcing suit opening bids from 2 ♦ thru 4 ♦. This includes weak two-bids, intermediate two-bids (such as the 2 ♦ opening in most club systems), and all preemptive bids.

Actions in *balancing seat* have the same meaning as direct actions, but ranges are reduced slightly (about 2 points); hence responder should compensate accordingly. For example, a balancing 2 NT overcall would show 13-16 points instead of 15-18.

<table>
<thead>
<tr>
<th>2 X ?</th>
<th>Double</th>
<th>takeout</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>New suit</td>
<td>12-18; 6+ (good 5) cards</td>
</tr>
<tr>
<td></td>
<td>2 NT</td>
<td>15-18 (system on)</td>
</tr>
<tr>
<td>• Cue-bid</td>
<td>3-level cue-bid overcall</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Jump 3 Y</td>
<td>good jump overcall</td>
</tr>
<tr>
<td></td>
<td>3 NT</td>
<td>19+ or less with running suit</td>
</tr>
<tr>
<td>• 4 unbid M</td>
<td>2-suiter; natural + lower unbid M; NF</td>
<td></td>
</tr>
<tr>
<td>• Jump cue</td>
<td>2-suiter; highest + other</td>
<td></td>
</tr>
<tr>
<td>4 unbid M</td>
<td>good jump overcall</td>
<td></td>
</tr>
<tr>
<td>4 NT</td>
<td>2-suiter; two lowest</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>3 X ?</th>
<th>Double</th>
<th>takeout</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>New suit</td>
<td>12-18; 6+ (good 5) cards</td>
</tr>
<tr>
<td>• Cue-bid</td>
<td>2-suiter; highest + other</td>
<td></td>
</tr>
<tr>
<td>• 4 ♦ over 3 ♦</td>
<td>2-suiter; hearts + diamonds; NF</td>
<td></td>
</tr>
<tr>
<td>Other jump suit</td>
<td>good jump overcall</td>
<td></td>
</tr>
<tr>
<td>3 NT</td>
<td>natural; 16+ (no systemic responses)</td>
<td></td>
</tr>
<tr>
<td>4 NT</td>
<td>2-suiter; two lowest</td>
<td></td>
</tr>
</tbody>
</table>

**Responding agreements:**

<table>
<thead>
<tr>
<th>2 X Dbl any ?</th>
<th>Double</th>
<th>penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 X Dbl any ?</td>
<td>New suit</td>
<td>0-9 below game (6-9 if free)</td>
</tr>
<tr>
<td>4 m Dbl any ?</td>
<td>0-15 if game (6-15 if free)</td>
<td></td>
</tr>
<tr>
<td>2 NT</td>
<td>8-10</td>
<td></td>
</tr>
<tr>
<td>Cue-bid</td>
<td>11+; GF</td>
<td></td>
</tr>
<tr>
<td>Jump suit</td>
<td>10-11 below game; I</td>
<td></td>
</tr>
<tr>
<td></td>
<td>10-15 if game</td>
<td></td>
</tr>
<tr>
<td>3 NT jump</td>
<td>11-15</td>
<td></td>
</tr>
<tr>
<td>3 NT nonjump</td>
<td>8-15</td>
<td></td>
</tr>
<tr>
<td>4 NT</td>
<td>Blackwood unless “4 NT Response for Takeout” applies (see topic)</td>
<td></td>
</tr>
</tbody>
</table>
Defense to Weak Openings (cont.)

<table>
<thead>
<tr>
<th>2 X</th>
<th>Suit</th>
<th>any</th>
<th>?</th>
<th>Double</th>
<th>penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 X</td>
<td>Suit</td>
<td>any</td>
<td>?</td>
<td>Rdbl neg dbl</td>
<td>10+; creates F auction</td>
</tr>
<tr>
<td>4 m</td>
<td>Suit</td>
<td>any</td>
<td>?</td>
<td>• New suit</td>
<td>8+; F below game BUPH if weak opener</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 NT</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8-10</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Cue below 3 NT</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>11+; general force</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Cue above 3 NT</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>13+; fit plus control</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Single raise</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8-10 if below game</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8-15 if game</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• Jump suit</td>
<td>self-playable; GF; slam I if nonjump F</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 NT jump</td>
<td>11-15</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 NT nonjump</td>
<td>8-15</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Jump cue</td>
<td>13+; splinter raise</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Jump raise</td>
<td>11-15 if game</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 NT</td>
<td>Blackwood</td>
</tr>
</tbody>
</table>

Defense to Four of a Major

The following agreements apply in direct or balancing position if the opening bid is a natural 4♦ or 4♣:

<table>
<thead>
<tr>
<th>4 M</th>
<th>?</th>
<th>Double</th>
<th>15+; optional*</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 M</td>
<td>P</td>
<td>P</td>
<td>New suit</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4 NT over 4 ♦</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4 NT over 4 ♠</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Cue-bid</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>5 NT</td>
</tr>
</tbody>
</table>

*Doubler should have 3 1/2+ honor tricks

Responding agreements:

<table>
<thead>
<tr>
<th>4 M</th>
<th>Dbl</th>
<th>P</th>
<th>?</th>
<th>Pass</th>
<th>normal</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>(or)</td>
<td></td>
<td>Suit bid</td>
<td>6+ cards (or 5 spades) and “good” distribution</td>
</tr>
<tr>
<td>4 M</td>
<td>P</td>
<td>P</td>
<td>Dbl</td>
<td>4 NT over 4 ♦</td>
<td>minor-suit takeout</td>
</tr>
<tr>
<td></td>
<td>P</td>
<td>?</td>
<td>4 NT over 4 ♠</td>
<td>3-suit or red-suit takeout</td>
<td></td>
</tr>
</tbody>
</table>
Defense to Strong Artificial Openings

If the opening is 1 ♠ strong (16+), artificial and forcing, or over an artificial response to same, pass with opening-bid strength or better. On the next round, once a natural bid has been made, you may enter the auction as if all artificial bids never existed.

All initial actions show weak hands:

| 1 ♠  ? | Double suit doubled |
| 1 ♠ P 1 X*  ? | 1 of suit 5+ cards |
| *Artificial |
| 1 NT | pointed suits (spades + diamonds) |
| 2 NT | rounded suits (hearts + clubs) |
| 2 of suit | suit bid plus next higher |
| 3 of suit | 6+ cards |
| 4 of suit | 7+ cards |

Memory aid: The number “1” is pointed and “2” is rounded.

Responses to weak actions:

| 1 ♠ Act any  ? | 1 NT, 2 NT cue-bid; game try; F |
| (or) |
| 1 ♠ P 1 X Act any  ? | Raise obstructive; blocking |
| Other suit natural; NF |
| Jump preemptive |

Defense to 2 ♠ opening:

If the opening bid is 2 ♠, strong and artificial, no special structure applies. All bids are presumed to be weak and obstructive.

| 2 ♠  ? | Double suit doubled |
| 2 ♠ P 2 X*  ? | Suit bid 6+ (good 5) cards |
| *Artificial |
| Any NT minor-suit takeout |
# Defense to Transfer Bids

If the opening bid is artificial and shows one specific suit, use the following defense. Examples: Transfer preempts, Namyats 4 ♠ (hearts) or 4 ♦ (spades). The term “cue-bid” refers to a bid in the opponent’s *real* suit, not the artificial suit.

<table>
<thead>
<tr>
<th>2 X</th>
<th>3 X</th>
<th>4 X</th>
<th>11+; takeout of real suit</th>
<th>15+; still takeout</th>
<th>13+; optional</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double</td>
<td>Double twice</td>
<td>Pass then Dbl</td>
<td>natural; good suit</td>
<td>Michaels; good or strong</td>
<td>good jump overcall</td>
</tr>
<tr>
<td>Suit bid</td>
<td>Cue (2/4 lev)</td>
<td>15-18 (system on)</td>
<td>3-level cue-bid overcall</td>
<td>3 NT</td>
<td>to play (no systemic responses)</td>
</tr>
<tr>
<td>Jump suit</td>
<td>4 NT</td>
<td>takeout (as over natural bid)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

If the opening bid does not indicate a specific suit and the response is artificial showing one specific suit, use this defense. Examples: Jacoby and Texas transfers.

| 1 NT P | 2 X  | Double | shows suit doubled |
| 1 NT P | 4 X  | Double twice | takeout thru 4 ♠ |
| 2 NT P | 3 X  | Pass then Dbl | takeout thru 3 ♠ |
| 2 NT P | 4 X  | Cue-bid | Michaels |
| (etc.) | Suit bid | natural; good suit |  |
| Any NT | Jump suit | unusual | good jump overcall |
Junkyard Defense

This defense applies to opening two-bids that do not show 5+ cards in the suit bid and do not show a specific one-suited hand. The current list includes:

1. Flannery 2 ♦ (5 hearts + 4 spades)
2. Roman 2 ♣ or 2 ♦ (3 unknown suits)
3. Precision 2 ♦ or 2 ♣ (3 known suits)
4. Meckwell 2 ♦ (3 suits, 2 of which are known)
5. Meckwell 2 ♣ (weak preempt in any suit)
6. Multicolor 2 ♦ (unknown 6-card major usually)

**General structure:**

| 2 X  | ?       | Double strength-showing (about 15+) and our runout defense applies (see topic) |
| 2 X P 2 NT | ?       | Pass then Dbl takeout (if suit) thru 4 ♦ |
|         | Suit bid | natural*; good suit |
|         | 2 NT     | 15-18; natural (system on) |
|         | Jump in suit | good jump overcall* |
|         | 3 NT     | natural (no systemic responses) |

*Except if opener has shown 5+ cards in suit; then it is a cue-bid, the meaning of which is appropriate to the level.

**After a suit response:**

| 2 X P  | Suit ? | Double takeout thru 4 ♦ |
|        | Other  | as above |

**Clarification notes:**

Two-suited two-bids that show the suit bid plus one other suit (known or unknown) will be treated as natural weak two-bids, although an overcall in opener's known 5+ card second suit is a cue-bid, the meaning of which is appropriate to the level.

If according to the enemy methods a two-suited hand might be 5-4 shape but typically is at least 5-5 shape, this should be ignored. Both suits should be presumed to be 5+ cards for the purpose of determining the meaning of our bids.
**Lead-Directing Doubles**

Doubles of artificial suit bids are lead-directing unless otherwise defined or qualified as one of the two exceptions below:

1. Double by an unpassed hand of an artificial response (thru 3 ♦) to any natural opening bid is a takeout double of the suit opened. These are takeout doubles:

\[
\begin{align*}
2 ♦ & \ast P & 2 ♦ & \text{Dbl} \\
1 ♠ & P & 3 ♦ & \ast \text{Dbl} \\
2 ♠ & P & 3 ♦ & \ast \text{Dbl}
\end{align*}
\]

*Natural suit

*Limit raise

*Inquiry

2. Double by an unpassed hand of a splinter bid as our first action shows length in that suit and suggests a sacrifice bid.

**Doubles of notrump:**

The double of any notrump bid (not specifically defined elsewhere) is for penalty and requests, in order of priority, the lead of:

1. Leader’s suit if *both* leader and doubler have shown suits
2. Doubler’s suit
3. Dummy’s suit unless leader can *safely* lead his own shown suit
4. Leader’s shown suit
5. Leader’s weaker major suit

**Doubles of suit slams:**

The double of a suit slam by non-leader requests, in order of priority, the lead of:

1. A side suit bid by the enemy
2. Leader’s longest suit not bid by his side
Slam Bidding Methods

General Approach

It is essential to have firm rules to determine whether a bid is natural or control-showing.

In a forcing auction, the first bid after suit agreement is natural if the suit was bid naturally earlier. The last bid in each auction is natural:

1. A new suit bid beyond 3 NT by a player who has bid notrump
2. A bid in the only remaining unbid suit beyond 3 NT
3. A cue-bid in the enemy suit beyond 3 NT

Starting a control-showing auction:

A control-showing auction may be started only after suit agreement by bidding an unshown suit, an enemy suit, or a suit that cannot possibly be natural from your previous bidding. This requires about an ace above minimum if unlimited (wide-ranged) or maximum if narrowly limited — unless partner made an advance control-bid, then just suitable values.

After a control-showing auction has started:

A bid in any prior agreed suit is natural and discourages slam.

A bid in an unagreed suit is a control-bid, even if this suit was naturally bid by you or partner. No further suit agreement is possible.

A control-bid does not require extra strength (only suitable values) unless it forces the partnership beyond game.

Bypassing a particular bid does not deny that control. There are many situations in which it is desirable to show a higher control before a lower one to facilitate subsequent bidding.

A control-bid beyond 5 of the highest agreed suit obviously means that a grand slam is possible. It further implies that no suit remains uncontrolled.
Control-Bids

The following guidelines, listed by priority, determine the meaning of control-bids:

1. If a splinter bid, it shows a singleton or void. If splinter bid is beyond 5 of the agreed trump suit, it shows a void.

2. If bid is a suit naturally shown by partner, it implies the ace or king. It should not be a void or small singleton.

3. If bid is the enemy suit or the only unbid suit, it implies the ace or a splinter (if a splinter bid is impractical). Do not bid this way with the king. Partner should presume the ace and may bid 3 NT without a further stopper; if bid was based on a splinter, do not pass 3 NT.

4. If our side has shown only one suit, it implies the ace or king and length (4+ cards). It should not be based on shortness.

5. If our side has shown exactly two suits, it shows first or second round control (ideally, the king) and it implies no king in the remaining suit. For example:

\[
\begin{array}{cccc}
1\heartsuit & P & 2\diamondsuit & \spadesuit 4 3 \\
P & 3\heartsuit & P & 4\diamondsuit \\
\heartsuit & A & Q & J & 8 & 5 \\
\diamondsuit & K & Q & 4 \\
\clubsuit & A & 6 & 2 \\
\end{array}
\]

Opener should be encouraged by short clubs and discouraged by short diamonds, not vice versa.

Rules 4 and 5 apply only to slam tries below game so partner can evaluate his hand better. Slam tries beyond game follow the standard practice of showing first-round control.

Second control-bid

A second control-bid in the same suit, or a redouble (if enemy doubles a control-bid), indicates:

1. The ace if partner splintered in that suit or if the previous bid (by either you or partner) implied the ace or a splinter

2. A void if you splintered in that suit

3. The ace or king if a previous bid implied the ace or king
**Blackwood**

Barring specific contrary agreements, 4 NT is Blackwood:

1. If a major suit is agreed

2. If partner has acted, notrump has not been naturally bid (the forcing 1 NT response is not considered natural) and the “4 NT Response for Takeout” (see topic) does not apply.

Note that these 4 NT bids are not Blackwood but quantitative:

<table>
<thead>
<tr>
<th>1 ♠ P</th>
<th>2 NT P</th>
<th>1 ♠ P</th>
<th>2 ♦ P</th>
<th>1 ♠ P</th>
<th>2 ♦ P</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 ♥ P</td>
<td>4 NT</td>
<td>2 NT P</td>
<td>3 ♥ P</td>
<td>2 ♥ P</td>
<td>2 NT P</td>
</tr>
<tr>
<td>4 NT</td>
<td></td>
<td></td>
<td>3 ♦ P</td>
<td>4 NT</td>
<td></td>
</tr>
</tbody>
</table>

Also note that 4 NT as an *initial* action (opening bid or overcall) is never Blackwood.

**Key suit determination:**

If 4 NT is Blackwood, there is always a key suit:

1. If one suit is agreed, the agreed suit is the key suit.

2. If two suits are agreed, the *higher* agreed suit is the key suit.

3. If no suit is agreed, the *last shown* suit is the key suit.

4. If we have made one bid showing two suits (e.g., unusual notrump or Michaels), or a takeout double implying two or three suits, the *highest* of those suits is the key suit.

**Exclusion Blackwood:**

If a player makes a splinter bid and uses Blackwood at his next immediate turn, responses should *exclude* the ace in the splinter suit. Showing a splinter then taking control makes little sense otherwise, so this implies a void in the splinter suit.
If we have bid notrump naturally (1 NT forcing is not natural), no major is agreed, no opponent has bid (double is not a bid) and we have shown at least one minor suit, a bid of four in the highest unshown major asks for key cards (per agreed or last bid minor). Note that 4 NT is always natural on these auctions, so this is the only way to ask.

Clarifications: A “value raise” (1♣ 1 NT; 2♠ 3 ♥) becomes a shown suit. A strength-showing bid by a natural notrump bidder to imply a minor fit does not become a shown suit, so 1♣ 2 NT; 3♠ 3 ♥; 4♥ is super Gerber. Similarly, after 1♦ 2 ♦; 2 ♦ (natural, shown) a spade suit can never be shown, so if notrump is bid later, 4♠ is super Gerber even if 2♠ and 3♠ were bid along the way.

The rule takes priority over other interpretations, hence 1♦ 3 NT; 4♠, or 1♣ 2 ♠; 3 NT 4 ♥ are both Super Gerber. Therefore, with the rare unshowable 5-6 hand you have to settle for the minor trumps, which is usually the case anyway.
Key-Card Responses

Responses to Blackwood and Super Gerber are by steps to show the number of key cards (aces + king of key suit) held:

<table>
<thead>
<tr>
<th>...</th>
<th>Bid</th>
<th>?</th>
<th>Double</th>
<th>0 or 3 key cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 M</td>
<td>M</td>
<td>N</td>
<td>Pass</td>
<td>1 or 4 key cards</td>
</tr>
<tr>
<td>4 NT</td>
<td>NT</td>
<td>P</td>
<td>Cheapest bid</td>
<td>2 or 5 key cards</td>
</tr>
</tbody>
</table>

*Optional if void seems useful. Bidding 6+ steps shows void suit unless it would be known from previous bidding (e.g., a splinter) then a specific king. Six of key suit indicates void (or specific king) cannot be shown below; 5 NT over Super Gerber 4 ♦ indicates heart void or king.

Responses over interference:

If Super Gerber is doubled, use normal responses if you have any control in the doubled major. Without control in the doubled major pass, then asker can redouble to elicit your normal response, after which the bidding continues as usual.

If Blackwood is doubled, ignore it (too rare to bother with).

If an opponent bids over Super Gerber (rare) or Blackwood, use D-O-P-I:

<table>
<thead>
<tr>
<th>...</th>
<th>Bid</th>
<th>?</th>
<th>Double</th>
<th>0 or 3 key cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 M</td>
<td>M</td>
<td>N</td>
<td>Pass</td>
<td>1 or 4 key cards</td>
</tr>
<tr>
<td>4 NT</td>
<td>NT</td>
<td>P</td>
<td>Cheapest bid</td>
<td>2 or 5 key cards</td>
</tr>
</tbody>
</table>

Exception: If our bid would commit us to a grand slam, use D-E-P-O:

<table>
<thead>
<tr>
<th>...</th>
<th>Bid</th>
<th>?</th>
<th>Double</th>
<th>0, 2 or 4 key cards (even)</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 M</td>
<td>M</td>
<td>X</td>
<td>Double</td>
<td>0, 2 or 4 key cards (even)</td>
</tr>
<tr>
<td>4 NT</td>
<td>NT</td>
<td>X</td>
<td>Pass</td>
<td>1, 3 or 5 key cards (odd)</td>
</tr>
</tbody>
</table>

Sign-off bids:

Super Gerber bidder may sign off in 4 NT, 6 NT or any previously shown suit.

Blackwood bidder may sign off in the key suit, any agreed suit, six of any previously shown suit, or 6 NT.

Exception: If the reply showed 1 or 4 (or 2 or 5) and is in fact the higher, any rebid below slam (even the key suit) is forcing.
If Blackwood or Super Gerber bidder repeats the asking bid, it ensures that all 5 key cards are held and there is no concern about the queen of trumps. Responses are:

\[
\begin{array}{c|c|c}
\ldots & 5 M & P \\
\ldots & 5 NT & P \\
\end{array}
\begin{array}{c|c}
\text{Key suit} & \text{nothing to show} \\
5 NT & \text{king in suit M} \\
\text{Other suit} & \text{that king}
\end{array}
\]

**Trump queen inquiry:**

If Blackwood or Super Gerber bidder is concerned about the trump queen or extra length (QOEL) continue instead with the *cheapest forcing bid*. For Super Gerber bidder this must be an *unshown* suit or 5 NT, but Blackwood bidder can use any *unagreed* suit. If below five of the key suit, this only ensures four key cards, but otherwise all five. Responses are:

\[
\begin{array}{c|c|c|c}
\ldots & 5 X & P & ? \\
\ldots & 5 NT & P & ? \\
\end{array}
\begin{array}{c|c|c|c}
\text{Key suit} & \text{denial} & \\
\text{Cheapest bid*} & \text{QOEL} & \\
5 NT, 6 NT & \text{QOEL, king in cheapest-bid suit} & \\
\text{Other suit} & \text{QOEL, that king} & \\
\end{array}
\]

*Skipping the key suit. For example, if Super Gerber bidder uses 5 NT with clubs the key suit, 6 ♦ is the denial. Holding the club QOEL, 6 ♦ shows nothing else, 6 M shows that king, and 6 NT the diamond king.

**Stopping in five notrump:**

If Blackwood or Super Gerber bidder makes a forcing bid below 5 NT that is *not* the cheapest available, it is a relay to sign off in 5 NT.

**When a void is shown:**

If the response to Blackwood or Super Gerber shows a void, there is no queen ask. The cheapest forcing bid (5 NT or unshown suit) asks for the void suit *unless* it would be known from previous bidding (e.g., a splinter) then a specific king. Six of key suit indicates void (or specific king) cannot be shown below; 5 NT indicates void or king in ask bid.

**Further inquiry:**

After asking for a specific king (with or without QOEL involvement) or clarifying a void-showing response, Blackwood or Super Gerber bidder may in some cases probe further by bidding six in an *unshown* suit below the key suit. Obviously this guarantees all the key cards and trump QOEL, so partner is free to bid seven with appropriate values or a source of tricks; otherwise another king may be shown (6 NT = unshowable king with doubts about seven).
Barring contrary agreements, the following bids are Gerber. It makes no difference if the enemy has bid.

1. A response of 4 ♠ (jump or not) to partner’s 1 NT or 2 NT opening bid or overcall (if “system on” applies).

2. A jump to 4 ♠ over partner’s last bid of 1 NT or 2 NT.

3. A jump to 4 ♠ after a puppet Stayman response when opener has indicated no real suit.

```
1 NT P  2 ♦ P
2 ♦ P  4 ♠
```

4. A jump to 5 ♠ over a natural 3 NT response or rebid, provided clubs have not been naturally shown by our side. Each 5 ♠ bid is Gerber:

```
1 ♦ P  3 NT P
5 ♠
```

```
1 ♠ P  2 ♦ P
3 NT P  5 ♠
```

```
2 NT P  3 ♠ P
3 ♠ P  3 ♠ P
3 NT P  5 ♠
```

5. A jump to 5 ♠ after a puppet Stayman response to 1 NT or 2 NT provided no major is agreed and clubs have not been naturally shown. Each 5 ♠ bid is Gerber:

```
1 NT P  2 ♦ P
2 ♠ P  5 ♠
```

```
2 NT P  3 ♠ P
2 ♠ P  2 ♦ P
```

```
3 ♠ P  5 ♠
```

**Responses:**

There is no key suit for Gerber (unlike Super Gerber). Standard responses apply (0 or 4 aces, 1 ace, 2 aces, 3 aces). Gerber bidder may sign off in any contract, except the cheapest club continuation, which promises all 4 aces and asks for the number of kings by steps (0, 1, 2, 3, 4).
Voluntary Bid of Five

A voluntary bid of 5 in a major is a slam invitation if deal belongs to our side (forcing pass situation); or if our side has not made a weak bid and at most one opponent has acted; or over our 4 M opening if next hand passes. (Otherwise, 5 M is obstructive.)

A jump to 5 in a minor is a slam invitation if a bid of 4 in that minor would be forcing.

In either case, the slam invitation asks for:

1. Control in the unbid suit if we have bid three suits
2. Control in the enemy suit if not already shown
3. Good trumps relative to the bidding if the above do not apply

Responses:

If the bid asks for control:

\[
\begin{align*}
\text{...} & \quad 5 \times \quad \text{P} \quad \text{?} \quad \text{Pass} \quad \text{?} \\
& \quad 5 \text{ NT} \quad \text{guarded king} \\
& \quad 6 \times \quad \text{control, usually singleton} \\
& \quad \text{Other suit} \quad \text{control-bid; promises first-round control in critical suit}
\end{align*}
\]

If the bid asks for good trumps:

\[
\begin{align*}
\text{...} & \quad 5 \times \quad \text{P} \quad \text{?} \quad \text{Pass} \quad \text{?} \\
& \quad \text{Other} \quad \text{sorry, pal} \\
& \quad \text{use trump-asking steps (see topic)}
\end{align*}
\]
**Trump Asking Bids**

The following bids are trump asking:

1. A jump to 4 ♠ after our weak two-bid, weak jump overcall, weak jump shift response, or major-suit overcall of 1 NT

2. A bid of 4 ♠ over our 3 ♦, 3 ♥ or 3 ♠ opening or weak jump overcall with no interference

3. A bid of 4 ♦ over our 3 ♣ or 4 ♣ opening or weak jump overcall with no interference

4. A bid of 5 NT if a major suit is agreed or if a jump over partner’s natural major-suit bid (see “5 NT bids” for a rare exception)

5. A bid of 5 ♠ (when no major is agreed) if a minor suit is agreed or if a jump over partner’s natural minor-suit bid

**Responses:**

- ... 4 ♠ P ? Trump suit worst response
- ... 4 ♦ P ? 1 step ace or king
- ... 5 ♥ P ? • 2 steps* queen or extra length
- ... 5 NT P ? 3 steps K-Q or A-Q
- ... 4 steps A-K
- ... 5 steps A-K-Q or no trump loser

*Eliminate this step if clubs are trump or if responder (to trump ask) has shown 6+ cards (which includes weak two-bids although suspect).

Note: Step responses skip over the trump suit, which always indicates the weakest response.

**Continuations:**

Trump asker may continue by bidding the cheapest unagreed suit to ask for extra length (or queen if possible): Return to trump suit denies.

If asker continues with 4 NT it is regular Blackwood (not key-card).
Four Notrump Response for Takeout

After partner has doubled or bid a suit, a response of 4 NT is for takeout (for the unbid suits) only if an opponent has bid 4 ♠ or 4 ♣, you have not previously acted, partner has not made a weak bid or overcalled an enemy weak bid, and there are at least two unbid suits among ♣, ♦ and ♠. Otherwise a 4 NT response is Blackwood.

1 ♠ 1 ♠ 4 ♠ 4 NT
   Minors

1 ♠ 2 ♦ 4 ♠ 4 NT
   Blackwood

2 ♠ 2 ♦ 4 ♠ 4 NT
   Blackwood

2 ♠ 2 ♦ 4 ♠ 4 NT
   Blackwood

5 ♠ 1 ♠ 1 ♠ 4 ♠ 4 NT
   Blackwood

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Five Notrump Bids

Provided no major suit is agreed, a bid of 5 NT has one of the following meanings unless part of another agreement.

1. A jump to 5 NT over any balanced notrump bid, provided no real suit has been shown, invites a grand slam. Partner should bid 6 NT with a minimum or 7 NT with a tiptop maximum. A suit bid indicates a good 4+ cards with in-between strength.

2. If a real suit has been shown, a jump to 5 NT over any bid except a natural major-suit bid asks partner to select a slam from the obvious alternatives, with 6 NT being a possibility.

3. A nonjump bid of 5 NT over any bid (including a major) has the same meaning as above, but 6 NT is a possibility only if notrump was previously bid naturally. Otherwise, partner must choose a suit.

4. After a 4 or 5-level enemy preempt, whether partner has bid or not, a bid of 5 NT at your first turn requests partner to choose an unbid suit (cheapest first if there are 3 unbid) with 4 cards (or 3 cards with an honor). Example:

4 ♦ 4 ♠ P 5 NT
   ♣ 3 2
   ♥ A Q J 4 3
   ♦ 2
   ♠ A K J 7 2

This bid would normally be interpreted as a grand slam force (trump ask), but the need for an unbid-suit takeout is more important and there is no other way to effect it.
**Splinter Raises**

The following bids indicate a singleton or void in the suit bid and at least 4 card support for partner (or 3 cards if partner has rebid his suit) with or without enemy interference. The point count requirement is stated in “dummy points” (distribution included).

**Rebids by opening bidder:**

1. Double jump shift or jump cue-bid after a 1-over-1 response = 19+

2. Jump shift or jump cue-bid after a 2-over-1 response = 16+

**Rebids by responder:**

3. Double jump shift, 4-level jump shift, or jump cue-bid after a 1-over-1 response = 16+

4. Double jump rebid of 4 in opener’s minor after a major suit rebid at the 1 level = 16+

5. Jump shift or jump cue-bid after a 2-over-1 response = 16+

6. Jump shift to 4 level after a puppet Stayman response to 1 NT and a major-suit rebid by opener = 13+

7. Jump shift rebid after a 2 ♦ response to 2 ♦ = 6+

8. Jump shift rebid after a 2 ♥ response to 2 ♥ = 8+

A control-showing auction is immediately started with a splinter raise unless the raised suit is a minor and partner next bids a previously shown major suit.

**Non-Raise Splinter Bids**

A splinter bid also may be made by the originator of a suit following a raise by partner. Unless otherwise defined, any jump shift after a raise (even in a previously shown minor suit) is a splinter bid. This shows slam interest and a control-showing auction is started.

Another kind of splinter bid is the shape-descriptive variety, usually made by a player who has indicated two suits or one long suit, such as in the Jacoby structure. These bids do not initiate a control-showing auction unless suit agreement has previously occurred.
**Splinter Asking Bid**

After a jump major raise to the 3 level as an immediate response or at opener’s rebid, the cheapest bid (3♦ or 3 NT) is a relay to ask for a splinter. This is not affected by an enemy takeout double, but it is off if either opponent has bid.

<table>
<thead>
<tr>
<th>1 M</th>
<th>P</th>
<th>3 M</th>
<th>P</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Rel</td>
<td>P</td>
<td>?</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(or)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Cheapest bid: no splinter
- New suit*: that splinter
- Agreed major*: “unshowable” splinter

\*On the second auction if opener shows a splinter in his original suit (obviously impossible), it indicates 5-4-2-2 shape with a good 5-card suit.

**Control Asking Bid**

These bids ask for control in the suit bid:

1. A 5-level response in a lower suit to partner’s 4♦ or 4♠ opening bid or weak jump overcall with no interference

2. A 4 or 5-level cue-bid in the enemy suit after partner has made a weak bid

3. A new-suit follow-up by 2♣ opener after he has established trumps with a jump suit rebid

**Responses:**

<table>
<thead>
<tr>
<th>…</th>
<th>4 X</th>
<th>P</th>
<th>?</th>
<th>1 step</th>
<th>no control</th>
</tr>
</thead>
<tbody>
<tr>
<td>…</td>
<td>5 X</td>
<td>P</td>
<td>?</td>
<td>2 steps*</td>
<td>queen or doubleton</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 steps</td>
<td>king or singleton</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4 steps</td>
<td>ace or void</td>
</tr>
</tbody>
</table>

\*This response is used only in case (3) above; else there are just 3 steps.
Defensive Carding

Opening Leads at Notrump

Ace (power lead) from 5+ cards with A-K-Q-10-x, A-K-J-10-x, A-K-J-x-x-x or better.


Queen from A-Q-J, Q-J-10, Q-J-9 or tripleton Q-J-x. Also from K-Q-10-9-x to demand jack unblock.

Jack from A-J-10, K-J-10, J-10-9, J-10-8 or tripleton J-10-x. Also from A-Q-J-x-x or K-Q-J-x-x if count is desired.

Ten from A-Q-10-9, A-10-9, K-10-9, Q-10-9, 10-9-8, 10-9-7 or tripleton 10-9-x. Rarely, A-K-10-9 if king lead is undesirable.

Fourth best from four-card or longer suits. No honor strength is necessarily implied, although a high card may be led from a weak suit if desiring a shift to another suit.

Lowest from A-x-x, K-x-x, Q-x-x, J-x-x or 10-x-x.

Highest from 9-x-x or weaker. Exception: If partner has indicated a 5 card or longer suit (which includes third and fourth-seat major openings, although suspect), lead low from three-small unless you have raised the suit.

Higher from a doubleton.
**Opening Leads at Suits**

Ace from A-K through 4♦ except in a suit originated by partner. (Beyond 4♦ or in a suit originated by partner lead the king.) Reverse of this procedure shows a doubleton.

King from K-Q.

Queen from Q-J.

Jack from K-J-10 or J-10.

Ten from K-10-9, Q-10-9 or 10-9.

Lowest from an odd number of cards.

Third best from an even number of cards. Note that a nine lead could be third best (K-J-9-x) or low (K-J-9) but otherwise must be doubleton or singleton.

Higher from a doubleton.

**Leads After Trick One**

At all contracts (trick two or later) leading the 10 shows the ace, king or queen, hence typically A-J-10, K-J-10, A-10-9, K-10-9 or Q-10-9, but may be other holdings for technical purposes provided the ace, king or queen is held. Therefore, leading the nine shows the 10. Exceptions are from a doubleton (always lead high) or in a suit in which partner showed 5+ cards (lead standard).

At all contracts (trick two or later) leading the jack denies a higher honor. Exceptions: If leading thru declarer and dummy holds the 10, the jack implies the ace or king (surrounding play). If leading thru dummy’s A-Q-x or Q-x-x, the jack may be from K-J or A-J holdings (technical purpose) so this situation is ambiguous.

At notrump, when shifting to another suit, lead fourth-best to encourage the return or high to discourage the return. From 9-x-x, lead middle (unless the 10 is in view) to avoid confusion with showing the 10.

At suit contracts, when shifting to another suit, follow the usual spot-card leads (low odd, third-best even). In other words, count takes priority over showing or denying strength. Exception: Do not lead a third-best nine (e.g., K-J-9-x) if there could be confusion about it showing the 10 with nothing higher.
Count Signals

The general strategy is to show count, both in following suit and discarding, regardless of who led the suit. When discarding, tend to discard from suits you do not wish led and give count in doing so.

In giving count, normally play your second highest (if affordable) from four cards and the highest affordable from six cards. Play the indicated card:

\[
\begin{array}{cccc}
9 & 8 & 6 & 2 \\
10 & 9 & 8 & 2 \\
J & 10 & 9 & 2 \\
Q & 10 & 9 & 2 \\
Q & J & 10 & 3 \quad \text{(if intent is to give count)} \\
& J & 10 & 9 \ 7 \ 4 \ 2
\end{array}
\]

This method is more helpful in distinguishing between two and four, or between four and six, especially in situations in which the ace is led and dummy has the queen with two or three small cards. Note that the highest outstanding card rules out count from four cards.

**Modifications and exceptions:**

Ace against notrump requests the unblock of the king, queen, or jack; otherwise, give a count signal.

Ace against a 5-level or higher suit contract requests attitude.

When the ace of an unbid suit is led at a suit contract and dummy has exactly three cards without the queen, signal attitude.

Ace subsequent to the opening lead requests attitude.

King against notrump requests attitude.

Queen against notrump asks for unblock of the jack or ace; otherwise, it requests attitude.

At notrump, if dummy wins partner’s opening lead with a singleton ace, king or queen, signal attitude.
Suit Preference Signals

The following suit-preference situations take priority over any other signals:

Against any contract, if the opening leader leads a suit originated by partner in which partner showed 5+ cards. (Third hand should play a middle card to be neutral.) Note: The suit preference is generally more urgent if leader retains the lead.

Against a suit, if the opening leader leads dummy’s singleton and retains the lead at trick two. Note that when a king is led (thru 4♦), this applies only when third hand has the ace.

When leading or following in a suit that partner is expected to ruff.

Against a suit, when partner’s opening lead is an obvious singleton and you are not trying to win the trick.

When removing declarer’s last stopper at notrump.

When playing from insignificant cards in a suit in which declarer has shown out (or will show out on the current trick). Note that strategic plays (unblocking, playing a known card, etc.) should not be interpreted as suit preference.

When following suit or discarding (but not when leading) from insignificant cards after count has been given. For example, in the following two holdings the first play is required to show count, but the order of the subsequent plays is suit preference:

\[
\begin{align*}
6 \ 5 \ 4 & \\
9 \ 5 \ 4 \ 3 &
\end{align*}
\]

4-5-6 suggests lower suit; 4-6-5 suggests higher suit
5-3-4 suggests lower suit; 5-4-3 suggests higher suit

The Wakeup Signal

At a suit contract, a nonsystemic or unusual lead or play (excluding normal suit preference situations) indicates the ability to ruff something. This is not a suit preference signal in that partner must determine which suit might be ruffed. Examples would be:

1. Underleading an ace on the opening lead. (When underleading an ace it is best to lead a false spot card so that partner is less likely to misplay thinking declarer has the ace.)

2. A nonsystemic lead such as the queen from K-Q or the jack from Q-J.

3. A blatantly wasteful or illogical signal such as dropping the king from K-J-x-x when you cannot be short in the suit.
Second Plays in the Same Suit

After leading an honor, continuing with your highest card warns partner not to unblock or overtake. Continuing with your lowest card of a sequence invites partner to do so. Your first play is indicated:

- **K Q x** Continue with the queen
- **K Q J 9** Continue with the jack

If your first play in a suit did not indicate count (generally because you led or played an honor), count should be given on the second round when leading, following or discarding. Play the highest card you can spare from an original odd number; lowest from an original even number of cards. Your first play is indicated:

- **K 9 7 4 2** Next play the 9 (or the 7 if you cannot spare the 9)
- **A 9 8 7 4 2** Next play the 2
- **A J 10 9** Next play the 9 (lowest of the sequence)

Second leads from honor sequences follow the usual practice of playing “top-down” from short holdings (warning partner not to overtake or unblock) or leading the lowest of equals from long holdings (suggesting an overtake or unblock). Besides the obvious cases, this principle can solve problems like this at notrump (first trick is indicated):

- **4**
- **A J 7 5 3**
- **Q 9 8 2**
- **K 10 6**

If West gets in and leads the jack, East should unblock the nine (and later the eight); but if West led the ace first, East should not unblock. The situation might be:

- **4**
- **A J 6 5**
- **Q 9 8 2**
- **K 10 7 3**

Here West continues with the ace, and East plays the two (present count). The location of the 10, of course, is not known to West, but he knows that declarer started with four (or two if conceivable) and a trick is not blown by a misguided unblock.

When a suit is first led after the opening lead, abnormal honor leads demand an unblock; e.g., the normal mid-hand lead from A-K-J-10-x is the king, so reversing to A-K asks partner to drop the queen.
**Splitting honors**

When splitting honors as *second* hand, assuming intent is to inform partner, play the card you would *lead* mid-hand; i.e., the 10 shows the ace, king or queen; the jack none higher; nine from 10-9 (if not doubleton), etc. This blends well with the method of showing count; e.g., from 10-9-8-x the nine serves both purposes.

Exception: From K-Q holdings, split with the *queen*. The reason is that many times it is advantageous to hop with a king as an attempt to gain the lead, so the king is analogous to winning an ace (no special meaning).

**Trump echo**

A trump echo is routine to show an odd number of trumps; this does not necessarily suggest the ability to ruff anything. If intention is to enlighten partner, echo with the highest of equals, which is sometimes helpful to distinguish whether you have a promotable trump holding. It also may distract declarer. Play the indicated card:

```
J 10 9  
10 9 8
J 9 8  
9 8 6  
```

Note that any play denies the card immediately above it.