

Conventions

Slam conventions RKC1430. A bid of the lowest ranking non-trump suit asks for the trump Queen. Min. response denies the queen; anything else shows the queen. 5NT is specific king ask. After 5NT or Q ask a 6 level bid asks for the king of that suit.

Gerber. If partners last bid was a natural bid of 1NT or 2NT, a **jump** to 4♣ is Gerber.

Responses are 4♦ = 0/4 aces; 4♥ = 1 ace; 4♠ = 2 aces; 4NT = 3 aces.
D0P1: If 4NT is overcalled, Dbl = 0/3kc; pass = 1/4kc. Cheapest response = 2kc/no queen
2nd cheapest = 2kc+queen.

If 4♣ Gerber is overcalled, Dbl = 0/4aces; pass = 1 ace; cheapest suit = 2aces; 2nd cheapest = 3aces.
Lebensohl 2NT. Used (1) In response to partners double of a weak two bid, shows 0-7 pts.

As does a 2♠ response to a double of 2♥. 3 level bid shows 8-11 pts. and,

(2) As a response when partners 1NT is overcalled. Shows a 5+ card suit and 0-7 pts
3 level bid shows 10+ pts and a 5 card suit. Dbl shows 8+ pts.

□ In both situations the response to the Lebensohl 2NT is 3♠.

Michaels Cue Bid. Over 1 major, a bid 2 major shows the other major and a minor. Over 1 minor a bid of 2 minor shows both majors. A response of 2NT to Michaels asks for the minor suit to be bid.
Unusual No Trump. Shows the two lower ranking suits.

□ The UNT and Michaels show at least 5-5 in suit length. Point range is about 8-12 pts.

Landy. 2♠ shows 5/4 in the majors. Strength is about 10-15 pts. When responding bid 2♦ if you have equal length in the majors. Otherwise bid what you can make, assuming the Landy bidder has a 7 loser hand.

Ogust. In response to the Ogust 2NT, the weak two bid is described as follows;

3♠ shows a min. hand with 1 honour; 3♦ shows a min. hand with 2 honours; 3♥ shows a max. hand with 1 honour; 3♣ shows a max. hand with 2 honours; 3NT shows AKQxxx.

Fourth Suit Forcing. Fourth suit is game force.

Trial Bids. Three or more cards in suit with at least two losers.

Jacoby 2NT. Game force 12+ pts. Response of 4M is min. opener; 3M is 18+ pts. New suit is nat. and likely non min. values.. Jump is splinter. Uncontested auction only.

Jump Shift. Expectation is a 5+ card suit and slam potential. Can be three hand types.

1. A single suiter. 2. semi balanced or 3. With fit for partner. Rebid defines the hand type. Unless another suit is agreed RCK is for the jump shift suit.

UCB. A limit raise, or better, of partners suit. Opening bid or overcall. Usually 10+ pts

Checkback 2♠. No strength requirements. Only 3 responses; 2♦/2♥/2♠.

Texas Transfers. 4♦ is a transfer to hearts and 4♥ is a transfer to spades. Six+ card major

SEPT 19

Bob Brown 5 card majors.
15-17 NT.
2♣ strong; 2♦ game force.

David France/A. CRAWFORD
Weak twos in majors

OPENING BIDS	Points	Length	Responses
1♣	10-20	3	
1♦	10-20	3	Limit raises, splinters
1♥/♠	10-20	5	2NTgm.frc.
1NT	15-17		2♠ forces 3♠. see note i
			invite. (5 cards). Go thru stayman
2♣	16-22	5	8+ tricks, or 22-23 bal. 2♦ relay(neg)
2♦	23+	5	G.F. Or 24-25 bal.. 2♥ neg 2/3NT 2 nd neg. 2NT = 8+pt
2♥/♠	6-10	6	Ogust 2NT, Raises pre-emptive: New suit forcing
2NT	20-21		3♠ is minor suit stayman. 5/4 in minors.
3 bids	6 to 10	7	New suit forcing.
3NT		7 or 8	After 4NT bid 6 minr. with 8 card Def. Dbl is t/o.
4 bids		8	An opening 4NT is specific ace ask 5♠ no aces; 5♦ ace Of dia. etc

OVER-CALLS	DEFENSIVE BIDS	
	Meaning	OPONENTS OPEN
Simple	8+pts. Stronger if vul. or at 2lvl.	Strong ♣
Jump	Weak. 4th-intermediate	Weak NT
Cue Bid	Michaels	Strong NT
1NT	Direct	Weak 2 Bids
	15-18HCP	11-14 HCP
	Responses	Weak 3 Bids
	As to 1NT opener. As to opener	
2NT	direct	Weak 4 bids
	unt	Multi 2♦
		Over 4c/4d dbl is tk/out 4h dbl opt
		Over 4s -4NT is takeover
		O/calls Intermed. Strength.
		Dbl is 13-15 bal. Or stronger unbal 2NT is 16-18. respond as opener.

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double <i>NEG thru 4 D</i>	Bids	<i>cue is good raise. 3level/+</i>
Jump Overcall	Double	NEG thru 4 D	Bids NAT FI
Double	Re-double 10+ HCP (penalty interest)	New Suit NAT. FI Good suit	Jump in New Suit PRE Dbl is t/out
Other Doubles:	Responsive thru 4D	1 ♦ - Dbl - 2/4 ♦ - Dbl.	Dbl is t/out

OPENING LEADS	v suit contracts 4th & 2nd	KQx	KQx	KJ10
	AK	QJ10	J10x	10xx
	K109	987x	Hxxx	Hxxxx
	109x	Hxx	xx	xxx
	Hxxx	Hxx	xx	xxx
Other leads	v NT contracts 4th & 2nd	KQ10	KQx	KJ10
	AKx	QJ10	J10x	10xx
	K109	987x	Hxx	Hxxxx
	10xxx	Hxxx	xx	xxx

CARDING METHODS	Ace - attitude. King - count
On Partner's Lead	Attitude - High encourages (High-low = even number)
On Declarer's Lead	Distribution - High-low = even number
When Discarding	Mckeeney. High card asks for lead of Higher ranking suit.

System Notes.

- a). In sequence 1♣ -- 1♦ -- 1♥ -- 1♠ The 1♠ is natural.
- b) **Multi 2 ♦ Defence.** In the sequence, 2♦ -- (P) -- 2♥ -- (Dbl) The double is a take out dbl of 2♥.
 Lebensohl responses apply.
 In sequence, 2♦ -- (Dbl) -- 2♥ -- (Dbl) Assume 1st Dbl is 13/15 balanced. Then responders Dbl is 7-10 pts. with short hearts, or any 11+ pts. Hand.
- c) If our 1NT is doubled, Stayman and transfers apply. Redouble shows a 5+ card minor.
- d) **Responses to 1NT.** 1NT - 3♣♥. Use this with a 5 card major, and slam potential. 3NT response shows 2 cards in the major. After 3NT, a bid of 4NT is quantitative.
 With a 6+ card major and slam potential use Texas transfers.
 1NT - 3♣/♦ is 3NT invite. A minor suit like AQ10654-nothing outside.

e) Stayman sequences.

In the sequences,
 1NT - 2♣ and 1NT - 2♠
 2♣ - 3♥* 2♥ - 2♠*
 3NT - 4NT the 4NT is quantitative

After stayman, when opener bids the "wrong major" a bid or the other major shows 4 cards in that major and a hand with slam potential.

Use Stayman with 5/4 in majors. After a 2♦ response bid your 5 card suit at the 2 level with invitational values and at the 3 level with game or better values.
 With 5/5 in the majors use transfers.

Transfer to hearts and then bid 2♠ with invitational values. With game values transfer to spades and bid 4♥. With slam values transfer to spades and bid 3♥.

6/4 in majors and slam values start the same as 5/4. With game values transfer to 6 card Major.

f) **Responses to 2NT.** Use Stayman with 5/4 in majors. With 5/5 use transfers.

g) **Repeating after a reverse.** With 6/7 pts make a minimum bid; This can be passed. It may be a preference bid, a rebid of your suit, or a NT bid. With 8+ pts bid game or make a forcing bid ie 4th suit or jump bid

h) Defence to Transfer Responses. A double of the artificial bid shows that suit and a bid of the transfer suit is takeout for the other two suits.

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1♣ - p - 1♦ - 1♥/dbl.

Dbl shows a diam suit & 1♥ is takeout for Sp and Diam.

i) 1NT - 2♠. is a weak long minor or both minors strong. Opener must respond 3♣.

When weak responder will pass or bid 3♦. If strong bid 3♠- this is minor suit stayman.

j) After a minor suit agreement, the bid of any unbid suit shows a stopper in that suit.

NT
 LIMIT BIDS AFTER
 2D ON 2C OPENING

Hands with 30 HCP
 occur so rarely that
 bidding systems do
 not really cater for them.

Playing Benjamin I play
 2♣-2♦-2NT as 20-21, 2NT
 as 22-23, 2♦-2♥-2NT as
 24-25, 2♠-2♦-3NT as 26-27
 and 2♦-2♥-3NT as 28-29.

22-27