

Opening Bids	Artificial?	Min. Cards	Neg. Dble. Thru	Description	Meaning of Responses	Subsequent Auction	Modifications over Competition and Passed Partner (also see notes)
1♣ 1♦		3	3♠	11+ HCP or 5+ playing tricks Longer minor—1♣ with 3-3, 1♦ with 4-4 in the minors Unsuitable for another opening	Limit Raises, natural except: 'Inverted' raises to 2 and 3 Jump to 2♦/2♥/2♠ = weak jump shift New suit double jump = Splinter GF	New Suit by responder forcing for 1 round (F1) 3rd/4th Suit Forcing (F1) Trial bids show Stoppers	After overcall : raises pre-emptive, cue-bid strong support, jump cue=splinter After double : raises pre-emptive, redouble strength not support
1♥ 1♠		5	3♠	11+ HCP or 5+ playing tricks Usually at least 5 cards but may be light/4 cards in 3rd	1NT 5-11 HCP F1 unless passed; 2NT = 'Jacoby' with good support; 2 over 1 mostly GF; Jump Shift = 'Mini Splinter' (F1)	As above but trial bids now ask for help to bid game in the major	Generally as above. 2♣ response by passed hand is 'Drury' (max pass, agrees major, game try with support)
1NT				12-14 HCP Balanced (11-14 in 4th after 3 passes)	2♣ Stayman, 2♦ 2♥ 2NT transfers 2♠ 2-way (range enquiry or clubs) 3♣ 3♦ 3♥ 3♠ GF (see notes)	After opening and response mostly natural, descriptive (see notes)	Simple 'Wriggle' if 1NT doubled. (see notes). Otherwise natural, Doubles suggest Penalty
2♣	✓		3♠	Artificial, Strong and forcing with 23+ HCP balanced or 8+ playing tricks in a suit	Control Showing: 2♦=negative (Less than A+K), 2♥=A+K, 2♠=2 Aces, 2NT=3 top controls (A or K) 3♣=4 top controls (A or K)	After 2NT rebid responses as for 2NT opening. Otherwise opener describes shape— responder can relay for more info	Pass=negative response Double=unable to make planned positive response Bid up to 3♣=normal response
2♦ 2♥ 2♠		6/5	3♠	Weak pre-empt 6-10 HCP in 1st/2nd –normally 6 card suit	2NT 'Ogust' asking about suit quality and strength. Raises pre-emptive New suit = 'fit non jump'	Natural, descriptive	Wide-ranging in 3rd position (pre-emptive). Full strength opening in 4th position.
2NT				20-22 HCP Balanced	3♣ = 5-card puppet Stayman, 3♦, 3♥, major suit transfers 3NT sign off—other bids slam tries	(see notes for slam try sequences)	
3♣ 3♦ 3♥ 3♠		7/6		Natural Pre-empt (rule of 2,3,4) Usually 7 card suit with honours	Raises Pre-emptive New suit = constructive, not forcing		
3NT	✓	7		Gambling long solid minor. Denies outside stopper in 1st/2nd	Pass = hope to make 3NT 4♣ = weak takeout for pass/correct		
4♣ 4♦ 4♥ 4♠		7/8		Strong Pre-empt (Rule of 2,3,4)			
4NT	✓			Asks for a specific Ace	5♣ no Ace, 5♦ 5♥ 5♠, Ace of suit bid. 5NT shows A♣, 6♣ 2Aces		
Other				Natural Pre-empt (Rule of 500)			

Defensive and Competitive Bidding:

Simple Overcalls at 1 or 2 level:

General Style: Competitive, 8+ HCP or 4+ p laying tricks
(Major suit overcall may be 4-card suit at 1-level)
Responses: Raises pre-emptive
Cue-Bid Response: unassuming cue-bid, some support
New Suit: Good suit, constructive. Jump = 'Jump fit'

1NT overcall

In 2nd position: good 15-17 maybe 18
In 4th Position after 2 passes: 11-14 (protective)
Responses: systems are 'on' unless doubled
If doubled Simple 'Wriggle' (see notes)

Jump Overcalls

Generally weak, Pre-emptive, 6+ card suit, maybe good 5
May be slightly stronger if vulnerable or at 3-level
Double jump pre-emptive, 7 card suit

Other Conventional Overcalls

Unusual No-trump: 2 lowest ranking unbid suits
Michaels Cue-Bid: 2-suited hand, any unbid majors
Leaping Michaels and Lebensohl over weak 2 opening
Defence to INT, 2NT, 3NT openings: Natural

Defence to other Pre-empts:

Double for takeout up to 3-level except that double of a pre-emptive jump overcall is primarily penalty.
Double optional, primarily penalty at 4-level
Cue-bid of opponents weak 2 opening asks for stopper for NT
Cue-Bid of 4 of opponents suit = a strong 2-suited hand
4NT over 4-level pre-empt: = two places to play.

Conventional Doubles:

Takeout doubles of a suit opening usually imply unbid majors (may be light if not vulnerable)
Negative doubles over non-jump overcalls but
Penalty doubles of Pre-emptive overcalls
Double of conventional overcalls of INT (e.g. Multi-Landy) also show penalty interest
Support Doubles after overcall if 2 suits already bid by us
Support Redoubles after double if 2 suits already bid by us
Competitive and negative doubles up to 3-level

Treatments over an artificial Opening Bid:

Double mostly takeout (but 2♣X = clubs),

Opening Leads: (4th and 2nd)

Ace from AK requests attitude signal
King from AK requests count signal
Top of sequence or internal sequence
4th best from 4+ with an honour
Lowest from 3 with an honour
2nd Best from 3+ card with no honour
Top of doubleton

vs. Suit Contracts:

AK	KQ10	KJ10	QJ10	J10x
AKx	KQx	K109	QJx	109x
10xx	987x	xxx	Hxx	Hxx
10x	xxx	xx	Hxx	Hxxx

vs. No-Trump Contracts (2nd and 4th)

AKx	KQ10	KJ10	QJ10	J10x
AJ10x	KQx	K109	QJx	109x
10xx	987x	xxx	Hxx	Hxxx
10x	xxx	xx	Hxx	Hxxx

Signalling:

On Partner's Lead:	'Reverse Attitude' ('lowest' card 'encourages')
On Declarer's Lead:	'Count' (high-low always even, low-high usually odd)
When Discarding:	'Reverse Attitude' ('lowest' card 'encourages')
Exceptions:	Show 'suit preference' when 'attitude' or 'count' are already known or obviously not relevant Show 'count' on partner's lead of a King

Slam Bidding: (see also Notes)

4NT RKC (0314) when suit agreed or implied—if controls already shown, asks for lesser controls.
3NT can be RKC if major suit already agreed.
4♣/4♦ Minorwood RKC if that minor suit agreed
4♣ is RKC as a direct response to a pre-empt
4♣/5♣ Gerber (as a jump over natural NT bid)
4NT/5NT Quantitative raises of NT invite small/grand slam
Cue-Bidding after Suit agreement

System Card:

Alastair White
Norman Lazonby



System Summary:

General Approach and Style:

Weak No-Trump, 12-14 HCP Balanced
5-card Majors, 2-over-1 mostly GF
Longer Minor: 1♣ if 3-3; 1♦ if 4-4
Limit Jump Raises, inverted Minor raises
1NT Response to 1♥, 1♠ by unpassed hand F1

Special Bids that may require defence:

2♣ opening = Artificial, Strong, forcing.
2♦, 2♥, 2♠ = 'Weak Twos' 6-10 HCP 6-card Suit
3NT Opening = 'Gambling' with solid minor

Stayman and Transfers (various defined treatments)
2-way Checkback Stayman after 1NT re-bid
'Wolff' 3♣ Sequences after jump 2NT rebid (see notes)
2-way 2♠ response to 1NT (range enquiry or clubs)
5-card Puppet Stayman responding to 2NT
3♠ responding to 2NT—minor suit slam try (see notes)
Weak jump shifts responding to minor suit opening
Jacoby 2NT responding to 1♥, 1♠ opening (GF)
'Mini-Splinters' responding 1♥, 1♠ opening (F1)
Double jump in new Suit—'Splinter' (GF)

'Natural' Defence to any NT Opening
'Unusual' No-Trump and 'Michaels' Cue-Bids
'Leaping Michaels' over weak 2 opening
'Lebensohl' 3♣ after partner doubles a weak 2 opening
Negative and other competitive doubles up to 3-level—but double of a pre-emptive overcall primarily penalty
Cue-bid of opponents suit—forcing with support
Jump Cue-Bid of Opponents suit—'Splinter'
Jump Cue-bid of opening—requests stopper for NT
Cue-bid after partner's overcall—Unassuming Cue Bid
Psychics: very rare.

White—Lazonby: System Notes

Responses to 1♣/1♦ opening:

‘Inverted’ raises to 2 and 3. Raises to 3,4,5 pre-emptive
Raise to 2: 10+ F1 no major then can show stoppers
New suit responses F1 unless already passed or weak jump
Jump to 2♦,2♥,2♠ ‘Weak Jump Shift’ - 6 cards and 3-7 HCP—
now opener can bid 2NT as an ‘Ogust’ enquiry.
Double jump in new suit = ‘splinter’
1NT: 6-10 with no other bid available
2NT: 11-12, 3NT 13-15 balanced with no major

Responses to a 1♥/1♠ opening:

Direct raises, natural, limited. After raise to 2, New suit by
opener is now a ‘trial bid’ looking for a feature in bid suit to
help make game in major.
1NT by an unpassed hand is 5-11 F1 seeking further description
of opener’s hand. 1NT by an passed hand is 5-10 (not forcing).
Non-jump response in new suit at 2 level generally GF
Jump response in new suit—‘Mini-Splinter’ with support and
shortage in suit bid (F1).
2NT response is ‘Jacoby’ (GF) with good support.

Responses to a 1NT opening:

2♣ Stayman—
can be ‘garbage’ Stayman prepared for any response
or 11+ with at least one major;
opener can ‘super-accept’ with 2NT (specifically both majors
and a good opener)
2♦/2♥—transfers to hearts/spades. Opener can ‘break’ the
transfer with support and a good hand.
2♠—range enquiry with 11-12 balanced or a transfer to clubs—
opener bids 2NT/3♣ for responder to pass/correct.
2NT transfer to diamonds.
3♣—5+ clubs 4+ diamonds 13+ —forcing to game or 4m
3♦—5+ diamonds 4+ clubs 13+—forcing to game or 4m
3♥—GF with 5+ hearts and 4+ spades
3♠— GF with 5+spades and 4h+ hearts
3NT natural, to play
4♣—Gerber, ask for Aces, step responses. 5♣ = 0 or 4 Aces
4NT/5NT quantitative suggests small/grand slam.
Other responses are pre-emptive, to play

Responses to strong 2♣ opening (control showing):

2♦ negative—less than an A and a K
2♥ One Ace and One King
2♠ Two Aces
2NT Three top controls (Aces/and or Kings)
3♣ Four top controls (Aces/and or Kings)
Opener’s Rebids:
2NT—23+ HCP— further bidding as per 2NT Opening—all
systems ‘on’
3NT—to play (long solid minor with controls)
Suit bid at minimum level—single or 2-suited hand—next bid
up by responder relay asking for further clarification.
Jump Bid in a suit—unconditional GF
Opener is always in control. Responder can pass, raise,
bid NT, cue-bid or splinter as appropriate.

‘Special’ responses to 2NT opening (or 2♣-2x-2NT):

3♣—5 card ‘puppet’ Stayman
3♦/3♥ transfers to hearts/spades
3♠—minor suit slam try—relay to 3NT then responder shows
a six card suit or bids a major suit shortage with 5-5 in minors.
4♣—Gerber, ask for Aces, step responses. 5♣ = 0 or 4 Aces
4♥—5-5 in the majors and weak, asks opener to choose
4♠—5-5 in the majors and strong, forcing slam try

Two-way Checkback (after 1NT rebid by opener, 15-17 bal.):

2♣ - relay to 2♦. Responder can pass or invite game.
2♦ - artificial Game force asks opener about major holdings
2♥/2♠—to sign off in responders major
2NT—relay to 3♣ for sign-off in clubs

‘Wolff’ Sequences (after 1x-1y-2NT) 18-19 Balanced):

3♣ is a forcing relay: opener bids 3♦, or shows 3-card support
for a major bid by responder by supporting with 3M.
Responder can now pass, sign off in 3 of a major or raise 3M
to 4M to play in a borderline game.
Any other third bid by responder (including 3NT) is a slam try.

3rd and 4th Suit Forcing (F1) in a constructive auction

Any bid of a 3rd suit by responder is forcing indicating a suit
or some high card strength in that suit. A bid of the 4th suit
by either partner is also forcing, promising nothing in that suit
Both of these suggest additional values to those already
shown and require partner to describe his hand further.

RKCB (0314) and other Control Asking Bids:

3NT is RKCB after major suit agreement specifically:
- after a direct raise of a major to the 3-level, or
- after a Jacoby 2NT and opener’s rebid
4♣ is ‘Gerber’ when jumping over a natural NT bid.
4♣/4♦ is RKCB (‘Minorwood’) after that minor suit agreed
4♣ is RKCB if responding directly to a pre-empt
4NT RKCB is used in other cases

If top controls already shown (e.g. after a 2♣ opening and
control showing response), RKCB asks for lesser controls.

Exclusion RKCB (ERKCB):

After suit agreement, this can also be used in some cases.
E.g. - an unnecessary jump bid of a suit at the 5-level, or
- a second bid of a suit where shortage has already
been shown by a ‘splinter’

Step responses as per RKCB but ignoring the ‘exclusion’ suit.

‘Mini-Splinters’

After a major suit opening, a jump shift response is a ‘mini-
splinter’ (F1) showing shortage (singleton or void) in the suit
bid and good support for opener’s major (agreed as trumps).

Further bidding descriptive showing strength and/or fea-
tures in other suits. Initially treated as a game try in the ma-
jor but can also be slam interest if responder bids again.

Simple ‘Wriggle if 1NT opening/Overcall doubled:

Pass = 1NT likely to make or cannot improve contract
Redouble = 5+ card suit relay to 2♣ to pass or convert
Suit Bid = lower of two 4 card suits

Pre-empts—Rule of 2,3,4:

Pre-empts ought to expect to get within:
2 tricks of contract at unfavourable vulnerability
3 tricks of contract at equal vulnerability
4 tricks of contract at favourable vulnerability

3rd/4th Hand Openings

In 3rd position after 2 passes 1♥ 1♠ or any pre-empt can be
wide-ranging in strength.

In 4th position after 3 passes all natural suit openings at
1,2,3 level will be full value opening strength i.e. no light
openings or weak pre-empts in this position.
1NT can be 11-14.