

Alisdair McLeod & Graham Johnson Supplementary notes

A) Conventions Used

1. **Opener's Reverses**

A reverse by Opener (bidding, at the 2-level, a higher ranking suit than the originally opened suit) shows a hand of quality that did not qualify for a 2C Opener. Nominally 16+ HCP, but may be less with shape and good playing strength.

After Opener's Reverse, 2NT or the 4th suit (whichever is cheaper) is "Blackout", indicating a minimum hand. Any other bid accepts GF.

In the case of 2NT, Opener bids a 3C relay which Responder then passes or corrects. If Opener bids anything other than 3C, this is GF

2. **RKCB Responses**

5C shows 1 or 4 Key Cards; 5D shows 0 or 3. 5H shows 2 or 5 without the Trump queen and 5S shows 2 or 5 with the Trump queen.

After a 5C or 5D response, the next non-trump suit asks for the trump queen.

A response of the cheapest bid denies the trump queen. The 2nd cheapest shows the trump queen.

In the case of intervention DOPI/ROPI applies both to the initial responses and to the Queen ask, in which case the "zero" bid being the cheapest, (X or XX), and pass showing the queen

A follow-on 5NT by the 4NT bidder asks partner to cue bid a King, if partner can do so without bypassing small slam in the agreed suit. If partner has more than one King (not counting King of Trumps), he should raise to 7.

3. **Jacoby 2NT**

A sequence such as 1S-(P)-2NT shows Game Force and 4+ card support for Opener's Major. Opener bids 3 of a new suit to show a shortage, 3 of the opened Major to show extra values with no shortage, 3NT to show 18-19 Balanced, 4 of a new suit to show a good side suit (source of tricks 5+ length) and 4 of the opened Major with a minimum.

4. **2H/2S Opening**

Introduces a hand containing at least 5 cards in the bid suit and a side suit of at least 4 cards, 5-11 HCP. Position at table and vulnerability affect use of bid. Singleton or void in hand preferred but not required.

Raises are pre-emptive and to play. Non-jump new suit is to play. 2NT F1 for Opener's second suit. Note that 2H-2NT-3H is low range 5+ hearts and 4+ spades; 2H-2NT-3S is same shape but upper range. Opposite all other sequences, return to first suit by 2NT bidder is game invitational.

5. **Multi 2 Diamonds**

3-way. Either a Weak 2 in a Major (5-10 HCP), 8 playing tricks in a minor or 22-23 HCP Balanced. 2H response is Pass or correct with weak major option. 2S is Pass or correct with interest in playing Hearts at a Higher Level. 2NT F1. With a low range Weak 2, Opener bids 3m (3C = hearts; 3D = spades)

With the Upper range, Opener bids 3 of his suit, or 3NT with AKQ.

With a strong Minor suit hand, Opener bids 4m (in his suit) and with the strong balanced option bids 2NT (Puppet Stayman/Transfers then available).

6. **Minorwood**

When a Minor suit has been agreed as the trump suit (or, in circumstances where raising to 4 of the minor would explicitly do so), raising to 4 of that minor is *Minorwood* – effectively RKCB starting with this bid.

The first available response is 1 or 4 Key Cards

The second available response is 0 or 3 Key Cards

The 3rd available response is 2 or 5 Key Cards (without Queen of Trumps)

The 4th available response is 2 or 5 Key Cards (with Queen of Trumps)

The next bid up (if it is not 5 of the agreed minor) is the queen ask.

Responder bids 5 of the agreed minor to say “no”, otherwise can cue a King.

If Asker bids ONE BID UP from 5 of the agreed minor, this is the King Ask.

5 Suit = 1 King, in the suit bid

5NT = King in the suit that Asker just bid

6C when diamonds are agreed = King of Clubs

6 Suit above the trump suit = 2 Kings outside trumps, bidding the cheapest one

6NT = 3 Outside Kings

7. **Inverted Minor Raises**

1m-1NT	5-9 HCP. Denies 4 card M. May have 4cd m support
1m-3m	5-9HCP. Denies 4 card M. Either 5+cd support or pre-emptive with 0-4HCP and 4cd support
1m-2m	10+ HCP. Denies a 4 cd M.
1m-2m-new suit	Non-Minimum. GF. Values in the bid suit.
1m-2m-2NT	Minimum. Only a 3 cd m. NF. Responder can Pass, bid 3m to play or bid a new suit to show Game values and a stop in the bid suit, or 3NT to play.
1m-2m-3m	Minimum 4+cd suit. No desire to play in NT. Generally an obstructive bid.
1m-2m-3NT	18-19HCP bal. Probably 3cd m.

B) Leads and Signals

1. **Opening Leads**

Generally 4th highest from a suit headed by an honour; 2nd highest from others.

Jack only counts as an honour in a suit of 4 or more cards.

When leading from a doubleton, we lead the higher one.

Ace and Queen leads ask for an Attitude signal.

King leads ask for a Count signal.

Honour leads are usually from a touching honour or doubleton.

If partner has bid a suit, we might lead it regardless of our holding.

The 10 does not count as an honour for leading/signalling purposes.

2. **Discards**

The first discard by a player is generally an Attitude signal. Subsequent discards are generally Count signals. Suit preference signals are also used.

3. **When following suit**

Count signals are the default agreement; i.e. "if it doesn't mean anything else".

Smith Peters signals apply.

C) Bids that may require a defence

1. **2H/S Opening**

See [A4]

2. **Multi 2 Diamonds**

See [A5]

D) Defensive and competitive bidding

1. **Double of our 1NT Opening**

System is OFF. Bids are natural. Redouble is strong.

2. **Intervention of our 1NT Opening**

Lebensohl applies.

An immediate 3NT shows a stopper but no 4 card Major.

2NT followed by 3NT shows a stopper and a 4 card Major.

2NT then cue-bid denies a stopper but shows a 4 card Major.

Immediate cue-bid denies a stopper and denies a 4 card Major.

3. **Cue bid of opponent's suit opposite Opener**

1Suit-(OPPTsuit)-(OPPTsuit at next higher level) is at least a good raise to the next available bid of Opener's suit, e.g.

1S-(2D)-3D is a good raise to at least 3 Spades.

4. **Cue bid of opponent's suit opposite Overcaller**

For example, (1D)-1S-(P)-2D shows 3+ card support and 10+ HCP.

Overcaller can bid a change of suit to show Game Interest and a shortage.

5. **Versus Opponent's Opening 1NT**

Over an Opponents' 1NT opening:

- If opponent's 1NT is strong (top of the range = 16+) X shows S&D, 2S shows Spades and Clubs. Min shape is 5+ S and 4+m.
- If opponent's 1NT is weak (top of the range is <16 HCP), X = penalty; 2S shows Spades and a minor. Min shape is 5+ spades and 4+m.
- 2C = Minimum 54 in the Majors. In response partner can bid 2D with equal length, bid 2M to play, or bid 2NT as a strength enquiry.
- Responses to enquiry: 3m shows less than an opening hand with C showing preference for Hearts and Diamonds showing preference for S
3M shows opening hand or better with preference for the bid suit.
- 2D = either a poor single-suited (6+) hand (<10 HCP) or a strong single-suited hand (16+ HCP). Responses as per the Multi 2D [A5]
- 2H = at least 5 hearts and 4+ card minor. Responses see [A4]
- 2NT = at least 5-5 in the minors. Bids at 3-level to play; 4m INV
- 3 Suit with an Intermediate (10-15 HCP) hand with 6+ card suit

6. **Defence to an Opponent Weak 2 Opener**

Double of the Weak 2 is takeout and initiates Lebensohl, after which...

3♣ is a relay, after which...

An immediate 3NT shows a stopper but no 4 card Major.

2NT followed by 3NT shows a stopper and a 4 card Major.

2NT then cue-bid denies a stopper but shows a 4 card Major.

Immediate cue-bid denies a stopper and denies a 4 card Major.

E) Doubles/Redoubles

1. **Redouble of Opponent's Double of our 1NT Opener**

See [D1]

2. **Action opposite partner's Takeout Double**

(1Suit)-X-(P)-1Suit or 1NT: NF, <10 HCP

(1Suit)-X-(P)-2Suit: F1, 8+ HCP with 5+ card suit or 11+ HCP

(1Suit)-X-(P)-2Opener's-Suit: Either:

(a) Good hand with 4 card major, or

(b) 10+HCP without control in opener's suit

(1Suit)-X-(1NT)-X: 11+HCP, Takeout. No preference for unbid suit.

(1Suit)-X-(1Suit)-X: 11+HCP, holding in RHO's suit.

3. The third double by the partnership is always a penalty double.

4. **Doubles up to 3S are usually competitive. Exceptions are:**

During the third round of bidding

Partner has implied length in the suit doubled

A previous double was for penalties

The doubler had a previous opportunity to make a takeout double of this suit

5. **Support Doubles**

E.g. 1m-(P)-1M-(Overcall)-X is a Support Double showing 3 card support

F) Back of card

G) Others

1. **1NT Transfer Responses**

In a sequence such as 1NT-(P)-2D*-(P):

- 2H = 2 or 3 Hearts, any 1NT strength
- 3H = 4 hearts, minimum 1NT strength
- 2S/3C = 4 hearts, maximum, asks for help in bid suit
- 2NT = 5 hearts, any 1NT strength

2. **Double of our Conventional Response to 1NT**

In a sequence such as 1NT-(P)-2Suit-(X):

Pass = No Stop in the Doubled suit

- If Opener's LHO passes, XX by partner re-asks the original request
- If Opener's LHO bids, pass by partner shows intent to stop in part score, X shows Game Invite or better, re-asks question and is passable

The normal response shows a stop in the doubled suit.

3. **Distributional bids in response to a 1NT Opener**

Opposite partner's 1NT opening bid:

3D = Slam try in the minors

3H/S = singleton in the bid major, 3 cards in the other, 54 minors, GF

1NT-2H-2S-3H = 5-5 in majors, Invitational

4. **Extremely rare!** ☺

H) Prepared Defences

1. **Defence to Strong/3-way Club Systems**

Where the opponents play a strong 1C system or a 3-way (Polish style) 1C:

- (1C)-X shows both majors
- (1C)-1D shows a single suited hand (6+ card suit).
- (1C)-1H is hearts and a minor (at least 54 distribution)
- (1C)-1S is spades and a minor (at least 54 distribution)
- (1C)-1NT is both minors.
- (1C)-2Suit is a 5 card suit with 10-15 HCP

2. **Defence to Multi 2 Diamonds and other similar conventional meanings**

Any 2 level conventional opening bid that conceals either weak spades OR weak hearts within its options (but not weak in BOTH) is handled by our Multi defence.

As the first to act after the Multi, (2D-?):

2H/S = An opening 1H/1S type hand. Responses are natural at the forced higher level.

Double shows either a 12-14NT type of hand or a very strong hand.

Responses are:

2H/2S if the 2D Opener's partner passes is weak, to play. (A 5+ card suit)

2NT is a Lebensohl-ish bid asking partner to bid 3C which you pass/correct

Responses at the 3 level are the same as if you'd opened/overcalled 2NT

(3C Puppet; 3D/H major transfers)

2NT = 15-17 balanced. Standard 2NT responses.

3C/3D = Opening hand with a good minor suit, should be 6+ or a very good 5 card suit.

When the Multi is only weak in one suit

Just treat the Multi as if they'd opened a Weak 2.