

# Surrealistic Precision

## Conventions, Agreements, and Auctions

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Table of Contents	
Surrealistic Precision.....	1
Conventions, Agreements, and Auctions.....	1
One No Trump Opening Bids.....	4
Auctions.....	5
Limited Opening Bids.....	6
One Diamond.....	6
Interference.....	7
Auctions.....	7
One Heart and One Spade.....	8
Two Clubs.....	9
Responses.....	9
Sample Auctions.....	10
Two Diamonds - Roman [revised].....	11
Responses.....	11
Interference.....	11
Two Hearts - Flannery.....	12
Responses.....	12
Big Club Opening Bids.....	13
Positive Responses to 1 club.....	14
Negative Responses to 1 club.....	15
Preemptive Responses to 1 club.....	16
Notrump Responses to 1 Club.....	17
Auctions.....	18
Unusual and Super Unusual Positive Responses.....	19
Unusual Positive Responses.....	19
Super Unusual Positive Responses.....	19
Interference In 1 Club Auctions.....	20
When Interference is 1 Club / Double.....	20
When Interference is natural through 2 Spades.....	20
Natural interference 2 No Trump or Higher.....	21
All artificial interference.....	21
Asking Bids.....	22
Support Asking Bids.....	22
Strong Support Asking Bids .....	22
Trump Asking Bids.....	23
When responder has 4 or more in the suit.....	23
When responder has 5 or more in the suit.....	23
TAB4 - Responder has a known length in the suit.....	23
Specific Control Asking Bids.....	24
Below the 5 level .....	24
At the 5, 6, and 7 level .....	24
Control Asking Bids.....	25
Four Suit Asking Bids.....	26
Ace Asking Bids.....	27

Roman Key Card Blackwood.....	27
Abbreviated Ace Asking.....	28
RCKB Auctions.....	28
Ace Asking Auctions.....	28
Abbreviated Ace Asking Auctions.....	28
Limit Raise or Slam Interest.....	29
Defensive Bidding.....	30
Unusual Notrump.....	30
Unusual versus unusual.....	30
Flannery Defense.....	30
Lebensohl.....	31
Auctions.....	31
Opening Leads.....	32
Rusinow Leads Against Suit Contracts.....	32
Journalist Leads Against No Trump Contracts.....	32
Modifications 5. Jul. 2009.....	33

## One No Trump Opening Bids

An opening bid of 1 NOTRUMP shows

- 11-13 HIGH CARD POINTS

and denies

- a singleton or void
- a 5+ card major (open 1 of the major)
- two 4 card majors (open 1  $\diamond$ ).

Responder has Two Way Stayman in addition to natural calls:

<u>Call</u>	<u>Meaning</u>
2 $\clubsuit$	Garbage Stayman. We need to have safer exits when responder has a bust. So, 1nt-2 $\clubsuit$ ; 2x-2y has to be sign-off. That gives responder some safety with (say) a 4423 or 4315 bust  Note Since responder does not guarantee a 4 card major, 2NT after a 2 $\clubsuit$ call is alertable.
2 $\diamond$	5+ $\heartsuit$ . Opener always bids 2 $\heartsuit$ .
2 $\heartsuit$	5+ $\spadesuit$ . Same
2 $\spadesuit$	Transfer to $\clubsuit$ or $\diamond$ showing 6+ in the suit and 2/3 top honors vs weak NT, 2/4 top honors vs strong. Opener bids 2NT to accept an invitation in $\clubsuit$ or 3 $\clubsuit$ to reject. Responder can Bid 3 $\clubsuit$ over the 2NT accept – is this a very weak invitation, extra length? Pass the 3 $\clubsuit$ rejection Invite in $\diamond$ Make a slam try in $\clubsuit$ (3 $\heartsuit$ ) Make a slam try in $\diamond$ (3 $\spadesuit$ )
2 NOTRUMP	No 4 card major, 9-10 HIGH CARD POINTS, Invitational to 3 NOTRUMP.
3 $\clubsuit$	5/5 minors, Weak. Opener passes or corrects to 3 $\diamond$
3 $\diamond$	5/5 minors, Game Force. Opener picks a minor, cue bids a major Ace, or makes a NT preference.
3 $\heartsuit$	Shows self-sufficient $\heartsuit$ and Game Forcing <sup>1</sup> .
3 $\spadesuit$	Same as 3 $\heartsuit$ .
3 NOTRUMP	Sign-Off.
4 $\clubsuit$	Gerber.
4 $\diamond$	Choose your better major

## Two Suiters

$\clubsuit$ + $\heartsuit$	1NT-2 $\diamond$ ; 2 $\heartsuit$ -3 $\clubsuit$
$\diamond$ + $\heartsuit$	1NT-2 $\diamond$ ; 2 $\heartsuit$ -3 $\diamond$
$\heartsuit$ + $\spadesuit$	1NT-2 $\diamond$ ; 2 $\spadesuit$
$\clubsuit$ + $\spadesuit$	1NT-2 $\heartsuit$ ; 2 $\spadesuit$ -3 $\clubsuit$
$\diamond$ + $\spadesuit$	1NT-2 $\heartsuit$ ; 2 $\spadesuit$ -3 $\diamond$

The above are all show invitational+ values and are forcing. That leaves

1NT-2♥; 2♠-3♥

To show 5/5 majors and GF (or slam interest).

Note that Smolen still applies to show 5+/4 and 4/5+ major suit game force hands:

Int-2♣; 2♦-3♥ 5+♠/4♥

Int-2♣; 2♦-3♠ 4♠/5+♥

## Minor Suit Run-out

The current scheme of 2♣ (ostensibly Stayman) followed by 3♣ (or a pass of 2♦ or a bid of 3♦ over 2 of a major) is sign-off in the minor. **This is unchanged.** Note that responder can also use this sequence to probe for a 4/4 or 4/3 major suit fit. For example with a weak 4126 or 3136:

1NT-2♣; 2♠-pass

1NT-2♣; other-3♣ **Note:** 3♣ here is alertable a possibly lacking a 4 card major

## Running from a Double

(Taken from another set of system notes for 11-13 NTs)

- System is on after opponents' doubles.
- After any bid by opponents, Lebensohl applies.
- Redouble by responder is to play. Responder is expecting to double wherever they run or to make forcing calls if we don't want to double their runout.
- **Pass-out Seat** initiates the scramble. After 1NT-X-p-p; ? or 1NT-p-p-X; p-p-?

2m 5 card suit

redouble any 4432. Advancer bids

2c any 4333 or (4xx)4 (i.e. clubs and another suit)

2d D+M

2h H+S (weak NT opener will never have this hand)

pass 4333. Responder had no call over the double, just live with it.

## Auctions

Add this section.

# Limited Opening Bids

## 1D Auctions

### Description

1D: good 10-15 (being honest here)  
at least two diamonds  
no 5+ major

### Notes

1. **Highlighted** auctions differ from current system
2. 1D-P can be as big as 8 with no other reason to bid
3. 1D-1M; 2M new suit is a game try looking for a filler in that suit. Responder should (must?) have more than four cards in the major. Responder is not looking for shortness.
4. Therefore, 1D-1H; 2H-3H is generic game try.
5. Nonforcing sequences below game include:
  6. 1D-2m; 3m shows min
  7. 1D-2m; 2M-2NTbal INV
  8. 1D-2C; 2D-3D nat INV. many choices with forcing hand including 1D-2NT
  9. 1D-2C; 2D-2NT min misfit
  10. 1D-1S; 2D-2H 5+/4+ minimum
  11. 1D-2C; 2D-2M 5+/4+ minimum

### General Auctions

1D-any; 1NT 14-15 Balanced  
1D-x; y-3x GF in x

### Auctions

1D-P: 4+ diamonds, no game aspirations

1D-1H: 4+ F1, 0+ HCP  
 1D-1H; 1S: 4cM, denies four hearts  
 1D-1H; 1S-1NT: signoff  
 1D-1H; 1S-2C: art GF # FSF  
 1D-1H; 1S-2D: signoff  
 1D-1H; 1S-2H: 6+ INV  
 1D-1H; 1S-2S: INV  
 1D-1H; 1S-2NT: INV  
 1D-1H; 1S-3C: SPL  
 1D-1H; 1S-3D: nat INV  
 1D-1H; 1S-3H: 6+ GF # Shows solid trump vs FSF  
 1D-1H; 1S-3S: forcing # picture jump (solid trumps, requests cue bid)

1D-1H; 1NT: 14-15 (semi)bal, not 4H, but might be concealing 4S

1D-1H; 1NT-2C: checkback

1D-1H; 1NT-2D: signoff

1D-1H; 1NT-2H:	6+ INV	
1D-1H; 1NT-2S:	5+ GF	
1D-1H; 1NT-2NT:	INV, but this is basically impossible	
1D-1H; 1NT-3m:	4+ GF	
1D-1H; 1NT-3H:	6+ GF	
1D-1H; 2C:	5cm, not 4 spades, not 3+ hearts and shortness, thus 4+ diamonds	
	Assumes 3325 hands are opened 1NT (or rebid 1NT to show 14-15)	
1D-1H; 2C-2D:	signoff	
1D-1H; 2C-2H:	6+ INV	
1D-1H; 2C-2S:	5+/5+ GF	# symm w/ 1D-1H; 1N-2S
1D-1H; 2C-2NT:	INV	
1D-1H; 2C-3C:	INV	
1D-1H; 2C-3D:	INV	
1D-1H; 2C-3H:	6+ GF	# general auction
1D-1H; 2C-3S:	SPL for C	
1D-1H; 2D:	5+, no 4cM, not 5 clubs	
1D-1H; 2D-2H:	6+ INV	
1D-1H; 2D-2S:	5+/5+ GF	# symm w/ 1D-1H; 1N-2S
1D-1H; 2D-2NT:	INV	
1D-1H; 2D-3C:	GF (FSF)	
1D-1H; 2D-3D:	INV	
1D-1H; 2D-3H:	6+ GF	# general auction
1D-1H; 2D-3S:	SPL for D	
1D-1H; 2H:	4-card support or 3- and a ruffing value	
1D-1H; JS:	SPL, MAX	
1D-1H; 2NT:	6+ broken diamonds, MAX	
1D-1H; 2NT-3H:	GF	# general auction
1D-1H; 3D:	6+ solid diamonds, MAX	
1D-1H; 3H:	4-card sup, MAX, no shortness	
1D-1H; 4D:	6+ solid diamonds, MAX, plus 4-card support	
1D-1S:	4+ F1, 0+ HCP	
1D-1S; 1NT:	14-15 (semi)bal, not 4 spades	
1D-1S; 1NT-2C:	checkback	
1D-1S; 1NT-2D:	signoff	
1D-1S; 1NT-2H:	4+ F (from general principles)	
1D-1S; 1NT-2S:	6+ INV	
1D-1S; 1NT-2NT:	INV, but this is basically impossible	
1D-1S; 1NT-3m:	4+ GF	
1D-1S; 1NT-3H:	6+/5+ GF	
1D-1S; 1NT-3S:	6+ GF	# symm w/ 1D-x; y-3x
1D-1S; 2C:	5cm, not 3+ spades and shortness, < 4 heart, thus 3+ diamonds	
	Assumes 3325 is opened or rebid 1NT	
1D-1S; 2C-2D:	signoff	
1D-1S; 2C-2H:	GF (FSF)	
1D-1S; 2C-2S:	6+ INV	
1D-1S; 2C-2NT:	INV	
1D-1S; 2C-3C:	INV	
1D-1S; 2C-3D:	INV	

1D-1S; 2C-3H:	SPL for C	
1D-1S; 2C-3S:	6+ GF	# general auction
1D-1S; 2D:	5+, no 4cM, not 5 clubs	
1D-1S; 2D-2H:	5+/4+ INV	# not NS F by UPH
1D-1S; 2D-2S:	6+ INV	
1D-1S; 2D-2NT:	INV	
1D-1S; 2D-3C:	GF (FSF)	
1D-1S; 2D-3D:	INV	
1D-1S; 2D-3H:	SPL	
1D-1S; 2D-3S:	6+ GF	# general auction
1D-1S; 2H:	good 3 card spade raise	
1D-1S; JS:	SPL, MAX	
1D-1S; 2NT:	6+ broken diamonds, MAX	
1D-1S; 2NT-3S:	6+ GF	# general auction
1D-1S; 3D:	6+ solid diamonds, MAX	
1D-1S; 3S:	4-card sup, MAX, no shortness	
1D-1S; 4D:	6+ solid diamonds, MAX, plus 4-card support	
1D-1NT:	0-9 HCP, no 4cM	# 1D often 14-15 balanced
1D-1NT; 2C:	5 card suit	
1D-1NT; 2D:	5+	
1D-2C:	10+ 4+ F1	
1D-2C; 2D:	5+ (any str)	
1D-2C; 2D-2M	5/4 Invitational	# not NS F by UPH
1D-2C; 2H:	4-4 majors, NF	
1D-2C; 2S:	???	
1D-2C; 2NT:	14-15 bal (nonfitting)	# general auction
1D-2C; any-3C:	6+ GF	
1D-2C; 3C:	4+ C, min	# bid 3N w/max
1D-2C; 3D:	6+ D, max	# 2NT is 14-15 so no solid/broken here
1D-2C; 3M:	shortness, 4+C, GF	# Splinter
1D-2C; 3NT	(semi)balanced max with 4+ sup	
1D-2D:	10+ 4+ F1	
1D-2D; 2M:	4cM	
1D-2D; 2M-2NT:	NF	
1D-2D; 2NT:	14-15 bal (nonfitting) GF	# general auction
1D-2D; any-3D:	sets D, GF	# general auction
1D-2D; 3C:	short C, 4+D, GF	# w/ 2335 open 1NT min
1D-2D; 3D:	4+ D, min	# symm 1D-2C; 3C
1D-2D; 3D-new:	control-showing, GF+	# ditto
1D-2D; 3M:	shortness, 4+D, GF	# splinter
1D-2D; 3NT:	(semi)balanced max with 4+D	# symm 1D-2C; 3NT
1D-2M:		6+ PRE
1D-2NT:		GF INQ with no major.
1D-2NT; 3C	primary clubs or balanced <sup>2</sup>	

<sup>2</sup>Opener has one of

- primary clubs (3145 or 1345)

1D-2NT; 3C-3D	tell me more ... 3H = short hearts 3S = short spades 3NT = semibalanced
1D-2NT; 3D	real diamonds, no shortness
1D-2NT; 3H	real diamonds; short hearts
1D-2NT; 3S	real diamonds; short spades
1D-2NT; 3NT	real diamonds; short clubs
1D-2NT; 4C	two-suited minor freak
1D-2NT; 4D	single-suited freak
1D-3m:	6+ INV
1D-3NT:	to play, but there are usually better auctions

4♥ Kickback. RCKB for ♠. Should 1♠-3♥ be kickback?

## Interference

### Auctions

Add this section.

- 
- balanced 14-15
  - 11-13 with 44xx

With xx xx KQxxx AKxx, 3D is the correct response. But, if we open 1D with (say) xx xx KQxx AKxxx, then that's an overload of the first. Likely we want to open that 1nt.

## One Heart and One Spade

The major suit limited openers show at least 5 cards in the suit and 11-15 High Card Points. Responder's calls over 1 ♠ are the same as over 1 ♥:

<u>Response</u>	<u>Meaning</u>
1 ♠	One round force. Shows a <u>5+</u> card suit since opener would have opened 2 ♥ with 5 ♥ and 4 ♠. Opener's rebids are: <ul style="list-style-type: none"> <li>1 NOTRUMP      Minimum. Denies a 6<sup>th</sup> ♥ or a 5 card minor or ♠ support.</li> <li>2 ♣                Shows <u>4+</u> ♣ and denies ♠ support.</li> <li>2 ♦                Shows <u>4+</u> ♦ and denies ♠ support.</li> <li>2 ♥                Minimum. Shows <u>6+</u> ♥ and denies ♠ support.</li> <li>2 NOTRUMP    Maximum. <u>6+</u> broken ♥ no ♠ support..</li> <li>3 ♥                Maximum. <u>6+</u> solid ♥ no ♠ support..</li> <li>raise              Shows a minimum hand, support for ♠, and denies a ruffing value.</li> <li>jump raise      Shows a maximum hand, support for ♠, and denies a ruffing value.</li> <li>jump shift      Splinter. Shows support for ♠ and at most one card in the bid suit.</li> </ul>
1 NOTRUMP	Non-Forcing. Denies <u>11+</u> HIGH CARD POINTS, 5 ♠, and ♥ support. Opener can show a 6 <sup>th</sup> ♥ or show another 4+ card suit.
2 ♣	One round force. Usually shows a <u>5+</u> card suit, and denies a 5 card ♠ suit. May be an advance cue bid. Opener's rebids are: <ul style="list-style-type: none"> <li>2 ♦                <u>4+</u> card suit.</li> <li>2 ♥                Shows a minimum opener.</li> <li>2 ♠                <u>5</u> card suit and additional values</li> <li>2 NOTRUMP    Maximum. <u>6+</u> broken (or any 5) ♥ no ♣ support.</li> <li>3 ♥                Maximum. <u>6+</u> solid ♥ no ♣ support.</li> <li>raise              Shows <u>3+</u> card support and denies a ruffing value. New suit is forcing.</li> <li>jump shift      Splinter. Shows 4 card support and at most one card in the bid suit. New suit by responder is a Cue Bid.</li> </ul> <p><b>Note: Responder's 4 ♦ call is Kickback. RCKB for ♣.</b></p>
2 ♦	One round force. Opener's rebids are the same as to a 2 ♣ response. <p><b>Note: 4 ♦ by responder is Roman Key Card Blackwood for ♦.</b></p>
2 NOTRUMP	<b>Limit Raise or slam interest in ♥. See page 34</b>
3 NOTRUMP	<b>Shows any 4333 hand with and roughly 13-15 HCP. Opener can pass or correct to 4 ♥.</b>
raise	Shows a minimum hand, 3 card support, and no further interest. Opener's new suit shows a side suit and a maximum hand. Partner should bid game with an honor in the bid suit.
3 ♥	<b>Preemptive.</b>
jump shift	Mini/Maxi-Splinter. At least Invitational to game, with (usually) 4 card support and at most one card in the suit bid. Opener's new suit is a Cue Bid. Responder's new suit is Forcing and slam oriented. Responder's rebid of the splinter suit

shows a void.  
dbl jump shift Swiss Raise showing 4+ ♡ and 6+ in the bid suit to 2/3 honors. Opener's new suit is a Cue Bid.

## Two Clubs

The 2 ♣ limit opener shows:

- 11-15 HIGH CARD POINTS.
- 5 or more ♣.
- If opener has exactly 5 ♣, he must also have a 4 card major. With 6 or more ♣, he may or may not have a 4 card major.

## Responses

Since all five strains are possible final contracts, responder must be able to sign off, invite, and force in all. Therefore, the following principles are used in response:

- 2 NOTRUMP response is limit raise or better in ♣. See page 34.
- 2 ♦ response asks if opener has a 4 card major.
- 3 ♦ 3 ♥ and 3 ♠ are natural and Game Forcing.
- 4 ♦ is Kickback. RKCB for ♣.
- no other responses are forcing.

<u>Response</u>	<u>Meaning</u>
pass	Sign-Off in ♣.
2 ♦	Asking if opener has a 4 card major. If not, the quality of the ♣ suit is shown: <ul style="list-style-type: none"> <li>2 ♥ Shows a 4 card ♥ suit. Responder can then make forcing, Invitational or sign-off calls:               <ul style="list-style-type: none"> <li>2 ♠ One round force<sup>3</sup>. Implies 5 ♠ and invitational values, but may be an advance Cue Bid in support of ♥.</li> <li>2 NOTRUMP Invitational to game in NOTRUMP.</li> </ul> </li> <li>3 ♣ Sign-Off in ♣. Responder probably has a weak hand with 4 ♠ and some ♣ support.</li> <li>3 ♦ One round force. Implies 5 ♦ and invitational values, but may be an advance Cue Bid in support of ♥.</li> <li>3 ♥ Invitational to game in ♥. Opener can Cue Bid, bid game, or pass.</li> </ul>
jump shift	Splinter.
3 NOTRUMP	Sign-Off. Responder has game going strength and probably 4 ♠.
2 ♠	Shows a 4 card ♠ suit. The auction continues as after 2 ♥. The auction 2♣-2♦; 2♠-3♥ is equivalent to 2♣-2♦; 2♥-2♠.
2 NOTRUMP	No 4 card major, and ♣ too weak to rebid 3 ♣. Responder's rebids are the same as over a 3 ♣ rebid.
3 ♣	Shows AKQxxx in ♣, or AK 7 <sup>th</sup> in ♣. Responder can then look for a 3 card major, investigate 3 NOTRUMP, or sign off in ♣: <ul style="list-style-type: none"> <li>3 ♣ Sign-Off.</li> <li>3 ♦ Do you have a 3 card major? Opener's responses are natural. 3 NOTRUMP denies a 3 card major.</li> <li>3 ♥ Game forcing. Natural</li> </ul>

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<sup>3</sup> Should this be fourth suit (i.e. game) forcing?

- 3 ♠                    Game forcing. Natural
- 3 NOTRUMP        Natural.
- 2 ♥                    Sign-Off in ♥. Shows a 5+ card suit. Opener should call:  
 pass                    with 2 card support or better and a minimum hand.  
 2 ♠                    with 4♠.  
 3 ♣                    with a solid 6<sup>th</sup> ♣ and not 4♠.  
 2 NOTRUMP        with a broken 6♣+ suit and not 4♠.  
 3 ♥                    with 3 or more in support, a ruffing value, and a good hand.  
 Responder's rebids are natural showing 5/5 if a new suit is bid or 6+ and no tolerance for ♣ for a ♥ rebid.
- 2 ♠                    Sign-Off in ♠. Shows a 5+ card suit. Opener's rebids are similar to 2 ♥ response:  
 pass                    with 2 card support or better and a minimum hand.  
 2 NOTRUMP        with 4♥  
 3 ♣                    with any 6<sup>th</sup> ♣ and not 4♥ and not 2 ♠.  
 3 ♠                    with 3 or more in support, a ruffing value, and a good hand.  
 Responder's rebids are natural showing 5/5 if a new suit is bid or 6+ and no tolerance for ♣ for a ♠ rebid.
- 2 NOTRUMP        **limit raise or better in ♣. See page 34.**
- 3 ♣                    Simple raise in ♣. Shows few points, and implies no interest in the majors.
- 3 ♦                    **Game Forcing. Shows at least a 6 card suit and no support for the majors.**
- 3 ♥ .. 3 ♠            Game Forcing. Shows 6 or more ♥. Opener should raise with 2 card support.
- 3 NOTRUMP        Sign-Off in NOTRUMP.
- 4 ♣                    Preemptive.
- 4 ♦                    Kickback. RKCB with ♣ as trump.

### Sample Auctions

## Two Diamonds - Roman [revised]

The 2♦ limit opener shows:

- 11-15 HIGH CARD POINTS.
- 4441 or 5440 distribution with any suit short.
- No 5 card major

### Responses

Responder needs to be able to sign-off in a suit, invite in a suit, and force to game. The principles are:

- 2♥ is a one round force with at least invitational values. It requests that opener bid his short suit as described below.
- 3♦ is a game force. It, too, requests opener's short suit.
- All other calls by responder are Non-Forcing. If responder bids opener's short suit, opener must bid the next suit.

Response	Meaning
pass	shows 5♦+ and minimal values.
2♥	One round force with at least invitational values. Opener responds in steps to show his short suit using 4SUIT (p30) (♥/♠/♣/♦) Responder's calls are: new suit      Invitational to game. Opener should take into account the inference that responder's hand was not improved by the singleton. game bid      Sign-Off.
2♠	Sign-Off in ♠. Opener should bid 3♣ with a singleton or void in ♠. Responder's 3♠ bid is Sign-Off.
2 NOTRUMP	Sign-Off in ♥. Opener should bid 3♣ with a singleton or void in ♥. Responder's 3♥ bid is Sign-Off.
3♣	Sign-Off in ♣. Opener should bid 3♦ with a singleton or void in ♣. Responder's 4♣ bid is Sign-Off.
3♦	Game force. Responder is implying slam interest. Opener replies in steps to indicate his short suit using 4SUIT (p30) (♥/♠/♣/♦) <u>Responder's next call is a transfer to the next higher suit.</u> In this way responder can enter a Roman Key Card Blackwood auction, Cue Bid, or pass opener's acceptance of the transfer. Note: If opener has both minors, 4♠ is RCKB for ♣ and 4 NOTRUMP is for ♦. With short clubs, 4♠ is Roman Key Card Blackwood for ♦. Therefore, 5♣ and 5♦ are always natural and Sign-Off.
3♥/3♠	One round force. Responder has a good hand and a self sufficient suit.
3 NOTRUMP	Sign-Off.
4♣	One round force. Responder is requesting you to <u>pick your better major.</u>

### Interference

If the opponents overcall over 2♦, responder's double is **pass or correct**. That is, it's the only

call that shows values. All other calls (including pass) are non-forcing and do not suggest opener re-open the bidding.

## Two Hearts - Flannery

The 2♥ limit opener shows:

- 11-15 HIGH CARD POINTS.
- exactly 4♠.
- 5 or 6♥.
- ~~no 4 card minor (open 2♦ instead).~~

## Responses

A simple, consistent set of rules for responding to 2♥ openers is used. The best major suit contract at the correct level is the most important goal. Failing that, NOTRUMP is followed by minor suit contracts in desirability. To those ends, the following principles are followed:

- 2 NOTRUMP, 3 of a major, and Roman Key Card Blackwood are the only forcing responses to a 2♥ opener.
- Responder's rebids in ♥, ♠, and NOTRUMP above the 2 level are all Non-Forcing.
- Rebids which describe opener's minor suit holding indicate the short suit.
- 4 NOTRUMP is Roman Key Card Blackwood for ♥.
- 5 of opener's short minor is Roman Key Card Blackwood for ♠. If opener is 2/2 in the minors, 5♣ is used.

<u>Response</u>	<u>Meaning</u>
pass	Sign-Off in ♥.
2♠	Sign-Off in ♠.
2 NOTRUMP	Asking for further description. Opener's rebids:
3♣	4522 distribution. Responder can then inquire for minimum/maximum strength with 3♦. Opener rebids: 3♥ Minimum. 3♠ Maximum.
3♦	4531 distribution. That is, it shows short ♣.
3♥	4513 distribution. That is, it shows short ♦.
3♠	4621 or 4612 distribution. A response of 4♣ asks for the short suit. Opener rebids: 4♦ Short clubs. 4♥ Short diamonds.
3 NOTRUMP	4630 or 4603 distribution. A response of 4♣ asks for the short suit. Opener rebids: 4♦ Short clubs. 4♥ Short diamonds.
4♣	4504
4♦	4540
3♣	Sign-Off in ♣. Shows at least a 6 card suit, and no support for the majors.
3♦	Sign-Off in ♦. Shows at least a 6 card suit, and no support for the majors.
3♥	Invitational in ♥. New suit is a Cue Bid.
3♠	Invitational in ♠. New suit is a Cue Bid.

3 NOTRUMP      Sign-Off in NOTRUMP.

## Big Club Opening Bids

The only strong opening bid is 1 ♣. It shows 16 HIGH CARD POINTS, or equivalent playing strength. The latter should be read as willing to go to game opposite any 8 point hand.

Responder's immediate responses to 1 ♣ are grouped into these categories:

- Negative 1 ♦ Shows 0-7 HIGH CARD POINTS and denies the shape for any of the Preemptive responses.
- Preemptive 2 ♥ and 2 ♠ Shows a 6-7 card suit and 4-7 HIGH CARD POINTS.
- Preemptive 4 ♥ and 4 ♠ Shows a 8-9 card suit and 2-7 HIGH CARD POINTS in the bid suit.
- Preemptive 3 NOTRUMP shows 2-7 HIGH CARD POINTS and a 8-9 card minor. Followup auctions are identical to those for.  
1 ♣ .. 1 NOTRUMP .. 2 ♣ .. 3 NOTRUMP  
(see page @pageref[3nseq]).
- Positive 1 ♥ through 2 ♦ Shows 8+ HIGH CARD POINTS, **and length in the next higher suit.** The major suit responses show 4+ card suits, and the minor responses deny a 4 card major.
- Unusual Positive 3 ♣ and 3 ♦ Show 8+ HIGH CARD POINTS and a 4441 or 5440 distribution with shortness in a suit of the color bid.
- Super Unusual Positive 3 ♥ through 4 ♦ Show 12 HIGH CARD POINTS, 4+ controls, and a 4441 or 5440 distribution with shortness in the next higher suit.
- NOTRUMP 1 ♠ shows 8-13 HIGH CARD POINTS **and a balanced hand.**  
2 NOTRUMP shows 14+ HIGH CARD POINTS **and a balanced hand.**

## Positive Responses to 1 club

The most common response to a 1 ♣ opening bid is one of the positive responses. They show **length in the next higher suit** and **8+ HIGH CARD POINTS**. The major suit positive responses, (1♥ and 2♦) show at least 4 cards. The minor suit positive (1 notrump and 2♣) responses show **5+ cards** and deny a 4 card major.

All positive responses are forcing to game.

After a positive response, opener's rebids are:

<u>Call</u>	<u>Meaning</u>
NOTRUMP	Shows a flat hand and denies interest in responder's suit. Opener shows simple NOTRUMP            16-19 jump NOTRUMP            20-22 double jump <sup>4</sup> 23-25 Responder's next call is natural, and opener's raise is natural.
raise	<b>(really bidding the implied suit) TAB</b> (p. 27) (4,0,1,2,1,2,3) after a major, and (0,1,2,1,2,3) after a minor. This establishes the trump suit, so opener's new suit is <b>SCAB</b> (p 28).
new suit	<b>SAB</b> (p26) ( <i>bad/bad,...</i> ). Opener has at least 5 cards in the suit bid, and is asking responder whether or not he has support. If support is <i>bad</i> ( <i>Jxx</i> or worse), <b>opener's rebid of responder's implied suit at or below the 3 level, is TAB</b> (p. 27).(0,1,2,1,2,3). Otherwise, opener's new suit is natural and responder's next call is natural. <ul style="list-style-type: none"> <li>● Responder can show secondary support (e.g. <i>xxx</i>), after which opener's new suit is <b>SCAB</b> (p 28) (<i>none,3<sup>rd</sup>,...</i>).</li> <li>● Responder can show extra length in his first suit. Opener's raise below game is Natural.</li> <li>● Responder can show a second suit. Opener's raise below game is Natural</li> </ul> If support is <i>good</i> , the trump suit is established and opener's new suit is <b>SCAB</b> (p 28) ( <i>none,3<sup>rd</sup>,...</i> ).
jump raise	<b>(really a jump shift into the implied suit) accepts the suit as trump and asks for shortness. Respond naturally.</b>
jump shift	<b>CAB</b> (p29) (0,1,2,3,..) Opener is showing a self-sufficient suit, establishing it as trump, and requesting a count of controls (A=2, K=1). A <b>rebid of the suit below game is a Control Asking Bid (0,1,2...), and</b> new suit is <b>SCAB</b> (p 28).

---

<sup>4</sup> Obviously, 4NT is Blackwood. Does this bid even make sense? We have 31 HCP. We're always going to look for a slam somewhere.

## Negative Responses to 1 club

With 0-7 HIGH CARD POINTS, and an inability to make any of the Preemptive responses, responder bids 1  $\diamond$ . Opener's rebids are:

<u>Rebid</u>	<u>Meaning</u>
1 $\heartsuit$	One round force. Opener has at least a 4 card suit. Responder's rebids are: <ul style="list-style-type: none"> <li>1 <math>\spadesuit</math> Showing a 4 card suit.</li> <li>1 NOTRUMP Second negative.</li> <li>2 <math>\clubsuit</math> Usually a real suit, but might be an artificial call showing the high end of the 1 <math>\diamond</math> negative.</li> <li>2 <math>\diamond</math> Natural and the high end of the negative.</li> <li>raise Natural. Shows 3 card support and the inability to make a splinter.</li> <li>jump shift Mini/Maxi-Splinter. At least Invitational to game, with (usually) 4 card support and at most one card in the suit bid. Opener's new suit is a Cue Bid. Responder's new suit is Forcing and slam oriented. Responder's rebid of the splinter suit shows a void.</li> <li>2 NOTRUMP Fragment. Shows 5 cards in the other major, 3 cards in opener's major, and <u>5-7</u> HIGH CARD POINTS.</li> <li>jump raise Limit Raise. By implication from the lack of a Splinter, there is no singleton or void.</li> <li>dbl jump shift Raise of opener's suit with a long side suit. Responder should have <u>6+</u> to 2/3 top honors..</li> </ul>
1 $\spadesuit$	One round force. Opener has at least 4 $\spadesuit$ , and probably fewer than 4 $\heartsuit$ . Auction continues as with $\heartsuit$ 1.
1 NOTRUMP	Non-Forcing. Opener has <u>16-19</u> HIGH CARD POINTS. Responder has the entire arsenal of Stayman, Jacoby Transfers, and Lebensohl conventions.
2 $\clubsuit$ .. 2 $\diamond$	Non-Forcing. Opener has at least 5 card suit and at most 21 HIGH CARD POINTS. Responder's rebids are: <ul style="list-style-type: none"> <li>new suit <u>5-7</u> HIGH CARD POINTS, 5 or more in the bid suit, and at most 2 cards in opener's suit.</li> <li>jump shift Mini/Maxi-Splinter. At least Invitational to game, with (usually) 4 card support and at most one card in the suit bid. Opener's new suit is a Cue Bid. Responder's new suit is Forcing and slam oriented. Responder's rebid of the splinter suit shows a void.</li> <li>raise <u>5-7</u> HIGH CARD POINTS and support.</li> <li>2 NOTRUMP <u>5-7</u> HIGH CARD POINTS, and no support for opener.</li> </ul>
2 $\heartsuit$	<b>Kokish (artificial showing 22-23 balanced, Game Force in <math>\heartsuit</math>, or Game Forcing 2 suiter). Responder must bid 2<math>\spadesuit</math>. Opener then bids</b> <ul style="list-style-type: none"> <li><b>2NT</b> balanced 22-23. Responder bids Stayman, Jacoby, ...</li> <li><b>3<math>\clubsuit</math></b> <b>CAB</b> (p29) (0,1,2) Shows Game Force in <math>\heartsuit</math></li> <li><b>3<math>\diamond</math> ..3<math>\spadesuit</math></b> Shows that and a lower suit (5+/5+). Responder can cue bid control of a higher suit, raise the known suit, or bid to ask for the other suit. Opener's rebid of the known suit shows 6+/5+. Responder's calls over the 6+/5+ are the same.</li> </ul>
2 NOTRUMP	Opener has <u>20-21</u> HIGH CARD POINTS. Responder has Stayman, Jacoby ...
2 $\spadesuit$ .3 $\clubsuit$ .3 $\diamond$	<b>CAB</b> (p29) and natural. Opener has a self-sufficient suit, is naming it as trump, and wants to know responder's controls. <b>Rebid is natural and invitational</b>

	<b>Control Asking Bid (0,1,2,3).</b> New suit is <b>SCAB</b> (p 28) ( <u>none, 3<sup>rd</sup>, 2<sup>nd</sup>, ...</u> ).
3 ♡ .. 3 ♠	Opener has a hand with 4 or 4.5 losers. Responder can bid game accordingly.
3 NOTRUMP	Opener has <b>24-25</b> HIGH CARD POINTS. Responder has Stayman, Jacoby ...
4 NOTRUMP	<b>Opener has 26-28 HIGH CARD POINTS. Responder has Stayman and Jacoby</b>

### Preemptive Responses to 1 club

With a 6-7 card major and 4-7 HIGH CARD POINTS, responder bids 2 of the major. Opener's rebids are:

<u>Rebid</u>	<u>Meaning</u>
new suit	<b>SAB</b> (p26) (bad/bad, ...) <b>Does this make sense? Responder cannot have good controls?</b> An immediate rebid of responder's long suit is Sign-Off. Any other new suit begins a <b>SCAB</b> (p 28) sequence ( <u>none, 3<sup>rd</sup>, 2<sup>nd</sup>, ...</u> ).
2 NOTRUMP	<b>Limit Raise or slam interest. See page 34</b>
raise	<b>CAB</b> (p29) ( <u>0,1,2,3</u> ). How good are your controls? New suit is <b>SCAB</b> (p 28) ( <u>none, 3<sup>rd</sup>, 2<sup>nd</sup>, ...</u> ).

With a 8-9 card major and 2-7 HIGH CARD POINTS in the suit, responder bids 4 of the major. Opener's rebids are:

<u>Rebid</u>	<u>Meaning</u>
new suit	Abbreviated <b>SCAB</b> (p 28) ( <u>none, 2<sup>nd</sup>, 1<sup>st</sup>, ..</u> ). Can you stop this suit?
raise	Grand Slam Force. Bid 7 with 2/3 honors, 6 with 1/3, and pass with 0/3 honors.
4 NOTRUMP	Feature. Show opener a stiff or void.
5 NOTRUMP	<b>Undefined. How does this differ from the Grand Slam Force?</b>

## Notrump Responses to 1 Club

The 1♠ and 2 NOTRUMP responses to 1♣ show:

- A balanced hand.
- No 5 card major.
- No minor better than Jxxxx.
- At least 8 HIGH CARD POINTS.

With 8-13 HIGH CARD POINTS, responder bids 1♠. Opener's rebids are:

Bid	Meaning
1 NOTRUMP	Asks for further description. Responder's rebids are:
2♣	Shows 4♥ and 4♠
2♦	<u>8-10</u> HIGH CARD POINTS, 4♥. Opener's 2♥ is <b>TAB4</b> (p. 27) (0,1,2,3)
2♥	<u>8-10</u> HIGH CARD POINTS, 4♠. Opener's 2♠ is <b>TAB4</b> (p. 27) (0,1,2,3)
2♠	<u>8-10</u> HIGH CARD POINTS, and no 4 card major
2 NOTRUMP	<u>11-13</u> HIGH CARD POINTS, and <u>4333</u> distribution. Opener's 3♣ bid asks for the 4 card suit using <b>4SUIT</b> (p30) (♥/♠/♣/♦):
3♣	<u>11-13</u> HIGH CARD POINTS, 4♣ and 4 of another suit. Opener's 3♦ bid asks responder for the 4 card suit using <b>4SUIT</b> (p30) (♥/♠/♦):
3♦	<u>11-13</u> HIGH CARD POINTS, 4♦ and 4♥.
3♥	<u>11-13</u> HIGH CARD POINTS, 4♥ and 4♠.
3♠	<u>11-13</u> HIGH CARD POINTS, 4♠ and 4♦.
3 NOTRUMP	<u>11-13</u> HIGH CARD POINTS, 5 card minor ( <u>Jxxxx</u> ) or worse. Opener's rebids are:
4♣	Name your minor.
4♦	I have ♦. If opener responds 4♥, he is requesting a step count of Aces:
	1      0 Aces.
	2      1 Aces.
	3      2 Aces.
	4      3 Aces.
4♥	I have ♣ and 0 Aces.
4♠	I have ♣ and 1 Aces.
4 NOTRUMP	I have ♣ and 2 Aces.
5♣	I have ♣ and 3 Aces.
	Opener may then call:
4 NOTRUMP	Sign-Off.
partner's suit	Sign-Off.
suit after partner's suit	Gerber for Kings.
4♦	Ace Asking.
4♥	0 or 3 Aces.

4 ♠                    1 Ace.  
 4 NOTRUMP        2 Aces.  
 5 ♣ is then Gerber for Kings.

4 NOTRUMP        Quantitative.

If opener bids a suit in which responder has shown 4 cards, it is **TAB4** (p. 27) (0,1,2,3). If opener bids any other new suit, it is **SAB** (p26) (bad/bad...).

2 ♦ .. 3 ♣        **SAB** (p26) (bad/bad...)..  
 2 NOTRUMP      Opener is showing a flat, featureless 16 point hand. Responder can pass with a similar 8 point hand.  
 3 ♦ .. 4 ♣        **CAB** (p29) (0,1,2) and natural  
 3 NOTRUMP      Sign-Off.  
 4 ♣                **Ace Asking**

With 14+ HIGH CARD POINTS, responder bids 2 NOTRUMP. Opener's rebids are:

Bid _____	Meaning
3 ♣	Stayman.
3 ♦ .. 4 ♣	<b>SAB</b> (p26) ( <u>bad/bad...</u> )..
3 NOTRUMP	Shows a featureless, minimum 1 ♣ opener.
4 ♦	Asks for the number of Aces in responder's hand.
4 ♥	0 or 3
4 ♠	1 or 4
4 NOTRUMP	2

Opener's 5 ♣ call then continues a normal Gerber auction.

## Auctions

## Unusual and Super Unusual Positive Responses

Hands where responder has three suits (4441 or 5440 distribution ) are handled with the Unusual Positive and Super Unusual Positive responses.

Super Unusual Positive responses show 12 HIGH CARD POINTS and guarantee 4+ controls. With fewer points or fewer controls, and the correct distribution, bid 3 ♣ or 3 ♦.

### Unusual Positive Responses

<u>Response</u>	<u>Meaning</u>
3 ♣	Singleton or void in a <u>black</u> suit. Opener's rebids are: 3 ♦ Asks the question Which black suit is short?. The response is: 3 ♥ Short ♣. 3 ♠ Short ♠. Opener's rebids are now the same as if the ask had not been made. That is, new suit is <b>TAB4</b> (p. 27). Next new suit is <b>SCAB</b> (p 28) ( <u>none,3<sup>rd</sup>,2<sup>nd</sup>,...</u> ). new suit <b>TAB4</b> (p. 27) (0,1,2,3). Setting the trump suit and asking for a count of honors. Next new suit is <b>SCAB</b> (p 28) ( <u>none,3<sup>rd</sup>,2<sup>nd</sup>,...</u> ). 3 NOTRUMP To play.
3 ♦	Singleton or void in a <u>red</u> suit. Opener's rebids are the same as for 3 ♣, except: 3 ♥ Asks the question Which red suit is short? The response is: 3 ♠ Short ♦. 3 NOTRUMP Short ♥.

### Super Unusual Positive Responses

<u>Response</u>	<u>Meaning</u>
3 ♥	Singleton or void in ♠. Opener's rebids are 3 ♠ Bidding the short suit is a <b>CAB</b> (p29) ( <u>4,5,6,...</u> ). Opener's new suit is <b>TAB4</b> (p. 27). new suit <b>TAB4</b> (p. 27) (0,1,2,3). Opener's new suit is <b>SCAB</b> (p 28) ( <u>none,3<sup>rd</sup>,2<sup>nd</sup>,...</u> ) NOTRUMP To play.
3 ♠	Singleton or void in ♣. Opener's rebids are the same as for 3 ♥.
4 ♣	Singleton or void in ♦. Opener's rebids are the same as for 3 ♥.
4 ♦	Singleton or void in ♥. Opener's rebids are the same as for 3 ♥.

## Interference In 1 Club Auctions

Opponents interference in 1 ♣ auctions usually occurs between the 1 ♣ call and the first response. There are several different cases:

- double.
- a **natural** call below 2 NOTRUMP.
- a **natural** call 2 NOTRUMP or higher.
- **any artificial call**

### When Interference is 1 Club / Double

After a double, regardless of the meaning, responder's calls are unaffected. However, the double allows responder to describe weak hands more accurately:

<u>Call</u>	<u>Meaning</u>
redouble	Shows a distributional <u>0-7</u> HIGH CARD POINTS.
pass	Shows a flat <u>0-4</u> HIGH CARD POINTS.
1 ♦	Shows a flat <u>5-7</u> HIGH CARD POINTS.
other calls	are as if there were no double.

### When Interference is **natural** through 2 Spades

After opponents make an overcall below 2 NOTRUMP, responder needs to be able to show stoppers as well as describe the strength and distribution of his hand.

<u>Call</u>	<u>Meaning</u>						
pass	Shows <u>0-4</u> HIGH CARD POINTS. <b>Responses to opener's NOTRUMP rebid are the same as after a double (below).</b>						
new suit	Shows <u>5-8</u> HIGH CARD POINTS and a 5 card suit.						
jump suit	Shows <u>5-8</u> HIGH CARD POINTS and a 6 card suit.						
NOTRUMP	Shows <u>5-8</u> HIGH CARD POINTS, a stopper in the suit ( <del>or suits</del> ) the opponents overcalled, and a flat hand. Opener's rebids are Natural, but essentially comprise a Lebensohl situation. For example, a Cue Bid asks for a 4 card major. <sup>5</sup>						
NOTRUMP jump	Shows <u>9-12</u> HIGH CARD POINTS, a double stopper in the suit ( <del>or suits</del> ) the opponents overcalled, and a flat hand.						
Cue Bid	Shows <u>9+</u> HIGH CARD POINTS, a stopper, and a distributional hand. Opener's new suit is <b>SAB</b> (p26) ( <del>bad/bad...</del> ). <b>Responses to opener's NOTRUMP rebid are the same as after a double (below).</b>						
double	Shows any other hand, and promises opener another call. By implication, responder has <u>5+</u> HIGH CARD POINTS and no stopper in the enemy suits. Opener's new suit is <b>SAB</b> (p26) ( <del>bad/bad...</del> ). Opener may pass requesting that responder complete the description of his hand:						
	<table> <thead> <tr> <th><u>Call</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>new suit</td> <td>Shows <u>9+</u> HIGH CARD POINTS and a 5 card suit. Opener's new suit is <b>SAB</b> (p26) (<del>bad/bad...</del>). A raise is <b>TAB4</b> (p. 27) (<u>0,1,2,3</u>).</td> </tr> <tr> <td>jump suit</td> <td>Shows <u>9+</u> HIGH CARD POINTS and a 6 card suit. Opener's new suit is <b>SAB</b> (p26) (<del>bad/bad...</del>). A raise is <b>TAB4</b> (p. 27) (<u>0,1,2,3</u>).</td> </tr> </tbody> </table>	<u>Call</u>	<u>Meaning</u>	new suit	Shows <u>9+</u> HIGH CARD POINTS and a 5 card suit. Opener's new suit is <b>SAB</b> (p26) ( <del>bad/bad...</del> ). A raise is <b>TAB4</b> (p. 27) ( <u>0,1,2,3</u> ).	jump suit	Shows <u>9+</u> HIGH CARD POINTS and a 6 card suit. Opener's new suit is <b>SAB</b> (p26) ( <del>bad/bad...</del> ). A raise is <b>TAB4</b> (p. 27) ( <u>0,1,2,3</u> ).
<u>Call</u>	<u>Meaning</u>						
new suit	Shows <u>9+</u> HIGH CARD POINTS and a 5 card suit. Opener's new suit is <b>SAB</b> (p26) ( <del>bad/bad...</del> ). A raise is <b>TAB4</b> (p. 27) ( <u>0,1,2,3</u> ).						
jump suit	Shows <u>9+</u> HIGH CARD POINTS and a 6 card suit. Opener's new suit is <b>SAB</b> (p26) ( <del>bad/bad...</del> ). A raise is <b>TAB4</b> (p. 27) ( <u>0,1,2,3</u> ).						

<sup>5</sup> Per discussions with Jerry August 1998

NOTRUMP Shows 5-8 HIGH CARD POINTS, no stopper in the suit (or suits) the opponents overcalled, and a flat hand.

Cue Bid Shows 9+ HIGH CARD POINTS, no stopper, and a distributional hand. Opener's new suit is **SAB** (p26) (bad/bad...)..

Opener may call NOTRUMP, in which case responder can

Call                      Meaning

pass                      5-8 points, no shape, and no stopper

♣                          Stayman

♦/♥/♠ Transfer to next suit (**4SUIT** (p30) (♦/♥/♠/♣/♦)) except the enemy suit).

Responder can pass, bid another suit to show 5/4+, ...

### **Natural** interference 2 No Trump or Higher

Responder's calls above 2 NOTRUMP are:

Call                      Meaning

double                      Penalty.

new suit                      Shows 9+ HIGH CARD POINTS and a 5+ card suit. Opener's new suit is **SAB** (p26) (bad/bad...).. A raise is **TAB4** (p. 27) (0,1,2,3).

NOTRUMP                      Shows 9-12 HIGH CARD POINTS, a stopper in the suit (or suits) the opponents overcalled, and a flat hand.

Cue Bid                      Shows 9+ HIGH CARD POINTS, no stopper, and a distributional hand. Opener's new suit is **SAB** (p26) (bad/bad...)..

### **All artificial interference**

This includes Mathe 1NT (minors), suction, our own three way system, Holt's mandatory psyche, etc. Responder's calls are:

Call                      Meaning

pass                      0-7

double                      I would have bid that strain as a positive response. (e.g, 1♣-(2♦)-dbl is positive with hearts.

simple new suit Positive response in the next strain. (e.g, 1♣-(2♦)-2♥ is positive with spades.

If opener rebids notrump, responder's calls are the same as a double over natural interference

Call                      Meaning

pass                      5-8 points, no shape, and no stopper

♣                          Stayman

♦/♥/♠ Transfer to next suit (**4SUIT** (p30) (♦/♥/♠/♣/♦)) except the enemy suit(s)). Responder can pass, bid another suit to show 5/4+, ...

## Asking Bids

In general, asking bids are only used over 1 ♣ openers. In these auctions, opener asks, and responder answers. There are four different asking bids. They are:

- TAB**      **Trump Asking Bid** (p. 27) inquires as to the length and honors present in a suit responder is known to possess.
- SAB**      **Support Asking Bid** (p26) inquires as to whether responder has support for opener's suit. It also asks for the quality of responder's controls.
- SCAB**     **Specific Control Asking Bid** (p 28) inquires as to the number of rounds this suit must be played before responder can win a trick by ruffing or by having the high card.
- CAB**      **Control Asking Bid** (p29) inquires as to the number of controls ( Ace = 2, King = 1 ) in responder's hand
- Aces      Ace Asking bids (Gerber, Kickback, Blackwood, etc) ask for Aces and often the king of trump.
- 4SUIT**    **Four Suit Asking Bids** (p30) for when asking which of 4 (or sometimes 3) suits.

### Support Asking Bids

When opener wishes to determine if responder has support for his suit, the **SAB** is used.

When opener names a new suit after a Positive response, responder shows the quality of his controls as well as the quality of support. If responder shows good support for opener's suit, opener's next new suits are **SCAB** (p 28). Otherwise, all calls are natural.

#### Step    Meaning

- 1      Bad Support (Jxx at best). Bad (0-3) Controls.
- 2      Bad Support. Good Controls.
- 3      Good Support. Bad Controls.
- 4      Good Support. Good Controls.
- 5      4 or more card Support. Good Controls.

### **Strong Support Asking Bids**

When opener makes a Jump shift after responder's first call, or names a new suit after responder's Preemptive response, opener is naming the trump suit and wants to know the quality of responder's support. Opener's next new suits are Specific Control Asking Bid. If opener rebids the **SAB** suit below game, it is a Control Asking Bid.

#### Step    Meaning

- 1      No Support. (Jx at best)
- 2      Honor doubleton.
- 3      3 small.
- 4      Honor third or 4+ card support.

### Trump Asking Bids

When responder has shown a suit (either directly or by implication), opener's bid of that suit is a TAB. The responses depend on the possible length of responder's suit. A Trump Asking Bid names the trump suit, so opener's next new suits are **SCAB** (p 28) (none, 3<sup>rd</sup>, 2<sup>nd</sup>...).

#### When responder has 4 or more in the suit.

This sequence only occurs in the auctions 1 ♣ .. 1 major .. 2 major. The responses are:

##### Step Shows

- |   |  |
|---|--|
| 1 | 4 card major. If opener bids <ul style="list-style-type: none"> <li>● the next available strain, he is accepting the 4 card suit as trump and asking <b>TAB4</b></li> <li>● the following strain, he is asking <b>4SUIT</b> (p30) (♥/♠/♣/♦) for responder's longer suit. Higher responses are natural; showing at least 4/6</li> <li>● Otherwise, opener's new suit is natural, and responder calls are also natural.</li> </ul> |
| 2 | 5+ card major. 0 of top 3 honors.  |
| 3 | 5 card major. 1 of top 3 honors.   |
| 4 | 5 card major. 2 of top 3 honors.   |
| 5 | 6+ card major. 1 of top 3 honors.  |
| 6 | 6+ card major. 2 of top 3 honors.  |
| 7 | 5+ card major. 3 of top 3 honors.  |

#### When responder has 5 or more in the suit.

This sequence only occurs in the auctions 1 ♣ .. 2 minor .. 3 minor. The responses are:

##### Step Shows

- |   |                                   |
|---|-----------------------------------|
| 1 | 5+ card minor. 0 of top 3 honors. |
| 2 | 5 card minor. 1 of top 3 honors.  |
| 3 | 5 card minor. 2 of top 3 honors.  |
| 4 | 6+ card minor. 1 of top 3 honors. |
| 5 | 6+ card minor. 2 of top 3 honors. |
| 6 | 5+ card minor. 3 of top 3 honors. |

#### TAB4 - Responder has a known length in the suit.

This sequence occurs in auctions in which opener asks responder for a 4 card major, where responder has described his shape, or where responder has made a Preemptive call which shows specific length. The responses are:

##### Step Shows

- |   |                    |
|---|--------------------|
| 1 | 0 of top 3 honors. |
| 2 | 1 of top 3 honors. |
| 3 | 2 of top 3 honors. |
| 3 | 3 of top 3 honors. |

### Specific Control Asking Bids

Once the trump suit has been established, opener's new suits are SCABs. The purpose is to determine the how many rounds of play must occur before responder can stop a specific suit. There are two types Specific Control Asking Bid.

#### Below the 5 level

<u>Step</u>	<u>Meaning</u>
1	No control. (xxxx or Jxx)
2	Third round control. (xx or Qxx)
3	Second round control. (x or Kx)
4	First round control. (void or A)
5	First and second round control. (AK or AQ)

#### At the 5, 6, and 7 level

<u>Step</u>	<u>Meaning</u>
1	No control.
2	Second round control. (x or Kx)
3	First round control. (void or A)

If opener rebids the SCAB suit, he is requesting clarification of the previous response.

Responder's calls are:

<u>Step</u>	<u>Meaning</u>
1	Length.
2	Strength.
3 ..	Additional strength. That is, if responder showed second round control, the third step shows KQ..., and the fourth step shows KQJ...

**Control Asking Bids**

There are a number of sequences in which opener can request a count of controls (ace 2, king=1) in responder's hand. Responder's calls are:

**Step    Meaning**

- |     |        |
|-----|--------|
| 1   | None.  |
| 2   | One.   |
| 3   | Two.   |
| 4   | Three. |
| ... | Etc.   |

Note that if responder has guaranteed a minimum number of controls (as is the case in super unusual positive responses), the steps start out from that minimum.

### Four Suit Asking Bids

With very few exceptions, when the question is 'which of the 3 or 4 suits is it', the responses are

<u>Step</u>	<u>Meaning</u>
1	♥
2	♠
3	♣
4	♦

In a three suit ask, the known incorrect step is eliminated. For example,

1♣—1♥;	shows spades
1♠-1nt;	only 4 spades
2♦	what's your longer suit (hearts, clubs, diamonds)

## Ace Asking Bids

### Roman Key Card Blackwood

Roman Key Card Blackwood is an extension of the normal Blackwood convention. Rather than simply asking about the 4 aces, it also provides information on the king and queen of trump.

If there is no agreed upon trump suit, the trump suit is assumed to be the last naturally bid suit.

As with Blackwood, RKCB is normally 4 NOTRUMP. However, in some cases (notably in Flannery and Roman auctions) it may be some other call. In that case, the responses are considered steps, and are shifted accordingly.

### Response   Meaning

5 ♣    0 or 3 Key Cards. Followup questions are:

5 ♦    Do you have the queen? Step responses are

- 1      No
- 2      Yes, but no more kings than I've shown.
- 3      Yes, and 1 more king.
- 4 ..    Yes, and 2 more kings.

5 other major    Puppet to 5 NOTRUMP.

5 NOTRUMP      RKCB for kings, and the trump queen and jack. Do not show any card previously shown. Asker is confirming that all the key cards are present.

If ♦ or ♥ is the trump suit, the follow-up ask becomes the next higher free suit.

5 ♦    1 or 4 Key Cards. Followup questions are:

5 ♥    Do you have the queen?

- 1      No
- 2      Yes, but no more kings than I've shown.
- 3      Yes, and 1 more king.
- 4 ..    Yes, and 2 more kings.

5 ♠    Puppet to 5 NOTRUMP.

5 NOTRUMP      RKCB for kings, and the trump queen and jack. Do not show any card previously shown. Asker is confirming that all the key cards are present.

If ♥ or ♠ is the trump suit, the follow-up ask becomes the next higher free suit, and the puppet to NOTRUMP is eliminated..

5 ♥    2 or 5 Key Cards without the queen. Followup questions are:

5 ♠    Unless ♠ are trump, this is a puppet to 5 NOTRUMP.

5 NOTRUMP      RKCB for kings, and the trump jack. Do not show any card previously shown.

5 ♠    2 or 5 Key Cards with the queen. Followup questions are:

5 NOTRUMP      RKCB for kings, and the trump jack. Do not show any card previously shown. Asker is confirming that all the key cards are present.

5 NOTRUMP      2 Key Cards and a void in a suit above the trump suit.

6 ♣    2 Key Cards and a void in ♣.

etc.

### Abbreviated Ace Asking

In many 1 ♣ auctions, 4 ♦ is used as an Abbreviated Ace Asking Bid. The step responses are

Step	Shows
1	0 or 3 Aces.
2	1 Ace.
3	2 Aces.

Since the 3<sup>rd</sup> step is 4 notrump, the next bid (5 ♣) is then normal Gerber for Kings.

### RCKB Auctions

1 nt	2 ♦	1 nt	2 ♦
3 ♣	4 ♣	3 ♦	4 ♦
1 ♦	2 ♣	1 ♦	2 ♦
4 ♣		4 ♦	
1 ♥	2 ♣	1 ♠	2 ♣
4 ♣		4 ♣	
1 ♥	2 ♦	1 ♠	2 ♦
4 ♦		4 ♦	
1 ♥	3 nt	1 ♠	3 nt
4 nt		4 nt	
2 ♣	4 ♦	2 ♣	2 nt
		rebid	4 nt
2 ♦	3 ♦	2 ♦	3d
rebid	transfer	rebid	4s (for clubs)
accept	4 nt		
2 ♦	3 ♦		
rebid	4 nt(for diamonds)		
2 ♥	4 nt(for hearts)	2 ♥	5 ♣ or 5 ♦ (for spades)
2 ♥	2 nt	2 ♥	2 nt
rebid	4 nt (for hearts)	rebid	5 ♣ or 5 ♦ (for spades)

### Ace Asking Auctions

1n	4 ♣
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**Abbreviated Ace Asking Auctions**

1 ♣

1 nt

1 ♣

1 nt

2 ♣

3 nt

4 ♦

4 ♦

## Limit Raise or Slam Interest

On auctions like 1♥-2NOTRUMP, responder has either a limit raise or is looking for slam. Opener's responses are

3♣	if all you have is a limit raise, I do not accept.
3♦	accepts limit raise, and shows short ♦
3♥	accepts limit raise, and shows short ♣
3♠	accepts limit raise, and shows short ♠
3NOTRUMP	maximum. no shortness. no extra length (e.g. 3532)
4minor	5/5 or better
4♥	maximum, extra length, no shortness.

### Notes:

- Singleton Aces are not shortness
- 3♥ rebid by responder is "I have a really poor invite"
- Above example is for ♥. The rebid of opener's suit shows ♣ shortness.

## Defensive Bidding

### Unusual Notrump

By partnership agreement, a jump overcall of 2 NOTRUMP shows:

- at least 5/5 in the two lower unbid suits.
- competitive values. Subsequent bidding by overcaller shows a stronger hand.
- either no preference of suits or preference of the lower. For example, with a preference for  $\diamond$ , overcaller could call  $\diamond$  followed by  $\clubsuit$ .

### Unusual versus unusual

After the auction:

1 major-(2 NOTRUMP); ??

responder has the following calls available:

pass	Either a weak call, or a strong hand trapping.
double	Negative. That is, suggesting values and the other major.
3 $\clubsuit$	Forcing bid of the other major.
3 $\diamond$	Limit Raise of opener's suit.
3 major	Preemptive raise of opener's suit
other major	Preemptive bid of the other major.
3 NOTRUMP	To play.
4 either minor	Splinter raise of opener's suit.
4 either major	Preemptive game call.

Note that the calls on the three level are in decreasing order of strength.

### Flannery Defense

Against opponent's Flannery openers,

<u>Overcall</u>	<u>Meaning</u>
2 $\heartsuit$	If available, is a three-suited (all but $\heartsuit$ ) takeout.
2 $\spadesuit$	Simple overcall in $\spadesuit$ .
2 NOTRUMP	For the minors.
3 $\clubsuit$	Simple overcall in $\clubsuit$ .
3 $\diamond$	Simple overcall in $\diamond$ .
3 $\heartsuit$	Western Cue bid. Partner should bid 3 NOTRUMP with a $\heartsuit$ stopper.
3 $\spadesuit$	Western Cue bid. Partner should bid 3 NOTRUMP with a $\spadesuit$ stopper.
double	Shows a strong NOTRUMP opener.

Finally, as a general rule of thumb, lead trump against their Flannery auctions.

## Lebensohl

When opponents interfere in a 1 NOTRUMP auction, Lebensohl applies. Responder's call are:

- 2 level calls Sign-Off. Shows a 5 card suit, and no further ambitions.
- 3 level calls **Preemptive**. Shows a 5 card suit.
- Cue Bid Denies a stopper and requests opener show a 4 card major, a stopper in their suit, or a 5 card minor.
- 2 NOTRUMP Puppet to 3 ♣. Responder's next calls are:  
 pass Sign-Off in ♣.  
 new suit If responder could have called this suit at the 2 level, the bid is Invitational, otherwise it is **Forcing**.  
 Cue Bid Showing a stopper, and Forcing. Opener should show a 4 card major or bid 3 NOTRUMP.  
 3 NOTRUMP Showing a stopper and the values for 3 NOTRUMP.  
 Note Opener can respond other than 3 ♣ with extra values. This is not applicable over 1 NOTRUMP, but occurs in other auctions.
- 3 NOTRUMP Shows the values for game, but denies interest in the majors and denies a stopper.

### Auctions

1 nt	(intf)		(open)	1 nt	
(wk 2)	double		limit opener	(1 nt)	
1 ♣	1 ◇	(intf)	1 ♣	(intf)	response
1 nt			1 nt		
1 ♣	(intf)	1 NT	1 ♣	1 NT	(inmtf) <sup>6</sup>

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<sup>6</sup> Per discussions with Jerry. August 1998.

# Opening Leads

## Rusinow Leads Against Suit Contracts

Against suit contracts, the initial opening lead is Rusinow. There are three rules to these leads:

- Lead lower of two touching honors That is, from AK62 lead the king, and from QJ3 lead the jack. From AKQ432, lead the king and continue with the queen. The only special case is KQ.... The queen is still lead, but partner must encourage if he holds the ace or jack to avoid the Bath Coup.
- Lead third from even. For example, from J954, lead the 5. From AJ8532, lead the 8. Of course, lead high from a doubleton.
- Lead low from odd. For example, from J9543, lead the 3. From 432, lead the 2.

## Journalist Leads Against No Trump Contracts

Against NOTRUMP contracts, the Journalist leads are used. Spot cards from the 2 through the 8 show inverse attitude, and higher cards have specific meanings:

ace	Demands partner unblock his honors. For example, lead ace from <u>AKJTxxx</u> to get partner to drop the queen. If partner has no honor, he should give count.
king	Asks if partner has an honor. For example, lead king from <u>KQxx</u> . Partner should encourage with an honor, and otherwise give count.
queen	Demands partner unblock the jack. For example, lead queen from <u>KQT9</u> . It is also proper to lead the queen from <u>QJxx</u> .
jack	Denies any higher honor. For example, lead jack from <u>JTxx</u> .
ten	Shows an interior sequence and an honor higher than the jack.. For example, lead ten from <u>KJTx</u> .
nine	Promises the ten. For example, lead nine from <u>T9xx</u> .
eight	Denies interest in this suit. For example, lead eight from <u>J82</u> , or <u>875</u>
...	...
two	Shows interest in this suit. For example, lead two from <u>KT542</u> , or <u>Q982</u> .

Of course, when leading to partner's suit, the highest card is usually the correct lead.

## Modifications 5. Jul. 2009

1. Added Kickback auctions
  1. 1d-1h, 3s
  2. 1limit-2c; any-4d
  3. 1d-4h
2. 1d-1s; 2h is now strong spade raise
3. Added 1c-1d; 2h Kokish
4. 1major-3N is now and 4333 13-15
5. 1major-2N is limit raise plus
6. 1major-3major is preemptive
7. 2d-(interference)-double now defined as pass-or-correct
8. 1c-(int)-any-(any); no trump ... responder's sequences defined
9. Kokish added
10. Super accept of positive response (e.g. 1c-1h; 2s)