

Surrealistic Precision

Conventions, Agreements, and Auctions

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One No Trump Opening Bids

An opening bid of 1 NOTRUMP shows

- 13-15 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:

Call Meaning
 2 \clubsuit Non-Forcing Stayman. Responder has invitational or sign-off values, and is looking for 4 card major. Opener's responses are:

2 \diamond No 4 card major.

2 \heartsuit 4 \heartsuit .

2 \spadesuit 4 \spadesuit .

Responder's next calls are:

new major suit Shows 5 cards, and is Invitational.

new minor suit Shows 6+ cards, and is Sign-Off.

major suit raise Invitational to game in the major.

2 NOTRUMP Invitational to 3 NOTRUMP.

jump shift Splinter¹

Note Since responder does not guarantee a 4 card major, the 2 \clubsuit call is alertable.

2 \diamond Game-Forcing Stayman. Responder has game going values and wants a further description of opener's hand. Opener's responses are:

2 \heartsuit 4 \heartsuit .

2 \spadesuit 4 \spadesuit .

2 NOTRUMP No 4 card major, and no 5 card minor. 3 \clubsuit by responder requests exact distribution. Opener's rebids are:

3 \diamond 3343 distribution.

3 \heartsuit 2344 distribution.

3 \spadesuit 3244 distribution.

3 NOTRUMP 3334 distribution.

3 \clubsuit 5 \clubsuit .

3 \diamond 5 \diamond .

A new suit after 3 \clubsuit or 3 \diamond show 5+ cards. A raise is Roman Key Card Blackwood for the minor. Jump shift is Kickback (RKCB for the bid suit). To bid the major naturally, it must be bid at the 3 level.

2 \heartsuit Sign-Off. Shows 5+ \heartsuit , and no further interest.

2 \spadesuit Sign-Off. Shows 5+ \spadesuit , and no further interest.

2 NOTRUMP No 4 card major, 9-10 HIGH CARD POINTS, Invitational to 3 NOTRUMP.

3 \clubsuit Invitational Shows 6+ \clubsuit to 2/4 honors. Opener can call 3 NOTRUMP or pass.

3 \diamond Invitational Shows 6+ \diamond to 2/4 honors. Opener can call 3 NOTRUMP or pass.

¹After 2 \clubsuit -2 \diamond , should responder be able to bid 3 \heartsuit /3 \spadesuit as Smolen here?

3 ♥ Shows self-sufficient ♥ and Game Forcing².

3 ♠ Same as 3 ♥.

3 NOTRUMP Sign-Off.

4 ♣ Gerber.

4 ♦ Choose your better major

Auctions

Add this section.

²I think this ought to be invitational. Responder can always force with 2 ♦.

Limited Opening Bids

One Diamond

The 1 \diamond opening bid describes a hand with

- 11-15 High Card Points
- at least 2 diamonds
- no 5 card major
- no 5 card \clubsuit suit with a 4 card major.

After a 1 \diamond opener, responder's calls are:

<u>Response</u>	<u>Meaning</u>																										
Pass	No points, but diamond support																										
1 \heartsuit	Shows a 4 card suit, and forcing for one round ³ . Opener's rebids are: <table border="0" style="margin-left: 20px;"> <tr> <td>1 \spadesuit</td> <td>Shows a 4 card suit, and denies support for \heartsuit. Responder's calls are: <table border="0" style="margin-left: 20px;"> <tr> <td>2 \heartsuit</td> <td>Invitational. Shows a 6th \heartsuit and values.</td> </tr> <tr> <td>new suit</td> <td>Shows a <u>5+</u> card suit, and forcing for one round.</td> </tr> <tr> <td>raise</td> <td>Invitational</td> </tr> <tr> <td>jump shift</td> <td>Splinter in support of \spadesuit. New suit by opener is a Cue Bid.</td> </tr> <tr> <td>1 NOTRUMP</td> <td>Sign-Off.</td> </tr> <tr> <td>2 NOTRUMP</td> <td><u>11-bad13</u> and a 4 card \heartsuit suit. Invitational to 3 NOTRUMP.</td> </tr> </table> </td> </tr> <tr> <td>1 NOTRUMP</td> <td>Denies a 4 card \spadesuit suit and denies support for \heartsuit. Shows <u>11-12 HIGH CARD POINTS</u> and a flat hand. Responder's calls are: <table border="0" style="margin-left: 20px;"> <tr> <td>new suit</td> <td>Shows a <u>5+</u> card suit, and Forcing.</td> </tr> <tr> <td>jump shift</td> <td>Shows a <u>5+</u> card suit, and Game Forcing.</td> </tr> <tr> <td>2 \heartsuit</td> <td>Shows a 6th \heartsuit, and Invitational.</td> </tr> <tr> <td>2 NOTRUMP</td> <td><u>11-bad13</u> and a 4 card \heartsuit suit. Invitational to 3 NOTRUMP.</td> </tr> <tr> <td>3 \heartsuit</td> <td>Shows a 6th \heartsuit, and Game Forcing.</td> </tr> </table> </td> </tr> </table>	1 \spadesuit	Shows a 4 card suit, and denies support for \heartsuit . Responder's calls are: <table border="0" style="margin-left: 20px;"> <tr> <td>2 \heartsuit</td> <td>Invitational. Shows a 6th \heartsuit and values.</td> </tr> <tr> <td>new suit</td> <td>Shows a <u>5+</u> card suit, and forcing for one round.</td> </tr> <tr> <td>raise</td> <td>Invitational</td> </tr> <tr> <td>jump shift</td> <td>Splinter in support of \spadesuit. New suit by opener is a Cue Bid.</td> </tr> <tr> <td>1 NOTRUMP</td> <td>Sign-Off.</td> </tr> <tr> <td>2 NOTRUMP</td> <td><u>11-bad13</u> and a 4 card \heartsuit suit. Invitational to 3 NOTRUMP.</td> </tr> </table>	2 \heartsuit	Invitational. Shows a 6 th \heartsuit and values.	new suit	Shows a <u>5+</u> card suit, and forcing for one round.	raise	Invitational	jump shift	Splinter in support of \spadesuit . New suit by opener is a Cue Bid.	1 NOTRUMP	Sign-Off.	2 NOTRUMP	<u>11-bad13</u> and a 4 card \heartsuit suit. Invitational to 3 NOTRUMP.	1 NOTRUMP	Denies a 4 card \spadesuit suit and denies support for \heartsuit . Shows <u>11-12 HIGH CARD POINTS</u> and a flat hand. Responder's calls are: <table border="0" style="margin-left: 20px;"> <tr> <td>new suit</td> <td>Shows a <u>5+</u> card suit, and Forcing.</td> </tr> <tr> <td>jump shift</td> <td>Shows a <u>5+</u> card suit, and Game Forcing.</td> </tr> <tr> <td>2 \heartsuit</td> <td>Shows a 6th \heartsuit, and Invitational.</td> </tr> <tr> <td>2 NOTRUMP</td> <td><u>11-bad13</u> and a 4 card \heartsuit suit. Invitational to 3 NOTRUMP.</td> </tr> <tr> <td>3 \heartsuit</td> <td>Shows a 6th \heartsuit, and Game Forcing.</td> </tr> </table>	new suit	Shows a <u>5+</u> card suit, and Forcing.	jump shift	Shows a <u>5+</u> card suit, and Game Forcing.	2 \heartsuit	Shows a 6 th \heartsuit , and Invitational.	2 NOTRUMP	<u>11-bad13</u> and a 4 card \heartsuit suit. Invitational to 3 NOTRUMP.	3 \heartsuit	Shows a 6 th \heartsuit , and Game Forcing.
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3 \heartsuit	Shows a 6 th \heartsuit , and Game Forcing.																										
2 \clubsuit	Shows 5 \clubsuit , and denies \heartsuit support. Responder's rebids are the same as over a 1 \spadesuit rebid. Note: This call is alertable "probably longer clubs than diamonds"																										
2 \diamond	Shows 5 \diamond , and denies \heartsuit support. Responder's rebids are the same as over a 1 \spadesuit rebid.																										
2 NOTRUMP	Shows a maximum opening bid with a 6+ card broken \diamond suit.																										
3 \diamond	Shows a maximum opening bid with a 6+ card running \diamond suit																										
3 \spadesuit	Kickback. RCKB for \heartsuit																										
4 \diamond	4 card support for \heartsuit and a 6+ card running \diamond suit.																										
raise	Shows 4 card support (or 3 and a ruffing value). Non-Forcing																										
jump shift	Mini-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.																										

³New suit by an unpassed hand is always forcing.

1 ♠	jump raise	Shows <u>4432</u> or <u>4423</u> , and a maximum opener. Invitational Shows a 4 card ♠ suit. The call is forcing for one round, and opener's rebids are the same as over a 1 ♥ response except <u>1♦-1♠; 2♥ shows the 44xx maximum raise</u> Note the auctions: 1♦-1♥; any-2♠ shows a good 5/5 1♦-1♠; any-2♥ shows a lesser 5/5 or 5♠/4♥
1 NOTRUMP		<u>0-10 HIGH CARD POINTS</u> , no 4 card major. The call is Non-Forcing, and opener can pass or show a long minor suit.
2 ♣		Game Forcing. Shows a <u>5+</u> card ♣ suit, <u>11+</u> HIGH CARD POINTS, and denies a 4 card major. Opener's rebids are: 2♦ Shows a <u>5+</u> card suit 2♥ <u>Undefined</u> . ⁴ 2♠ <u>Undefined</u>
2 NOTRUMP		Shows <u>11-12 HIGH CARD POINTS</u> and a flat hand.
	raise	Shows <u>3+</u> cards in support, and denies a ruffing value.
	jump shift	Splinter in support of ♣. New suit by responder is a Cue Bid.
2 ♦		<u>Note: 4♦ by responder is Kickback. RKCB for ♣.</u> Game forcing. Shows a <u>4+</u> card ♦ suit, <u>11+</u> HIGH CARD POINTS, no 4 card major, <u>but does not deny a 5 card major</u> . Opener's rebids are the same as to a 2 ♣ response. <u>Note: 4♥ by responder is Kickback. RKCB for ♦.</u>
2 ♥ .. 3 ♦		Preemptive Responder is showing <u>6+</u> suit and no interest in game. <u>Alertable</u>
2 NOTRUMP		Invitational. Responder has <u>11-bad13 HIGH CARD POINTS</u> , and probably no 4 card major.
3 NOTRUMP		Sign-Off.
4♥		<u>Kickback. RCKB for ♦. Should 1♦-3♥ be kickback?</u>

Interference

Auctions

Add this section.

4 Cue bid in support of clubs? Looking for 3 NT? Likely the latter and a club rebid indicates an advance cue bid.

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: 1 NOTRUMP Minimum. Denies a 6 th ♥ or a 5 card minor or ♠ support. 2 ♣ Shows <u>4+</u> ♣ and denies ♠ support. 2 ♦ Shows <u>4+</u> ♦ and denies ♠ support. 2 ♥ Minimum. Shows <u>6+</u> ♥ and denies ♠ support. 2 NOTRUMP Maximum. <u>6+</u> broken ♥ no ♠ support.. 3 ♥ Maximum. <u>6+</u> solid ♥ no ♠ support.. raise Shows a minimum hand, support for ♠, and denies a ruffing value. jump raise Shows a maximum hand, support for ♠, and denies a ruffing value. jump shift Splinter. Shows support for ♠ and at most one card in the bid suit.
1 NOTRUMP	Non-Forcing. Denies <u>11+</u> HIGH CARD POINTS, 5 ♠, and ♥ support. Opener can show a 6 th ♥ 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: 2 ♦ <u>4+</u> card suit. 2 ♥ Shows a minimum opener. 2 ♠ <u>5</u> card suit and additional values 2 NOTRUMP Maximum. <u>6+</u> broken (or any 5) ♥ no ♣ support. 3 ♥ Maximum. <u>6+</u> solid ♥ no ♣ support. raise Shows <u>3+</u> card support and denies a ruffing value. New suit is forcing. jump shift Splinter. Shows 4 card support and at most one card in the bid suit. New suit by responder is a Cue Bid. Note: Responder's 4 ♦ call is Kickback. RCKB for ♣.
2 ♦	One round force. Opener's rebids are the same as to a 2 ♣ response. Note: 4 ♦ by responder is Roman Key Card Blackwood for ♦.
2 NOTRUMP	Limit Raise or slam interest in ♥. See page 28
3 NOTRUMP	Shows any 4333 hand with and roughly 13-15 HCP. Opener can pass or correct to 4♥.
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 ♥	Preemptive.
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 <u>4+</u> ♥ and <u>6+</u> 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 28.
- 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:
2♥	Shows a 4 card ♥ suit. Responder can then make forcing, Invitational or sign-off calls:
2♠	One round force ⁵ . Implies 5♠ and invitational values, but may be an advance Cue Bid in support of ♥.
2 NOTRUMP	Invitational to game in NOTRUMP.
3♣	Sign-Off in ♣. Responder probably has a weak hand with 4♠ and some ♣ support.
3♦	One round force. Implies 5♦ and invitational values, but may be an advance Cue Bid in support of ♥.
3♥	Invitational to game in ♥. Opener can Cue Bid, bid game, or pass.
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 <u>AKQxxx</u> in ♣, or AK 7 th in ♣. Responder can then look for a 3 card major, <u>investigate 3 NOTRUMP</u> , or sign off in ♣:
3♣	Sign-Off.
3♦	Do you have a 3 card major? Opener's responses are natural. 3 NOTRUMP denies a 3 card major.
3♥	Game forcing. Natural
3♠	Game forcing. Natural
3 NOTRUMP	Natural.

⁵ Should this be fourth suit (i.e. game) forcing?

- 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 6th ♣ 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 6th ♣ 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 28.
- 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 (p25) (♥/♠/♣/♦) 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 (p25) (♥/♠/♣/♦) <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 <u>0-7</u> HIGH CARD POINTS and denies the shape for any of the Preemptive responses.
Preemptive	2 ♥ and 2 ♠ Shows a <u>6-7</u> card suit and <u>4-7</u> HIGH CARD POINTS.
Preemptive	4 ♥ and 4 ♠ Shows a <u>8-9</u> card suit and <u>2-7</u> HIGH CARD POINTS in the bid suit.
Preemptive	3 NOTRUMP shows <u>2-7</u> 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 <u>8+</u> HIGH CARD POINTS, and length in the next higher suit. The major suit responses show <u>4+</u> card suits, and the minor responses deny a 4 card major.
Unusual Positive	3 ♣ and 3 ♦ Show <u>8+</u> HIGH CARD POINTS and a <u>4441</u> or <u>5440</u> distribution with shortness in a suit of the color bid.
Super Unusual Positive	3 ♥ through 4 ♦ Show <u>12</u> HIGH CARD POINTS, <u>4+</u> controls, and a <u>4441</u> or <u>5440</u> distribution with shortness in the <u>next higher suit</u> .
NOTRUMP	1 ♠ shows <u>8-13</u> HIGH CARD POINTS and a balanced hand. 2 NOTRUMP shows <u>14+</u> 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:

Call	Meaning
NOTRUMP	Shows a flat hand and denies interest in responder's suit. Opener shows simple NOTRUMP 16-19 jump NOTRUMP 20-22 double jump ⁶ 23-25 Responder's next call is natural, and opener's raise is natural.
raise	(really bidding the implied suit) TAB (p. 22) (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 SCAB (p 23).
new suit	SAB (p21) (<u>bad/bad...</u>). Opener has at least 5 cards in the suit bid, and is asking responder whether or not he has support. If support is <u>bad</u> (<u>Jxx</u> or worse), opener's rebid of responder's implied suit at or below the 3 level, is TAB (p. 22).(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"> ● Responder can show secondary support (e.g. <u>xxx</u>), after which opener's new suit is SCAB (p 23) (<u>none,3rd...</u>). ● Responder can show extra length in his first suit. Opener's raise below game is Natural. ● Responder can show a second suit. Opener's raise below game is Natural If support is <u>good</u> , the trump suit is established and opener's new suit is SCAB (p 23) (<u>none,3rd...</u>).
jump raise	(really a jump shift into the implied suit) accepts the suit as trump and asks for shortness. Respond naturally.
jump shift	CAB (p24) (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 rebid of the suit below game is a Control Asking Bid (0,1,2...), and new suit is SCAB (p 23).

⁶ 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"> 1 \spadesuit Showing a 4 card suit. 1 NOTRUMP Second negative. 2 \clubsuit Usually a real suit, but might be an artificial call showing the high end of the 1 \diamond negative. 2 \diamond Natural and the high end of the negative. raise Natural. Shows 3 card support and the inability to make a splinter. 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. 2 NOTRUMP Fragment. Shows 5 cards in the other major, 3 cards in opener's major, and <u>5-7</u> HIGH CARD POINTS. jump raise Limit Raise. By implication from the lack of a Splinter, there is no singleton or void. dbl jump shift Raise of opener's suit with a long side suit. Responder should have <u>6+</u> to 2/3 top honors..
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"> 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. 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. raise <u>5-7</u> HIGH CARD POINTS and support. 2 NOTRUMP <u>5-7</u> HIGH CARD POINTS, and no support for opener.
2 \heartsuit	Kokish (artificial showing 22-23 balanced, Game Force in \heartsuit, or Game Forcing 2 suiter). Responder must bid 2\spadesuit. Opener then bids <ul style="list-style-type: none"> 2NT balanced 22-23. Responder bids Stayman, Jacoby, ... 3\clubsuit CAB (p24) (0,1,2) Shows \heartsuit 3\diamond..3\spadesuit 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.
2 NOTRUMP	Opener has <u>20-21</u> HIGH CARD POINTS. Responder has Stayman, Jacoby ...
2 \spadesuit .3 \clubsuit .3 \diamond	CAB (p24) and natural. Opener has a self-sufficient suit, is naming it as trump, and wants to know responder's controls. Rebid is natural and invitational Control Asking Bid (0,1,2,3) . New suit is SCAB (p 23) (none, 3 rd , 2 nd , ...).

- 3 ♥ .. 3 ♠ Opener has a hand with 4 or 4.5 losers. Responder can bid game accordingly.
 3 NOTRUMP Opener has 24-25 HIGH CARD POINTS. Responder has Stayman, Jacoby
 4 NOTRUMP Opener has 26-28 HIGH CARD POINTS. Responder has Stayman and Jacoby

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	SAB (p21) (bad/bad, ...) <u>Does this make sense? Responder cannot have good controls?</u> An immediate rebid of responder's long suit is Sign-Off. Any other new suit begins a SCAB (p 23) sequence (<u>none,3rd,2nd,...</u>).
2 NOTRUMP	<u>Limit Raise</u> or slam interest. See page 28
raise	CAB (p24) (<u>0,1,2,3</u>). How good are your controls? New suit is SCAB (p 23) (<u>none,3rd,2nd,...</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 SCAB (p 23) (<u>none,2nd,1st,...</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	<u>Undefined. How does this differ from the Grand Slam Force?</u>

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:

<u>Bid</u>	<u>Meaning</u>
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 TAB4 (p. 22) (0,1,2,3)
2♥	<u>8-10</u> HIGH CARD POINTS, 4♠. Opener's 2♠ is TAB4 (p. 22) (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 4SUIT (p25) (♥/♠/♣/♦):
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 4SUIT (p25) (♥/♠/♦):
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. 22) (0,1,2,3). If opener bids any other new suit, it is **SAB** (p21) (bad/bad...).

2 \diamond .. 3 \clubsuit **SAB** (p21) (bad/bad...).

2 NOTRUMP

Opener is showing a flat, featureless 16 point hand. Responder can pass with a similar 8 point hand.

3 \diamond .. 4 \clubsuit **CAB** (p24) (0,1,2) and natural

3 NOTRUMP

Sign-Off.

4 \clubsuit **Ace Asking**

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

BidMeaning3 \clubsuit

Stayman.

3 \diamond .. 4 \clubsuit **SAB** (p21) (bad/bad...).

3 NOTRUMP

Shows a featureless, minimum 1 \clubsuit opener.4 \diamond

Asks for the number of Aces in responder's hand.

4 \heartsuit 0 or 34 \spadesuit 1 or 4

4 NOTRUMP 2

Opener's 5 \clubsuit 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 ♣	<p>Singleton or void in a <u>black</u> suit. Opener's rebids are:</p> <p>3 ♦ Asks the question Which black suit is short?. The response is:</p> <p>3 ♥ Short ♣.</p> <p>3 ♠ Short ♠.</p> <p>Opener's rebids are now the same as if the ask had not been made. That is, new suit is TAB4 (p. 22). Next new suit is SCAB (p 23) (<u>none,3rd,2nd...</u>).</p> <p>new suit TAB4 (p. 22) (<u>0,1,2,3</u>). Setting the trump suit and asking for a count of honors. Next new suit is SCAB (p 23) (<u>none,3rd,2nd...</u>).</p> <p>3 NOTRUMP To play.</p>
3 ♦	<p>Singleton or void in a <u>red</u> suit. Opener's rebids are the same as for 3 ♣, except:</p> <p>3 ♥ Asks the question Which red suit is short? The response is:</p> <p>3 ♠ Short ♦.</p> <p>3 NOTRUMP Short ♥.</p>

Super Unusual Positive Responses

<u>Response</u>	<u>Meaning</u>
3 ♥	<p>Singleton or void in ♠. Opener's rebids are</p> <p>3 ♠ Bidding the short suit is a CAB (p24) (<u>4,5,6,...</u>). Opener's new suit is TAB4 (p. 22).</p> <p>new suit TAB4 (p. 22) (<u>0,1,2,3</u>). Opener's new suit is SCAB (p 23) (<u>none,3rd,2nd...</u>)</p> <p>NOTRUMP To play.</p>
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. Responses to opener's NOTRUMP rebid are the same as after a double (below).								
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 (or suits) 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. ⁷								
NOTRUMP jump	Shows <u>9-12</u> HIGH CARD POINTS, a double stopper in the suit (or suits) 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 SAB (p21) (<u>bad/bad...</u>).. Responses to opener's NOTRUMP rebid are the same as after a double (below).								
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 SAB (p21) (<u>bad/bad...</u>).. 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 SAB (p21) (<u>bad/bad...</u>).. A raise is TAB4 (p. 22) (<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 SAB (p21) (<u>bad/bad...</u>).. A raise is TAB4 (p. 22) (<u>0,1,2,3</u>).</td> </tr> <tr> <td>NOTRUMP</td> <td>Shows <u>5-8</u> HIGH CARD POINTS, <u>no stopper</u> in the suit (or suits)</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 SAB (p21) (<u>bad/bad...</u>).. A raise is TAB4 (p. 22) (<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 SAB (p21) (<u>bad/bad...</u>).. A raise is TAB4 (p. 22) (<u>0,1,2,3</u>).	NOTRUMP	Shows <u>5-8</u> HIGH CARD POINTS, <u>no stopper</u> in the suit (or suits)
<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 SAB (p21) (<u>bad/bad...</u>).. A raise is TAB4 (p. 22) (<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 SAB (p21) (<u>bad/bad...</u>).. A raise is TAB4 (p. 22) (<u>0,1,2,3</u>).								
NOTRUMP	Shows <u>5-8</u> HIGH CARD POINTS, <u>no stopper</u> 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** (p21) (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** (p25) (♥/♠/♣/♦)) 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** (p21) (bad/bad...).. A raise is **TAB4** (p. 22) (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** (p21) (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** (p25) (♥/♠/♣/♦)) 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. 22) inquires as to the length and honors present in a suit responder is known to possess.
- SAB** **Support Asking Bid** (p21) 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 23) 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** (p24) 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** (p25) 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 23). Otherwise, all calls are natural.

Step	Meaning
1	Bad Support (<u>Jxx</u> 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. (<u>Jx</u> at best)
2	Honor doubleton.
3	3 small.
4	Honor third or <u>4+</u> 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 23) (none, 3rd, 2nd...).

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"> ● the next available strain, he is accepting the 4 card suit as trump and asking TAB4 ● the following strain, he is asking 4SUIT (p25) (♥/♠/♣/♦) for responder's longer suit. Higher responses are natural; showing at least 4/6 ● Otherwise, opener's new suit is natural, and responder calls are also natural. |
| 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

<u>Step</u>	<u>Shows</u>
1	0 or 3 Aces.
2	1 Ace.
3	2 Aces.

Since the 3rd 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 ♣

Abbreviated Ace Asking Auctions

1 ♣	1 nt	1 ♣	1 nt
2 ♣	3 nt	4 ♦	
4 ♦			

Limit Raise or Slam Interest

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

$3\clubsuit$	if all you have is a limit raise, I do not accept.
$3\diamond$	accepts limit raise, and shows short \diamond
$3\heartsuit$	accepts limit raise, and shows short \clubsuit
$3\spadesuit$	accepts limit raise, and shows short \spadesuit
3NOTRUMP	maximum. no shortness. no extra length (e.g. 3532)
4minor	5/5 or better
$4\heartsuit$	maximum, extra length, no shortness.

Notes:

- Singleton Aces are not shortness
- $3\heartsuit$ rebid by responder is "I have a really poor invite"
- Above example is for \heartsuit . The rebid of opener's suit shows \clubsuit 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) ⁸

⁸ 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)