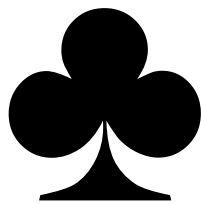


# Incision

Forcing Club System



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# System Summary

## General Approach:

In 1<sup>st</sup> & 2<sup>nd</sup> seat: Forcing Club with very light opening bids and 4 card Majors

In 3<sup>rd</sup> & 4<sup>th</sup> seat: Very Strong Club (18+ hcp) and 4 card Majors

1♣ (in 1<sup>st</sup> or 2<sup>nd</sup> seat) = 13+ hcp any shape (16+ hcp if balanced) Forcing

Suggested defense: 2♣ natural and 2♦ Michaels (Polish Club defense)

1♣ (in 3<sup>rd</sup> or 4<sup>th</sup> seat) = 18+ hcp any shape (20+ hcp if balanced) Forcing

Suggested defense: 1♦ = Majors, 1NT = minors or any other Strong Club defense

1♦ (in 1<sup>st</sup> or 2<sup>nd</sup> seat) = 10 to 12 hcp without shortness or 6+ card suit (like a mini NT)

Suggested defense – treat as natural, no special defense needed

Alternative defense – treat as a weak NT and use your defense vs. weak NT at the 2 level

1♥/1♠/2♣/2♦/2♥/2♠ (in 1<sup>st</sup> or 2<sup>nd</sup> seat) = Natural bids, limited up to 12 hcp

1♦/1♥/1♠/2♣/2♦/2♥/2♠ (in 3<sup>rd</sup> or 4<sup>th</sup> seat) = Natural bids, limited up to 17 hcp (1♦ could be 2)

No special defense needed

1NT (in 1<sup>st</sup> or 2<sup>nd</sup> seat) = 13 to 15 hcp (slightly off shape distribution is allowed)

1NT (in 3<sup>rd</sup> or 4<sup>th</sup> seat) = 17 to 19 hcp (slightly off shape distribution is allowed)

2NT (in 1<sup>st</sup> or 2<sup>nd</sup> seat) = 5 to 9 hcp with both minors (at least 5-5)

2NT (in 3<sup>rd</sup> or 4<sup>th</sup> seat) = 6 to 12 hcp with both minors (at least 5-5 when Vul)

Suggested defense: X = Strong, Balanced

3♣ = Takeout for the Majors with better Hearts

3♦ = Takeout for the Majors with better Spades

Alternative defense: X = Strong, Balanced

3♣ = Strong Takeout for the Majors

3♦ = Distributional Takeout for the Majors

# Opening Bids – 1<sup>st</sup> & 2<sup>nd</sup> Seat

1♣	13+ hcp shapely or 16+ Balanced or semi balanced
1♦	10-12 Balanced or semi Balanced
1♥	8-12 hcp, 4+ Hearts, could have a longer minor, side shortness
1♠	8-12 hcp, 4+ Spades, could have a longer minor, side shortness
1NT	13-15 hcp, balanced or semi balanced
2♣	8-12 hcp, 5+ clubs (usually 6+) and no 4+ card major, if only 5 cards must have 4+ diamonds and side shortness
2♦	8-12 hcp, 5+ diamonds (usually 6+) and no 4+ card major, if only 5 cards must have 4+ clubs and side shortness
2♥	6-12 hcp, 6 - 7 hearts (usually no shortness if 10-12)
2♠	6-12 hcp, 6 - 7 spades (usually no shortness if 10-12)
2NT	5-9 hcp, both minors (at least 5-5)
3♣	4-7 hcp, 6+ Clubs
3♦	4-7 hcp, 6+ Diamonds
3♥	4-7 hcp, 6+ Hearts
3♠	4-7 hcp, 6+ Spades
3NT	Gambling 3NT, solid minor (AKQ), 7+ cards long Responses: 4C Pass/Correct, 4D Shortness ask, 4Mjr To Play
4♣	Preemptive
4♦	Preemptive
4♥	To Play
4♠	To Play
4NT	Pick a minor (typically 0-6 hcp with 6-6 or 7-6)

## Opening Bids – 3<sup>rd</sup> & 4<sup>th</sup> Seat

1♣	18+ hcp shapely or 20+ Balanced or semi balanced
1♦	Either 10-17 hcp with 4+ Diamonds or 13-16 Balanced
1♥	10-17 hcp, 4+ Hearts, could have a longer minor
1♠	10-17 hcp, 4+ Spades, could have a longer minor
1NT	17-19 hcp, balanced or semi balanced
2♣	11-17 hcp, 6+ clubs (could be very good 5) Constructive
2♦	11-17 hcp, 6+ diamonds (could be very good 5) Constructive
2♥	11-17 hcp, 6+ hearts Constructive
2♠	11-17 hcp, 6+ spades Constructive
2NT	6-12 hcp, both minors (at least 5-5 when Vul)
3♣	6-12 hcp, 6+ Clubs Preemptive
3♦	6-12 hcp, 6+ Diamonds Preemptive
3♥	6-12 hcp, 6+ Hearts Preemptive
3♠	6-12 hcp, 6+ Spades Preemptive
3NT	Gambling 3NT, solid suit (AKQ), 7+ cards, 2 more suits stopped
4♣	Preemptive
4♦	Preemptive
4♥	To Play
4♠	To Play
4NT	Pick a minor (typically 0-7 hcp, at least 6-512wq)

# 1♣ Opening Responses – 1<sup>st</sup> & 2<sup>nd</sup> Seat

1♣ – 1♦	0 to 7 hcp or 16+ hcp Balanced without a 4+ Major or 5+ minor
1♣ – 1Mjr	<p>Natural, 8+ hcp, 4+ cards, continuations by Opener:            1NT is Game Forcing and semi artificial (if followed by a jump to 3Mjr shows 21+ hcp raise with no shortness), Responses:</p> <ul style="list-style-type: none"> <li>2♣ Any minimum (8 or 9)</li> <li>2NT Balanced (10 – 12)</li> <li>3♦ Balanced (13-15)</li> <li>3OMjr Balanced (16+)</li> </ul> <p>2Mjr is a minimum raise with 3 or 4 cards and shortness            (2NT by responder ask for shortness: low, middle, high)            2NT is a Game Forcing Raise with 4+ cards and shortness            (3♣ by responder ask for shortness: low, middle, high)            3Mjr is a Game Forcing Raise with 16 to 20 hcp and no shortness            Jump shifts are Fit Showing and forcing            New Suits are non forcing (tends to show unbalanced 13 to 16- hcp)</p>
1♣ – 1NT	<p>8 to 11- hcp, no 4 card major, no 6 card minor            Continuations will be similar to 2-way check-back</p> <ul style="list-style-type: none"> <li>2♣ will force 2♦ either to play or as a start for most invitational auctions</li> <li>2♦ will be artificial and game forcing followed by step responses:              2♥=Min. w/o 5m, 2♠=min with 5m, 2N=Max w/o 5m, 3m=max with 5</li> <li>2♥ non forcing</li> <li>2♠ non forcing</li> <li>3♣ non forcing</li> <li>2NT show a minimum with 5+/5+ in the minors</li> </ul>
1♣ – 2♣	<p>GF, 11+ hcp, 5+ Clubs, no 4+ card major, continuations:            2♥/2♠/3♣/3♦ are Natural and limited to 17 hcp            2NT = balanced 16 to 18 or 21+            3NT = balanced 19 to 20            3♥/3♠ show a strong suit (like a 2/1 jump rebid).            2♦ is an asking bid (tends to show either a stronger unbalanced hand or some 3 suited hand), Responder than will describe his hand:</p> <ul style="list-style-type: none"> <li>2♥ = 11 to 15 hcp, both minors (at least 5/4) with Heart shortness</li> <li>2♠ = 11 to 15 hcp, both minors (at least 5/4) with Spade shortness</li> <li>2NT = 11 to 15 hcp, 2/3-3-5</li> <li>3♣ = 11 to 15 hcp, 6+ clubs (denies 4+ Diamonds)</li> <li>3♦ = 11 to 15 hcp, 2-2-4-5</li> <li>3♥/3♠/3NT/4♣/4♦ = 16+ hcp, same distributions as the lower level bids</li> </ul>
1♣ – 2♦	<p>GF, 11+ hcp, 5+ Diamonds, no 4+ card major, continuations:            2♥/2♠/3♣/3♦ are Natural and limited to 17 hcp            3NT = balanced 18 to 20            3♥/3♠ show a strong suit (like a 2/1 jump rebid).            2NT is an asking bid, Responder than will describe his hand:</p> <ul style="list-style-type: none"> <li>3♣ = 11 to 15 hcp, 2-2-5-4</li> <li>3♦ = 11 to 15 hcp, 6+ Diamonds (denies 4+ Clubs)</li> <li>3♥ = 11 to 15 hcp, both minors (at least 5/4) with Heart shortness</li> <li>3♠ = 11 to 15 hcp, both minors (at least 5/4) with Spade shortness</li> </ul>

3NT = 11 to 15 hcp, 2/3-5-3

4♣/4♦/4♥/4♠/4NT = 16+ hcp, same distributions as 3 level bids

1♣ – 2♥

8 to 10 hcp, 5+/5+ minors, no 4+ card Major, continuations by Opener:

3♣/3♦ are To Play

2NT is Invitational (approx. 14 – 15 hcp with both Majors covered)

3♥/3♠ are Natural and forcing (6+ cards in suit)

3NT is To Play

2♠ is GF asking bid to find out responder's distribution:

2NT show 5-5 (3♣ ask for shortness: low, high)

3♣ show 6 clubs (3♦ ask on Majors: 3♥=2-0, 3♠=0-2, 3NT=1-1)

3♦ show 6 Diamonds (3♥ ask: 3♠=0-2, 3NT=1-1, 4♣=2-0)

3♥ show 3-0-5-5

3♠ show 0-3-5-5

3NT show 6-6 (Opener sets trumps and responder show void)

4♣/4♦ show 7/5

1♣ – 2♠

GF, 11 to 16 hcp, 3 suited hand, Opener can ask for shortness with 2NT or show a single suit of his own.

1♣ – 2NT

GF, 11+ to 15 hcp, Balanced (no 4+ card major, no 5+ card minor) Continuations:

3♥/3♠ show shortness and doubt about NT

3NT/4♥/4♠ are to play

4♣ is Gerber

4♦ show 5-5 minors with Slam interest (Responder either signs off or bids 4♥/4♠ to show slam interest for the corresponding minor)

4NT show 5-5 minors with no slam interest

3♦ is asking responder to show his 3 card Major (3NT show both)

3♣ is a relay to 3♦ and then:

3♥/3♠ show shortness in the corresponding minor

3NT is a mild slam try (Responder only accepts with 14+/15)

4NT is a serious slam try (Responder accepts with 13- to 15)

4♣/4♦ is natural and Slamish

4♥/4♠ show Slam interest with 5+ in corresponding minor and 4 in the other minor

1♣ – 3♣

8 to 10 hcp, 6+ clubs, no 4+ card Major

1♣ – 3♦

8 to 10 hcp, 6+ diamonds, no 4+ card Major

1♣ – 3♥

16+ hcp, 5+/5+ minors (Similar to the 2♥ response, only Slamish)

1♣ – 3♠

Slam Force (unless a total misfit), 17+ hcp, 3 suited hand, continuations as after 2♠ with only out below slam is 4NT by either with misfitting hands

1♣ – 3NT

1 loser suit in a Major and no controls outside, Opener bids 4♣ and Responder transfers to his Major

## After 1♣ Opening Responses

<p>1♣ – 1♦ 1♥</p>	<p>Forces 1♠ can be any one of these hands:</p> <ol style="list-style-type: none"> <li>1) Natural Hearts with an unbalanced hand (min)</li> <li>2) 2-suited Game Force</li> <li>3) Various Balanced Hands</li> </ol> <p style="margin-left: 40px;"> <span style="color: blue;">1♣ – 1♦, 1♥ – 1♠, 1NT</span>    19 – 21 hcp  <span style="color: blue;">1♣ – 1♦, 1♥ – 1♠, 2NT</span>    24 – 25 hcp  <span style="color: blue;">1♣ – 1♦, 1♥ – 1♠, 2♣/♦/♥</span>    Natural minimums  <span style="color: blue;">1♣ – 1♦, 1♥ – 1♠, 2♠</span>    Spades and another  <span style="color: blue;">1♣ – 1♦, 1♥ – 1♠, 3♣</span>    Clubs and Diamonds  <span style="color: blue;">1♣ – 1♦, 1♥ – 1♠, 3♦</span>    Diamonds and Hearts  <span style="color: blue;">1♣ – 1♦, 1♥ – 1♠, 3♥</span>    Hearts and Clubs                 </p>
<p>1♣ – 1♦ 2♥</p>	<p>Forces 2♠, can be one of these hands</p> <ol style="list-style-type: none"> <li>1) Natural suited Game Forcing Hands</li> <li>2) Game Forcing Balanced Hand</li> </ol> <p style="margin-left: 40px;"> <span style="color: blue;">1♣ – 1♦, 2♥ – 2♠, 2NT</span>    26+ hcp  <span style="color: blue;">1♣ – 1♦, 2♥ – 2♠, 3♣/♦/♥/♠</span>    Natural GF 1 suiter                 </p>
<p>1♣ – 1♦ 2♠/3♣/3♦/3♥</p>	<p>Natural near game forces</p>
<p>1♣ – 1♦ 3♠/3NT/4♣/4♦</p>	<p>Modified KC ask (3NT for Hearts) 0 / 0+Q / 1 / 1+Q / 2</p>
<p>1♣ – 1Mjr 1N</p>	<p>Game Forcing and semi artificial, Responses:</p> <p style="margin-left: 20px;"> <span style="color: blue;">2♣</span>    Any minimum (8 or 9)  <span style="color: blue;">2NT</span>    Balanced (10 – 12)  <span style="color: blue;">3♦</span>    Balanced (13-15)  <span style="color: blue;">3oMjr</span>    Balanced (16+)                 </p>



## Other Sequences

Splitting ranges after a Negative response, we use 1H and 2H as Kokish type bids. If the next bid is not No-trump they show 2 or 1 suited hands, the High relay shows big hands (2C standard Openers). So far we have:

- 1) 1♣ – 1♦, 1NT                      16 – 18 h. c. p
- 2) 1♣ – 1♦, 1♥ – 1♠, 1NT        19 – 21 h. c. p
- 3) 1♣ – 1♦, 2NT                      22 – 23 h. c. p
- 4) 1♣ – 1♦, 1♥ – 1♠, 2NT        24 – 25 h. c. p
- 5) 1♣ – 1♦, 2♥ – 2♠, 2NT        Balanced Game Force

## Power 2 Suiters / Game Forcing 2 suiters

- 1) 1♣ – 1♦, 1♥ – 1♠, 2♠        Spades and another suit use 2NT to ask
- 2) 1♣ – 1♦, 1♥ – 1♠, 3♣        Clubs and Diamonds
- 3) 1♣ – 1♦, 1♥ – 1♠, 3♦        Diamonds and Hearts
- 4) 1♣ – 1♦, 1♥ – 1♠, 3♥        Hearts and Clubs

## Power 1 suiters / Game Forcing 1 suiters

- 1) 1♣ – 1♦, 2♥ – 2♠, 3♣        Clubs - demand cue or raise
- 2) 1♣ – 1♦, 2♥ – 2♠, 3♦        Diamonds - demand cue or raise
- 3) 1♣ – 1♦, 2♥ – 2♠, 3♥        Hearts - demand cue or raise
- 4) 1♣ – 1♦, 2♥ – 2♠, 3♠        Spades - demand cue or raise

## 3<sup>rd</sup>/4<sup>th</sup> Seat - Opposite a passed partner

1♣ will show 18+ unbalanced or 20+ Balanced, the important changes will be below, but the basic system stays the same. A 1♦ response to a club, will show less than 5 hcp. The balanced hand sequences will be below

- 1) 1♣ – 1♦, 1NT                      20 – 22 h. c. p
- 2) 1♣ – 1♦, 1♥ – 1♠, 1NT        23 – 25 h. c. p
- 3) 1♣ – 1♦, 2NT                      26 – 27 h. c. p
- 4) 1♣ – 1♦, 1♥ – 1♠, 2NT        28 – 29 h. c. p
- 5) 1♣ – 1♦, 2♥ – 2♠, 2NT        Balanced Near Slam Force

1NT in 3<sup>rd</sup> seat shows 17 – 19 hcp

## Handling Interference

After 1♣ – 1X – ? (or 1♣ – X – ?)

Pass = 0-7 with no biddable 6+ card suit

X (or XX) = 8+ denying any of the other bids, usually a hand that would have bid 1NT

1♦/1♥/1♠ = Natural, Forcing for 1 round, system on

Transfers starting at 1NT with 11+ hcp and 5+ cards in suit (opener should only accept with 3+ cards in support for the transfer suit)

Transfer to overcalled suit is GF with 4 cards in any unbid Major/s

2♠ = GF 11+ to 15 balanced as in notes after 1♣ - 2NT, except that 2NT by opener is a relay showing a single suited hand – responder will show his range (3♣=min, 3♦=max) and opener than set trumps

2NT through 3♥ = preemptive Transfers with 6+ cards and 4-6 hcp in the suit (no more than a Q outside)

3♠ = 16+ balanced

3NT = 1 loser suit in Major same as without interference

After 1♣ – 1NT - ?

Pass = weak

X = Penalty

2♣ through 2♠ = Transfers to play

2NT through 3♥ = constructive Transfers with a good hand and 6+ cards in suit

After 1♣ – 2X – ?

Pass = weak

X = Negative

2♦/2♥/2♠ = To play with about 5-9 hcp

All bids starting with 2NT follow our Rubensohl agreements treating opener as 16-18 NT

After 1♣ – 2♣ or 2♦ (Michaels) – ?

Pass followed by X = Competitive with both minors

X = Penalty oriented unless followed by 3m which is natural and GF

2♦ = 5+ Diamonds and 5-9 hcp

2♥ = GF (or up to 4m) with Hearts stopped looking for a Spade stopper for 3NT

2♠ = GF (or up to 4m) with Spades stopped looking for a Heart stopper for 3NT

2NT = Transfer to Clubs with 6+ clubs and 5-9 hcp (or correct to Diamonds if 2♦ was not available)

3♣ = Natural and GF

3♦ = Natural and GF

3♥ = GF with 5+ Clubs and 4+ Diamonds

3♠ = GF with 5+ Diamonds and 4+ Clubs

After 1♣ – 2NT (minors) – ?

Pass followed by X = Competitive with both Majors

X = Penalty oriented unless followed by 3M which is natural and GF

3♣ = GF with 5+ hearts & 4+ spades

3♦ = GF with 5+ spades & 4+ hearts

3♥/3♠ = Constructive but NF

After 1♣ – 2NT (♦+♥)

Pass followed by X = Competitive with Spades and Clubs

X = Penalty oriented unless followed by 3♠ or 4♣ which is forcing

3♣ = Constructive but NF

3♦ = GF with exactly 4 Spades and 5+ clubs

3♥ = GF with 5+ Spades and 4+ clubs

3♠ = Constructive but NF

After 1♣ – 3X (or higher) – ?

Pass = weak

X = Negative

Anything else = natural and GF

# 1♦ Opening

<b>1♦ - 1♥</b>	Natural (could be 3 with unbalanced minimum), Forcing for 1 round If followed by 2NT can be passed Opener re-bids: 2♣/2♦ shows a non minimum with 5-card minor and 3 or 4 card support 2♥ shows any with 4 or non max with 5 card support 2NT shows a max with 5 card support 1♠/1NT denies 4+ card support, Responder uses 2 way check back
<b>1♦ - 1♠</b>	Natural (could be 3 with unbalanced minimum), Forcing for 1 round If followed by 2NT can be passed Opener re-bids: 2♣/2♦/2♥ shows a non minimum with a 5 card suit and 3 or 4 card support 2♠ shows any with 4 or non max with 5 card support 2NT shows a max with 5 card support 1NT denies 4+ card support, Responder uses 2 way check back
<b>1♦ - 1NT</b>	8 - 13 hcp, No 4-card Major, No 6 card minor. Opener should correct to 5 card suit with suit type hand. (minimum with controls etc.)
<b>1♦ - 2♣</b>	Artificial Game Force, Similar to Stayman: Opener rebids 2♦ without a 5-card major, 2M shows 5 Over the 2♦ response: 2M by responder is Forcing and shows 4+ All other continuations are as if Stayman was used over a notrump
<b>1♦ - 2♦</b>	Transfer to Hearts, see continuations in 1NT section
<b>1♦ - 2♥</b>	Transfer to Spades
<b>1♦ - 2♠</b>	Transfer to Clubs, In between bid shows minimum, accept transfer with Max and (A/K)x or Hxx non minimums (10+)
<b>1♦ - 2NT</b>	Transfer to Diamonds, In between bid shows minimum, accept transfer with Max and (A/K)x or Hxx non minimums (10+)
<b>1♦ - 3♣</b>	GF, 3 suited with 4 or 5 Clubs 3♦ asks for shortness (responses: low / middle / high)
<b>1♦ - 3♦</b>	GF, 3-1 or 1-3 in the majors. 3♥ asks for shortness (responses: low / high)
<b>1♦ - 3♥</b>	GF, Both Minors 5+/5+, 3♠ asks for shortness (responses: low / high)
<b>1♦ - 3♠</b>	GF, 3 suited with short clubs
<b>1♦ - 3NT</b>	To Play
<b>1♦ - 4♣</b>	Gerber
<b>1♦ - 4♥</b>	To Play
<b>1♦ - 4♠</b>	To Play
<b>1♦ - 4NT</b>	Quantitative

After 1♦ – 1M, 2M we will use the next step as an artificial ask (2♠ over 2♥ and 2NT over 2♠), to narrow down the range / shape of the hand.

The responses will be:

Step 1: minimum  
 Step 2: minimum but control rich, with 4+ controls  
 Step 3: Max (11+/12)

New suits over 1♦ – 1M, 2M will be help suit tries, basically invitational hands with 2 losers in the bid suit. 2NT over 2♥ will be a help suit game try in spades.

Sign off with: any hand with 3 losers  
 Non Maximum with 2 losers

Make a Counter Game try with: Maximum with 2 losers  
 Non Maximum with 1 loser

Bid game with: Maximum with 1 loser  
 Any hand with 0 losers

2 Way Check Back after:

1♦ – 1♥ – 1♠/1NT or 1♦ – 1♠ – 1NT

2♣ is a relay to 2♦ than:

Pass = Sign off  
 2♥ = Inv. with 5+ Hearts  
 2♠ = Inv. with 4 Spades (only over 1S)  
 or Bal. Inv. with 4 clubs (over 1NT)  
 2NT = Inv. with 4 diamonds  
 3♣/3♦ = Inv. with 5+ Cards but only 4 Hearts

2♣ is a relay to 2♦ than:

Pass = Sign off  
 2♥ = Inv. with 5+ Spades and exactly 4 Hearts  
 2♠ = Inv. with 5+ Spades  
 2NT = Inv. with 4 diamonds  
 3♣/3♦ = Inv. with 5+ Cards

2♦ is an artificial GF  
 2♥ = to play  
 2♠ = 4 card non invitational raise over 1S  
 or GF with 6+ hearts and 5+ spades over 1NT  
 2NT = Inv. without 4 diamonds  
 3♣ = to play  
 3♦ = 5/5 GF  
 3♥ = ?  
 3NT = to play with 15-17 Balanced  
 3♠/4♣/4♦ = Self Splinter

2♦ is an artificial GF  
 2♥ = Pass or Correct  
 2♠ = to play  
 2NT = Inv. without 4 diamonds  
 3♣ = to play  
 3♦/3♥ = 5/5 GF  
 3♠ = ?  
 3NT = to play with 15-17 Balanced  
 4♣/4♦/4♥ = Self Splinter

## Handling Interference

After 1♦ – X – ?

Pass = Weak with 3+ Diamonds  
 XX = 13+ hcp without a better descriptive bid  
 1♥/1♠ = 4+ cards Forcing for 1 round systems on

1NT = 9 to 12 hcp balanced

2♣/2♦/2♥/2♠ = 5+ cards NF

2NT = Natural and GF system as after 1♣ – 2NT without interference? (why not XX?)

All bids above 2NT same as without interference? (why not XX?)

After 1♦ – 1X – ?

Pass = Weak

X = Negative, new suit continuations are forcing

1♠ = 5+ Spades, Forcing for 1 round

1NT = 9 to 12 hcp balanced

2♣/2♦/2♥/2♠ = 5+ cards NF

2NT = Natural and GF system as after 1♣ – 2NT without interference?

All bids above 2NT same as without interference?

After 1♦ – 1NT – ?

Pass = Weak

X = Penalty

2♣ through 2♠ = Natural to Play

2NT through 3♥ = constructive Transfers with a good hand and 6+ cards in suit

After 1♦ – 2X – ?

Use same system as after 1NT – 2X (Rubensohl etc.)

After 1♦ – 2♦ (Michaels) – ?

Use same system as after 1♣ – 2♣/2♦ (Michaels)

After 1♦ – 2NT (minors) – ?

Pass followed by X = Competitive with both majors

X = Penalty oriented unless followed by 3M which is Natural and GF

3♣ = GF with 5+ hearts & 4+ spades

3♦ = GF with 5+ spades & 4+ hearts

3♥/3♠ = Constructive but NF

After 1♦ – 2NT (♥+♣) – ?

Pass = less than Constructive

X = Penalty oriented unless followed by a natural bid which is forcing

3♣ = GF with exactly 4 Spades and 5+ Diamonds

3♦ = Constructive but NF

3♥ = GF with 5+ Spades and 4+ Diamonds

3♠ = Constructive but NF

After 1♦ – 3X (or higher) - ?

Pass = weak

X = Negative

Anything else = natural and GF

# 1Major Opening - 1<sup>st</sup> & 2<sup>nd</sup> Seat

1♥ – 1♠	Natural 4+♠, Forcing for 1 round
1Mjr – 1NT	Forcing No-trump (typically: Strong with no fit and a good side suit or Balanced Invitational/Forcing or invitational with exactly 3 card support) <b>Special agreement:</b> 2NT rebid by opener = Max with exactly 4 cards in Major and a side 6+ card minor.
1Mjr – 2♣	4+ cards in suit, non forcing
1Mjr – 2♦	5+ cards in suit, non forcing
1♠ – 2♥	6+ cards in suit, non forcing
1Mjr – 2Mjr	Single raise 3 or 4 trumps, 6 - 12 hcp Next bid by opener (2♠/2♥ & 2NT/2♠) ask for shortness with max and extra shape (Responses are low/mid/high with shortness & max or go back to 3M) New suit by opener is Help Suit Game Try with max and extra shape (2NT/2♥ is HSGT for Spades)
1Mjr – 2Mjr+1 (1♥ – 2♠ or 1♠ – 2NT)	Game Forcing Raise, continuations: 1st step = all minimums, next bid asks for shortness: low, mid, high 2nd step = 4 - 4 - 4 - 1 next bid asks for shortness: low, mid, high 3rd step = longer minor, next bid asks: low, high, next bid asks for shortness: low, high, example: 1H - 2S - 3D - 3H - 3NT - 4C - 4H = 1-4-5(6)-3(2) 4th step (3Mjr) = extra trump length with a side 4 card suit, next bid (3Mjr + 1) asks for 2nd suit: low, mid, high (3Mjr + 2 would ask for shortness) 3NT = extra length (6+) without second suit, next bid asks for shortness: low, mid, high New suits above 3Mjr = 5+/5+
1Mjr – 2Mjr+2 (1♥ – 2NT or 1♠ – 3♣)	Shortness ask: low, mid, high (example: with Axxxx, x, AQJ, xxxx and 1S from partner)
1Mjr – 2Mjr+3 (1♥ – 3♣ or 1♠ – 3♦)	Invitational opposite 8 to 10, usually balanced (15+ to 17- with 4 trumps or 14+ to 16- with 5 trumps)
1Mjr – 2Mjr+4 (1♥ – 3♦ or 1♠ – 3♥)	Invitational opposite 10 to 12, usually balanced (13+ to 15- with 4 trumps or 12+ to 14- with 5 trumps)
1Mjr – 3Mjr	Preemptive, 4+ Trumps (Usually 5), 0-11 hcp
1Mjr – 3Mjr+1 (1♥ – 3♠ or 1♠ – 3NT)	Big splinter in other Major, Slam interest, 1st or 2nd round control of all side suits
1Mjr – 4m	Big Splinter in m, slam interest, 1 <sup>st</sup> or 2 <sup>nd</sup> round control of all side suits
1Mjr – 4Mjr	Intermediate with 4 trumps or any with 5+ trumps, no slam interest
1Mjr – 4NT	Straight Ace Blackwood

## Handling Interference

After 1♥ – Double – ?

Pass = Weak with no runout suit (Opener should XX with only 4 cards and no 6+ minor)

Redouble = 14+ hcp without support for Hearts

1♠ = 5+ Spades NF

1NT = Transfer to Clubs, either weak with 6+ Clubs or Constructive with 5+ Clubs

2♣ = Transfer to Diamonds, either Weak with 6+ Diamonds or Constructive with 5+ Diamonds

2♦ = Good raise to 2♥ (approx 8 to 13)

2♥ = Junk raise to 2♥

All bids above 2♥ are same as without interference

After 1S – Double – ?

Pass = Weak with no runout suit (Opener should XX with only 4 cards and no 6+ minor)

Redouble = 14+ hcp without support for Spades

1NT = Transfer to Clubs, either weak with 6+ Clubs or Constructive with 5+ Clubs

2♣ = Transfer to Diamonds, either Weak with 6+ Diamonds or Constructive with 5+ Diamonds

2♦ = Transfer to Hearts, either Weak with 6+ Hearts or Constructive with 5+ Hearts

2♥ = Good raise to 2♠ (approx 8 to 13)

2♠ = Junk raise to 2♠

All bids above 2♠ are same as without interference

After 1♥ – 1♠ – ?

Pass = Weak

X = Negative, new suit continuations are forcing

1NT = 10 to 12 hcp balanced

2♣/2♦ = 5+ cards NF

2♥ = Single raise

All bids above 2♥ are same as without interference

After 1M – 1NT – ?

Pass = Weak

X = Penalty

2♣ through 2♠ = Natural to Play

2NT through 3♥ = constructive Transfers with a good hand and 6+ cards in suit (4+ if transferring to M)

After 1M – 2X – ?

Use same system as after 1NT – 2X (Rubensohl etc.)

After 1M – 2M (Michaels) - ?

- Transfers starting with 2NT
- cheapest bid of OM or transfer to OM = 4+ card support with 14+ hcp (1♥ - 2♥ - 2♣ or 1♠ - 2♠ - 3♦)
- 3M = 8-10 hcp
- Transfer to M = 11-13 hcp

After 1M – 2NT (minors) – ?

Pass = less than Constructive unless followed by Double which shows 4 cards in other Major

X = Penalty oriented unless followed by OM which shows a bad 5 card suit

3♣ = GF with OM

3♦ = Limit Raise or Min. GF

3♥/3♠ = Competitive but NF

3NT = Slammish Raise or Non Min. GF

After 1M – 3X (or higher) – ?

Pass = weak

X = Negative

3M = Competitive but mildly Invitational

anything else = natural and GF

# 1NT Opening

<b>1NT – 2♣</b>	Stayman 1NT – 2♣, 2♦ – 2Mjr is a mild Invitation with 5+ cards (also after 2♥ – 2♠) 1NT – 2♣, 2Mjr – 3oMjr is a slam try with shortness 1NT – 2♣, 2Mjr – 4♦ Balanced quantitative raise with fit 1NT – 2♣, 2Mjr – 4♣ KC Gerber (1430)
<b>1NT – 2♦</b>	Transfer to Hearts, opener supper accepts with 4 trumps unless 4-3-3-3. 2♠ by responder forces 2NT then: 3♣ shows 5♣ / 5♥ Inv 3♦ shows 5♦ / 5♥ Inv 3♥ shows 5♥ / 5♠ Inv 3♠ shows 5♥ / 5♠ GF
<b>1NT – 2♥</b>	Transfer to Spades, opener supper accepts with 4 trumps unless 4-3-3-3
<b>1NT – 2♠</b>	Transfer to clubs, “Bid it if you like it” Opener accepts with Kxx or better or Absolute max with (A/K)x
<b>1NT – 2NT</b>	Transfer to diamonds, “Bid it if you like it” Opener accepts with Kxx or better or Absolute max with (A/K)x
<b>1NT – 3♣</b>	GF, 3 suited with 4 or 5 Clubs 3♦ asks for shortness (responses: low / middle / high)
<b>1NT – 3♦</b>	GF, 3-1 or 1-3 in the majors. 3♥ asks for shortness (responses: low / high)
<b>1NT – 3♥</b>	GF, Both Minors 5+/5+, 3♠ asks for shortness (responses: low / high)
<b>1NT – 3♠</b>	GF, 3 suited with short clubs
<b>1NT – 3NT</b>	To Play, tends to deny 4-card major or 6-card minor
<b>1NT – 4♣</b>	Gerber: responses 0 or 4 / 1 / 2 / 3
<b>1NT – 4♦</b>	Transfer to Hearts
<b>1NT – 4♥</b>	Transfer to Spades
<b>1NT – 4♠</b>	
<b>1NT – 4NT</b>	Quantitative: 5m shows 5 card suit, 5M 4cards in corresponding minor, (5NT shows 2 aces)
<b>1NT – 5NT</b>	Pick a Slam (6 or 7)

## Extended Aces Slam tries over Transfers and Stayman

- 3 of the Other Major shows an unbalanced slam try, next step asks for shortness
- 4♣ is Keycard for the transfer suit (14-30)
- 4♦ shows a quantitative 4N with 5+ in the major
- 4M is a mild Slam try

## Jumps in forcing auctions are picture bids

- Jump to game = good trumps 1NT – P - 2♥ P, 2♠ – P - 3♣ – P, 4♠
- Jump to unbid suit = Double fit



### Invitational and forcing 2-suiters

- 1NT – P – 2♥ – P, 2♠ – P – 3♣ – P, ?
  - 3♠ guarantees 3+ trumps;
    - new suit by responder is shortness
  - 3♦/3♥ – concentration, potentially weak stopper in the other suit.
- 1NT - P – 2♥ – P; 2♠ – P – 3♣ – P; 3♠ – P – 3NT exactly 5422
- 1NT – P – 2♦ – P; 2♥ – P – 2♠ (relay to 2NT) – P; 2NT – P - ?
  - 3♣/3♦ = 5 + 5 inv
  - 3♥ = Invitational with 5 Hearts + 5 Spades
  - 3♠ = Game Forcing with 5 Hearts + 5 Spades

### After transfer to a minor:

- 4NT Quantitative with 5-card suit
- 4m Quantitative with 6-card suit and no shortness
- Jump in next higher suit 4d/c or 4♥/d 1430 keycard

### Rubensohl (Transfer Lebensohl) after 1NT - (2M) - ?

- 2 level = to play
- 2NT = relay to 3♣ (clubs or Competitive with either diamonds or OM)
- 3♣ = transfer to diamonds invitational or better
- 3♦ = transfer to OM invitational or better
- 3M = Stayman with shortness
- 3OM = both minors GF
- X is negative

### 1NT - (2♦) - ? (2♦=natural)

- 2 level is to play
- 2NT = relay to 3♣ (to play or...)
- 2NT – 3♣ – ?
  - 3♦ = GF with 5+ clubs and a 4 card Major
  - 3♥/3♠ = GF with 5+ clubs and 5 cards in ♥/♠
- 3♣ = GF Stayman with short diamonds
- 3♦/3♥ = Transfer with Invitational or better
- 3♠ = GF with 6+ clubs and no Major
- X is negative

### After 1NT – 2NT (minors) – ?

- Pass followed by X = Competitive with both majors
- X = Penalty oriented unless followed by 3M which is Natural and GF
- 3♣ = GF with 5+ hearts & 4+ spades
- 3♦ = GF with 5+ spades & 4+ hearts
- 3♥/3♠ = Constructive but NF

### Meckwell style Runouts after 1NT – X - ?

- Pass forces XX - either strong or scramble
- XX forces 2♣ - either single suit minor or both Majors
- 2♣ = ♣ + Higher
- 2♦ = ♦ + Major
- 2♥/2♠ = Natural sign-off

## 2♣ Opening – 1<sup>st</sup> & 2<sup>nd</sup> Seat

2♣ – 2♦	Artificial Game Force, responses: 2M show Shortness and a Max 2NT show a Max without 4+ Diamonds or Shortness 3♣ show a minimum with 6+ Clubs 3♦ show a minimum with 4+ Diamonds 3M show a Max with 4+ Diamonds and shortness in M Responder rebids are natural
2♣ – 2♥	Constructive non forcing, Opener may pass with minimum or: 2♠ show a Max and a feature with a fit 2NT show a Max without a fit 3♣ show minimum without a fit 3♦ show a max with 4+ Diamonds and at least tolerance for Hearts 3♥ show a non minimum with Jx or better Jump to game with maximum, a good fit and side shortness.
2♣ – 2♠	Constructive non forcing, Opener may pass with minimum or: 2NT show a Max without a fit 3♣ show minimum without a fit 3♦ show a max with 4+ Diamonds and at least tolerance for Spades 3♥ show a Max and a feature with a fit 3♠ show a non minimum with Jx or better Jump to game with maximum and good fit and side shortness.
2♣ – 2NT	Invitational non forcing Opener with minimum may pass or bid 3♣ to play Opener with maximum may bid 3♦ with 4+ diamonds, bid 3Mjr with shortness or bid 3NT.
2♣ – 3♣	Preemptive
2♣ – 3♦	Splinter raise
2♣ – 3♥	Splinter raise
2♣ – 3♠	Splinter raise
2♣ – 3NT	To Play
2♣ – 4♣	Preemptive
2♣ – 4♦	Key Card ask (1430)
2♣ – 4Mjr	To Play

## 2♦ Opening – 1<sup>st</sup> & 2<sup>nd</sup> Seat

2♦ – 2♥	Constructive non forcing, Opener may pass with minimum or: 2♠ show a Max and a feature with tolerance for Hearts 2NT show a Max without a fit 3♣ show a minimum with 4+ Clubs and without a fit 3♦ show a minimum without a fit 3♥ show a non minimum with Jx or better Jump to game with maximum and good fit and side shortness.
2♦ – 2♠	Constructive non forcing, Opener may pass with minimum or: 2NT show a Max without a fit 3♣ show a minimum with 4+ Clubs and without a fit 3♦ show a minimum without a fit 3♥ show a Max and a feature with tolerance for Spades 3♠ show a non minimum with Jx or better Jump to game with maximum and good fit and side shortness.
2♦ – 2NT	Art. Force, new suit by responder later is GF. Responses: 3♣ shows a minimum and 5+/4+ in the minors (but not 5/5) 3♦ shows a minimum and 6+ diamonds 3Mjr shows Shortness and a Max 3NT shows 5+/4+ in minors and a Max or solid diamonds.
2♦ – 3♣	Limit Raise with approx 11+ to 14 hcp and 3+ diamonds 3M by Opener show Stopper with Max
2♦ – 3♦	Preemptive
2♦ – 3♥	Natural and forcing
2♦ – 3♠	Natural and forcing
2♦ – 3NT	To Play
2♦ – 4♣	Keycard Blackwood (1430)
2♦ – 4♦	Preemptive
2♦ – 4Mjr	To Play

2♦ – 2Mjr: same idea as after 2♣. The goal is not to miss best spot, especially playing matchpoints.

2♦ – 2NT: almost G/F, responder may pass negative rebid (3♣/3♦).

2♦ – 3Mjr: natural and g/f.

## 2Major Opening – 1<sup>st</sup> & 2<sup>nd</sup>

2♥ – 2♠	Natural and forcing opener is expected to raise with Hx
2Mjr – 2NT	Invitational respond as if Ogust, Make sure to force to game with Max. Responses: 3♣      Bad Hand and Good Suit 3♦      Good Hand and Bad Suit 3Mjr     Bad Hand and Bad Suit 3OMjr    Good Hand and Good Suit 3NT      Solid suit, no other controls
2Mjr – 3m	Natural and forcing opener is expected to raise with Hx or show a feature safely between 3m and original Major.
2Mjr – 3Mjr	Preemptive
2♠ – 3♥	Natural and forcing opener is expected to raise with Hx
2♥ – 3♠	
2Mjr – 3NT	To Play
2Mjr – 4♣	KC Gerber, responses are 0 / 1 / 1 with Q / 2 / 2 with Q / 3
2Mjr – 4♦	Big Balanced slam try
2Mjr – 4Mjr	Preemptive
2♥ – 4♠	To Play
2♠ – 4♥	To Play

Continuations:

After a new suit we will raise with Qx or better

After Ogust ask or new suit 4♣ is KC and the cheapest step that is not the original trump suit or 3NT is a shortness ask. (Shortness asks supersedes KC Gerber). The responses are none / low / middle / high

All auctions after a new suit or 2NT are at least invitational the preemptor may bid game over 3M if they have a max or an unusual hand.

# 1♣ Opening Responses – 3<sup>rd</sup> & 4<sup>th</sup> Seat

1♣ – 1♦	0 to 4 hcp or 5 to 6 hcp without 4+ card Major or 5+ card minor
1♣ – 1♥	5 to 9 hcp, 4+ Hearts
1♣ – 1♠	5 to 9 hcp, 4+ Spades
1♣ – 1NT	GF, 7-9 hcp, no 4+ card major, no 5+ card minor
1♣ – 2♣	GF, 5 to 9 hcp, 5+ Clubs, no 4+ card major, Continuations: 2♥/2♠/3♣/3♦ are Natural and limited to 22 hcp 2NT = balanced 20 to 22 or 25+ 3NT = balanced 23 to 24 3♥/3♠ show a strong suit (like a 2/1 jump rebid). 2♦ is an asking bid (tends to show either a stronger unbalanced hand or some 3 suited hand), Responder than will describe his hand: 2♥ = 5 to 7 hcp, 4 Diamonds, 5+ Clubs with Heart shortness 2♠ = 5 to 7 hcp, 4 Diamonds, 5+ Clubs with Spade shortness 2NT = 5 to 9 hcp, 2/3/3-5 3♣ = 5 to 9 hcp, 6+ clubs (denies 4+ Diamonds) 3♦ = 5 to 9 hcp, 2-2-4-5
1♣ – 2♦	GF, 5 to 9 hcp, 5+ Diamonds, no 4+ card major, continuations: 2♥/2♠/3♣/3♦ are Natural and limited to 22 hcp 3NT = balanced 22 to 24 3♥/3♠ show a strong suit (like a 2/1 jump rebid). 2NT is an asking bid, Responder than will describe his hand: 3♣ = 5 to 9 hcp, 2-2-5-4 3♦ = 5 to 9 hcp, 6+ Diamonds (denies 4+ Clubs) 3♥ = 5 to 9 hcp, 4 Clubs, 5+ Diamonds with Heart shortness 3♠ = 5 to 9 hcp, 4 Clubs, 5+ Diamonds with Spade shortness 3NT = 5 to 9 hcp, 2/3/3-5
1♣ – 2♥	GF, 5 to 7 hcp, 2 suiter 5/5 or better (but not both minors), continuations are: 2♠/3♣/3♦/3♥ by opener are Natural (6+ cards in suit) 2NT is an asking bid, responses are: 3♣ = Diamonds + Major (3♦ ask - responder bids the Major he doesn't have) 3♦ = Both Majors 3♥ = Spades + Clubs 3♠ = Hearts + Clubs
1♣ – 2♠	GF, 5 to 7 hcp, 3 suited hand, Opener can ask for shortness with 2NT or show a single suit of his own.

## After 1♣ Opening Responses

1♣ – 1♦

1♥

Forces 1♠ can be any one of these hands:

4) Natural Hearts with an unbalanced hand (min)

5) 2-suited Game Force

6) Various Balanced Hands

1♣ – 1♦, 1♥ – 1♠, 1NT    23 – 25 hcp

1♣ – 1♦, 1♥ – 1♠, 2NT    28 – 29 hcp

1♣ – 1♦, 1♥ – 1♠, 2♣/♦/♥    Natural minimums

1♣ – 1♦, 1♥ – 1♠, 2♠    Spades and another

1♣ – 1♦, 1♥ – 1♠, 3♣    Clubs and Diamonds

1♣ – 1♦, 1♥ – 1♠, 3♦    Diamonds and Hearts

1♣ – 1♦, 1♥ – 1♠, 3♥    Hearts and Clubs

1♣ – 1♦

2♥

Forces 2♠, can be one of these hands

3) Natural suited Game Forcing Hands

4) Game Forcing Balanced Hand

1♣ – 1♦, 2♥ – 2♠, 2NT    30+ hcp

1♣ – 1♦, 2♥ – 2♠, 3♣/♦/♥/♠    Natural GF 1 suiter

1♣ – 1♦

2♠/3♣/3♦/3♥

Natural near game forces

1♣ – 1♦

3♠/3NT/4♣/4♦

Modified KC ask (3NT for Hearts)

0 / 0+Q / 1 / 1+Q

1♣ – 1Mjr

1N

Game Forcing and semi artificial, Responses:

2♣    Balanced minimum (5 or 6 hcp)

2NT    Balanced (7 to 9 hcp)

All other bids are natural

## Other Sequences

Splitting ranges after a Negative response, we use 1H and 2H as Kokish type bids. If the next bid is not No-trump they show 2 or 1 suited hands, the High relay shows big hands (2C standard Openers). So far we have:

- 1) 1♣ – 1♦, 1NT                      20 – 22 hcp
- 2) 1♣ – 1♦, 1♥ – 1♠, 1NT        23 – 25 hcp
- 3) 1♣ – 1♦, 2NT                        26 – 27 hcp
- 4) 1♣ – 1♦, 1♥ – 1♠, 2NT        28 – 29 hcp
- 5) 1♣ – 1♦, 2♥ – 2♠, 2NT        30+ hcp

### Power 2 Suiters / Game Forcing 2 suiters

- 1) 1♣ – 1♦, 1♥ – 1♠, 2♠        Spades and another suit use 2NT to ask
- 2) 1♣ – 1♦, 1♥ – 1♠, 3♣        Clubs and Diamonds
- 3) 1♣ – 1♦, 1♥ – 1♠, 3♦        Diamonds and Hearts
- 4) 1♣ – 1♦, 1♥ – 1♠, 3♥        Hearts and Clubs

### Power 1 suiters / Game Forcing 1 suiters

- 5) 1♣ – 1♦, 2♥ – 2♠, 3♣        Clubs - demand cue or raise
- 6) 1♣ – 1♦, 2♥ – 2♠, 3♦        Diamonds - demand cue or raise
- 7) 1♣ – 1♦, 2♥ – 2♠, 3♥        Hearts - demand cue or raise
- 8) 1♣ – 1♦, 2♥ – 2♠, 3♠        Spades - demand cue or raise

## 1♦ Opening – 3<sup>rd</sup> & 4<sup>th</sup> Seat

1♦ - 1♥	Natural, 4+ hearts, 5 to 9 hcp, Non Forcing. If opener re-bids: 2m it shows a maximum with 5-card minor and 4-card support. 2NT shows a max with 5 card support 2M shows non minimum with 4 or 5 card support Pass minimum with 3 or 4 card support 1NT any range denies 3 Hearts unless max (2♣ is NMF)
1♦ - 1♠	Natural, 4+ Spades, 5 to 9 hcp, Non Forcing. Opener's responses are the same as over 1♦ - 1♥
1♦ - 1NT	6 to 9 hcp, No 4-card Major, No 6 card minor. Opener should correct to 5 card suit with suit type hand.
1♦ - 2♣	5 to 9 hcp, 6+ Clubs, no 4+ card Major, Non Forcing.
1♦ - 2♦	5 to 9 hcp, 4+ Diamonds, no 4+ card Major.
1♦ - 2♥	0 to 4 hcp, 7+ Hearts
1♦ - 2♠	0 to 4 hcp, 7+ Spades
1♦ - 3♣	0 to 4 hcp, 7+ Clubs
1♦ - 3♦	0 to 4 hcp, 6+ Diamonds

## 1Major Opening – 3<sup>rd</sup> & 4<sup>th</sup> Seat

1♥ - 1♠	Natural 4+♠, 5 to 9 hcp, non forcing
1Mjr - 1NT	6 to 9 hcp (could have 5+ clubs)
1Mjr - 2♣	Reverse Drury, 4+ trumps, 7 to 9 hcp, no shortness, no strong side suit, new suit by opener is a natural game try
1Mjr - 2♦	5+ cards in suit, 7 to 9 hcp, no shortness, non forcing
1♠ - 2♥	5+ cards in suit, 7 to 9 hcp, no shortness, non forcing
1Mjr - 2Mjr	Single raise 3 or 4 trumps, 5 to 7 support points, opener is only expected to bid with extra distribution (5-5 max or better)
1Mjr - 2Mjr+1 (1♥ - 2♠ or 1♠ - 2NT)	4+ trumps, 5 to 7 hcp, unbalanced without a strong side suit, next bid ask for shortness: low, middle, high
1♥ - 2NT	Fit Showing Jump Shift with good Spades, 6 to 9 hcp
1Mjr - 3m & 1♠ - 3♥	Fit Showing Jump Shift with a good suit, 6 to 9 hcp
1Mjr - 4Mjr	6+ trumps



## 2♣ Opening – 3<sup>rd</sup> & 4<sup>th</sup> seat

2♣ – 2♦/2♥/2♠	Fit Showing, 6 to 9 hcp, 5+ cards in suit & 3+ Clubs
2♣ – 2NT	Invitational, 7 to 9 hcp, 3+ card support, Shortness ask Opener show shortness or bid game with max or sign off with a minimum.
2♣ – 3♣	Preemptive
2♣ – 4♣	Preemptive

## 2♦ Opening – 3<sup>rd</sup> & 4<sup>th</sup> seat

2♦ – 2♥/2♠/3♣	Fit Showing, 6 to 9 hcp, 5+ cards in suit & 3+ Diamonds
2♦ – 2NT	Invitational, 7 to 9 hcp, 3+ card support, Shortness ask Opener show shortness or bid game with max or sign off with a minimum.
2♦ – 3♦	Preemptive
2♦ – 4♦	Preemptive

## 2Major Opening – 3<sup>rd</sup> & 4<sup>th</sup> seat

2♥ – 2♠/3♣/3♦ 2♠ – 3♣/3♦/3♥	Fit Showing: 6 to 9 hcp, 5+ cards in suit, Hx or 3+ card support.
2Mjr – 2NT	Invitational, 7 to 9 hcp, Hx or 3+ card support, Shortness ask Opener show shortness or bid game with max or sign off with a minimum.
2Mjr – 3Mjr	Preemptive
2Mjr – 4Mjr	Preemptive

# Handling Interference

## 1♣ Auctions

After 1♣ – 1X – ? (or 1♣ – X – ?)

Pass = 0-7 with no biddable 6+ card suit

X (or XX) = 8+ denying any of the other bids, usually a hand that would have bid 1NT

1♦/1♥/1♠ = Natural, Forcing for 1 round, system on

Transfers starting at 1NT with 11+ hcp and 5+ cards in suit (opener should only accept with 3+ cards in support for the transfer suit)

Transfer to overcalled suit is GF with 4 cards in any unbid major/s

2♠ = GF 11+ to 15 balanced as in notes after 1♣ - 2NT, except that 2NT by opener is a relay showing a single suited hand – responder will show his range (3♣=min, 3♦=max) and opener then set trumps

2NT through 3♥ = preemptive Transfers with 6+ cards and 4-6 hcp in the suit (no more than a Q outside)

3♠ = 16+ balanced

3NT = 1 loser suit in Major same as without interference

After 1♣ – 1NT - ?

Pass = weak

X = Penalty

2♣ through 2♠ = Transfers to play

2NT through 3♥ = constructive Transfers with a good hand and 6+ cards in suit

After 1♣ – 2X – ?

Pass = weak

X = Negative

2♦/2♥/2♠ = To play with about 5-9 hcp

All bids starting with 2NT follow our Rubensohl agreements treating opener as 16-18 NT

After 1♣ – 2NT (minors) – ?

Pass followed by X = Competitive with both Majors

X = Penalty oriented unless followed by 3M which is natural and GF

3♣ = GF with 5+ hearts & 4+ spades

3♦ = GF with 5+ spades & 4+ hearts

3♥/3♠ = Constructive but NF

After 1♣ – 2NT (♦+♥)

Pass followed by X = Competitive with Spades and Clubs

X = Penalty oriented unless followed by 3♠ or 4♣ which is forcing

3♣ = Constructive but NF

3♦ = GF with exactly 4 Spades and 5+ clubs

3♥ = GF with 5+ Spades and 4+ clubs

3♠ = Constructive but NF

After 1♣ – 3X (or higher) – ?

Pass = weak

X = Negative

Anything else = natural and GF

## 1♦ Auctions

After 1♦ – X – ?

Pass = Weak with 3+ Diamonds

XX = 13+ hcp without a better descriptive bid

1♥/1♠ = 4+ cards Forcing for 1 round systems on

1NT = 9 to 12 hcp balanced

2♣/2♦/2♥/2♠ = 5+ cards NF

2NT = Natural and GF system as after 1♣ – 2NT without interference? (why not XX?)

All bids above 2NT same as without interference? (why not XX?)

After 1♦ – 1X – ?

Pass = Weak

X = Negative, new suit continuations are forcing

1♠ = 5+ Spades, Forcing for 1 round

1NT = 9 to 12 hcp balanced

2♣/2♦/2♥/2♠ = 5+ cards NF

2NT = Natural and GF system as after 1♣ – 2NT without interference?

All bids above 2NT same as without interference?

After 1♦ – 1NT – ?

Pass = Weak

X = Penalty

2♣ through 2♠ = Natural to Play

2NT through 3♥ = constructive Transfers with a good hand and 6+ cards in suit

After 1♦ – 2X – ?

Use same system as after 1NT – 2X (Rubensohl etc.)

After 1♦ – 2NT (minors) – ?

Pass followed by X = Competitive with both majors

X = Penalty oriented unless followed by 3M which is Natural and GF

3♣ = GF with 5+ hearts & 4+ spades

3♦ = GF with 5+ spades & 4+ hearts

3♥/3♠ = Constructive but NF

After 1♦ – 2NT (♥+♣) – ?

Pass followed by X = Competitive with Spades and Diamonds

X = Penalty oriented unless followed by a natural bid which is forcing

3♣ = GF with exactly 4 Spades and 5+ Diamonds

3♦ = Constructive but NF

3♥ = GF with 5+ Spades and 4+ Diamonds

3♠ = Constructive but NF

After 1♦ – 3X (or higher) - ?

Pass = weak

X = Negative

Anything else = natural and GF

## 1 Major Auctions

After 1♥ – Double – ?

Pass = Weak with no runout suit (Opener should XX with only 4 cards and no 6+ minor)

Redouble = 14+ hcp without support for Hearts

1♠ = 5+ Spades NF

1NT = Transfer to Clubs, either weak with 6+ Clubs or Constructive with 5+ Clubs

2♣ = Transfer to Diamonds, either Weak with 6+ Diamonds or Constructive with 5+ Diamonds

2♦ = Good raise to 2♥ (approx 8 to 13)

2♥ = Junk raise to 2♥

All bids above 2♥ are same as without interference

After 1S – Double – ?

Pass = Weak with no runout suit (Opener should XX with only 4 cards and no 6+ minor)

Redouble = 14+ hcp without support for Spades

1NT = Transfer to Clubs, either weak with 6+ Clubs or Constructive with 5+ Clubs

2♣ = Transfer to Diamonds, either Weak with 6+ Diamonds or Constructive with 5+ Diamonds

2♦ = Transfer to Hearts, either Weak with 6+ Hearts or Constructive with 5+ Hearts

2♥ = Good raise to 2♠ (approx 8 to 13)

2♠ = Junk raise to 2♠

All bids above 2♠ are same as without interference

After 1♥ – 1♠ – ?

Pass = Weak

X = Negative, new suit continuations are forcing

1NT = 10 to 12 hcp balanced

2♣/2♦ = 5+ cards NF

2♥ = Single raise

All bids above 2♥ are same as without interference

After 1M – 1NT – ?

Pass = Weak

X = Penalty

2♣ through 2♠ = Natural to Play

2NT through 3♥ = constructive Transfers with a good hand and 6+ cards in suit (4+ if transferring to M)

After 1M – 2X – ?

Use same system as after 1NT – 2X (Rubensohl etc.)

After 1M – 2M (Michaels) - ?

- Transfers starting with 2NT
- cheapest bid of OM or transfer to OM = 4+ card support with 14+ hcp (1♥ - 2♥ - 2♣ or 1♠ - 2♠ - 3♦)
- 3M = 8-10 hcp
- Transfer to M = 11-13 hcp

After 1M – 2NT (minors) – ?

Pass = less than Constructive unless followed by Double which shows 4 cards in other Major

X = Penalty oriented unless followed by OM which shows a bad 5 card suit

3♣ = GF with OM

3♦ = Limit Raise or Min. GF

3♥/3♠ = Competitive but NF

3NT = Slammish Raise or Non Min. GF

After 1M – 3X (or higher) – ?

Pass = weak

X = Negative

3M = Competitive but mildly Invitational

anything else = natural and GF

## 1NT Auctions

Rubensohl (Transfer Lebensohl) after 1NT - (2M) - ?

- 2 level = to play
- 2NT = relay to 3♣ (clubs or Competitive with either diamonds or OM)
- 3♣ = transfer to diamonds invitational or better
- 3♦ = transfer to OM invitational or better
- 3M = Stayman with shortness
- 3OM = both minors GF
- X is negative

1NT - (2♦) - ? (2♦=natural)

- 2 level is to play
- 2NT = relay to 3♣ (to play or...)
- 2NT - 3♣ - ?
  - 3♦ = GF with 5+ clubs and a 4 card Major
  - 3♥/3♠ = GF with 5+ clubs and 5 cards in ♥/♠
- 3♣ = GF Stayman with short diamonds
- 3♦/3♥ = Transfer with Invitational or better
- 3♠ = GF with 6+ clubs and no Major
- X is negative

After 1NT - 2NT (minors) - ?

Pass followed by X = Competitive with both majors

X = Penalty oriented unless followed by 3M which is Natural and GF

3♣ = GF with 5+ hearts & 4+ spades

3♦ = GF with 5+ spades & 4+ hearts

3♥/3♠ = Constructive but NF

Meckwell style Runouts after 1NT - X - ?

- Pass forces XX - either strong or scramble
- XX forces 2♣ - either single suit minor or both Majors
- 2♣ = ♣ + Higher
- 2♦ = ♦ + Major

2♥/2♠ = Natural sign-off

## Defense against Landy / Cappelletti / Michaels (2C or 2D showing both Majors)

Pass followed by X = Competitive with both minors

X = Penalty oriented Unless followed by 3m which is natural and GF

2♦ = 5+ Diamonds and 5-9 hcp

2♥ = GF (or up to 4m) with Hearts stopped looking for a Spade stopper for 3NT

2♠ = GF (or up to 4m) with Spades stopped looking for a Heart stopper for 3NT

2NT = Transfer to Clubs with 6+ clubs and 5-9 hcp (or correct to Diamonds if 2♦ was not available)

3♣ = Natural and GF

3♦ = Natural and GF

3♥ = GF with 5+ Clubs and 4+ Diamonds

3♠ = GF with 5+ Diamonds and 4+ Clubs

# General System Notes

## Defense against Weak 1NT

(1NT) – X – (P) – ?

- 2 Level = natural sign-off
- 2NT = good 2-suited hand.
- 3 Level = Invitational

(1NT) - X – (2♣ through 2♠) – ?

- X = takeout, anything else follow our Rubensohl agreements as if we opened 1NT

## Defense against strong 1NT

(1NT) – 2♦! – (P) – 2NT!, P – ?

- 3♣ = 4 Hearts and 5 Diamonds
- 3♦ = 4 Spades and 5 Diamonds
- 3♥/3♠ = 5+ card suit natural

(1NT) – 2♣! – (P) – 2♦! / (P) – 2M – (P) – 2NT! / (P) – ?

- 3♣ = 5+ clubs and 4 cards in M
- 3♦ = 4 clubs and 5+ card in M
- 3♥/3♠ = 5+/5+

## Balancing NoTrump Continuations

2♦/2♥ = Transfer (systems on as after 1NT opening)

2♠ = minor suit Stayman

2N = Invitational

3 Level – natural & Invitational

2♣ = Stayman, continuation is the following:

2♦ = minimum 11-13 hcp no 4 card major

2♥/2♠ = natural 11-13 hcp

2NT = 14-16 hcp (3♣ = Re Stayman)

## Michaels Continuations

(1m) – 2m – (P) - ?

- 2NT = Inv+ for hearts
- 3m = Inv+ for Spades

(1M) – 2M – (P) - ?

- 2NT = inv+ in the minor
- 3♣ = pass or correct
- 3♦ = inv+ in the major
- 3OM = to play

## Requirements for 3NT non serious slam try

- no one overcalled
- 8+ major fit
- no one bid a natural notrump
- last bid was 3M
- partner is not narrowly limited (more than 3 hcp range)

## **When to lead K from AK**

- 5 level or higher
- Partner's preempted suit
- Your preempted suit

## **Forcing and Non-Forcing situations**

Undiscussed auctions are forcing except

- lower ranking suit at 2 level
- at 3 level in lower ranking suit with the interference

Always forcing

- Higher ranking suit
- Double then bidding a suit is forcing 1 round
- Jump in a new suit

## **When is 4NT to play?**

- a natural notrump was bid before
- over 4m with no established fit

If opponent's last bid was 4M, then 4NT is 2 places to play. Double suggests balanced hand.

# Partnership Carding agreements

## Signals:

**Upside-Down** attitude and count **Signals:**  
meaning: **LOW** to **encourage** or show an **even** number of cards.

**As third hand, we usually give,** (in order of priority,)

## Attitude

- First Discard (via Odd-Even signal)
- First time following suit (not 3rd hand high situation)

## Count

- All other times

## Suit Preference

- First discard (via Odd-Even signal)
- Discards other than the first one
- When partners leads K
- When partner is known to be winning the trick, via a ruff or High Card winner.
- When count is known or not important

### **Standard Remainder count:**

A remainder situation occurs after one or more cards has been played by that hand from that suit, but once one "remainder" count card has been played, further cards are **suit preference**.

In general we play attitude signals on opening leads, discouraging the opening lead implies the ability to handle the switch to the **Obvious Shift suit**.

**Suit preference** signals: **standard** (low: lower suit, high – higher suit)

### **Exceptions to our first signalling priority:**

**Count** when dummy wins with the Q or a lower card (or its equivalent eg. K from a holding including the Q)

**Count** to a lead presumed to be from KQ when dummy has Jxx or longer (including AJx(x...)).

**Count** when dummy has Kxx (and perhaps Axx) and plays low after partner leads the queen (in general); we are also likely to drop the short ten allowing us to neutralize A10 or K10 doubleton in these cases.

**Count** to a lead presumed to be from AKx(x) if the dummy has Qxx or four or more cards headed by at least the ten.

**Suit Preference** when partner's opening lead sets up (or strikes) unassailable trick(s) in dummy (e.g. ace led and Kx or KQx) AND when third hand is known to have at least three cards in the suit.

**Suit Preference** when partner leads a suit in which we have shown five cards or more.

**Suit Preference** if dummy has a singleton against a suit contract.

Given a choice of a positive signal (particularly against notrump) or a negative signal in another suit, we tend toward the *positive* signal.



## Leads:

### Against Suits:

#### Honour Leads are standard

Likely to be leading a **SHORT SUIT** when:

- |   |   |  |
|---|---|--|
| Y | N | (1) Partner is strong or opening leader is known to be weak;   |
| Y | N | (2) Partner has bid or implied that suit;  |
| Y | N | (3) Declarer is "short" in the suit;   |
| Y | N | (4) Dummy's suit is led when it would otherwise be ridiculous;   |
| Y | N | (5) Opening leader has either shown another two-suiter, or has made a takeout double of the suit led (not trumps); |
| Y | N | (6) Opening leader has preempted in another suit;  |
| Y | N | (7) We are more likely NOT to lead short suits (very often lead my singletons)                                     |
| Y | N | (8) MORE likely NOT to lead random doubletons.   |

### Against Notrump:

<b>Ace</b> asks for	<b>Count</b>
<b>King</b> asks for	<b>Attitude</b>
<b>Queen</b> asks for	<b>Count</b>

Whenever we break a suit, we lead: 2<sup>nd</sup> highest or 4<sup>th</sup> Best

In **PARTNERS suit**: we lead 2<sup>nd</sup> highest (attitude) with small cards if we HAVEN'T raised it; 4<sup>th</sup> best (count) if we HAVE raised it FREELY

**The Jack up to dummy's queen, denies King.**

**Splitting honours:** high on lead, low in 2<sup>nd</sup> or 3<sup>rd</sup>

**Discarding honours:** highest of touching honors.

### Lead tendencies:

2<sup>nd</sup> and 4<sup>th</sup> best against trump contracts

2<sup>nd</sup> and 4<sup>th</sup> best against notrump contracts

**Trump leads:** often

**Passive lead situations:** slow auctions

**Doubles of 1NT-3NT:** shorter major with no honors

**Double after a Stayman auction** (3NT contract): If no-trump bidder responds a major to Stayman lead other major, if no-trump bidder responds 2d lead shorter major.

When we **double 3NT** when one or both of us bids suits, we play these doubles as: *Lead our/doubler's suit*

**Against major suit games**, we lean towards long suit leads to short suit leads when we hold 1 or 4 trumps

Failure to attack a more or less obvious suit with another threatening colour in dummy implies that the defence can take care of the threat.

## General Style Notes

If you don't reopen with double, it tends to show 5/5 in your 2 suits

Stretch to reopen with double whenever you have shortness in the bid suit, be careful with trump voids and no defensive tricks.

Remember you are not always required to reopen with a double, make sure you can survive the auction.

(pass with balanced minimums that include xxx or Hx in opponents suit)

Try not to put too much pressure on partner to reopen, if you have a call take it, don't play for penalties, try to find a playable spot.

Do not pass on hands where you do not intend to make a penalty pass.

Openers Jump re-bids always show extra length and a quality suit  
(1 loser opposite a stiff)

Responder's direct splinters should show 4-card support and control in the side suits if your hand does not qualify look for an alternate call

Opener should try to make a descriptive re-bid, try to make sure you make a natural limiting bid at your second call

If the auction is forcing double is penalties

If the auction is not forcing double is extras (intended as takeout)

If the opponents interfere in a forcing auction, below game, retreating to the level forced to, is the weakest action

In a forcing auction pass and then pulling a double is the strongest action (slam invitation)

When 1 suit has been bid by the opponents a cue bid asks for a stopper

When 2 suits have been bid by the opponents, and we have already found a fit, a cue bid shows something in the suit.

When 2 suits that have been bid by the opponents are available as Q-bids in support to partner's overcall then: lower Q show LR with 3 card support, higher Q show LR with 4 card support, lower Jump Q is Mixed raise

Do not push them to contracts they might not otherwise bid / make.

Never sign-off with undisclosed shortness in invitational auctions.

## Weak 3<sup>rd</sup> Seat Opening Style

Tend to open hands that have something to gain if light make sure the call is lead directing.

As responder all jumps by passed hands or in comp guarantee a fit at least 5-4 invitational values.

With non fitting hands pass and wait for a reopening double or make a negative double.

Responder should avoid jumping in no-trump as a passed hand.

### DOUBLES

Generally our doubles are take-out, accept for the doubles listed below.

1. **If they overcall a natural Notrump, Double is penalties.** 1  
of anysuit - (1NT overcall) - X is penalties
2. **If we preempt and they Overcall, Double is penalties.** Preempt -  
(Newsuit) - X is penalties  
Also: (Opening Bid) - preempt - (any Bid) - X is penalties
3. **If pass is forcing, Double is penalties.** 1x -  
P - 2y (2/1 GF) - 2z; X is penalties
4. **If We balance and they Bid again, Double is penalties.** 1H  
- P - 2H - P; P - 3C - P - P; 3H - X is penalties
5. **If we bid a game on power and they Save Double is penalties.**  
1M - P - 2N (Forcing Raise) - P; 4M - 5m - X is penalties pass is  
forcing. ( Same as 3 i.e. Forcing Pass)

If the double is not listed here or defined in some other area AKA Snapdragon, Negative, Support, Lead Directing etc... The Double is defined as Takeout, it shows the values to bid at the given level without the distributional requirement to bid at the given level.

#### **General Guide / rules for Doubles:**

If we have a fit in a competitive auction and pass is not forcing Double is a game-try. (ie extras)

If we don't have a fit in a competitive auction and pass is not forcing, Double is Cards (ie balanced hand with values to bid at the give level).

If this is your first call in the auction, and you have never passed, double is takeout (other suits).

If this is your first call in the auction, but you have already passed after an opponent has overcalled. Double is a penalty double of the original overcall.

## When is Pass Forcing?

We are in a Game forcing Auction

1D - P - 2C! - 2D -or- 1S - Pass - 2NT! - 3H

An invitational Bid has been accepted

1H - P - 3C - P; 4H - 4S

A Bid is forcing to a particular Level not yet Reached

P - P - 1H - P; 2C! - 2D

The partnership has had a power auction after a preempt

(must include a q-bid by our side)

2H - 2S - 3H - 4H; P - 4S - 5H

3<sup>rd</sup> hand preempts and his partner raises to game if we have acted in between.

P - P - 3C - X; 5C

We have bid a new suit at the 4 level in a competitive auction

1H - 2S - 3H - 3S; 4C - 4S

### General Guides on Forcing Pass situations:

- 1) When a Pass is forcing, either we play the hand or they play it doubled.
- 2) Forcing Passes at high levels express doubt.
- 3) Double suggest playing for penalties.
- 4) Bidding "One More" suggests primary distributional extra values.
- 5) Passing then Pulling a double suggest slam possibilities.
- 6) Hopeless hands must double in "forcing pass" auctions to warn partner against bidding.