

Ashton System Notes

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Contact Information

For further information on these notes please contact:

Glen Ashton
 128 Summerwalk Place
 Ottawa, Ontario, Canada
 K2G 5Y5
 bridgequestion .at. gmail .com

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Opening Bid Overview

Opening	Style	Description
1♣, 1♦	Natural, not forcing	3 or longer in suit, 11 to 21 HCP, if balanced either 11-14 or 17-18 HCP (see balanced ladder below)
1♥, 1♠	Natural, not forcing	5 or longer in suit, 11 to 21 HCP, if balanced (a 5-3-3-2 shape) either 11-14 or 17-18
1NT	Balanced	14-17 HCP, see balanced ladder below
2♣	Strong, Forcing	All hands with 23+ points OR 19-22 points with a 6 card or longer major, and no second suit OR balanced hands with 19 to 20 points
2♦/♥/♠	Weak	5 or longer suit, 5 to 10 HCP, suit is Qxxxx or better
2NT	Balanced	21-22 points (20-22 HCP)
3X	Preemptive	3 of any suit is 4-9 HCP, 7 card suit
3NT	To play undoubled	Any sort of hand that wants to try playing 3NT, often a long suit with some stoppers
4♣, 4♦	Preemptive	Long broken suit, not much outside
4♥, 4♠	Preemptive	Preemptive, wide ranging
5♣, 5♦	Preemptive	Very long minor suit, no outside ace or king

HCP = High Card Points, when it says points it means add a point for each card longer than four in a suit

Balanced Ladder

Range	Opening	Notes
0-11	Pass	11 HCP with a five card suit is 12 length points, so does not pass
12-14	1 of a suit	Open 1 of a suit, rebid 1NT if available
15-17	1NT	Announce bid to opponents as 14-17, since that is HCP range
18	1 of a suit	Open 1 of a suit, rebid 2NT if available
19-20	2♣	Open 2♣, big opening
21-22	2NT	
23+	1NT, 1♣	Open 2♣, big opening

Balanced ladder shows what to bid when balanced hand, ranges in length points.

Weak 2 Bids

5 or 6 card suit with 5-10 high card points (at least Qxxxx) – can have 11 or 12 high card points if partner is a passed hand (since game unlikely then). When partner opens a weak 2 as responder you add the number of points in your hand to the number of cards you have in partner's weak 2 suit and if 17 points bid 2NT. If partner opens a weak 2 negative doubles are off. Ex. 2♥s-3♦s-double (this is a penalty double). If opponents open a weak 2 you must have 13 points to make a takeout double and the other 3 suits. If partner opens a weak 2 bid..ex. 2♥s-pass-2♠s (this bid by responder is forcing for 1 round). **Law Of Total Tricks:** Partner opens a weak 2. You count your cards in that suit and raise to that level, except if you have a 4-3-3-3 type shape, raise one level less. See page 3 for factors.

Weak Two Opener's Rebids to the 2NT Ask

Replies used after 2♦, 2♥ or 2♠ opening and responder asks with 2NT

Rebid	Style	Description
3♣	Min-5	This shows the worst hand: only 5 in opener's suit and a minimum hand too.
3 of opener's suit	Min-6	This shows a minimum with 6 in opener's suit (exactly 6 if opening was a major, can be 7 if opening was 2♦).
3 of an unbid major	Natural	Shows 4 (or longer, usually just 4) in this unbid major. Can be minimum or maximum.
3NT	Max	This shows a maximum, and, if the opening was a major (2♥ or 2♠) opener only has 5 cards in that suit – if the opening was 2♦ can be 5 or longer ♦s.

Replies only used if opener opened 2♥ or 2♠ and responder asks with 2NT

Rebid	Style	Description
3♦	Max-6+	This shows a maximum with 6 or longer in opener's major, not a 6-5 or better, and not with 4 in the other major.
4X	Distributional 6-5+	6 or longer in the major opened, 5 or longer in second suit bid now.
4 of Major	Min-7	Minimum hand, seven cards or longer suit.

After any reply by opener, all game bids by responder are to play.

After any three level reply by opener, if responder bids 4♣ it says "I like your suit, I'm interested in slam, cuebid if you have anything to cuebid"

Over the 3♣ "worst" reply by opener, all bids by responder on the three level are to play, and responder can pass 3♣ if wants to play in ♣s.

Over the 3♦ reply by opener, if responder now bids 3 of an unbid major it says "bid 3NT if you don't have a singleton, and otherwise bid the short suit if you can below 4 of your suit".

After we make a preemptive or weak 2 bid, they double, and we bid a new suit below game

Alert the suit bid as: "either natural or has a fit for opening suit and wants this suit led".

Treat the suit bid as natural, but if responder returns to opener's suit this is to play.

Example:

3♣(by us)-Double(by them)-3♠(Alert)-Pass-4♠-Pass-5♣

5♣ is to play, and says that 3♠ was bid to get this suit led. Opener raised to 4♠ as had ♠ fit, and 3♠ could have been long suit.

If the opponents play the contract, opener should lead partner's suit!

You want to bid this when you don't have 1 of the top 3 honours in partner's preemptive suit & you have an Ace in a side suit.

Example hand:

♠ AK

♥ T987

♦ 864

♣ 8754

Partner opens 3♣, and next hand doubles. With the example hand bid 3♠ showing a ♠ suit and/or asking for a ♠ lead. If partner raises ♠s, return to ♣s (bid 5♣).

LOTT Factors

The Law-Of-Total-Tricks (LOTT) says, in general, to bid to the trick level that you have the total number of trumps in. So, for example, if you have 10 trumps, bid to the 10 trick four level. Here are some factors to consider when to deviate from that guideline.

- 4-3-3-3s are awful hands to make raises following the LOTT, since there is no ruffing value in the short trump hand, so reduce the LOTT level by one trump – if you have 4 trumps raise as if 3 trumps to the LOTT level, and if you have 3 trumps treat as 2 trumps for a LOTT raise.
- Rarely raise above game in the trump suit – if you just bid game the opponents don't know if you are bidding game as a LOTT effort or you have the points to make it – if you jump above game the opponents know they must have the points.
- To make a LOTT raise above game in the trump suit you must be very weak outside the trump suit, and quite long in the trump suit, and have a singleton or void somewhere.
- If you have a hand with a lot of defensive type values, such as kings, queens and holdings like QTx or KJ3 in suits etc., bid to one less of the LOTT level if you are unlikely to make the LOTT level contract and the opponents are unlikely to make a game in anything.

LOTT Factors - Examples

a)

♠ AK8753	♠ QT62	2♠-3♠	With a 4-3-3-3 treat the 4 trumps as 3 – so raise to 3♠ and not 4♠
♥ 43	♥ QJ7		
♦ 852	♦ AT7		
♣ J2	♣ KT3		

b)

♠ AK8753	♠ Q62	2♠-Pass	With a 4-3-3-3, treat 3 trumps as 2 for LOTT purposes and just pass 2♠ - notice how the lack of ruffing value makes a bad dummy
♥ 43	♥ QJ72		
♦ 852	♦ AT7		
♣ J2	♣ KT3		

c)

♠ AK8753	♠ QJT62	2♠-4♠	With 5 trumps the LOTT level is 5♠ (11 trumps = 11 tricks) but just settle in game on most hands.
♥ 43	♥ QJ72		
♦ 852	♦ AT7		
♣ J2	♣ 3		

d)

♠ AK8753	♠ QJT62	2♠-5♠	With 5 trumps and a weak hand outside the trump suit and a singleton/void in a suit raise to 5♠ to jam the opponents.
♥ 43	♥ QJ72		
♦ 852	♦ T73		
♣ J2	♣ 3		

e)

♠ AK8753	♠ QT62	2♠-4♠	Typical LOTT 4♠ bid – no factors apply here.
♥ 43	♥ J7		
♦ 852	♦ AT73		
♣ J2	♣ KT3		

f)

♠ AK8753	♠ T642	2♠-3♠	Here the ♠ raise hand has lots of defensive values – so raises just to 3♠ since opponents are unlikely to make game in anything.
♥ 43	♥ QJ92		
♦ 852	♦ KT7		
♣ J2	♣ KT		

Major Suit Raises

Splinter Bids: 4 card trump support or 3 to an honour support. You need 12-16 points and you double jump to a singleton or void.

Major Suit Raises: After our 1♥ or 1♠ opening, or our 1♥ or 1♠ overcall:

- A jump to 2NT (must be a jump) is artificial (shows nothing about notrump) and is the Majority convention: 11-14 (if opening) or 13-16 (if overcall) with 3 or longer in the major, unable to make a splinter bid or jump to 4 of major (if 11-12 and 5 or longer trumps).
- A jump to 3♣ (must be a jump) is artificial (shows nothing about ♣s) – it shows 4 in partner's major suit (the suit opened or overcalled) and 9 to 12 points. If partner bids 3♦ it asks you to bid three of partner's suit (3♥ or 3♠) with a minimum (9-10), or four of partner's suit with a maximum (11-12). Example:
1♥-Pass-3♣(shows 4♥s & 9-12)-Pass-3♦(asks if minimum or maximum)-Pass-3♥(9-10).
- A jump to 3♦ (must be a jump) is artificial (shows nothing about ♦s) – it shows 4 in partner's major suit (the suit opened or overcalled) and 7 to 8 points, or shows 5 or longer in partner's suit and big hand (15+ if partner opened, 17+ if partner overcalled). Partner will now be able to place the contract assuming you have 7-8 points. Example: 1♠-Pass-3♦(shows 4♠s & 7-8)-Pass-4♠. If you have the big hand "come alive" after partner bids by cuebidding.
- A jump to three of the major suit (must be a jump) shows 4 or longer in partner's major suit and 3 to 6 points. Example: 1♦-1♥-Pass-3♥ (4 or more ♥s & 3-6 points).
- A jump to four of the major suit (must be a jump) shows 5 or longer in partner's major suit and 7 to 12 points (not 12 if you can splinter). Example: 1♠-Pass-4♠ (5 or longer ♠s, 7-12 points).

For example after 1♥-Pass-?

- 1♠: ♠s & 6+ points.
- 1NT: semi-forcing with 6-12, rarely with three or longer hearts. Here's a hand that respond 1NT with 3 trumps: ♠ J75 ♥ 875 ♠874 ♦ QJ5 ♣ Q863 (flat hand, lots of Qs and Js)
- 2♣: ♣s & 13+ points.
- 2♦: ♦s & 13+ points.
- 2♥: 3♥s, 6-10 points.
- 2♠: 5 or longer spades, game force: JIM BAG – Jump In Major Bid a Game
- 2NT: Majority 2NT, 3 or longer ♥s, 11-14 points, cannot make a splinter
- 3♣: 4♥s, 9-12 points.
- 3♦: 4♥s & 7-8 points or 5+♥s & 15+ points
- 3♥: 4 or longer ♥s, 3-6 points.
- 3♠: singleton/void in ♠s (splinter), 4+♥s or 3♥s to an honour, 12-16 points.
- 3NT: To play.
- 4♣: singleton/void in ♣s (splinter), 4+♥s or 3♥s to an honour, 12-16 points.
- 4♦: singleton/void in ♦s (splinter), 4+♥s or 3♥s to an honour, 12-16 points.
- 4♥: 5 or longer ♥s, 7-12 points.
- 4NT: Blackwood.

With 3 or 4♥s & 15+ points bid new suit on two level first then bid ♥s. For example 1♥-Pass-2♣-Pass-2♦-Pass-2♥ shows 3♥s & 15+ points (jumping to 3♥ instead of bidding 2♥ here shows 15+ & 4♥s).

Drury – Two Diamonds by a Passed Hand

After one partner passes in first or second seat, and the other partner opens the bidding with One Heart or One Spade in third or fourth seat, then a bid of Two Diamonds by the partner that first passed shows 11 to 12 support points and exactly three in partner's major.

Cases:

Pass-Pass-1♥-Pass-2♦: 11-12 & 3 hearts.

Pass-Pass-1♠-Pass-2♦: 11-12 & 3 spades.

Pass-Pass-Pass-1♥-Pass-2♦: 11-12 & 3 hearts.

Pass-Pass-Pass-1♠-Pass-2♦: 11-12 & 3 spades.

Drury Two Diamonds is on in Competition – that is after partner has OPENED in third or fourth seat (not overcalled), and if the opponents double or bid something, then when Two Diamonds is still available, it is still Drury.

Examples:

Pass-Pass-1♥-2♣-2♦: 11-12 & 3 hearts.

Pass-Pass-1♠-Double-2♦: 11-12 & 3 spades.

Pass-Pass-Pass-1♥-1♠-2♦: 11-12 & 3 hearts.

Pass-Pass-Pass-1♠-1NT-2♦: 11-12 & 3 spades.

Opener's Bidding after Two Diamond Drury is simple:

- Bid two of the major if not enough values for game.
Example: Pass-Pass-1♥-Pass-2♦-Pass-2♥-All Pass
- Bid four of the major if enough values for game but not enough for slam.
Example: Pass-Pass-1♠-Pass-2♦-Pass-4♠-All Pass
- Bid another suit or 2NT to describe hand if possible slam or possible game or looking for best place to play. These bids are forcing: responder cannot pass.

Examples:

Pass-Pass-1♥-Pass-2♦-Pass-2NT

Says has hearts and balanced hand, forcing, helps partner evaluate hand.

Pass-Pass-1♠-Pass-2♦-Pass-2♥

Says has spades and hearts, forcing, helps partner evaluate hand.

After these types of bids, both partners continue to describe hand as best as they can until contract is reached.

Descriptive Bids After Major Suit Raise to Two Level

After one partner has bid a major suit on the one level (does not have to be the first bid by either player), and the other partner raises the major to the two level, then, next, other suit bids and 2NT are forcing, helping partner evaluate the hand. After the description, with a minimum or average hand not improved by the new information, partner will just bid three of the major, which says "no extras partner, hand not improved".

Also over two of the major, a direct 3NT offers a choice of game with a very flat hand (usually no doubleton or singleton), as sometimes 3NT will play better if there are no ruffs to be had. Finally a direct three level bid of the major is to play, with partner only expected to bid again if holding both a top maximum and useful distribution.

West

♠ AQT862
♥ J9
♦ AJ32
♣ 3

East

♠ KT3
♥ KT42
♦ T84
♣ KT8

1♠-Pass-2♠-Pass-3♠-All Pass. Responder has a top maximum (10 points) but does not have useful distribution (unable to ruff anything) so passes 3♠. If opener had a little stronger hand, but not enough to bid game, opener would bid 3♦ instead of 3♠ to describe hand by showing second suit.

West

♠ Q86
♥ AQ92
♦ JT3
♣ AJ8

East

♠ J53
♥ KT43
♦ KQ98
♣ Q7

1♠-Pass-1♥-Pass-2♥-Pass-2NT-3NT-All Pass.

Responder bids 2NT forcing to show nature of hand (balanced) – opener bids 3NT to show not a minimum (14 pts) and a flat hand too – no ruffing value. If opener had a minimum opener would simply return to 3♥ to show insufficient values to bid a game.

West

♠ AQJ52
♥ T43
♦ 2
♣ AK54

East

♠ KT6
♥ 52
♦ 876
♣ QJT82

1♠-Pass-2♠-Pass-3♣-Pass-4♠-All Pass. Opener tries for game with 3♣, showing location of values, forcing. Responder has a minimum hand so could bid just 3♠, but realizes that the club suit will work with partner's club suit, so bids 4♠. Note the partnership has ten tricks – five spade tricks and five club tricks.

What to do when major suit raises not available:

You have	What you normally do	What to do if not possible
3 in partner's major, 6-10 points.	Bid 2 of partner's major.	Bid 3 of partner's major with 7-10 if not a jump. Pass with 6.
4 or longer in partner's major, 3-6 points.	Jump to 3 of partner's major.	Pass. Hope to get another bid later.
4 of partner's major, 7-8 points.	Jump to 3♦.	Bid 2 of partner's major, then later bid 3 of partner's major. If 2 of partner's major not available just bid 3 of partner's major.
4 of partner's major, 9-12 points.	Jump to 3♣.	Cuebid the opponent's suit.
3 of partner's major, 11-12 points.	If opening bid, jump to 2NT. If overcall, cuebid.	Cuebid in opponent's suit.
5 of partner's major, 7-12 points, not shape/points for splinter.	4 of partner's major.	If 4 of partner's major unavailable either pass or bid 5 of partner's major.
3 or longer of partner's major, 13-14, not shape for splinter.	Jump to 2NT.	Jump to 2NT or if opponent's next bid was a double, redouble. Otherwise cuebid in opponent's suit.
3 or longer in partner's major, 15-16, not shape for splinter.	Jump to 2NT if overcall. If opening jump to 3♦ if 5 or longer in the major, or bid a new suit at two level, then show support.	Cuebid in opponent's suit.
3 or 4 in partner's major, 17+.	If opening bid new suit at two level, then show support. If overcall cuebid.	Cuebid in opponent's suit.
5 or longer in major, 17+.	Jump to 3♦.	Cuebid in opponent's suit.
4 or longer in partner's suit or 3 with an honour, and a singleton/void in a suit, 12 to 16	Double jump in the suit that has shortness to show a splinter.	Make a single jump in a minor suit (if short in that minor) or cuebid in opponent's suit.

After A Major Suit Opening and Semi-Forcing 1 Notrump Bid: Pass if very minimum and no good bid to make. If opener has a 6 card or longer suit the opener rebids on the 2 level of what he originally bid with 13 to a poor 16 points. With 6 or longer in the original suit and 16-18 points rebid 3 of the suit (however if the suit is not a good suit with at least 4 points rebid a second suit on the 2 level with 16-18 points or on the 3 level with 19 points is possible). With a 6 card or longer suit and 19 or more points rebid a new suit at the 3 level (open 2♣ if you don't have a second suit). If you don't have a 6 card suit with four cards or longer in another suit bid a 2nd suit at the 2 level with 13-18 points and jump bid a 2nd suit at the 3 level with 19 or more points. However when you have 5 hearts and 4 spades the situation is awkward. Partner has already denied 4 spades when he bids 1NT over 1 heart so he doesn't need to know about the 4 spades. So with 19 or more points bid 2 spades a reverse but with 13-18 points bid a minor suit at the 2 level even if you have to bid a 3 card minor suit or a 2 card club suit. If you have a 5-3-3-2 shape you have no second suit and neither do you have a 6 card major. In this case you will normally open 1NT with 14-17 points and 2NT with 21-22 points and 2♣ if 19-20 points or 23+ points. When you have 18 points with 5-3-3-2 you open 1 of a major and then partner bids 1NT forcing and you bid 2NT over 1NT. When you hold 13-14 points with 5-3-3-2 you open 1 of a major and partner bids 1NT semi-forcing and you bid your cheapest 3 card minor (or pass if 13).

Person who bids 1NT Semi-Forcing has the following options for rebid with 6-10 points: 1. You can bid 2 of opener's major suit with 2 cards in his suit. 2. You can pass with length in opener's second suit (usually 4 or longer) but sometimes you have to pass with 3 in a pinch. 3. You can bid a new suit to show usually 6 or longer cards in that suit or 5 cards with no other good bid.

With 11-12 points: 1. Bid 2NT with a balanced hand or with a hand with stoppers in the 2 unbid suits. 2. You can raise opener's major to the 3 level as a jump if holding Ax, Kx or Qx in the major (i.e. a doubleton) and you have no other good bid. 3. Bid a new suit on the 3 level which shows a 6 card suit or 5 cards in a pinch (this may be a jump bid).

Majority 2NT Raise

The 2NT Majority Raise convention is a jump raise to 2NT after our one level major suit opening or overcall. Note these requirements for the 2NT raise:

- it must be a jump bid;
- we must have opened or overcalled 1♥ or 1♠.

If these requirements are met, 2NT shows 3 or longer in partner's suit, and:

- 11 to 14 if we opened, and no ability to make a splinter bid;
- 13 to 16 if we overcalled, and no ability to make a splinter bid.

By “no ability to make a splinter bid”, it means the hand does not meet the specifications for a splinter bid: either does not have a singleton or void, or does not have enough points, or does not have a good enough trump suit. If 2NT is made by a passed hand, it shows a “best possible” passed hand with four or longer trumps, 11-12 points, and a singleton/void somewhere (if only 3 trumps and “best possible” passed hand, use 2♦ Drury).

System changes related to this convention:

- A) The 1NT (6-12) response to a major suit opening is now “semi-forcing”, since it can be passed by a minimum opening without worrying that responder has 11-12 points with three card trump support (can still have 11-12 without support of course).
- B) When 2NT Majority is available, a cuebid reply to 1♥ or 1♠ overcall, when it is with support, will be either 11-12 or 17+. Overcaller assumes the 11-12 type first.
- C) The “Bergen” 3♦ raise changes – it now shows either 7-8 support points (like before) with 4 trumps or, far less often, a big hand with 5 or longer trumps. Big is 15+ points if partner opened, and 17+ if partner just overcalled, so this means a lot more points and a great trump fit since at least 5 trumps for the raise. Opener or overcaller will first assume it is the usual 7-8 and bids as if it is that. If the raiser actually has the big hand with 5 or longer trumps, they will “come alive” on the next turn to bid, either cuebidding, doubling, or using 4NT.
- D) After a 1♥ or 1♠ opening, with 15+ and only three or four trumps, responder first makes a 2/1 in the cheapest suit bid with 3 or longer cards, then bids opener's major, which shows 15+ and asks opener to further describe hand (e.g. rebid 2nd suit if five or longer, bid a 3rd suit if three cards in suit, bid notrump if no singleton/void). If 3 of the major is available as a jump bid, responder can jump to it to show 15+ & 4 trumps, instead of just 3 trumps.

Opener's Rebids to the 2NT Majority Raise

Rebid	Style	Description
Game in suit	To play	The far most frequent reply as opener or overcaller will usually just bid game in the major. For an opening if a singleton (not singleton honour) or void held then bid game even if just 13 points.
3 of suit	Minimum	With a minimum opening/overcall, let partner decide.
3NT	Choice	Offers partner the decision to pass this with a flat hand.
Other Major	Natural, forcing	Looking for 4 cards in the other major, in case that is a better fit. Could also have slam interest.
3♣	Awful or Big	3♣ shows either an awful hand (must be a bad hand, not just a minimum – usually a hand that does not have 13 points for an opening or 8 points for an overcall), or a big hand. Partner assumes awful and bids correspondingly (often just bidding 3 of the major) and now the big hand will cuebid or make some other strong bid to show slam interest.
Other	Slam tries	All other bids are slam tries, usually cuebids showing values and length in the suit bid

2NT Majority - Examples

a)

♠ AT832	♠ K64	1♠-2NT—
♥ AJ	♥ Q872	4♠
♦ T9	♦ Q8765	
♣ AQ42	♣ KT	

The typical 2NT Majority auction – raise and then place in game.

b)

♠ AQJ983	♠ KT2	1♠-2NT—
♥ 2	♥ QT863	3♣-3♠—
♦ A6	♦ K32	4♣-4♦—
♣ AQ32	♣ K5	4NT-5♠—
		6♠

3♣ is “Awful or Big”, 3♠ signed off if awful, 4♣ showed big and was a cuebid, 4♦ cuebid in return, opener asked for aces, and finding none just bid the small slam.

c)

♠ AQJ93	♠ KT2	1♠-2NT—
♥ 542	♥ QJ87	3♠
♦ AJ4	♦ 87	
♣ 87	♣ AJ92	

2NT was Majority, and 3♠ showed a typical minimum hand.

d)

♠ AK82	♠ QJ65	1♥-2NT—
♥ AK932	♥ Q87	3♠-4♠
♦ T	♦ K872	
♣ JT4	♣ K9	

3♠ looks for a 4-4 ♠ fit and finds it.

e)

♠ AQ82	♠ J65	1♥-3♦—
♥ KJ932	♥ AQ875	3♥-4♣—
♦ T	♦ A872	4NT-5♠—
♣ KT4	♣ A9	5NT-6♣—
		6♥

3♦ was 7-8 or 15+. 3♥ was signoff opposite 7-8, and 4♣ was a cuebid with 15+ and five trumps. Opener finds out about 3 aces and no kings, and puts contract in 6♥.

f)

♠ A	♠ J63	1♥-2♣—
♥ KQ942	♥ AJT6	2♦-3♥—
♦ JT32	♦ Q87	4♣-4♥
♣ Q65	♣ AK32	

With 15+ and 4 trumps responder uses a 2/1 and then jumps to 3♥. Opener completes shape description with 4♣, but responder cannot cuebid 4♦ so bidding stops.

g)

♠ AT76	♠ J53	1♥-2♣—
♥ KQ942	♥ AJT6	2♠-3♥—
♦ J	♦ Q87	4♣-4♥
♣ Q65	♣ AK32	

With 15+ and 3+ trumps responder uses a 2/1 and rebids 3♥. Opener shows shape with 4♣ but neither one has enough to go beyond 4♥.

h)

♠ AT76	♠ 832	1♥-2♣—
♥ KQ942	♥ AJ6	2♠-3♥—
♦ J	♦ A87	4♣-4♦—
♣ Q65	♣ AKT32	4♠-4NT—
		5♦-5NT—
		6♦-6♥

With 15+ and 3 trumps responder uses a 2/1 and bids 3♥ to show support. Opener shows shape (4♣), the players cuebid and now responder takes charge.

i)

♠ A982	♠ J63	1♥-1NT
♥ KQ942	♥ J6	
♦ J32	♦ AQ87	
♣ Q	♣ KT32	

Opener with a minimum hand passes the “semi-forcing” 1NT instead of bidding 2♦.

4 card majors: You can overcall a four card major if the suit is very good (KQJx, AKQx), and if defending you would want partner to lead it, and you are willing to play in the suit even if partner just has 3 card support. You can also open in 3rd or 4th seat (partner has passed) with a four card major if you are 10-13 and following same style: you are willing to play there if partner has 3, and suit is very good.

Minor Suit Raises

After our 1♣ or 1♦ opening, or our minor suit overcall (an overcall in ♣s or ♦s) the following direct raises are used by the partner of the opener or overcaller.

- Cheapest bid in minor suit:** 6 to 10 points, not four cards or longer in an unbid major that could be bid at the one level or shown by a negative double.
Example 1♦-Pass-2♦.
- Jump in minor suit:** 11 to 12 points, not four cards or longer in an unbid major. Prefer to make a cuebid if this bid goes beyond 3NT.
Example 1♣-Pass-3♣. You must have 5 or longer clubs.
- With a Game Force:** If the opponents have not bid a suit or doubled, then start with 2♣ (see S. Stayman) later, and then bid minor.
- Cuebid:** When the opponents have bid a suit, a cuebid is available. It shows 11 or more points, a fit for partner's minor (4 cards in partner's minor), and no other good bid.
- Redouble:** When the opponents have made a takeout double, a redouble is available. It shows 11 or more points and no other good bid. Prefer to show a 5 card or longer major at the one level (or by jumping if game forcing values) rather than redoubling.

When the raise is made of an opening bid, then a raise to 2 of a minor shows four or longer in partner's minor, and a cuebid raise can be made on four or longer with no other good bid, while all other raises show five or longer in the partner's minor. Examples:

- 1♣-Pass-2♣: 6 to 10 points, 4 or longer ♣s, no four card major (since could bid 1♥ or 1♠ with four or longer in that suit).
- 1♣-Pass-3♣: 11 to 12 points, 5 or longer ♣s, no four card major.
- 1♣-Pass-2♦: S. Stayman, a game force.
- 1♦-Pass-2♦: 6 to 10 points, 4 or longer ♦s, no four card major (since could bid 1♥ or 1♠ with four or longer in that suit).
- 1♦-Pass-3♦: 11 to 12 points, 5 or longer ♦s, no four card major.
- 1♦-Pass-3♣: Not a raise, game invitational or close to it with 6+♣s.
- 1♣-2♥-3♣: 6 to 10 points (since cheapest bid in minor suit), five or longer ♣s (since raise made on three level).
- 1♦-2♠-3♠: cuebid raise, 11+ points, four or longer ♦s.

When the raise is made of an overcall, then since the overcall promises at least 5 in the suit, the raise only needs to have three in the minor to raise it. Examples:

- 1♣-1♦-Pass-2♦: 6 to 10 points, 3 or longer ♦s, no four card major (since could bid 1♥ or 1♠ with four or longer in that suit).
- 1♣-1♦-Pass-3♦: 11 to 12 points, 3 or longer ♦s, no four card major.
- 1♣-1♦-Pass-3♣: 13 or more points, 3 or longer ♦s, no four card major. **Criss-cross**

Transfers after Opener rebids 2NT to show 18 balanced

When opener rebids 2NT to show 18 balanced, responder can use transfers on the three level to describe hand.

There are two cases when this applies:

- 1) Opener starts with one of a suit, responder bids one of suit, and opener jumps to 2NT, which shows 18 balanced.
- 2) Opener starts with one of a major, responder bids 1NT semi-forcing, and opener bids 2NT, which shows 18 balanced.

After opener's 2NT bid to show 18 balanced, all suit bids on the three level by responder are transfers. So, 3♣ shows ♦s, 3♦ shows ♥s, 3♥ shows ♠s, and 3♠ shows ♣s. Of course 3NT directly over 2NT would be just to play there, and 4♣ over 2NT would be Good Bad Gerber.

The transfers can be used just to play at the three level in a suit contract when having a weak hand and holding a six card or longer suit, or a good five card suit. Simply transfer to the suit and then pass opener's completion of the transfer.

After a minor suit opening, if responder has both four spades and four hearts exactly, responder will bid 1♥ first. If opener jumps to 2NT to show 18 balanced, responder can find a 4-4 spade fit by next bidding 3♥, transfer to ♠s to show four spades also.

Example: 1♦-Pass-1♥-Pass-2NT-Pass-3♥(transfer)-Pass-3♣-Pass-3NT(4-4 in majors, choice of game).

If responder has a five card or longer major, responder's first task is to transfer to that major. The only exception is when responder has five or longer spades, and four or longer hearts, with spades at least as long as hearts: in this case responder has bid 1♠ already, and next transfer to hearts over 2NT, showing then five or longer spades and at least four hearts. In this one case, where responder has shown five or longer spades and at least four hearts, opener's task is to pick the major where the better fit is:

Examples: 1♦-Pass-1♠-Pass-2NT-Pass-3♦(transfer)-Pass-3♥: opener likes ♥s better.
1♠-Pass-1♠-Pass-2NT-Pass-3♦(transfer)-Pass-3♠: opener likes ♠s better.

Example hands:

<u>West</u>	<u>East</u>
♠ AQ986	♠ 2
♥ KQ9	♥ JT43
♦ K4	♦ QJT862
♣ KT8	♣ 75

1♠-Pass-1NT-Pass-2NT-Pass-3♣-Pass-3♦-All Pass. Using transfer to signoff.

<u>West</u>	<u>East</u>
♠ AQ8	♠ T5
♥ K6	♥ AQJ42
♦ AQ43	♦ KT82
♣ QJT8	♣ 75

1♦-Pass-1♥-Pass-2NT-Pass-3♦(transfer)-Pass-3♥-Pass-3NT-All Pass.

Here responder transfers, then bids 3NT to offer opener choice of contract – now opener knows responder has five hearts (for using transfer first), and can bid 4♥ when right.

<u>West</u>	<u>East</u>
♠ K98	♠ AQT543
♥ AJ	♥ T4
♦ KT4	♦ AQ83
♣ AQT83	♣ 7

1♣-Pass-1♠-Pass-2NT-Pass-3♥(transfer)-Pass-3♠-Pass-4♦-Pass-4♥-Pass-4NT-Pass-5♥-Pass-5NT-Pass-6♥-Pass-6♠-All Pass.

Responder transfers to ♠s to show five or longer spades, then bids 4♦ to show ♠s & ♦s, good hand. Opener cuebids 4♥ to show control of ♥s and likes hand. After finding out aces and kings, responder bids 6♠.

<u>West</u>	<u>East</u>
♠ AJ96	♠ KQT2
♥ KQ9	♥ JT43
♦ K2	♦ Q862
♣ AJT8	♣ 7

1♣-Pass-1♥-Pass-2NT-Pass-3♥(transfer)-Pass-3♠-Pass-3NT-Pass-4♠

Responder uses the transfer to show four spades, so partnership finds 4-4 spade fit.

West

♠ AQ
♥ KQ92
♦ K42
♣ KJT3

East

♠ KJ982
♥ JT43
♦ QJ8
♣ 7

1♣-Pass-1♠-Pass-2NT-Pass-3♦(transfer)-Pass-3♥-Pass-3NT-Pass-4♥

Responder uses transfer to show four or longer hearts with five or longer spades. Opener picks hearts, responder offers choice of contract with 3NT, and opener places contract in 4♥. If opener had one more spade and one less heart, opener would bid 3♠ instead of 3♥ so that responder would know opener liked spades better than hearts.

Two Way New Minor Forcing

When it applies:

- We have opened the bidding (not the opponents) with one of a suit in any seat.
- Responder (opener's partner) has bid something other than pass.
- Opener rebids 1NT.
- Opponents pass or double over 1NT.

Examples:

1♣-Pass-1♥-Pass-1NT-Pass-?

1♥-1♠-Double-Pass-1NT-Pass-?

1♦-Pass-1♠-Double-1NT-Double-?

Besides game bids, 2NT (game invitational with flat hand) or asking for aces etc., responder has these four options to investigate the best place of play:

- 1) Bid Two Hearts, Two Spades, or Three Clubs to play in either this suit or, if different, the suit responder first bid ex. (1♣, pass, 1♠, pass, 1NT, pass, 2♥ - different than spades, responders first bid suit, gives choice of hearts or spades for opening bidder).
- 2) Bid Three Diamonds, Three Hearts, or Three Spades as a natural slam try.
- 3) Bid Two Diamonds, artificial, to establish a game force (the partnership cannot play below game now, all bids below game are forcing!). This asks opener to describe hand.
- 4) Bid Two Clubs with one of these types of hands:
 - a) A hand that wants to play in two diamonds.
 - b) Any game invitational hand (11 to 12 points) with some shape. Flat hands bid 2NT.
 - c) If responder has bid a major, a hand that has exactly five cards in the major that wants to give opener the choice between playing in 3NT or, if opener has three card fit for the major, in game in the major.

The Two Clubs bid by responder forces opener to bid Two Diamonds (opener cannot pass or bid anything else but Two Diamonds). After opener has bid Two Diamonds, responder then:

- a) Passes with hand that wants to play in Two Diamonds
- b) Describes nature of game invitational hand by bidding anything below 3NT.
- c) Bids 3NT to show a hand that wants to play in game with a five card suit in responder's major suit bid – opener is to pass 3NT or bid game in the major.

Two Way New Minor Forcing – Signoff in a suit (less than 11 points)

To signoff in clubs, bid 3♣ over 1NT – opener must pass. Example:

<u>West</u>	<u>East</u>
♠ Q86	♠ 3
♥ Q92	♥ KT43
♦ AJ32	♦ T8
♣ AT2	♣ KJ8753

1♦-Pass-1♥-Pass-1NT-Pass-3♣-All Pass

To signoff in diamonds, bid 2♣ and then pass when opener bids two diamonds. Example:

<u>West</u>	<u>East</u>
♠ Q86	♠ T53
♥ 92	♥ KT43
♦ AJ32	♦ KQT8
♣ AQT8	♣ 75

1♦-Pass-1♥-Pass-1NT-Pass-2♣-Pass-2♦-All Pass.

Remember: the way to play in 2♦ is to bid 2♣, which forces opener to bid 2♦ - then pass that!

To signoff in your major, simply bid it. Example:

<u>West</u>	<u>East</u>
♠ AJ5	♠ 86
♥ 43	♥ AQT92
♦ KQT86	♦ 32
♣ K54	♣ QJT8

1♦-Pass-1♥-Pass-1NT-Pass-2♥-All Pass. Note with good five card major or any six card suit signoff in the major over one trump.

With five or longer spades and four or longer hearts, just don't signoff in your major – bid the other major to find the best major fit – opener will choose the best one. Example:

<u>West</u>	<u>East</u>
♠ 86	♠ AJT53
♥ Q92	♥ KT43
♦ AJ3	♦ T8
♣ AQT83	♣ 75

1♣-Pass-1♠-Pass-1NT-Pass-2♥-Pass-2♠-All Pass. East bids 2♥ to signoff with five or longer spades, four or longer hearts. West corrects to spades here, but if held four hearts or only one spade would pass 2♥ instead.

Two Way New Minor Forcing – Game Invites (11 to 12 points)

First remember with a flat hand one simply bids 2NT over 1NT to invite. Otherwise to invite game, responder bids 2♣ to force opener to bid 2♦, then responder shows nature of game invitational (11 to 12 points) hand! Here are some examples of that:

With five in responder's major suit, and no singleton, bid 2♣, then 2NT. 2NT shows 5♥ or he would have bid 2NT directly over 1NT with only 4♥.

<u>West</u>	<u>East</u>
♠ Q86	♠ T53
♥ 952	♥ KQT43
♦ A9432	♦ QT8
♣ AQ	♣ K75

1♦-Pass-1♥-Pass-1NT-Pass-2♣-Pass-2♦-Pass-2NT-Pass-3♥-All Pass.

Opener just bids 3♥ since has minimum. If queen of spades was king then 4♥ instead!

With five in responder's major suit and a singleton or almost fit for opener's suit, bid 2♣, then rebid major. Also if six or longer in the major suit make same bid.

<u>West</u>	<u>East</u>
♠ Q86	♠ T5
♥ 92	♥ KQT43
♦ AJ32	♦ KQT8
♣ AQT8	♣ 75

1♦-Pass-1♥-Pass-1NT-Pass-2♣-Pass-2♦-Pass-2♥-Pass-2NT-Pass-3♦-All Pass.

Opener could pass 2♥ but with flat hand tries 2NT instead. Since opener could not support ♥s must have four or longer diamonds, so responder now bids 3♦.

To invite with a long minor, bid 2♣, then bid the minor on the three level.

<u>West</u>	<u>East</u>
♠ AJ5	♠ T6
♥ 43	♥ AQT9
♦ KQT86	♦ 32
♣ K54	♣ QJT862

1♦-Pass-1♥-Pass-1NT-Pass-2♣-Pass-2♦-Pass-3♣-Pass-3NT-All Pass.

With five or longer in one suit, and five or longer in another suit, bid 2♣, then bid a suit on two level, and then complete the shape on the three level if possible.

<u>West</u>	<u>East</u>
♠ 86	♠ AJT53
♥ Q92	♥ KJT43
♦ AJ3	♦ T8
♣ AQT83	♣ J

1♣-Pass-1♠-Pass-1NT-Pass-2♣-Pass-2♦-Pass-2♥-Pass-2NT-Pass-3♥-Pass-4♥-All Pass.

Responder's 2♥ bid shows 11 to 12 points, five or longer spades, 4 or longer hearts. The 3♥ bid then shows five or longer hearts, and opener then bids 4♥.

Two Way New Minor Forcing – Game Going (13+ points)

To give opener the choice between 3NT and 4 of a major, bid 2♣, then bid 3NT next.

<u>West</u>	<u>East</u>
♠ Q86	♠ A53
♥ A92	♥ KQT43
♦ AJT32	♦ KT8
♣ Q3	♣ 75

1♦-Pass-1♥-Pass-1NT-Pass-2♣-Pass-2♦-Pass-3NT-Pass-4♥.

All other investigations use 2♦ to learn more about opener's hand. The most important case is to find out if opener has four hearts that have not been shown yet.

<u>West</u>	<u>East</u>
♠ Q6	♠ AKT53
♥ AQ92	♥ KT43
♦ AJ32	♦ QT8
♣ JT8	♣ 7

1♦-Pass-1♠-Pass-1NT-Pass-2♦-Pass-2♥-Pass-4♥.

Remember: opener can never pass 2♦ even if opened 1♦ first.

2♦ can be used to investigate for slam. Example:

<u>West</u>	<u>East</u>
♠ AJ5	♠ K6
♥ A43	♥ KQT92
♦ KT865	♦ AJ32
♣ 75	♣ AQ

1♦-Pass-1♥-Pass-1NT-Pass-2♦-Pass-2♥-Pass-4NT-Pass-5♥-Pass-6♥.

Responder finds out that opener has three hearts, then asks for aces and finds two. Even though responder knows they have all the aces does not ask for kings as not enough points for a grand slam.

Of course if you know where you want to play, just bid it. Example:

<u>West</u>	<u>East</u>
♠ 86	♠ AJT5
♥ Q92	♥ KT4
♦ AJ3	♦ QT8
♣ AQT83	♣ K75

1♣-Pass-1♠-Pass-1NT-Pass-3NT-All Pass. Nothing to investigate, just bid 3NT.

Below Game Jumps by Responder

Below game jump bids by responder to an opening or overcall are special in the ETM methods. By jump we mean either a single jump or a double jump, as long as it is still below game.

We use two memory devices for these:

JIM BAG – “Jump In Major - Bid A Game”: this means a below game jump or double jump in a major is natural and establishes a game force.

DOC JEFF – “Diamond Or Club Jump Equals Fine Fit”: this means a jump or double jump in ♣s or ♦s below game by responder shows a fine fit for partner’s last bid suit.

DOC JEFF Details

As noted above, Diamond Or Club Jump Equals Fine Fit (DOC JEFF) when made by responder below game. This will often be of four types:

- Bergen raise to 3♣ or 3♦ if major suit opening or overcall;
- Game force raise by jump bidding the other minor if minor suit opening or overcall (crisscross);
- Splinter bid of 4♣ or 4♦ showing shortness in suit bid;
- “Fit showing bid” of 4♣ or 4♦ showing length in the suit bid, plus fit for partner.

How do we distinguish between a splinter bid of 4♣ or 4♦ and a “fit showing bid” of 4♣ or 4♦. A splinter bid is a double jump at the first chance to bid, or a single jump at the next chance to bid having already bid one’s own suit. A “fit showing” bid is when you jump to 4♣ or 4♦ after first bidding notrump or having just bid the opponents’ suit (see example on d next page).

JIM BAG Details

Jump bids in a major below game by responder to an opening or overcall are natural and game forcing. Opener’s or overcaller’s job, after the jump major bid, is to:

- Show support by raising the major, making a splinter bid if a jump below game is available.
- Bid cheapest notrump if not too distributional – does not need to be balanced.
- If distributional bid cheapest 2nd suit, or rebid 1st bid suit with 6 or longer.
- With big hand, keep bidding below game until chance to show strength later.

Responder must have one of these following hand types, which is shown by the rebid picked:

- the major plus support for partner’s first bid suit is shown by bidding partner’s suit (at least 4 cards in partner’s suit);
- the major plus a good second suit, with at least 5-5 in the two suits, is shown by bidding it (a new suit) after opener bids;
- the major and no singleton or void plus 16-19 points - this is shown by bidding 3NT or cuebidding opponents suit;
- the major, with length and good values, is shown by rebidding the major.

Opener should prefer to rebid in the cheapest notrump, if no fit for responder’s major, on most hands that are not too distributional, even if all the other suits are not stopped. Bidding notrump gives responder lots of bidding space to make a descriptive rebid to show responder’s hand type.

If the major is bid on the two level it shows 5 or longer in the major, and promises a hand that is either big, or shapely (5-5 or better) or has a 4 card fit for partner. If the major is bid on the three level, it shows 6 or longer in the major. If you have both the two and three level available for bids, and hold a 6 or longer major, bid on the two level first (whether jump or not) when you hold extra values. For example 1♠(Player2)-P-2♥(Player1)-P-2NT-P-4♥ is stronger than 1♠(Player2)-P-3♥(Player1)-P-3NT-P-4♥ - the sequence starting with the jump to 3♥ and then bidding 4♥ is likely based on a long suit without much extras. Note that 1♥-Pass-3♠ is a splinter, and is not JimBag.

Below Game Jumps by Responder - Examples

a)			
♠ AT83	♠ 6	1♣-2♥—	Opener's first job over 2♥ is to show support, and with no singleton or void bids 3♥. Responder cuebids but opener does not have extras.
♥ A32	♥ KQ875	3♥-4♦—	
♦ T2	♦ AQ876	4♥	
♣ AJ42	♣ KT		
b)			
♠ AT83	♠ 6	1♣-2♥—	Opener shows support and singleton/void in ♦s, by bidding 4♦ (splinter). Cuebidding results in 6♥.
♥ A32	♥ KQ875	4♦-5♣—	
♦ T	♦ AK876	5♠-6♥	
♣ AJ432	♣ KT		
c)			
♠ AT83	♠ 6	1♣-2♥—	Opener shows support and singleton/void in ♦s, and this does not help responder's hand one bit.
♥ A32	♥ KQ875	4♦-4♥	
♦ T	♦ KQ876		
♣ AJ432	♣ Q7		
d)			
♠ AKJT3	♠ 82	1♣-1NT—	Responder bids 1NT semi-forcing first, then with a great hand for ♥s, jumps to 4♣ to show ♣s & ♥ support. Opener asks for aces and bids slam.
♥ AQT2	♥ K875	2♥-4♣—	
♦ 4	♦ 87	4NT-5♦—	
♣ T83	♣ AKJ92	6♥	
e)			
♠ AT	♠ KQ875	1♣-2♠—	Responder shows 16-19 by bidding 2♠ then 3NT. Opener has nothing extra.
♥ A32	♥ KQ5	2NT-3NT	
♦ 972	♦ A64		
♣ AT432	♣ K5		
f)			
♠ 9	♠ AQJ8743	1♦-3♠—	This sequence of 3♠ and then 4♣ shows a long ♠ suit, with values but not much extras.
♥ AT42	♥ J63	3NT-4♣	
♦ AJ432	♦ 8		
♣ AQ2	♣ K9		
g)			
♠ 9	♠ AQJ8743	1♦-2♠—	Instead of bidding 3♠ then 4♣ (as in last), responder bids 2♠, then 3♠ to show extras. Opener asks if good trumps to get to slam.
♥ AT42	♥ KJ3	2NT-3♠—	
♦ AJ432	♦ 8	5♠-6♣	
♣ AQ2	♣ K9		
h)			
♠ AQJ9	♠ KT	1♦-2♥—	Opener rebids 2♠ as a cheap second suit bid (could also bid 2NT). Opener raises ♣s to show the ♣ fit, responder makes a cuebid by bidding 4♣, and opener can put responder in 7♣.
♥ 2	♥ AQ873	2♠-3♣—	
♦ AQJ4	♦ 2	4♣-4♠—	
♣ AQ43	♣ KJ852	4NT-5♦— 7♣	
i)			
♠ AJ3	♠ KT	1♣-2♥—	Opener just bids 2NT, and lets responder describe hand. Once responder shows ♣ support, both sides cuebid until opener asks for aces and then when opener confirms all the aces, responder can bid 7♣.
♥ K4	♥ AJ873	2NT-3♣—	
♦ AJ4	♦ 87	3♦-3♥—	
♣ AT832	♣ KQJ9	3♠-4♣—	
		4♥-4♠—	
		4NT-5♦— 5NT-7♣	
j)			
♠ A4	♠ KQJ87	1♥-2♠—	Opener waits with 2NT and finds out responder has ♥ support. After bidding 4NT, then 5NT, this shows all four aces are held, so responder can bid 7NT.
♥ AQJ93	♥ KT2	2NT-3♥—	
♦ AJT4	♦ K7	4NT-5♣—	
♣ A2	♣ K98	5NT-7NT	

Notrump Structure

- 2♣: Stayman, asks for a four card major. If opener has both majors, opener bids 2♥. Normally after opener's rebid, opener's partner passes with 0-7 pts, bids 2NT or three of a major with 8-9 pts, or bids game with 10 or more pts. Note that after opener's rebid (of 2♦, 2♥, 2♠), a bid by opener's partner of 3♣ or 3♦ is natural and forcing to at least 3NT. See below on section titled Bidding with both majors after partner opens 1NT about more options.
- 2♦: Jacoby Transfer. Opener bids 2♥ then opener's partner passes with 0-7 pts, bids 2NT with 8-9 pts and just 5♥s, bids 3♥ with 8-9 pts & at least 6♥s, bids 3NT with 10 or more points and just 5♥s, and bids 4♥ with 10 or more points and at least 6♥s. A new suit at the three level shows either slam interest or at least 5-5 in the two suits and enough for game.
- 2♥: Jacoby Transfer. Opener bids 2♠ then opener's partner rebids just like over 2♦ but with ♠s instead of ♥s. If you transfer to a major (with 2♦ or 2♥), then bid the other major on the three level, you must have 5 in the other major (and a game forcing hand or stronger).
- 2♠: Transfer with ♣s, 6+♣s any strength, or 8-9 points with 6+♦s. Opener bids 2NT to say that he likes hand so partner bid above 3♣ with 8 or more points. If instead opener bids 3♣ that says bid above 3♦ only with 10 or more points. If opener's partner bids 3♦ over either 2NT or 3♣ it shows the 8-9 point hand with 6+♦s.
- 2NT: Invites game with 8-9 points, no four card major.
- 3♣: Transfer to ♦s, 6+♦s with 0-7 points or 10+ points. Opener bids 3♦, and then opener's partner only bids again with 10+ points.
- 3♦: Special Stayman. See section below.
- 3♥: A jump to 3♥ shows 15+ points, and 6+♥s, slam interest. With a minimum opener bids 3NT or 4♥. With a maximum opener cuebids in a new suit or bids 4NT Blackwood.
- 3♠: A jump to 3♠ shows 15+ points, and 6+♠s, slam interest. Bidding like over 3♥.
- 3NT: No four card major, 10-15 points.
- 4♣: Good Bad Gerber, asking if good or bad, and number of aces
- 4♥, 4♠: To play in game.
- 4NT: Slam invitational – about 16/17 points. Called Quantitative. Opener can pass this, if minimum, or if maximum opener accepts the invite by showing number of aces, as if 4NT was asking for aces.

Special Stayman: After our 1NT opener, 3♦ is Special Stayman. When 3♦ is a jump, it asks for a five card major. Opener is to bid a five card major if one held, otherwise 3NT. It is used when holding at least one three card major and a weak side suit, and a hand that would normally bid 3NT – so 10-15 points and no four card major. Do not use when you have a flat hand. Example:

<u>West</u>	<u>East</u>
♠ AK987	♠ QT5
♥ AK8	♥ QT7
♦ Q2	♦ AKT83
♣ 954	♣ J8

1NT-Pass-3♦(five card major?)-Pass-3♠(five spades!)-Pass-4♠-Pass-Pass-Pass.

3♦ is a jump in these sequences:

1NT-Pass-3♦

1NT-Double-3♦

1NT-2♣-3♦

When 3♦ is not a jump, it is ordinary Stayman, showing 10 or more points and asking for a four card major (not including a major the opponents have already bid). Example:

<u>West</u>	<u>East</u>
♠ AK98	♠ QT53
♥ 983	♥ J4
♦ Q32	♦ AKT8
♣ AK8	♣ QT7

1NT-2♥(interference)-3♦(Stayman)-Pass-3♠-Pass-4♠-Pass-Pass-Pass.

Interference over our 1NT

If the opponents interfere over 1NT, and bid a suit at 3♦ or lower, all the notrump system is on, and a double shows that opener's partner would have made the bid that is being doubled. Examples:

1NT-2♣-Double: Stayman – the double says opener's partner would have bid 2♣ if there were no interference.

1NT-2♦-Double: Jacoby Transfer to ♥s – the double says opener's partner would have bid 2♦ if there were no interference.

1NT-2♥-2♠: Just like 1NT-Pass-2♠: still the transfer to ♣s (or the 8-9 points with 6+♦s).

Exception: A bid of 3♥ or 3♠ if not a jump is not a slam try like 1NT-Pass-3♥ or 1NT-Pass-3♠. When 3♥ or 3♠ is not a jump it is the following:

- If the opponents have not bid the suit, it shows 5-9 points and 5 or longer in the suit.
- If the opponents have bid the suit, it shows 10 or more points and 5 or longer in the other major.

Examples:

1NT-2♠-3♥: 5-9 points, 5 or longer ♥s.

1NT-2♠-3♠: 10 or more points, 5 or longer ♥s.

1NT-3♦-3♥: 5-9 points, 5 or longer ♥s.

1NT-3♣-3♠: 5-9 points, 5 or longer ♠s.

When the opponents bid 3♥ or higher over 1NT, there is very little room to bid so our system is no longer on. Instead the following is used:

- Game bids are to play.
- 4NT asks for aces.
- suits below game show 5-9 points and long suit.
- Double is Stayman.

Examples:

1NT-3♥-Double: Stayman.

1NT-3♠-4♥: To play there.

1NT-3♠-4♣: 5-9 points and long ♣s.

For Interference Circumstances over our 1NT Opening**1) With 8-9 after interference of 2♦, 2♥, or 2♠:**

If the opponents interfere with 2♦, 2♥ or 2♠ over our 1NT opening, then opener's partner cannot use Stayman with 8 or 9 points, because a bid of 3♦ now becomes Ordinary rather than Special Stayman but still requires 10 or more points. Instead with a hand that would have bid Stayman with 8 or 9 points, opener's partner must bid 2NT to show the points. (**Please note that after 2♠ notrump interference 3♦ shows 0-7 pts. or 10 plus pts. with 6 hearts or good 5 hearts if only 0-7 pts., 3♥ shows 5 or longer hearts with 8-9 pts. and 3♠ shows 4 hearts with 10 plus pts.**) Now opener can ask for a four card major with 3♣. Example:

<u>West</u>	<u>East</u>
♠ AKJ8	♠ QT53
♥ 983	♥ 74
♦ Q32	♦ AKT8
♣ AK8	♣ T74

1NT-2♥-2NT(8-9 points but not enough to bid 3♦ Stayman)-Pass-3♣(Stayman!)-Pass-3♠-Pass-4♠-Pass-Pass-Pass.

2) Opener's Reopening Double:

If opener's partner just passes over interference, then opener's double is takeout, asking opener's partner to bid something, or pass with length in the opponent's suit. Example:

<u>West</u>	<u>East</u>
♠ AKJ8	♠ QT53
♥ 93	♥ 74
♦ Q652	♦ KT83
♣ AK8	♣ T74

1NT-2♥-Pass-Pass-Double(do something)-Pass-2♠-Pass-Pass-Pass.

The opener doubles because he is short in the opponents suit...so partner will either have support for one of the other suits or may be able to pass for a nice penalty. To pass partner should have at least Jxxx but prefer to bid your longest suit with very little points.

3) They Double 1NT:

If they double 1NT, they give a new bid to use: Redouble. This bid is used to find a good minor suit to play in when the partner of the notrump opener has a weak hand. Redouble by partner of the notrump opener shows a five card minor (or poor six card minor) and 0-7 points. Opener then bids 2♣ to play in the minor and partner will then pass this with clubs or bid 2♦ with diamonds. Redouble by the notrump opener asks partner to bid longest minor, bidding 2♣ with equal length in the minors. To bid this NT opener would usually have a weak 15 pt. hand with 4-4 in the minors.

Example sequences:

1NT-Double-Redouble-Pass-2♣-Pass-2♦:	Redouble shows 5 or 6 minor, 2♣ was to play in minor and 2♦ showed diamonds.
1NT-Double-Redouble-Pass-2♣-Pass-Pass:	Redouble shows 5 or 6 minor, 2♣ was to play in minor, and pass of 2♣ shows ♣s.
1NT-Double-Pass-Pass-Redouble-Pass-2♣:	Redouble by opener asks partner to bid longer minor and partner picked ♣s.
1NT-Double-Pass-Pass-Redouble-Pass-2♦:	Redouble by opener asks partner to bid longer minor and partner picked ♦s.

4) Changes after they bid two spades over our 1NT: When we open 1NT and next hand overcalls two spades, it eliminates our transfer to hearts, a very valuable bid. To get it back we make the following special change that only applies after 1NT-2♠, and the 2♠ bid must show spades in some way (long spade suit, spades and a minor, spades and hearts etc.).

Change for 1NT-2♠ (we open 1NT, they overcall 2♠ right away):

Double, 2NT, 3♣: Still the same as using Stolen Bid approach.

3♦: Transfer to hearts, with 0 to 7 points or 10+ points. If 0 to 7 points must have a six card or longer heart suit or a good five card suit (e.g. KQ983 is a good suit).

3♥: Five or longer hearts, exactly 8 to 9 points.

3♠: Cuebid Stayman – shows exactly four hearts, 10+ points.

Other bids: Still the same.

<u>West</u>	<u>East</u>
♠ K2	♠ T98
♥ AT9	♥ QJ8754
♦ KQ84	♦ T9
♣ A982	♣ 43

1NT-2♠-3♦(transfer)-Pass-3♥-All Pass.

Having West play 3♥ means the king of spades is protected from trick one attack.

<u>West</u>	<u>East</u>
♠ K42	♠ T98
♥ A5	♥ KQJ87
♦ AJ84	♦ Q92
♣ A982	♣ 43

1NT-2♠-3♥-Pass-3NT-All Pass.

East bids 3♥ to show 8 to 9 points, and West accepts with 3NT (since only two hearts), which East passes since only has five hearts (if held six would then return to 4♥).

<u>West</u>	<u>East</u>
♠ K2	♠ T98
♥ AT54	♥ QJ87
♦ KQ8	♦ AT93
♣ A982	♣ K3

1NT-2♠-3♠-Pass-4♥-All Pass.

East bids 3♠ to show four hearts, and West is happy to find 4-4 major fit.

Bidding with both majors after partner opens 1NT

Hand Type	Bid	Example Sequence
0-7 points, 4-4 or better in majors.	Bid Stayman, then pass if opener bids a major, but if opener bids 2♦ then bid 2♥ which shows 0-7 and both majors – opener is to pass with 3♥s or if only 2♥s bid 2♠.	1NT-Pass-2♣-Pass-2♦-Pass-2♥
8-9 points, 4-4 in majors.	Bid Stayman, then if opener bids major raise to 3 level to invite game. If opener bids 2♦ then bid 2NT to show 8-9.	1NT-Pass-2♣-Pass-2♦-Pass-2NT
8-9 points, 5♠s & 4♥s.	Bid Stayman, then if opener bids major raise to 3 level to invite game. If opener bids 2♦ then bid 2♠ to show 8-9 & 5♠s.	1NT-Pass-2♣-Pass-2♦-Pass-2♠
8-9 points, 5♥s & 4♠s.	Bid 2♦, Jacoby transfer to ♥s, then bid 2♠ to show 8-9 points, 5♥s & 4♠s.	1NT-Pass-2♦-Pass-2♥-Pass-2♠
8-9 points, 5♥s & 5♠s or better.	Bid 2♦, Jacoby transfer to ♥s, then bid 2♠ to show 8-9 points, 5♥s & 4♠s. If opener bids 2NT or 3NT, rebid ♠s to show the 5-5 hand.	1NT-Pass-2♦-Pass-2♥-Pass-2♠-Pass-2NT-Pass-3♠
10+ points, 4-4 in majors.	Bid Stayman, then if opener bids major raise to game. If opener bids 2♦ then bid 3NT to play game there.	1NT-Pass-2♣-Pass-2♦-Pass-3NT
10+ points, 5♠s & 4♥s.	Bid Stayman, then if opener bids major raise to game. If opener bids 2♦ bid 3♠ to show 5+♠s and values for game.	1NT-Pass-2♣-Pass-2♦-Pass-3♠
10+ points, 5♥s & 4♠s.	Bid Stayman, then if opener bids major raise to game. If opener bids 2♦ bid 3♥ to show 5+♥s and values for game.	1NT-Pass-2♣-Pass-2♦-Pass-3♥
10+ points, 5♥s & 5♠s or better.	Bid 2♥, Jacoby transfer to 2♠, then bid 3♥, which shows 5-5 in the majors, game forcing.	1NT-Pass-2♥-Pass-2♠-Pass-3♥

Notrump Bidding Style

- 1) If you have 15-17 length points, a singleton A, K, or Q, and all the other suits are three cards or longer, you can open 1NT when you consider if you open a suit bid, if partner bids your singleton, you have no good bid to make. See example a below.
- 2) If you are trying for slam, and have no good bid to make, you can bid a three card minor if nothing else available, but do not bid an unbid major unless you have four or longer there. See examples b and c below.

a)

♠ K	♠ 87532	1NT-2♥—	1NT is opened, since if 1♣ opened and 1♠ is response, then no good rebid. This shows a worse case – responder transfers with weak ♠s.
♥ KQ43	♥ J72	2♠	
♦ AK2	♦ Q73		
♣ J8632	♣ 94		

b)

♠ A85	♠ KQ6	1NT-2♦—	Responder transfers and then wants to try for slam, so bids 3♦, the only three card minor available. Opener shows the ♥ fit and slam is reached.
♥ A32	♥ KQ754	2♥-3♦—	
♦ A2	♦ 876	3♥-4♣—	
♣ KT642	♣ AQ	4♦-4NT— 5♠-6♥	

c)

♠ A85	♠ KQ6	1NT-2♦—	Responder tries for slam bidding a three card minor – opener raises with great fit and partnership will find at least the 6♣ slam.
♥ A3	♥ KQ754	2♥-3♣—	
♦ A32	♦ 87	4♣-etc.	
♣ KT642	♣ AQ3		

Against Their Notrump – Maestro

Double – 5 or longer in a minor (good suit if just 5...KQxxx, QJ10xx, AJ10xx) and 11 or more points, OR both majors (at least 4-4) and 13 or more points, OR 18 or more points and any hand.

2♣ - ♥s & a minor suit, 8-17 points, 5♥s and 4 of minor or 4♥s and 6 of a minor

2♦ - ♠s & another suit, 8-17 points if other suit is a minor, 8-12 points if other suit is ♥s.

2♥ - 5 or longer ♥s, very good suit if just 5...AQJ10x, Q109xx, 8-17 points.

2♠ - 5 or longer ♠s, very good suit if just 5...AQJ10x, Q109xx, 8-17 points.

2NT: Unusual two notrump, both minors, at least 5 in each suit...QJxxx or better with 11-17 pts.

3X: Any three level bid shows 6 or longer in suit, very good suit if just 6...KQ109xx and less than 11 points.

After Partner's Double (which shows minor suit, or both majors, or great hand)

Pass with 10 or more points.

Bid **2♣** with less than 10 points and less than 4♣s.

Bid **2♦** with less than 10 points and more than 3♣s.

Bid **2♥** or **2♠** with less than 10 points and long major suit.

After Partner's 2♣ Bid (which shows ♥s & a minor)

Pass if you think partner's minor suit is ♣s and best place to play, or if you have long ♣s.

Bid **2♦** with less than 3♥s and less than 15 points. Overcaller will now pass with ♦s, bid **2♥** with 5+♥s and 4+♣s, and bid **3♣** with 5+♣s and 4♥s.

Bid **2♥** with 3 or more ♥s, less than 11 points.

Bid **3♥** with 4 or more ♥s and 9-10 points.

Bid **2NT** with 3 or more ♥s and 11 or more points, or with 15 or more points.

After Partner's 2♦ Bid (which shows ♠s & another suit)

Pass if you think partner's other suit is ♦s and best place to play, or if you have long ♦s.

Bid **2♥** with less than 3♠s and less than 15 points. Overcaller will now pass with ♥s, bid **2♠** with 5+♠s and a minor, and bid **3♣** or **3♦** with 5 or longer in the minor and 4♠s.

Bid **2♠** with 3 or more ♠s, less than 11 points.

Bid **3♠** with 4 or more ♠s and 9-10 points.

Bid **2NT** with 3 or more ♠s and 11 or more points, or with 15 or more points.

After Partner's 2♥ or 2♠ Bid (which shows the suit bid)

Pass with less than 3 cards in partner's suit and less than 16 points or with 3 or more cards in partner's suit and less than 10 points.

Bid 3 of partner's suit with 3 or more card in partner's suit and 10-11 points.

Bid **2NT** with 3 or more cards in partner's suit and 12 or more points, or any hand with 16 or more points.

After we open the bidding and they make a 1NT overcall a Double shows 10 or more points with any hand. The opponents cannot play a contract undoubled. All bids on 2 level show 4-9 points and show same card holdings as Maestro bids on 2 level. 3 of opener's minor shows 6-9 points and 5 card or longer support.

Ex. 1♦(Player2), 1NT, 2♦ (4 - 9 pts spades & another suit).

Unusual vs. Unusual 2NT:

If the opponents bid the unusual 2NT, showing both minors, then unusual vs. unusual is used. This means bids of a major suit are non-forcing, 5-9 points with 5 or longer in the suit, and a ♣ bid shows ♥s with 10 or more points and a ♦ bid shows ♠s with 10 or more points. The rule is the lower of the opponent's suits shows the lower ranking of the unbid suit, and the higher of the opponent's suit shows the higher ranking unbid suit.

Example sequences:

1NT-2NT(both minors)-3♥: 5-9 points, 5 or longer ♥s.

1NT-2NT(both minors)-3♣: 10 or more points, 5 or longer ♥s.

1NT-2NT(both minors)-3♦: 10 or more points, 5 or longer ♠s.

1NT-2NT(both minors)-Double: 10 or more points, no five card or longer major.

Good Bad Gerber

Good Bad Gerber, abbreviated GBG, is an improved version of Gerber. Like Gerber, GBG finds out the number of aces and kings, but, unlike normal Gerber, GBG also finds out if partner has a good or bad hand for slam purposes.

When one player uses GBG, the other player determines if their hand is good or bad for slam purposes, relative to the previous bidding made. To simplify the use of judgment here, one can employ these definitions:

Bad: A minimum hand in context of the bidding made so far.

Good: A non-minimum hand in context of the bidding made so far.

GBG can be made anywhere a Gerber bid can be made in the partnership. For many, this will be any 4♣ bid over notrump.

Good Bad Gerber Response Structure

Response	Style	Description
4♦	Any Good hand	Any good hand. 4♥ now asks for aces: 4♠: 0 aces 4NT: 1 ace 5♣: 2 aces 5♦: 3 aces 5♥: 4 aces
4♥	Bad-0	Bad hand and zero aces
4♠	Bad-1	Bad hand and 1 ace
4NT	Bad-2	Bad hand and 2 aces
5♣	Bad-3	Bad hand and 3 aces
5♦	Bad-4	Bad hand and 4 aces

After the GBG reply showing the number of aces, 5♣ asks for kings. If 5♣ is unavailable (when ace reply was above 4NT), the cheapest bid is used to ask for kings.

If the reply to 4♣ is 4♦ (Good), the player who used GBG does not have to ask for aces with 4♥. Instead they can bid 4♠, 4NT, 5♣, 5♦, or 5♥, which says partner pass if you do not have a very good hand, and otherwise reply with the number of aces, the cheapest bid showing 0, the next cheapest 1, etc. See examples for further details. In addition use this method over a slam invite 4NT (like 1NT-4NT), so if you are going to accept, then show the number of aces.

Examples:

1NT-4NT(slam invite)—Pass (does not accept invite)

1NT-4NT(slam invite)—5♦ (accepts invite, shows one ace)-6NT(to play, enough aces).

1NT-4NT(slam invite)—5♦ (accepts invite, shows one ace)-5NT(to play, not enough aces!).

Good Bad Gerber - Examples

a)

♠ A853
♥ AK3
♦ K2
♣ J742

♠ KQ6
♥ QJ7
♦ AQ87
♣ KT3

1NT-4♣—
4NT

4♣ was GBG. 4NT showed two aces and a bad hand relative to opening 1NT.

b)

♠ A853
♥ AK3
♦ K2
♣ QJ42

♠ KQ6
♥ QJ7
♦ AQ87
♣ KT3

1NT-4♣—
4♦-4♥—
5♣-6NT

4♣ was GBG, 4♦ showed a good hand relative to opening 1NT, 4♥ asked for aces, 5♣ showed two.

c)

♠ 85
♥ KQJ3
♦ AQ2
♣ QJ42

♠ AKQT632
♥ 7
♦ K87
♣ KT3

1NT-4♣—
4♠

4♣ was GBG, 4♠ showed one ace and a bad hand.

d)

♠ J5
♥ KQJ3
♦ AQJ
♣ QJ42

♠ AKQT632
♥ 7
♦ K87
♣ KT3

1NT-4♣—
4♦-4♥—
4NT-5♠

4♣ was GBG, 4♦ was Good, 4♥ asked for aces, 4NT showed one.

e)

♠ A853
♥ AK3
♦ K2
♣ Q642

♠ KQ6
♥ Q87
♦ AQ87
♣ K93

1NT-4♣—
4♦-4NT

4♣ was GBG, 4♦ was Good, 4NT asked if very good, pass said no. Even though 16 opposite 16 not a good slam due to 4-3-3-3 hand.

f)

♠ A853
♥ AK3
♦ K2
♣ QJ42

♠ KQ6
♥ Q87
♦ AQ87
♣ KT3

1NT-4♣—
4♦-4NT—
5♥-6NT

4♣ was GBG, 4♦ was Good, 4NT asked if very good, 5♥ said very good and showed number of aces, 5♥ showing 2 (5♣=0, 5♦=1 etc).

g)

♠ J5
♥ AQJ3
♦ AQ3
♣ QJ42

♠ AKQT632
♥ K
♦ T87
♣ KT3

1NT-4♣—
4♦-4♠—
5♦-6NT

4♣ was GBG, 4♦ was Good, 4♠ was natural, non-forcing and asked for a very good hand, and 5♦ showed two aces and a very good hand.

2C Opening

The 2C opening is called 2C-2NTBRASS, which stands for Two Clubs: 2NT By Responder Always Shows Spades, which is the special bid used in this convention.

The objective on the convention is to make additional use of the 2C opening, so that it covers more hand types. Using this style, Two Clubs (2♣) is opened with these hands:

- All hands with 23 or more points;
- 19-22 length point hands with a six card or longer major, and no second suit;
- Balanced hands with 19 to 20 length points.

Since we add points for length, to describe the 2♣ opening properly, we describe it as 19+ length points (remember to say length points).

Two key advantages to this opening are:

- a) Our 2NT shows 21-22 length points, balanced;
- b) 1♠-1NT—3♠ and 1♥-1NT—3♥ are limited to 18 length points. 1♠-1NT—3♣ or 3♦ and 1♥-1NT—3♣ or 3♦ are natural with 4 card or longer suit – there is never a need to bid a three card minor.

2C-2NTBRASS Response Structure to 2♣ Opening

Response	Style	Description
2♦	Waiting	Waiting, most hands. Not 0-4 points with a 5 card or longer major, and not 0-4 points with 6 or longer ♣s and no second suit, and not 5 or more points with 5 or longer spades and 4 or longer ♥s.
2♥/♠	Weak	0-4 points, 5 or longer in the major, not 5 or longer in the other major
2NT	Majors	5 or more points, exactly 5♠s and 4♥s, game force. 3♥ by opener asks how strong, 3♠ by responder showing 5-8 points, rest of bids are natural with 9 or more points.
3♣	Weak	0-4 points, 6 or longer ♣s and no second suit. All bids by opener are now to play.
3♦	Majors	0-4 points or 9 or more points, 5 or longer in both majors. Over any of opener's bids, responder passes if 0-4 points, but must bid again if 9+ points.
3♥	Majors	5-8 points, 5 or longer ♥s and exactly 5♠s, game force.
3♠	Majors	5-8 points, 6 or longer ♠s & 5 or longer ♥s, game force.

2C-2NTBRASS Opener's Rebids after 2♦ Response

Rebid	Style	Description
2♥	Two-way, asks	Shows 23+, either balanced or 4 or longer ♥s. Asks for a five card major or to show a minor if 8 or more points. See box below.
2♠	Spades	23+, 4 or longer ♠s, game force. If responder bids 2NT it shows exactly 3♠s, and if responder bids a minor then 2 or fewer ♠s.
2NT	Balanced	19-20 balanced. Same system as 2NT opening (transfers etc.)
3♣	Clubs	23+, 5 or longer ♣s, no four card major, game force.
3♦	Diamonds	23+, 5 or longer ♦s, no four card major, game force.
3♥	Hearts	19-22, 6 or longer ♥s, no second suit, not-forcing
3♠	Spades	19-22, 6 or longer ♠s, no second suit, not-forcing
3NT	Strong	25-27 balanced and no interest in finding a major fit

2C-2NTBRASS Responder's Rebids after 2♣-2♦—2♥ (23+, balanced or ♥s)

Rebid	Style	Description
2♠	Waiting	Waiting, denies a five card major, and no minor if 8 or more points
2NT	Spades	5 or longer ♠s, fewer than 4♥s, 5 or more points, game force
3♣	Natural	5 or longer ♣s, 8 or more points, game force
3♦	Natural	5 or longer ♦s, 8 or more points, game force
3♥	Natural	5 or longer ♥s, fewer than 4♠s, 5 or more points, game force
3♠	Majors	5 or longer ♥s, 4♠s, 5 or more points, game force

2C-2NTBRASS Opener's Rebids after 2♣-2♦—2♥-2♠ (no five card major)

Rebid	Style	Description
2NT	Balanced	23-24 balanced. Now all bids are natural (no transfers etc.). Responder can pass 2NT if at most one or two jacks.
3♣	25-27 Bal. or 23+ both majors – asks like Stayman	Game force, 25-27 balanced or 23+ with both majors (5 or longer ♥s & four or longer ♠s), asks for four card major like Stayman. Responder bids 3♦ (no major), 3♥(4♥s), 3♠s(4♠s). Bidding continues naturally.
3♦	Natural + ♥s	23+, 4 or longer ♥s & 4 or longer ♦s, game force. Responder can now bid 3♥ with just 3♥s.
3♥	Natural	23+, 6 or longer ♥s, game force.
3♠	♥s + ♠s	23+, 4 or longer ♥s & 4 or longer ♠s (not ♠s!!!), game force.
3NT	Balanced	28-30 balanced. Now all bids are natural (no transfers).

2C-2NTBRASS Opener's Rebids after 2♥/♠ Response (0-4, 5 card or longer major)

Rebid	Style	Description
Pass	Natural	To play, most often 19-20 balanced.
2♠	Natural	2♠ is non-forcing, showing 4 or longer ♠s and fewer than 3♥s. Responder is to raise with 4♠s, or bid 2NT if 3♠s (remember: 2NT BRASS), or bid a five card or longer minor if one held.
2NT	Balanced	23-24 balanced, only two in major. Now natural bidding.
3♣	Clubs	23+, 5 or longer ♣s, game force.
3♦	Diamonds	23+, 5 or longer ♦s, game force.
3♥	Hearts	Over 2♠, this shows 5 or longer ♥s and fewer than 3♠s, non-forcing but responder is to raise with 3♥s. Over 2♥ this is a raise, inviting responder to game.
3♠	Spades	Over 2♥, this shows 5 or longer ♠s, game forcing. Over 2♠ this is a raise, inviting responder to game.
3NT	To play	To play unless responder has decent six card suit.
Games	To play	

Opener Balanced Ladder after the 2♦ response

Range	Rebid	Notes
19-20	2NT	Opener rebids 2NT, and now 2NT system on (Stayman, transfers etc.)
23-24	Rebid 2♥, then 2NT if available	System not on over 2NT rebid – bidding naturally will uncover any major fit.
25-27	Rebid 2♥, then 3♣	After 2♥, if responder rebids 2♠, bid 3♣ asking for a four card major.
28-30	Rebid 2♥, then 3NT	
31+	Natural	Keep bidding suits to learn more about responder's hand

By default, natural bidding is used unless other specified in these notes.

Memory aid: 2NT by Responder Always Shows Spades – 2NT-BRASS**The key steps for 25-27 balanced:**

2♣: Opening, 19+ length points

--2♦: Waiting by Responder

----2♥: 23+, balanced or ♥s, asks for a five card major

-----2♠: Responder says no five card major

-----3♣: 23+ with 5+♥s & 4+♠s, or 25-27 balanced – asks for a four card major.

----- Responder replies.

So 25-27 balanced can first ask for a five card major, and then ask for a four card major, all below 3NT!

2C-2NTBRASS - Examples

a)

♠ AT83

♠ K6

2♣-2♦—

2♦ was waiting, 2NT shows 19-20

♥ AK3

♥ Q872

2NT-3♣—

balanced, 3♣ was Stayman, 3♠

♦ KT

♦ Q8765

3♠-3NT

showed 4♠s, 3NT to play unless

♣ AQ42

♣ KT

opener has 4♥s.

b)

♠ AQJ983

♠ T2

2♣-2♥—

2♥ was 0-4 with 5 or longer ♥s, 2♠

♥ 2

♥ QT863

2♠-Pass

natural & non-forcing.

♦ A64

♦ 32

♣ AQ3

♣ T985

c)

♠ AQJ93

♠ KT

2♣-2♦—

2♦ was waiting, 2♥ was 23+ balanced

♥ A42

♥ QJ873

2♥-3♥—

or ♥s and asked, 3♥ showed 5+♥s, 4♥

♦ AJ4

♦ 87

4♥

to play unless responder has extras.

♣ AQ

♣ T983

d)

♠ AK8

♠ JT652

2♣-2♦—

2♥ was 23+ balanced or ♥s, and

♥ AKQ9

♥ 63

2♥-2NT—

asked. 2NT showed 5♠s, 3♠ and 4♠

♦ T

♦ K8764

3♠-4♠

were natural.

♣ AQT43

♣ 9

e)

♠ AT

♠ KQJ62

2♣-2♦—

2♦ was waiting, 2♥ was 23+ balanced

♥ AKQ9

♥ 63

2♥-2NT—

or ♥s. 2NT showed 5♠s. 3♦ and 4♦

♦ AQ32

♦ KJ764

3♦-4♦—

were natural. 4NT asked aces, and 5♣

♣ AJT

♣ 9

4NT-5♣—

said no, 5NT asked kings (so

5NT-7♦

promised all aces) and 7♦ decided

must have good play for this.

f)

♠ AT

♠ K63

2♣-2♦—

2♦ was waiting, 2♥ was 23+ balanced

♥ AKQ9

♥ JT63

2♥-2♠—

or ♥s. 2♠ was waiting. 3♣ was game

♦ AQ32

♦ K876

3♣-3♥—

force and asked for four card major.

♣ AQ6

♣ 82

4♥-5♥—

3♥ showed 4♥s, 4♥ was not much

6♥

extra, 5♥ tried for slam.

Overcalls

Overcalls: These are when the opponents open the bidding and you bid something. For non-jump overcalls if you have 7-10 pts. you need 2 of the top 5 honours and better than the J & 10 to overcall (Qxxxx is better than JT). If you have 11 or more pts. it doesn't matter how good your suit is you overcall.

Michaels: This is when the opponents open 1 of a suit and you bid two of the suit to show a two suited hand, either 6 to 12 points or 17 plus points. When opponents open a suit a bid of their suit on the 2 level shows a 2 suited hand with at least 5 cards in each suit. If the opponents open a minor suit the 2 suits held for the Michael's cuebid are always both majors. If opponents open a major suit the Michael's cuebid shows the other major and an unspecified minor. To find out which minor partner has, 2NT is bid. (The bid shows 6-12 points or a very strong 17 plus points hand.) If partner has the 6-12 point hand they will not take another bid unless partner forces him to take another bid. However with a 17 point hand after the Michael's cuebid the cuebidder will bid again. Ex. 1♦-2♦s = Both majors. Ex. 1♥-2♥s = ♠s and a minor. Ex. 1♠-2♠s = ♥s and a minor-Pass-2NT says what is your minor? Ex. 1♣-2♣s(both majors)-pass-2♠s-pass-3♠s – because cuebidder has now bid again it shows 17 or more pts.

Unusual NT: Opponents have to open the bidding and our side's first bid. Notrump jump or notrump by a passed hand. 5-12 points with 5 cards in lowest 2 unbid suits or has hand with extras (shape & or points) willing to take another bid over partner's reply. *Suit quality is important when we are vulnerable – KQ10xx & KQ10xx - Vul vs Not. Example hand: Stiff spade, stiff heart, AKxxxx of diamonds & AQxxx of clubs – this hand has enough extras in playing value to bid again when partner bids.

After we make a non-jump suit overcall (so not a preemptive bid, or a Michaels type bid)

Key points:

- 1NT is 8 to 11 points without 3 card support, or 12 pts. if singleton/void in overcaller's suit.
- A jump to 2NT after a major suit one level overcall shows 13 to 16 points and 3 card or longer support (Majority 2NT).
- Redouble, if available, shows 2 cards in overcaller's suit and 8 or more points.
- Cuebid with a game forcing hand that can't bid 3NT, or a strong hand and no other good bid.
- After a cuebid, overcaller's non-jump rebid of the overcall suit shows a minimum hand, and does not promise extra length in the overcall suit.
- After a cuebid, overcaller does not bid above the cheapest bid available in the overcall suit unless holding extra values.

Additional details for Partner of the Overcaller (POTO)

If overcaller has made a one level overcall, POTO will force to game with 16 points.

If overcaller has made a two level overcall, POTO will force to game with 13 points.

If overcaller has made a three level overcall, POTO will force to game with 10 points.

If POTO has enough points for game, no good fit for partner, and a stopper in the opponent's suit (or suits) POTO will bid 3NT unless a huge hand.

New suits by POTO or a suit bid by POTO that was originally bid by opponents opener's partner shows not enough points for game but some values and a nice suit. Overcaller can pass the suit bid if a minimum hand for the overcall (minimum depends on the overcall level, a minimum for a one level overcall would be up to a poor 11). So, for example, 1♦-1♥(by us)-1♠(by them)-2♠ is natural (2♦ would be the cuebid, since ♦s is opener's suit).

A bid of 2NT by POTO after a two level overcall shows 10 to 12 points and a stopper in the opponent's suit. It denies two or longer in partner's suit if a redouble was available.

The bid of 1NT by POTO, which shows 8 to 11 points without 3 card support, or 12 points if singleton or void in partner's suit, can be made with Jxx or Qx or better in the opponents suit (stopper/semi-stopper).

A cuebid of opener's suit by POTO shows either:

- a) 11-12 points with three card support, or, if the opponents have bid above 1NT (so Bergen and Majority 2NT unavailable), 10+ points and three card or longer support and no other good bid.
- b) 12-15 points with no other bid available.
- c) Any 16 or more points that cannot bid 3NT.

After the cuebid overcaller's duty is to bid naturally, but not to go above the cheapest bid in the overcall suit unless holding extra values. A rebid of the overcall suit shows a relative minimum hand and does not

promise extra values (so 1♦-1♥(by us)-Pass-2♦-Pass-2♥ does not promise 6+♥s, but just shows 5♥s and a minimum overcall). This allows the partnership to stay low if not enough values for a higher contract.

After the cuebid and overcaller's second bid, POTO next bids:

- a) With 11-12 points (or close to it) and three card support, passes if overcaller bid own suit without jumping, or makes cheapest bid in overcaller's suit.
- b) With 12-15 points, either makes cheapest notrump bid, or raise a second suit that overcaller bid (if any), or, if overcaller just rebid own suit (without jumping) then pass with 12-13 and two card support.
- c) With any game force bid a new suit or cuebid again, or bid any game.

Example hand:

♠ A4

♥ K987

♦ QJ4

♣ A754

Bidding goes 1♦ (by them), 1♠ (by partner), pass, ?,

Now POTO cuebids 2♦ and then rebids in notrump. Without the J of ♦s (so only 13 points), cuebid and then if partner rebids 2♠, pass and play there (staying low). If the opponents double 1♠, redouble to show exactly 2♠s and 8+ points, later bidding 2NT if available.

Takeout Doubles

Opponents open the bid with a suit and we have almost opening points or better with the other 3 suits covered or big hand. Ex: Opponents bid 1♦-Double by partner-Pass-1♠-Pass-1NT (big, 18-20 pts).

Responses to Takeout Doubles:

Responses to a takeout double depends on the level one has to bid at, and whether one needs to bid or not. If the opponents pass the double or redouble one needs to bid, while if the opponents bid a suit then one can pass instead of bidding. Generally the approach used is for jumps to show 5 or longer in the suit jumped in.

Here is the scheme:

1 of a suit:	6-10 with four cards in suit bid (or see below for weak hand bidding when the opponents pass or redouble the takeout double).
Jump to two of suit:	6-10 with five or longer in the suit bid.
Jump to three of suit:	11-12 with five or longer in suit bid.
Jump to four of suit:	13-17 with five or longer in suit bid.
Cuebid:	11+ points with just 4 in suit, or hand not sure where to play and 13+ points.
1NT:	6-10 with stopper in opponent's suit.
2NT:	11-12 with stopper in the opponent's suit.
3NT:	13-17 with stopper in the opponent's suit.

If 1 of a suit is not available the scheme changes slightly:

Two of suit:	6-10 with four or longer in the suit bid (or see below for weak hand bidding when the opponents pass or redouble the takeout double).
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If 1 and 2 of a suit is not available the scheme cannot distinguish suit length, but just shows points instead:

Three of suit:	6-10 with four or longer in suit bid (or see below for weak hand bidding when the opponents pass or redouble the takeout double).
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Jump to four of suit:	11 or more points with five or longer in suit bid.
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Cuebid:	11+ points with just 4 in suit, or hand not sure where to play and 13+ points.
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If opponents bid a suit shown by our takeout double: Our bids still show the same thing as if they had passed, and double if you have values and no good bid. For example 1♣-Double(Player1)-1♥-2♥(Player2) still shows 6-10 with five or longer ♥s. Continue to show a five card suit if you have values!

Weak hand (0 to 5 points) bidding:

When holding a weak hand, 0 to 5 points, if the opponents bid a suit or notrump over the takeout double then there is no need to bid and one always passes. However if the opponents pass the takeout double, then the partner of the takeout doubler must bid (unless in the rare case holding very many cards in the suit doubled). Likewise if the opponents redouble the takeout double, then the partner of the takeout doubler will bid a suit when there is one to bid. Thus when the opponents pass the takeout double or redouble it, the non-jump bids of a suit can also be 0-5 points with any number of cards in the suit. Example:

1♣-Double-Pass-1♠: with 6-10 with exactly 4♠s or 0-5 with any number of ♠s.

1♣-Double-1♥-1♠: with 6-10 with exactly 4♠s but not 0-5 with any number of ♠s since with that hand can just pass 1♥.

Redoubles: If partner opens 1 of a suit and the next person doubles...a redouble by you responder shows 11 or more points and no fit bid you can make (i.e. if you have support for partner's suit prefer to show it immediately if you can). If partner opens a weak two or preempt and next person doubles – redouble shows 15 or more points. 1♠(Player2)-Double-2♣ is non-forcing, redouble instead if 11+ points.

Passing a Redouble made by the opponents: This area has caused confusing for many players, even established partnerships of experts. The rule is this:

If partner of the takeout doubler passes a redouble of a not weak opening bid, then the pass says partner please pick your best suit to bid, I don't have a good suit to bid myself.

If partner of the takeout doubler passes a redouble of a weak opening bid or a double of any non-opening bid, then pass says lets play this contract redoubled!

Examples:

1♥-Double-Redouble-Pass: Partner, please bid you best suit. 1♥ was not a weak opening bid.

2♥-Double-Redouble-Pass: Partner, lets play 2♥ redoubled! 2♥ was a weak two bid in ♥s, so a weak opening bid.

3♥-Double-Redouble-Pass: Partner, lets play 3♥ redoubled! 3♥ was a preemptive bid in ♥s, so a weak opening bid.

Lebenshol Over Their Weak Two Openings

We only use Lebenshol over opponent's weak two openings. Lebenshol 2NT applies when the opponents have opened a weak two bid in diamonds, hearts, or spades, the opponents do not bid again, and the next bid by either partner is a takeout double. After the takeout double, the 2NT bid by the other partner is artificial, and shows either a weak hand (0-7pts) that could not bid a suit on the two level, or some special sort of hand to be discussed below.

When playing Lebenshol 2NT in reply to our takeout doubles of weak two bids by the opponents, it means that new suit bids on the three level by the partnership show 8 to 11 points. This is the key advantage of Lebenshol – it allows the partner to the takeout doubler to indicate if holding 0 to 7 or 8 to 11 points.

Examples: (2♣ weak two bid opening by opponents):

2♣-Double-Pass-3♣: 8-11 pts. with clubs (usually 4 or more but sometimes 3), with weaker hand & clubs bid 2NT.

2♣-Pass-Pass-Double-Pass-3♥: 8-11 pts. with hearts, if weaker & hearts bid 2NT.

2♣-Double-Pass-3♦: 8-11 points with diamonds, if weaker & diamonds bid 2NT.

Examples with other weak two openings:

2♦-Double-Pass-3♣: 8-11 points with clubs, with weaker hand and clubs bid 2NT.

2♥-Pass-Pass-Double-Pass-3♦: 8-11pts. with diamonds, if weaker bid 2NT.

Replying to 2NT Lebenshol: when partner uses the 2NT Lebenshol, the takeout doubler assumes partner has 0 to 7 points, and bids 3♣ if holding less than 18 points. If holding 18 or more points, the takeout doubler does not bid 3♣, but instead makes a descriptive bid of 3♦ or higher, using the cuebid of the opponents suit with no good bid or if holding clubs as best suit (since if holding clubs and 18 or more points cannot bid 3♣).

The 2NT Lebenshol bid is not used by two hand types:

- 1) If you have 0 to 7 points, but can bid a suit at the two level, then bid it, not 2NT. Example 2♥-Double-Pass-2♠: 0 to 7 points & spades.
- 2) If you have 11 to 12 points balanced, with a stopper, you cannot bid 2NT (since it is used as Lebenshol) – instead bid a suit at the three level or jump to 3NT.

When 2NT Lebenshol is used, and the takeout doubler bids 3♣, the 2NT Lebenshol bidder then bids:

- Pass with 0 to 7 and ♣s.
- Bid a suit that could not have been bid on the two level to show that suit and 0 to 7 points.

After any of these bids, the takeout doubler places the contract or makes a descriptive bid.

Example hands – in all the opponents will open the bidding as South with a weak two.

<u>West</u>	<u>East</u>
♠ A86	♠ T753
♥ KT98	♥ 54
♦ 32	♦ J985
♣ AQT8	♣ 752

2♦-Double-Pass-2♠-All Pass. Don't use 2NT Lebenshol if you can bid a suit at two level with 0 to 7 points.

<u>West</u>	<u>East</u>
♠ 43	♠ T765
♥ KT98	♥ AQJ4
♦ AQ2	♦ 83
♣ AQT2	♣ K87

2♠-Double-Pass-3♥-Pass-4♥-All Pass. East's bid of 3♥ shows 8-11 (2NT would be used with 0 to 7 points), so West knows to raise to 4♥ and the good game is reached.

<u>West</u>	<u>East</u>
♠ 43	♠ T765
♥ KT98	♥ QJ54
♦ AQ2	♦ 83
♣ AQT2	♣ 876

2♠-Double-Pass-2NT-Pass-3♣-Pass-3♥-All Pass. East first bids 2NT intending to show a weak hand. Over 2NT, West bids 3♣ since less than 18 points. East now bids 3♥ to show hearts but only 0 to 7 points, so now West knows not to try 4♥.

Two Clubs Response by Passed Hand

After one partner passes in first or second seat, and the other partner opens the bidding in third or fourth seat with One Diamond, One Heart, or One Spade, the Two Club response shows a hand that would have opened a weak two bid in clubs, if such a bid had existed.

To determine if the hand is appropriate for a two club response, simply determine if the club suit was instead a diamond suit would you have opened it two diamonds – if so, then respond to partner's opening bid with Two Clubs if you do not have a fit for opener's suit – if you do have a fit then of course raise partner instead.

After the Two Club response, opener has a good picture of what responder's hand looks like. Opener can pass or bid two of the opening suit to signoff, or bid a new suit to learn more information, or bid any game to play, or bid 2NT, three of the opening suit, or three clubs to invite game.

The two club response is on in competition: if two clubs is still available then bid it with the same type of hands.

Example hands:

<u>West</u>	<u>East</u>
♠ 986	♠ K53
♥ 9	♥ KT43
♦ J32	♦ AKT8
♣ AQT862	♣ 75

Pass-Pass-1♦-Pass-2♣-Pass-Pass-Pass

Note for the West hand if the ♣ suit was the ♦ suit instead the hand would open 2♦.

<u>West</u>	<u>East</u>
♠ A98	♠ T5
♥ K6	♥ AQJ432
♦ 42	♦ AKT8
♣ QJT864	♣ 5

Pass-Pass-1♥-Pass-2♣-Pass-2♥-Pass-3♥-Pass-4♥: Two hearts is to play, but responder bids again with a maximum and a fit, and the good game is reached.

<u>West</u>	<u>East</u>
♠ K98	♠ AQT53
♥ 98	♥ QJ4
♦ T3	♦ AK82
♣ AQT863	♣ 7

Pass-Pass-1♠-Pass-2♦-Pass-4♠. West does not bid 2♣ since has a fit for spades. Instead West bids 2♦ Drury to show 11-12 points & three spades. East then bids game.

S.Stayman Convention

The Suit (S.) Stayman convention is used to have a game forcing Stayman type bid over one level suit openings. It uses the bid of the cheapest new minor on the two level as a game forcing ask for a four card major:

1♣-Pass-2♦, and 1♦-Pass-2♣, and 1♥-Pass-2♣, and 1♠-Pass-2♣

The bid asks opener to bid a four card major in a new suit, or to bid a six card major, and if not holding either of these, to describe hand.

Responder's bid of two of the cheapest new minor shows a game forcing hand that wants to learn more about opener's hand. Describe as "Artificial, game force, asks for a 4 card major". It may be balanced, or have a fit for opener's suit, or, when the bid is 2♣, have a game force with ♣s.

Objectives of S.Stayman:

- Allow game forcing balanced hands the capability to explore for the best spot without treating the hand as a suit oriented hand.
- Identify when opener has extras that would make slam possible.
- For a minor suit opening, provide a bid for a game forcing hand with length in opener's minor and no other suit to bid.

Here are opener's rebids to S.Stayman:

Opener's Rebid in reply to S.Stayman

Rebid	Style	Description
2♥, 2♠ (new suit)	Four card major	If opener has a four card (or longer) major in a new suit bid it naturally. With 4-4 in the majors, bid 2♥. Bids are: 1♣-Pass-2♦-Pass-2♥/♠, 1♦-Pass-2♣-Pass-2♥/♠, 1♥-Pass-2♣-Pass-2♠, 1♠-Pass-2♣-Pass-2♥.
2♥, 2♠ (opening suit)	Six card major	If a major suit was opened, a rebid in the suit shows six or longer in the major, and not four in the other major. 1♥-Pass-2♣-Pass-2♥ and 1♠-Pass-2♣-Pass-2♠ show 6 or longer.
All other bids deny major length		
Cheapest minor bid	No four card major, less than 16	The cheapest bid in a minor (1♣-Pass-2♦-Pass-3♣, or 1♦-Pass-2♣-Pass-2♦, or 1♥-Pass-2♣-Pass-2♦, or 1♠-Pass-2♣-Pass-2♦) shows less than 16, and no four card major in a new suit, and no six card or longer major.
2NT	16+, no singleton/void	2NT shows 16+, no singleton/void, if 16-17 has some shape since didn't open 1NT. Has no four card major in a new suit or no six card major.
3 of a new suit	Singleton/void in suit, 16+	A bid of three of a new suit (any suit but the opening suit) shows a singleton/void in the suit opener is now bidding, 16+, and no four card major in a new suit or no six card major. Bid your cheapest singleton/void if more than one shortness.
Jump 3 of opener's suit over 2♣	Short in highest suit, exactly 2♣s, 16+	A jump to 3 of the opening suit over 2♣ (1♦-Pass-2♣-Pass-3♦, or 1♥-Pass-2♣-Pass-3♥ and 1♠-Pass-2♣-Pass-3♠) shows 16+, and a singleton/void in the highest possible suit (♠s if 1♦ or 1♥ opener, ♥s if 1♠ opener) and exactly 2♣s.

After opener's rebid, responder's bids are natural and not special except in these cases:

- If responder bids a major suit that opener cannot have, it can be natural or value showing in order to investigate stoppers for a possible 3NT or higher contract.
- If opener had rebid 2♥ or 2♠, a jump bid now by responder in a new suit is a splinter raise: it shows a singleton/void in the bid suit and a fit for opener's last bid major.
- If opener had rebid 2♥ or 2♠, a raise of that suit by responder to the three level shows 15+. With less than 15 either raise directly to the four level, or with something special to show make some other bid than three of the major.

Note that since the auction after S.Stayman is game forcing, either player can make a bid below game to learn more about the other's hand. For example, after 1♦-Pass-2♣-Pass-2♦-Pass-2NT, responder shows a game forcing balanced hand, and now opener should raise to 3NT with a balanced hand, but show shape if unbalanced.

If opener has a strong 19+ hand, but responder signs off in 3NT, opener must bid 4NT or make another bid to show slam is still possible.

S.Stayman – Examples

a)			
♠ AT83	♠ K6	1♣-2♦—	2♦ was S.Stayman, 2♠ showed 4♠s,
♥ 653	♥ QJ72	2♠-2NT—	2NT and 3NT were natural.
♦ AT	♦ KQ876	3NT	
♣ AJ42	♣ KT		
b)			
♠ AQJ	♠ KT52	1♣-2♦—	2♦ was S.Stayman, 3♣ showed less
♥ T72	♥ Q863	3♠-3NT	than 16 with no four card major, 3NT
♦ 854	♦ AQ		to play.
♣ AQ63	♣ J98		
c)			
♠ QJ93	♠ AKT	1♦-2♣—	2♣ was S.Stayman, 2♥ showed 4♥s
♥ A642	♥ J8	2♥-3♣—	(may have 4♠s), 3♣ and 3NT natural.
♦ AJ4	♦ Q7	3NT	
♣ J4	♣ KQT982		
d)			
♠ AK82	♠ JT65	1♣-2♦—	2♦ was S.Stayman, 2♥ showed 4♥s,
♥ AQ97	♥ K632	2♥-4♥—	4♥ showed the fit and less than 15 (3♥
♦ 32	♦ KQ7		would show 15+).
♣ T94	♣ A4		
e)			
♠ AJ82	♠ QT65	1♣-2♦—	2♦ was S.Stayman, 2♠ show 4♠s (and
♥ AQ9	♥ KJ63	2♠-4♣—	denied 4♥s), 4♣ showed the fit and a
♦ 732	♦ AK76	4♠	singleton/void in ♣s, 4♠ showed no
♣ QT4	♣ 2		slam interest.

S.Stayman Examples continued

f)			
♠ AK862	♠ JT5	1♠-2♣—	2♣ was S.Stayman, 2♥ showed 4♥s,
♥ AQ97	♥ K632	2♥-4♥	4♥ showed the fit and less than 15.
♦ 3	♦ KJ76		
♣ QT4	♣ A2		
g)			
♠ AJ82	♠ QT65	1♥-2♣—	2♣ was S.Stayman, 2♠ showed 4♠s,
♥ AQ974	♥ KJ3	2♠-3♣—	3♠ showed fit and 15+, 4♥ was a
♦ 32	♦ AKJ6	4♥-4♣	cuebid, and responder bid 4♠ with
♣ QT	♣ J2		minimum 15 and no ♣ control.
h)			
♠ T	♠ KQ6	1♥-2♣—	2♣ was S.Stayman, 3♠ showed 16+
♥ AKQ96	♥ 43	3♠-3NT	with less than 6♥s and singleton/void
♦ AT53	♦ KJ76		in ♠s. 3NT to play.
♣ AT7	♣ KJ63		
i)			
♠ AKT32	♠ J8	1♠-2♣—	2♣ was S.Stayman, 2♥ showed 4+♥s,
♥ AQ97	♥ K6	2♥-2NT—	2NT natural, 3NT no extra shape or a
♦ 32	♦ QJ74	3NT	lot of extra points.
♣ QT	♣ AJ542		
j)			
♠ A9842	♠ T6	1♠-2♣—	2♣ was S.Stayman, 2♦ was less than
♥ A97	♥ KJ3	2♦-3NT	16 with just 5♠s and fewer than 4♥s.
♦ QT32	♦ KJ76		
♣ Q	♣ A875		
k)			
♠ T	♠ KQ6	1♦-2♣—	2♣ was S.Stayman, 2♥ showed 4♥s,
♥ AKQ9	♥ 63	2♥-3♦—	3♦ natural, 3♥ value showing, 3NT to
♦ AQT32	♦ KJ786	3♥-3NT	play, 4NT slam invite.
♣ QJT	♣ K96	4NT	
l)			
♠ AK82	♠ JT5	1♣-2♦—	2♦ was S.Stayman, 2♥ showed 4♥s,
♥ AT97	♥ K6	2♥-3♣—	3♣ natural, 3♠ natural or value
♦ 32	♦ KJ7	3♠-3NT	showing, 3NT to play.
♣ QT7	♣ AK542		
m)			
♠ A72	♠ KJ3	1♦-2♣—	2♣ was S.Stayman, 2♥ showed 4♥s,
♥ A982	♥ J6	2♥-2NT—	2NT and 3NT natural.
♦ QT32	♦ KJ76	3NT	
♣ QJ	♣ A875		
n)			
♠ T9	♠ 32	1♦-2♣—	2♣ was S.Stayman, 2♥ showed 4♥s,
♥ KQ94	♥ AT63	2♥-4♥—	4♥ showed the fit and less than 15.
♦ AJ32	♦ KQ		
♣ QJ6	♣ KT874		
o)			
♠ T	♠ KQ32	1♦-2♣—	2♣ was S.Stayman, 3♠ showed 16+
♥ KQ9	♥ T3	3♠-3NT	with a ♠ singleton/void and not 4♥s,
♦ AJ532	♦ KQ		3NT to play knowing opener would
♣ AJ62	♣ KT843		bid again if 19+.

Notes

Fourth Suit Forcing: The opponents cannot have bid anything. You need 13 pts. to bid fourth suit forcing. $1\clubsuit-1\diamond-1♥-1♠$ is natural and forcing. ($1\clubsuit-1\diamond-1♥-2♠$ is fourth suit forcing. This is the one special case.) After 3 suits have been bid responder's bid of the fourth suit establishes a game force and asks opener to further describe his hand. Opener describes his hand trying to describe the following first: 1. Bids responder's suit with 3 card support. 2. Bids cheapest NT with a stopper in the 4th suit. 3. Opener rebids his 1st suit to show 6 or longer in suit. 4. Otherwise tries to make a descriptive bid as best he can. Fourth Suit Forcing is not used if responder had first bid at the 2 level. This is because responder's bid at the 2 level already established a game force so both players can just bid naturally. A jump in the 4th suit to the 3 level shows a game invitational hand (11-12 pts.) and 5 or longer in responder's first suit and 5 or longer in the 4th suit. A jump in the 4th suit to the 4 level is game forcing and natural. Again showing 5 or longer in the 1st suit and 4th suit.

Blackwood & Gerber: $4♠$ s after partner's NT bid is always Good Bad Gerber, asking if good or bad and number of aces. (Last bid is partner's NT bid). $4NT$ is asking for aces: 0 or all then up the line. $5NT$ is asking for kings and promises we have all the aces: kings are showed by 0-1-2-3-4 up the line. $4♠$ s Good Bad Gerber: $4♦$ is Good and then $4♥$ asks for aces ($4♠=0$, $4NT=1$ etc.) if bad hand show aces immediately: $4♥=0$, $4♠=1$ etc.. After Good Bad Gerber and finding out number of aces $5♣$ (or cheapest bid if $5♣$ unavailable) is asking for kings: 0-1-2-3-4 up the line. When $4♣$ is Good Bad Gerber, $4NT$ doesn't also ask for aces – instead it is slam invitational – it invites partner to bid slam if not minimum – if partner accepts, show number of aces ($5♣=0$, $5♦=1$ etc.). See later section on Good Bad Gerber.

Reverses: Opponents can double and only have bid on the 1 level so that partner still able to bid on 1 level. Opponents cannot bid on 2 level. Responder cannot have jumped the bidding or responded on the 2 level. A reverse is a bid by opener of a new suit on the two level that is higher than the opening suit. 19 plus points. Ex. $1♣$ -pass- $1♠$ -pass- $2♦$.

Useful Tips: 4 card suits bid up the line. 5 or 6 card suits bid higher ranking first when responding or opening. Ruff in the short hand. Responding to $1♣$ with $4♦$ s & a 4 card major in your hand...always bid the major first.

Pre-empt: 0-9 pts. with 7 cards (or 6 good cards if $♠$ s). Bid on the 3 level. You should have at least 3 pts. in the suit. Lead from high cards when leading against pre-empt contracts. Open 4th seat pre-emptive bid very good hand.

Tricks: 1. $1NT$ opener can be counted on for 3 tricks. 2. If you open the bidding you can be counted on for 2 tricks. 3. A weak 2 bidder can be counted on for 1 trick.

Bid with King less if opponents are going to play at the 1 level. Ex. $P-1♦-P-P-1NT(♠)$ (Not Unusual Notrump, it is $1NT$ with King less)

Negative Doubles up to 4♥s: $1♣-1♦$ -double = 7 points and two 4 card majors. $1♣-1♥$ -double = 7 points and a 4 card $♠$ suit. $1♣-1♠$ -double = 7 points and 4 card $♥$ suit. $1♦-2♠$ s-double = 9 points and a 4 card major suit and either the other 4 card major or at least 3 $♦$ s to support partner.

Negative Doubles Point Count: 1 level-7 points. 2 level-9 points. 3 level-10 points. 4 level-11 points.

Support Doubles: Support doubles are made by opener only & are used to distinguish between 3 card & 4 card support. They apply when opener bids 1 of a suit, next hand passes or bids something, responder bids 1 of a major & the next hand bids something below 2 of responders major. A double or redouble by opener in this situation shows 3 card support for responders major with any strength or shape. Ex. 1♦(Player1)-D-1♠-2♣-D (shows 3 spade support). Ex. 1♣(Player1)-P-1♥-D-RD (shows 3 heart support). Ex. 1♥(Player1)-P-1♠-1NT-D (shows 3 spade support). Ex. 1♣(Player1)-P-1♦-1♠-D (not support double because responder did not bid 1 of a major, shows a hand with extra values with no other good bid). Ex. 1♦(Player1)-P-1♥-2♠-D (not support double as bidding is above 2 of responders major – shows extra values with no other good bid). Ex. 1♦(Player1)-1♥-D-2♥-D (not support double because responder did not bid 1 of a major although responders double showed 4 spades, shows extra values with no other good bid).

Doubles: Generally doubles show values and no other good bid, except if we have established a game forcing auction (such as when making a 2/1 bid), or we have found a major fit, or we have already doubled them for penalty or passed a double for penalty: then doubles are penalty.

5-5: If 5-5 in two suits, and enough points to open on the one level (but not enough to open 2♣), then always open in your higher ranking suit – never open 1♣.

In 3rd or 4th Seat: All passes to you, add up your spades & your points, if they equal 15 or more open the bidding or if you have 13 or more pts. open the bidding.

3NT: If we haven't found a major fit, a bid of 3NT is to play, rarely pulled. The 3NT bidder expects to have a decent chance to make 9 or more tricks if you have an average hand. You can bid over 3NT with lots of extras, in shape and/or points. If we have found a major fit, 3NT is choice of game.

Over their Four Spade Opening: If the opponents open 4♠, double shows values with no good bid – this double is often passed. 4NT is takeout for two suits – partner assumes first the minors and bids best minor. After best minor is bid, if 4NT bidder bids another suit, it means “I don't have that suit, I have the other two suits not including ♠s”. For example 4NT-Double-Pass-5♣-Pass-5♦ would show ♦s and ♥s.

Useful Tip: Remember: after finding a major suit fit, if uncertain what level to play or if notrump would be a better spot, continue to describe hand to partner!

Stoppers for Notrump: When we don't have a major suit fit if there is one suit that hasn't been bid by us a bid of that suit asks for a stopper to play in notrump. If there are 2 suits that haven't been bid by us a bid of one of those suits shows a stopper. If opponents have only bid 1 suit bidding that suit asks for a stopper in it.

Stopper Bidding: When a raise has been made that denies a four card or longer major, then neither player needs to bid a major to find a fit there. Instead major suit bidding is used to show stoppers, in order to be able to bid 3NT knowing that there are stoppers in both major suits. The contract of 3NT is often better than playing game in five of a minor, since 3NT only requires 9 tricks to make it, while five of a minor requires 11 tricks. However to make 3NT it is necessary to have stoppers in both majors, so the opponents do not take the first five tricks. Here are some examples of stopper bidding, with West being the hand opening or overcalling the minor suit.

<u>West</u>	<u>East</u>
♠ AK98	♠ T53
♥ 9	♥ T4
♦ QJT32	♦ AKT8
♣ AK8	♣ T765

1♦-Pass-2♦-Pass-2♠(stopper in ♠s)-Pass-3♦ (no stopper in ♥s, minimum hand)

<u>West</u>	<u>East</u>
♠ AK98	♠ T5
♥ 9	♥ QJ4
♦ QJT32	♦ AKT8
♣ AK8	♣ T765

1♦-Pass-2♦-Pass-2♠(stopper in ♠s)-Pass-3NT (stopper in ♥s, maximum hand)

<u>West</u>	<u>East</u>
♠ AK98	♠ T5
♥ 98	♥ QJ4
♦ QJT3	♦ AKT82
♣ A83	♣ T765

1♦-Pass-3♦-Pass-3♠(stopper in ♠s)-Pass-3NT (stopper in ♥s)

Example Hand Situations: Ex. P-P-P-1♣(Player2)-P-1♠-P-2NT (is non-forcing & shows 18 pts. without 4 spades). Ex. P-P-P-1♣(Player2)-P-1♥-P-2NT (is non-forcing & shows 18 pts. but could have 4 spades). Ex. 2♦(Opponents)-P-P-2NT(Player1)-P-3♥ (transfer to spades). Ex. 1♠-P-1NT-D(Player1)- (take out of spades). Ex. 1♥(Player1)-P-1NT-P-2♣-P-2♥-P-2NT (Player1 asking if I have a maximum 10 pts. from my 6-10 pt. bid). Ex. 1♥(Player2)-D-RD (11 or more pts., with less than 4 hearts could have 3 hearts because 1NT bid here would mean 6-10 pts. with partial stoppers like a J or Q in suit or better.) Ex. 1♦-1♥(Player1)-D-RD (shows 2 cards in partners suit and 8 plus pts). Ex. 1♠(Player2)-P-P-D-RD(18 or more pts. hand which doesn't know best place to play). Ex. 1♥(Player2)-2NT(Unusual NT)-D (10 or more pts. with no long major, opponents cannot play a contract undoubled). Ex. 1♦(Player1)-1♠-2♣ (must have 10 or more pts., forcing for partner to take 1 more bid). Ex. P(Player2)-P-1♦-1♠-2♣ (weak 2 bid in clubs with 5-10 high card pts. and 6 clubs or very good 5 clubs). Ex. P-P-P-1♥(Player1)-2♣-D-P-2♥-P-3♦ (is non forcing because 3 clubs was available as a cuebid to force). Ex. 1♥(Player2)-P-2♦-P-3♦-P-3♥(15+, 3+♥s tell me more about your hand, might be interested in slam)-P-4♣ (club length thus spade shortness)-P-4♥. Ex. 1♦(Player1)-P-2♣ (game force bid)-P-2♦-P-2♥-P-2NT-P-3♥-(shows 5 hearts & 6 clubs) pass-3NT. *To show a 6-5 hand bid 6 card suit first then bid 5 card suit twice after. Ex. 1♣(Player2)-1♦-D-P-1♠ shows exactly 3♠s – if you had 4♠s then support partner as if he had bid 1♠: bid 2♠, 3♠, or 4♠.

Miscellaneous

If opponents double, then new suit at two level is not forcing (6-10) since you redouble if 11+

Balanced hand type: if you have 5-4-2-2 shape, with a five card minor, and if both doubletons are Qx or better, then treat the hand as balanced. For example ♠ K3 ♥ AT42 ♦ KJ832 ♣ K2 – open this 1NT.

4NT Not Blackwood Rule: If the opponents bid 4 of a major, and we have only passed so far or have just bid on the one level only, then 4NT is takeout for the lowest two suits the opponents have not bid.

Aces guideline: if your points are almost all made up of aces, add a point (see examples b and c below).

Two Hearts Rule: 1♠-Pass-2♥ always promises 5 or longer hearts – bid 2♣ or 2♦ with 3 if necessary.

If opener starts with a minor, and then rebids 2♥ it shows 4 or longer: 1♣-Pass-1♠-Pass-2♥ = reverse, 4♥s.

1♠-2♦-Pass-Pass-2♥ shows 4 or longer ♥s and hand unsuitable for reopening double (so often 5♥s).

Opener's Reopening Double: Opening-Bid-Pass-Pass-Double is takeout. Ex. 1♠(Player2)-2♥-Pass-Pass-Double=takeout. If bidding is at low level, opener should always strive to reopen if short in their suit.

No alert 4NT or replies: Do not alert 4NT bids or replies – explain when action is over.

3NT Opening Bid: Describe as To Play with 15-24 high card pts. May not have stoppers in all suits & may or may not have a source of tricks.

Double in Game Forcing Auction: Double is for penalty in a game forcing auction where we are below game and pass says no good bid available.

Doubles at IMP scoring: IMP Scoring – 2♥ up to game but not including game double only if you know you will take down. In game or 2♦ or less double if you think you will take down.

Various Examples

a)

♠ A85	♠ 643	1♥-(Dbl)-2♣	2♣ shows a long suit and not enough to redouble. Remember once they double, new suits at two level are no longer game forcing.
♥ AKT32	♥ J7		
♦ JT2	♦ 87		
♣ J7	♣ KQT543		

b)

♠ A85	♠ KQ6	1♣-1♥—	Opener upgrades hand to 18 length points since all aces.
♥ A32	♥ Q754	2NT-3NT	
♦ A2	♦ Q876		
♣ AT642	♣ K3		

c)

♠ KQ97	♠ A6532	1♦-1♠—	Responder upgrades hand to 6 length points since all aces – finds ♠ fit.
♥ A3	♥ 87	2♠	
♦ Q852	♦ T7		
♣ Q2	♣ 9873		

d)

♠ K8753	♠ AQ62	1♠-2♣—	Responder bids 2♣, since 2♥ would promise 5 or longer. 2♦, 2♠ and 3♣ are natural, 3♥ and 4♦ cuebids, and then stop in game.
♥ 5	♥ KQ72	2♦-2♠—	
♦ AKT2	♦ Q7	3♣-3♥—	
♣ Q63	♣ K94	4♦-4♠	

Opening Leads

Lead the second highest from touching honours – not the highest – except lead A from AK when holding an even number in the suit. So:

AK – lead the A if even number in suit, K if odd. Remember aid: ace is closer to even, king to odd

KQ – lead the Queen first.

QJ – lead the Jack first.

JT – lead the Ten first

T9 – lead the 9 first.

KQT – lead the queen (shows the king)

KJT – lead the ten (shows the jack).

KT9 – lead the 9 (shows the ten)

QT9 – lead the 9 (shows the ten)

QJT – lead the jack (shows the queen)

1st Lead Against Suit Contracts:

Lead low from odd number of cards

Lead 2nd lowest from an even number of cards with an honour

From honour doubleton ex. Qx, lead the Q, ex. 9x, lead the 9

From even number without an honour lead the highest card not including the 9 except for 9x

1st Lead Against No-Trump Contracts:

When leading from doubleton lead the highest card

Lowest card in the suit means 2 honours

2nd lowest card in the suit means 1 honour

Higher card in the suit means no honours – however avoid leading the 9 except from 9xx.

You need to have 3 honours or (JT9) to lead an honour

1st Lead Against No-Trump Contracts When Leading Suit Partner Bid First:

When leading from doubleton lead the highest card

Lowest card in the suit means 1 honour

2nd lowest card in the suit means no honours

You only need to have 2 honours to lead an honour

Exception for partner's suit: When leading partner's suit (a suit partner has bid or shown – partner's negative double bids included as suit bids as it shows 4 or longer in suit and you didn't bid suit first – take out doubles do not count) – lead the top of touching honours and if holding Ax, Kx, Qx, Jx, Tx – lead the highest card.

Defense: When partner gives you a ruff the card he leads indicates which suit he would like lead back.

Low card means he wants the lower suit lead back. On defense if what you lead there is a singleton in dummy partner will let you know which suit he wants led back by playing a higher or lower card indicating the suit he wants back.

Safe Lead Against 6NT & 7 Level Contracts: Do not give them a trick. Do not lead Ace from AQJ.

Lead from AK against 6NT contract to take it down. Do not lead from a suit with an honour card in it.

Defence Ruffing: On defence ruff in the short hand to save partners long trumps. Don't discard & let partner shorten his long trumps on defence.

Double their 6 Level contract or 3NT contract means lead dummies first bid suit.

Lead Trumps: To stop ruffs or when you know any other lead will cost a trick. Do not lead trump because you don't want to lead another suit, this is not a reason.

Leading against NT: Against NT lead 10 from J108xx. Never lead from Jxx. Lead from 10xx if no better lead. Never cover an honour on 1st play, wait until 2nd play if another honour in dummy. Lead longest suit if good quality even if you have no other entries. Do not lead longest suit if poor quality if you have no entries by the time you set up.

Out-of-the-Blue Lead Directional Doubles

When the opponents confidently bid a game or slam, and a player that has been relatively quiet so far (either passing only or making a single weak bid) then doubles their contract it either shows enough values to beat the contract or requests the lead of a particular suit. Partner first assumes it requests the lead of a particular suit and makes the appropriate lead. These are the rules to figure out what suit to lead when partner makes an Out-of-the-Blue Double:

- 1) Lead the last suit bid by the partner of the doubler, if any (usually no suit bid).
- 2) Lead the first suit that dummy has shown length in, if any.
- 3) Against a suit contract only, determine if partner may be doubling to show a void in a suit, and if so lead that suit to give partner a ruff in that suit.
- 4) Lead the highest ranking unbid suit, but don't include any suits that were bid artificially by the Right Hand Opponent of the doubler so that the doubler could have previously doubled that suit for the lead.

Example auctions:

1NT-Pass-6NT-Double-All Pass.

Lead spades partner (highest ranking unbid suit).

1NT-Pass-2♣-Pass-2♠-Pass-3NT-Double-All Pass.

Lead hearts partner (highest ranking unbid suit).

1NT-Pass-2♠(Club transfer)-Pass-3♣-Pass-6♣-Double-All Pass.

Lead hearts partner (partner could have doubled 2♠ for a spade lead!).

1NT-Pass-2♦(heart transfer)-Pass-2♥-Pass-3NT-Double-All Pass.

Lead hearts partner – first suit that dummy showed length in.

1♠-Pass-4♠-Pass-6♠-Pass-Pass-Double-All Pass.

Lead hearts partner (highest ranking unbid suit).

1♣-2♦-2♠-Pass-2NT-Pass-3NT-Double-All Pass.

Lead your partners suit – diamonds.

1♣-Pass-1♠-2♦-2♣-Pass-2♥-Pass-2NT-Pass-3NT-Double-All Pass.

Lead spades partner, the first suit dummy showed length in.

1♦-Pass-3♦-Pass-3♠-Pass-4♠-Pass-6♠-Pass-Pass-Double-All Pass.

If ♦ length (opponents both have ♦s too), then partner must be void!

Example hand – the opponents open the bidding 1♦ and respond 1♠.

♠ AQJT8

♥ 8752

♦ 4

♣ AT2

1♦-Pass-1♠-Pass-1NT-Pass-3NT-Double-All Pass.

Over their Big Two Club Opening

After they open 2♣ artificial showing a big hand – bids do not require any points, just shape:

Double shows ♥s and minor, at least 5♥s, more shapely if vulnerable.

Advancer raises ♥s according to law of total tricks (so 2♥ shows 2 or 3♥s, 3♥ shows 4♥s etc.).

With less than 2♥s, advancer can bid long suit, or bids 2♦ and now overcaller passes with ♦s, or bids above 2♦ showing ♥s & ♣s, best natural bid. Advancer can also bid notrump at any level (especially if holding both minors) which says tell me your minor.

2♦ shows ♠s and another suit, at least 5♠s, more shapely if vulnerable.

Advancer raises ♠s according to law of total tricks (so 2♠ shows 2 or 3♠s, 3♠ shows 4♠s etc.).

With less than 2♠s, advancer can bid long suit, or bids 2♥ and now overcaller passes with ♥s, bids 2♠ with 6♠s & a minor (2NT by advancer now asks for minor suit), or overcaller bids 2NT with both minors, and bids 3♣ or 3♦ with that minor and only 5♠s. Advancer can also bid notrump at any level which says tell me your second suit.

2NT is both minors, at least 5-5.

2♥, 2♠ are natural, six card suit, good suit if vulnerable.

Advancer raises one level if 3 card fit, two levels if 4 card fit, and 3 levels if 5 card or longer fit.

Bids at three level shows a seven card suit.

Advancer raises to game with three card or better fit.

Bids at four level shows a eight card suit.

Bidding is natural after 2♣-Pass-Anything-?, except notrump bids are for the two cheapest unbid suits and if a bid is artificial then double shows that suit.

Over their Big One Club Opening

After they open 1♣ artificial showing 16+ points (or 15+ or 17+ etc.):

- Pass with 17+, then bid next time
- Double shows ♥s & a minor, 4 or longer ♥s
- 1♦ shows ♠s & another suit, 4 or longer ♠s
- 1NT and 2NT show both minors
- Rest natural
- Raise according to Law of Total tricks, or over Double or 1♦, make cheapest bid if no fit and no long suit to bid, or bid NT at any level to ask for second suit.
- Bidding is natural after 1♣-Pass-Anything-?, except notrump bids are for the two cheapest unbid suits and if a bid is artificial then double shows that suit.

Details:

Two players: overcaller and advancer (partner of overcaller).

After they open 1♣ artificial showing 16+ points (or 15+ or 17+ etc.):

With 17+ length points, pass first, then when opener rebids, make bid over opener's rebid as if that was the opening bid, except bid now shows at least 17. Examples:

1♣-Pass-1♦(negative)-Pass-1NT-2♣: ♥s + minor, 17+

1♣-Pass-1♦(negative)-Pass-1♠-Double: Takeout, 17+

1♣-Pass-1♦(negative)-Pass-1♥-1NT: 17-19 or so, balanced

1♣-Pass-1♦(negative)-Pass-1♠-2♣: ♠s, 17+

With less than 17 length points, these following bids do not require any points, and use the scheme much as we already do over their 1NT opening:

Double shows ♥s and minor, at least 4♥s, more shapely if vulnerable.

Advancer raises ♥s according to law of total tricks (so 1♥ shows 3♥s, 2♥ would show 4♥s, 3♥ shows 5♥s etc.). With less than 3♥s, advancer can bid long suit or bids 1♦ and now overcaller passes with ♦s, or bids above 1♦ showing ♥s & ♠s, using best natural bid. Advancer can also bid notrump at any level (especially if both minors) which says tell me your minor.

1♦ shows ♠s and another suit, at least 4♠s, more shapely if vulnerable.

Advancer raises ♠s according to law of total tricks (so 1♠ shows 3♠s, 2♠ would show 4♠s, 3♠ shows 5♠s etc.). With less than 3♠s, advancer can bid long suit, or bids 1♥ and now overcaller passes with ♥s, bids 1♣ with 5♠s & a minor (1NT by advancer now asks for minor suit), or overcaller bids 1NT with both minors, and bids 2♣ or 2♦ with that minor and only 4♠s. Advancer can also bid notrump at any level which says tell me your second suit.

1NT is both minors, at least 4-4 if not vulnerable, at least 5-5 if vulnerable.

2NT is both minors, at least 5-5 if not vulnerable, at least 6-5 if vulnerable.

1♥, 1♠ are natural, five card suit, good suit if vulnerable.

Advancer raises one level if 3 card fit, two levels if 4 card fit, and 3 levels if 5 card or longer fit.

Bids at two level shows a six card suit, good suit if vulnerable.

Advancer raises one level if 3 card fit, 2 levels if 4 card fit, 3 levels if 5+ card fit.

Bids at three level shows a seven card suit.

Advancer raises to game with three card or better fit.

Bids at four level shows an eight card suit.

Bidding is natural after 1♣-Pass-Anything-?, except notrump bids are for the two cheapest unbid suits and if a bid is artificial then double shows that suit. Examples:

1♣-Pass-1♦(Negative)-Double: Shows ♦s, since 1♦ was artificial

1♣-Pass-1♥(♥s)-Double: Takeout, since 1♥ was natural

1♣-Pass-1♥(♥s)-1NT: Minors, cheapest two suits

1♣-Pass-2♣(♠s)-2NT: ♥s & ♦s, cheapest two suits