

Surrealistic Precision

Conventions, Agreements, and Auctions

R Zimmermann
P Howell
G Gilligan
27. Mar. 2022

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

Specific Control Asking Bids.....	24
Below the 5 level	24
At the 5, 6, and 7 level	24
Control Asking Bids.....	25
Four Suit Asking Bids.....	26
Ace Asking Bids.....	27
Roman Key Card Blackwood.....	27
Abbreviated Ace Asking.....	28
RCKB Auctions.....	28
Ace Asking Auctions.....	28
Abbreviated Ace Asking Auctions.....	28
Limit Raise or Slam Interest.....	29
Defensive Bidding.....	30
Unusual Notrump.....	30
Unusual versus unusual.....	30
Flannery Defense.....	30
Lebensohl.....	31
Auctions.....	31
Opening Leads.....	32
Rusinow Leads Against Suit Contracts.....	32
Journalist Leads Against No Trump Contracts.....	32
Modifications 5. Jul. 2009.....	33

One No Trump Opening Bids

An opening bid of 1 NOTRUMP shows

- 11-13 HIGH CARD POINTS

and denies

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

Responder Stayman, Jacoby, and Smolen in addition to two suited calls:

Call	Meaning
2 \clubsuit	Garbage Stayman. We need to have safer exits when responder has a bust. So, 1nt-2 \clubsuit ; 2x-2y has to be sign-off. That gives responder some safety with (say) a 4423 or 4315 bust Note Since responder does not guarantee a 4 card major, 3 of a minor after a 2 \clubsuit call is alertable (sign-off)
2 \diamond	5+ \heartsuit . Opener always bids 2 \heartsuit .
2 \heartsuit	5+ \spadesuit . Same
2 \spadesuit	Minor suit game force. CORRECTED: This is a strength ask (2NT minimum, 3\clubsuit maximum) Responder can bid 3 \clubsuit Game force in \clubsuit 3 \diamond Game force in \diamond 3 \heartsuit Make a slam try in \clubsuit 3 \spadesuit Make a slam try in \diamond
2 NOTRUMP	No 4 card major, 11-12 HIGH CARD POINTS, Invitational to 3 NOTRUMP.
3 \clubsuit	6+ \clubsuit , 2/3 honors, invitational to 3nt.
3 \diamond	6+ \diamond , 2/3 honors, invitational to 3nt.
3 \heartsuit	31[45] Game force with short \heartsuit
3 \spadesuit	13[45] Game force with short \spadesuit
3 NOTRUMP	Sign-Off.
4 \clubsuit	Gerber.
4 \diamond	Choose your better major

Two Suiters

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

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

1NT-2♥; 2♠-3♥

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

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

Int-2♣; 2♦-3♥ 5+♠/4♥

Int-2♣; 2♦-3♠ 4♠/5+♥

Minor Suit Run-out

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

1NT-2♣; 2♠-pass

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

1NT-2♣; 2♦; 2Major is a 4 card major. With exactly a 45xx bust hand, transfer. Opener pass with 3 card support. Otherwise, responder has another suit. So, Responder can bid 2♠ with 4 or 2nt as pass-or-correct.

Running from a Double

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

- System is on after opponents' 2♣ and doubles.
- After any bid by opponents, Lebensohl applies.
- **Redouble by responder is a relay to 2♣.** Responder can pass or bid 2♦.

Auctions

Add this section.

Limited Opening Bids

1 Diamond as revised 2/2022

The nebulous 1 diamond opening is a catch-all for hands which do not fall within the parameters of other opening bids. It shows

- good 10-15
- 2+ diamonds ([announcement](#): “2+ diamonds”)
- no 5 card major

Response Meaning

pass	4+ card support. 0+ points.
1♥/1♠	4+ card suit. 1 round force. Without diamond support, even 0 point hands must respond (alert : “natural, but on rare occasion can be very weak”) Opener’s rebids are: 1♠ Natural. Not forcing 1 NT 14-15 balanced. May hide a 4 card ♠ suit Responder’s 2♣ and 2♦ are XYZ (see below) 2♣ 5+ ♣ (alert : ♣ are likely longer than ♦). Not forcing 2♦ 5+ ♦. Not forcing 2♥ 1♦-1♥; 2♥ is natural. 4+ support or 3+ with a ruffing value Not forcing 1♦-1♠; 2♥ is 4+ support, strong (14-15), balanced raise (alert) 2 NT Maximum with 6+ non-running ♦ 3♦ Maximum with 6+ running ♦ jump shift mini-splinter (alert)
1 NT	Balanced 6-10. No 4 card major. Would not accept an invite from a 14-15 opener. Opener’s rebids are: 2♣ 5+ ♣ (alert : ♣ are likely longer than ♦). Not forcing 2♦ 5+ ♦. Not forcing 2NT Maximum with 6+ non-running ♦ 3♦ Maximum with 6+ running ♦
2♣	5+ card suit. No 4 card major. 1 round force Opener’s rebids are: 2♦ 5+ ♦. Denies major suit stoppers 2 major Stopper 2 NT Balanced with both majors stopped. 3♦ Maximum with 6+ running ♦ jump shift mini-splinter (alert)
2♦	5+ card suit. No 4 card major. 1 round force
1	After any 3 bids at the one level ... <ul style="list-style-type: none"> • 2♣ is a puppet to 2♦. It shows invitational values (or the desire to stop in 2♦). Subsequent bids by responder are invitational • 2♦ starts a game force. Opener can show delayed support or a stopper or ... • All other bids are to play (except 1D-1M; jump-shift is still splinter, 1D-1S; 2H is still strong)

Opener's rebids are:

2 major Stopper

2 NT Balanced minimum with both majors stopped.

3♦ Natural without major suit stoppers

jump shift mini-splinter ([alert](#))

3 NT Balanced maximum usually with both majors stopped.

2♥/2♠

3♣/3♦

6+ cards weak. Not forcing

Note: I think 1♦-2♥ should be played as weak with 5♠ + 4♥ now that the XYZ auction show real values.

2 NT

10-12 Balanced. No 4 card major. Reverting to the previous system. This effectively kills the unused, confusing relay that Stonebraker added. Opener can retreat to a minor – not forcing.

One Heart and One Spade

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

<u>Response</u>	<u>Meaning</u>
1 ♠	One round force. Shows a <u>5+</u> card suit since opener would have opened 2 ♥ with 5 ♥ and 4 ♠. Opener's rebids are: <ul style="list-style-type: none"> 1 NOTRUMP Minimum. Denies a 6th ♥ or a 5 card minor or ♠ support. 2 ♣ Shows <u>4+</u> ♣ and denies ♠ support. 2 ♦ Shows <u>4+</u> ♦ and denies ♠ support. 2 ♥ Minimum. Shows <u>6+</u> ♥ and denies ♠ support. 2 NOTRUMP Maximum. <u>6+</u> broken ♥ no ♠ support.. 3 ♥ Maximum. <u>6+</u> solid ♥ no ♠ support.. raise Shows a minimum hand, support for ♠, and denies a ruffing value. jump raise Shows a maximum hand, support for ♠, and denies a ruffing value. jump shift Splinter. Shows support for ♠ and at most one card in the bid suit.
1 NOTRUMP	Non-Forcing. Denies <u>11+</u> HIGH CARD POINTS, 5 ♠, and ♥ support. Opener can show a 6 th ♥ or show another 4+ card suit.
2 ♣	One round force. Usually shows a <u>5+</u> card suit, and denies a 5 card ♠ suit. May be an advance cue bid. Opener's rebids are: <ul style="list-style-type: none"> 2 ♦ <u>4+</u> card suit. 2 ♥ Shows a minimum opener. 2 ♠ <u>5</u> card suit and additional values 2 NOTRUMP Maximum. <u>6+</u> broken (or any 5) ♥ no ♣ support. 3 ♥ Maximum. <u>6+</u> solid ♥ no ♣ support. raise Shows <u>3+</u> card support and denies a ruffing value. New suit is forcing. jump shift Splinter. Shows 4 card support and at most one card in the bid suit. New suit by responder is a Cue Bid. <p>Note: Responder's 4 ♦ call is Kickback. RCKB for ♣.</p>
2 ♦	One round force. Opener's rebids are the same as to a 2 ♣ response. Note: 4 ♦ by responder is Roman Key Card Blackwood for ♦.
2 NOTRUMP	Limit Raise or slam interest in ♥. See page 31
3 NOTRUMP	Shows any 4333 hand with and roughly 13-15 HCP. Opener can pass or correct to 4 ♥.
raise	Shows a minimum hand, 3 card support, and no further interest. Opener's new suit shows a side suit and a maximum hand. Partner should bid game with an honor in the bid suit.
3 ♥	Preemptive.
jump shift	Mini/Maxi-Splinter. At least Invitational to game, with (usually) 4 card support and at most one card in the suit bid. Opener's new suit is a Cue Bid. Responder's new suit is Forcing and slam oriented. Responder's rebid of the

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

Two Clubs

The 2♣ limit opener shows:

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

Responses

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

- 2 NOTRUMP response is limit raise or better in ♣. See page 31.
- 2♦ response asks if opener has a 4 card major.
- 3♦ 3♥ and 3♠ are natural and Game Forcing.
- 4♦ is Kickback. RKCB for ♣.
- no other responses are forcing.

<u>Response</u>	<u>Meaning</u>
pass	Sign-Off in ♣.
2♦	Asking if opener has a 4 card major. If not, the quality of the ♣ suit is shown:
2♥	Shows a 4 card ♥ suit. Responder can then make forcing, Invitational or sign-off calls:
2♠	One round force ² . Implies 5♠ and invitational values, but may be an advance Cue Bid in support of ♥.
2 NOTRUMP	Invitational to game in NOTRUMP.
3♣	Sign-Off in ♣. Responder probably has a weak hand with 4♠ and some ♣ support.
3♦	One round force. Implies 5♦ and invitational values, but may be an advance Cue Bid in support of ♥.
3♥	Invitational to game in ♥. Opener can Cue Bid, bid game, or pass.
jump shift	Splinter.
3 NOTRUMP	Sign-Off. Responder has game going strength and probably 4♠.
2♠	Shows a 4 card ♠ suit. The auction continues as after 2♥. The auction 2♣-2♦; 2♠-3♥ is equivalent to 2♣-2♦; 2♥-2♠.
2 NOTRUMP	No 4 card major, and ♣ too weak to rebid 3♣. Responder's rebids are the same as over a 3♣ rebid.
3♣	Shows <u>AKQxxx</u> in ♣, or AK 7 th in ♣. Responder can then look for a 3 card major, <u>investigate 3 NOTRUMP</u> , or sign off in ♣:
3♣	Sign-Off.
3♦	Do you have a 3 card major? Opener's responses are natural. 3 NOTRUMP denies a 3 card major.

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

- 3 ♥ Game forcing. Natural
 3 ♠ Game forcing. Natural
 3 NOTRUMP Natural.
- 2 ♥ Sign-Off in ♥. Shows a 5+ card suit. Opener should call:
 pass with 2 card support or better and a minimum hand.
 2 ♠ with 4♠.
 3 ♣ with a solid 6th ♣ and not 4♠.
 2 NOTRUMP with a broken 6♣+ suit and not 4♠.
 3 ♥ with 3 or more in support, a ruffing value, and a good hand.
 Responder's rebids are natural showing 5/5 if a new suit is bid or 6+ and no tolerance for ♣ for a ♥ rebid.
- 2 ♠ Sign-Off in ♠. Shows a 5+ card suit. Opener's rebids are similar to 2 ♥ response:
 pass with 2 card support or better and a minimum hand.
 2 NOTRUMP with 4♥
 3 ♣ with any 6th ♣ and not 4♥ and not 2 ♠.
 3 ♠ with 3 or more in support, a ruffing value, and a good hand.
 Responder's rebids are natural showing 5/5 if a new suit is bid or 6+ and no tolerance for ♣ for a ♠ rebid.
- 2 NOTRUMP limit raise or better in ♣. See page 31.
- 3 ♣ Simple raise in ♣. Shows few points, and implies no interest in the majors.
- 3 ♦ Game Forcing. Shows at least a 6 card suit and no support for the majors.
- 3 ♥ .. 3 ♠ Game Forcing. Shows 6 or more ♥. Opener should raise with 2 card support.
- 3 NOTRUMP Sign-Off in NOTRUMP.
- 4 ♣ Preemptive.
- 4 ♦ Kickback. RKCB with ♣ as trump.

Sample Auctions

Two Diamonds - Roman [revised]

The 2♦ limit opener shows:

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

Responses

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

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

<u>Response</u>	<u>Meaning</u>
pass	shows 5♦+ and minimal values.
2♥	One round force with at least invitational values. Opener responds in steps to show his short suit using 4SUIT (p28) (♥/♠/♣/♦) Responder's calls are: new suit Invitational to game. Opener should take into account the inference that responder's hand was not improved by the singleton. game bid Sign-Off.
2♠	Sign-Off in ♠. Opener should bid 3♣ with a singleton or void in ♠. Responder's 3♠ bid is Sign-Off.
2 NOTRUMP	Sign-Off in ♥. Opener should bid 3♣ with a singleton or void in ♥. Responder's 3♥ bid is Sign-Off.
3♣	Sign-Off in ♣. Opener should bid 3♦ with a singleton or void in ♣. Responder's 4♣ bid is Sign-Off.
3♦	Game force. Responder is implying slam interest. Opener replies in steps to indicate his short suit using 4SUIT (p28) (♥/♠/♣/♦) <u>Responder's next call is a transfer to the next higher suit.</u> In this way responder can enter a Roman Key Card Blackwood auction, Cue Bid, or pass opener's acceptance of the transfer. Note: If opener has both minors, 4♠ is RCKB for ♣ and 4 NOTRUMP is for ♦. With short clubs, 4♠ is Roman Key Card Blackwood for ♦. Therefore, 5♣ and 5♦ are always natural and Sign-Off.
3♥ / 3♠	One round force. Responder has a good hand and a self sufficient suit.
3 NOTRUMP	Sign-Off.
4♣	One round force. Responder is requesting you to <u>pick your better major.</u>

Interference

If the opponents overcall over $2\spadesuit$, responder's double is **pass or correct**. That is, it's the only call that shows values. All other calls (including pass) are non-forcing and do not suggest opener re-open the bidding.

Two Hearts - Flannery

The 2 ♥ limit opener shows:

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

Responses

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

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

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

2 Spades (weak)

We have a standard weak 2 bid in spades. 6 spades, 5-10 HCP.

- We do not require 2/3 top honors (or any top honors)
- 2 NOTRUMP response is limit raise or better in ♠. See page 31.
- New suits are natural and forcing

2 No trump (minors)

A 2NT opener in 1st-3rd seat shows 5-10 HCP and 5+/5+ in the minors. In 4th seat it is 11-15 and 5+/5+ in the minors.

Responder's calls are

- 3♣ and 3♦ are sign-off
- 3♥ and 3♠ are game forcing with slam interest in ♣ and ♦, respectively. Same as after 1NT-2♠-...
- 3NT is sign-off
- 4♣ and 4♦ are invitational
- 4♥ and 4♠ are sign-off

If the opponents open 2NT (it *could* happen)

- 3♣ is strong (game force) with ♥
- 3♦ is strong (game force) with ♠
- 3♥ is weak with ♥
- 3♠ is weak with ♠

Big Club Opening Bids

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

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

Negative	1 ♦ Shows <u>0-7</u> HIGH CARD POINTS and denies the shape for any of the Preemptive responses.
Preemptive	4 ♣/♦ shows 3-7 HCP (all in the suit, including 2/4 top honors) and an 8-9 card suit in the "relative" Major (♣/♦->♥/♠).
Preemptive	4 ♥/♠ shows 3-7 HCP (including ZERO top honors) and an 8-9 card suit.
Preemptive	3 NOTRUMP shows <u>2-7</u> HIGH CARD POINTS and an 8-9 card minor. Followup auctions are identical to those for. 1 ♣ .. 1 ♠; 1 NOTRUMP .. 3 NOTRUMP (see page 20).
Positive	1 ♥ through 2 ♦ Shows <u>8+</u> HIGH CARD POINTS, and length in the next higher suit. The major suit responses show <u>4+</u> card suits, and the minor responses deny a 4 card major.
Unusual Positive	2 ♥ shows 8+ HCP (<12 HCP or <4 controls) and any 3-suited (1444 or 5440) hand. 2 ♠ asks: 4SUIT shows shortness. <ul style="list-style-type: none"> • 3 ♣ = 4144 • 3 ♦ = 1444 • 3 ♥ = 4441 • 3 ♠ = 4414
Super Unusual Positive	2NT shows 12 HCP, 4+ controls, and a 1444 or 5440 distribution. 3 ♣ asks: 4SUIT shows shortness. <ul style="list-style-type: none"> • 3 ♦ = 4144 • 3 ♥ = 1444 • 3 ♠ = 4441 • 3NT = 4414
Positive Freak	3 of any suit shows 8+ cards in the next higher suit and 8+ HCP.
NOTRUMP	1 ♠ shows <u>8-13</u> HIGH CARD POINTS and a balanced hand. 2 ♠ <u>14+</u> HIGH CARD POINTS and a balanced hand.

Positive Responses to 1 club

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

All positive responses are forcing to game.

After a positive response, opener's rebids are:

Call	Meaning
NOTRUMP	Shows a flat hand and denies interest in responder's suit. Opener shows simple NOTRUMP 16-19 jump NOTRUMP 20-22 double jump ³ 23-25 Responder's next call is natural, and opener's raise is natural.
raise	(really bidding the implied suit) TAB (p. 25) (4,0,1,2,1,2,3) after a major, and (0,1,2,1,2,3) after a minor. This establishes the trump suit, so opener's new suit is SCAB (p 26).
new suit	SAB (p24) (<u>bad/bad...</u>). Opener has at least 5 cards in the suit bid, and is asking responder whether or not he has support. If support is <u>bad</u> (Jxx or worse), <u>opener's rebid of responder's implied suit at or below the 3 level, is TAB (p. 25).(0,1,2,1,2,3)</u> . Otherwise, opener's new suit is natural and responder's next call is natural. <ul style="list-style-type: none"> ● Responder can show secondary support (e.g. xxx), after which opener's new suit is SCAB (p 26) (<u>none,3rd...</u>). ● Responder can show extra length in his first suit. Opener's raise below game is Natural. ● Responder can show a second suit. Opener's raise below game is Natural If support is <u>good</u> , the trump suit is established and opener's new suit is SCAB (p 26) (<u>none,3rd...</u>).
jump raise	<u>(really a jump shift into the implied suit) accepts the suit as trump and asks for shortness. Respond naturally.</u>
jump shift	CAB (p27) (0,1,2,3,..) Opener is showing a self-sufficient suit, establishing it as trump, and requesting a count of controls (A=2, K=1). <u>A rebid of the suit below game is a Control Asking Bid (0,1,2...), and</u> new suit is SCAB (p 26).

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

Negative Responses to 1 club

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

<u>Rebid</u>	<u>Meaning</u>
1 \heartsuit	One round force. Opener has at least a 4 card suit. Responder's rebids are: <ul style="list-style-type: none"> 1 \spadesuit Showing a 4 card suit. 1 NOTRUMP Second negative. 2 \clubsuit Usually a real suit, but might be an artificial call showing the high end of the 1 \diamond negative. 2 \diamond Natural and the high end of the negative. raise Natural. Shows 3 card support and the inability to make a splinter. jump shift Mini/Maxi-Splinter. At least Invitational to game, with (usually) 4 card support and at most one card in the suit bid. Opener's new suit is a Cue Bid. Responder's new suit is Forcing and slam oriented. Responder's rebid of the splinter suit shows a void. 2 NOTRUMP Fragment. Shows 5 cards in the other major, 3 cards in opener's major, and <u>5-7</u> HIGH CARD POINTS. jump raise Limit Raise. By implication from the lack of a Splinter, there is no singleton or void. dbl jump shift Raise of opener's suit with a long side suit. Responder should have <u>6+</u> to 2/3 top honors..
1 \spadesuit	One round force. Opener has at least 4 \spadesuit , and probably fewer than 4 \heartsuit . Auction continues as with \heartsuit 1.
1 NOTRUMP	Non-Forcing. Opener has <u>16-18</u> HIGH CARD POINTS. Responder has the entire arsenal of Stayman, Jacoby Transfers, and Lebensohl conventions.
2 \clubsuit .. 2 \diamond	Non-Forcing. Opener has at least 5 card suit and at most 21 HIGH CARD POINTS. Responder's rebids are: <ul style="list-style-type: none"> new suit <u>5-7</u> HIGH CARD POINTS, 5 or more in the bid suit, and at most 2 cards in opener's suit. jump shift Mini/Maxi-Splinter. At least Invitational to game, with (usually) 4 card support and at most one card in the suit bid. Opener's new suit is a Cue Bid. Responder's new suit is Forcing and slam oriented. Responder's rebid of the splinter suit shows a void. raise <u>5-7</u> HIGH CARD POINTS and support. 2 NOTRUMP <u>5-7</u> HIGH CARD POINTS, and no support for opener.
2 \heartsuit	Kokish (artificial showing 21-22 balanced, Game Force in \heartsuit , or Game Forcing 2 suiter with \heartsuit). Responder must bid 2 \spadesuit . Opener then bids <ul style="list-style-type: none"> 2NT balanced 21-22. Responder bids Stayman, Jacoby, ... 3\heartsuit CAB (p27) (0,1,2) Shows Game Force in \heartsuit 3minor Shows \heartsuit and that suit (5+/5+). Responder should support by showing his preference.
2 \spadesuit	Kokish (artificial Game Force in \spadesuit , or Game Forcing 2 suiter with \spadesuit). Responder must bid 2NT. Opener then bids <ul style="list-style-type: none"> 3minor Shows \spadesuit and that suit (5+/5+). Responder should support by showing his preference.

3♥ Major two suiter. ♠ Better than ♥.
 3♣ **CAB** (p27) (0,1,2) Shows Game Force in ♠

2 NOTRUMP Opener has **19-20** HIGH CARD POINTS. Responder has Stayman, Jacoby ...
 2♠.3♣,3♦ **CAB** (p27) and natural. Opener has a self-sufficient suit, is naming it as trump, and wants to know responder's controls. **Rebid is natural and invitational - Control Asking Bid (0,1,2,3)**. New suit is **SCAB** (p 26) (none, 3rd, 2nd,...).

3♥ .. 3♠ Opener has a hand with 4 or 4.5 losers. Responder can bid game accordingly.

3 NOTRUMP Opener has **23-24** HIGH CARD POINTS. Responder has Stayman, Jacoby

4 NOTRUMP ~~Opener has 26-28 HIGH CARD POINTS. Responder has Stayman and Jacoby~~

Preemptive Responses to 1 club

Preemptive 4♣/♦ shows 3-7 HCP (all in the suit, including 2/4 top honors) and an 8-9 card suit in the corresponding Major (♣/♦->♥/♠).

Preemptive 4♥/♠ shows 3-7 HCP (including ZERO top honors) and an 8-9 card suit.

Opener's rebids are:

Responder's suit	Sign-Off.
New Suit	begins an Abbreviated SCAB (p. 26) sequence.
4NT	RKC for responder's suit

Notrump Responses to 1 Club

The 1♠ and 2♠ responses to 1♣ show:

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

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

<u>Bid</u>	<u>Meaning</u>
1 NOTRUMP	Asks for further description. Responder's rebids are:
2♣	Shows 4♥ and 4♠
2♦	<u>8-10</u> HIGH CARD POINTS, 4♥. Opener's 2♥ is TAB4 (p. 25) (0,1,2,3)
2♥	<u>8-10</u> HIGH CARD POINTS, 4♠. Opener's 2♠ is TAB4 (p. 25) (0,1,2,3)
2♠	<u>8-10</u> HIGH CARD POINTS, and no 4 card major
2 NOTRUMP	<u>11-13</u> HIGH CARD POINTS, and <u>4333</u> distribution. Opener's 3♣ bid asks for the 4 card suit using 4SUIT (p28) (♥/♠/♣/♦):
3♣	<u>11-13</u> HIGH CARD POINTS, 4♣ and 4 of another suit. Opener's 3♦ bid asks responder for the 4 card suit using 4SUIT (p28) (♥/♠/♦):
3♦	<u>11-13</u> HIGH CARD POINTS, 4♦ and 4♥.
3♥	<u>11-13</u> HIGH CARD POINTS, 4♥ and 4♠.
3♠	<u>11-13</u> HIGH CARD POINTS, 4♠ and 4♦.
3 NOTRUMP	<u>11-13</u> HIGH CARD POINTS, 5 card minor (<u>Jxxxx</u>) or worse. Opener's rebids are:
4♣	Name your minor.
4♦	I have ♦. If opener responds 4♥, he is requesting a step count of Aces: 1 0 Aces. 2 1 Aces. 3 2 Aces. 4 3 Aces.
4♥	I have ♣ and 0 Aces.
4♠	I have ♣ and 1 Aces.
4 NOTRUMP	I have ♣ and 2 Aces.
5♣	I have ♣ and 3 Aces.
	Opener may then call:
4 NOTRUMP	Sign-Off.
partner's suit	Sign-Off.
suit after partner's suit	Gerber for Kings.
4♦	Ace Asking.
4♥	0 or 3 Aces.

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

4 NOTRUMP Quantitative.

If opener bids a suit in which responder has shown 4 cards, it is **TAB4** (p. 25) (0,1,2,3). If opener bids any other new suit, it is **SAB** (p24) (bad/bad...).

2 ♦ .. 3 ♣ **SAB** (p24) (bad/bad...)..

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

3 ♦ .. 4 ♣ **CAB** (p27) (0,1,2) and natural

3 NOTRUMP Sign-Off.

4 ♣ **Ace Asking**

With 14+ HIGH CARD POINTS, responder bids 2♠. Opener's rebids are as for 1 NOTRUMP:, but a step higher. So, 3♣, 3♥, 3♠ are 14 - bad 16. 3nt - 4nt are good 16+

Bid Meaning

2 NOTRUMP Asks for further description. As with 1 NOTRUMP ...

3♣ = 4/4 majors

3♦ = 4♥

3♥ = 4♠

3♠ – no 4 card major

3N = 4333 (4♣ asks 4Suit)

4♣ = [4xx]4 (4♦ asks)

...

3 ♣ .. 4 ♣ **SAB** (p24) (bad/bad...)..

3 NOTRUMP Shows a featureless, minimum 1♣ opener.

4 ♣ Gerber.

Auctions

Unusual and Super Unusual Positive Responses

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

Super Unusual Positive responses show 12 HIGH CARD POINTS and guarantee 4± controls.

Unusual Positive Response

<u>Response</u>	<u>Meaning</u>
2♠	4441 or 5444, 8+ HCP. Denies 4+ controls and 12+ HCP.
Response	2N Asks 4Suit (p28) for shortness.
	3♣ 4144
	3♦ 1444
	3♥ 4441
	3♠ 4414
	Opener's bid of the singleton is CAB (0,1,2,3)
	Opener's bid of a non-singleton is TAB4 (p 25)
	New Suit SAB

Super Unusual Positive Response

<u>Response</u>	<u>Meaning</u>
2 notrump	4441 or 5444, 12+ HCP. 4+ Controls.
Response	3♣ Asks 4Suit (p28) for shortness.
	3♦ 4144
	3♥ 1444
	3♠ 4441
	3N 4414
	Opener's bid of the singleton is CAB (4, 5, 6, ...)
	Opener's bid of a non-singleton is TAB4 (p 25)
	New Suit SAB.

Interference In 1 Club Auctions

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

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

When Interference is 1 Club / Double

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

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

Interference is through 2 Spades

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

Call	Meaning
pass	Any 0-4
double	Any 5-7
other	As if bid. That is, a positive response in the next higher strain. 8+ HCP. Game forcing.

interference 2 No Trump or Higher

Responder's calls above 2 NOTRUMP are:

Call	Meaning
double	Penalty.
new suit	Shows <u>9+</u> HIGH CARD POINTS and a 5+ card suit. Opener's new suit is SAB (p24) (<u>bad/bad...</u>).. A raise is TAB4 (p. 25) (<u>0,1,2,3</u>).
NOTRUMP	Shows <u>9-12</u> HIGH CARD POINTS, a stopper in the suit (or suits) the opponents overcalled, and a flat hand.
Cue Bid	Shows <u>9+</u> HIGH CARD POINTS, <u>no stopper</u> , and a distributional hand. Opener's new suit is SAB (p24) (<u>bad/bad...</u>)..

Shape interference

Mandatory shape showing interference (Bill Holt) does not affect responder's initial call. But, opener's double at the 1 or 2 level is takeout.

Asking Bids

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

- TAB** **Trump Asking Bid** (p. 25) inquires as to the length and honors present in a suit responder is known to possess.
- SAB** **Support Asking Bid** (p24) inquires as to whether responder has support for opener's suit. It also asks for the quality of responder's controls.
- SCAB** **Specific Control Asking Bid** (p 26) inquires as to the number of rounds this suit must be played before responder can win a trick by ruffing or by having the high card.
- CAB** **Control Asking Bid** (p27) inquires as to the number of controls (Ace = 2, King = 1) in responder's hand
- Aces Ace Asking bids (Gerber, Kickback, Blackwood, etc) ask for Aces and often the king of trump.
- 4SUIT** **Four Suit Asking Bids** (p28) for when asking which of 4 (or sometimes 3) suits.

Support Asking Bids

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

When opener names a new suit after a Positive response, responder shows the quality of his controls as well as the quality of support. If responder shows good support for opener's suit, opener's next new suits are **SCAB** (p 26). Otherwise, all calls are natural.

Step Meaning

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

Trump Asking Bids

When responder has shown a suit (either directly or by implication), opener's bid of that suit is a TAB. The responses depend on the possible length of responder's suit. A Trump Asking Bid names the trump suit, so opener's next new suits are **SCAB** (p 26) (none,3rd,2nd...).

When responder has 4 or more in the suit.

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

Step Shows

- | | |
|---|--|
| 1 | 4 card major. If opener bids <ul style="list-style-type: none"> ● the next available strain, he is accepting the 4 card suit as trump and asking TAB4 ● the following strain, he is asking 4SUIT (p28) (♥/♠/♣/♦) for responder's longer suit. Higher responses are natural; showing at least 4/6 ● Otherwise, opener's new suit is natural, and responder calls are also natural. |
| 2 | 5+ card major. 0 of top 3 honors. |
| 3 | 5 card major. 1 of top 3 honors. |
| 4 | 5 card major. 2 of top 3 honors. |
| 5 | 6+ card major. 1 of top 3 honors. |
| 6 | 6+ card major. 2 of top 3 honors. |
| 7 | 5+ card major. 3 of top 3 honors. |

When responder has 5 or more in the suit.

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

Step Shows

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

TAB4 - Responder has a known length in the suit.

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

Step Shows

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

Specific Control Asking Bids

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

Note: compression added 8/1/13 to make more efficient use of bidding room.

1. SCAB only occurs after we have agreed on a trump suit (no change here)
2. SCAB are compressed as follows
 1. The SCAB suit is determined by **4SUIT** (p28) ($\heartsuit/\spadesuit/\clubsuit/\diamondsuit$) with the trump suit removed
 1. No further compression is performed
 2. No rotation of 4SUIT is ever performed
 2. The re-ask is the repeat of the virtual suit.
 1. For example, if hearts are trump (SCD), the diamond re-ask is step 3
 2. This worst-case scenario is still better than the previous step 5 ask.
 3. Best case is hearts which is always the next step (unless it's trump, then spades is the first step)
 3. The following are not counted as steps by ASKER, but are counted as steps by responder.
 1. Game in the agreed trump suit – sign-off
 2. 3NT – natural and non-forcing
 3. 4NT – Key Card Blackwood
 4. A jump to 1 over the trump suit is Kickback. All other bids are SCAB
3. Note that using 4SUIT, there is never any reason to jump or even go more than 3 steps
4. The fourth step in the **first** SCAB (that is, breaking the relay) is a transfer of captancy. Responder can
 1. cue bid
 2. sign off in 3NT
 3. sign off in game
 4. jump 1 past game for Kickback

Sample Auction

1C 1H

1S 2C (5 and 0 tops honors)

2D 2S (heart ask ... 2nd round control)

then ...

2N = heart ask(length or strength)

3C = club ask

There are two types Specific Control Asking Bid. **Note: changed 8/1/13 to make first round control the first response as most 'no control' responses tended to end the auction.**

Below the 5 level

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

At the 5, 6, and 7 level

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

If opener rebids the SCAB suit, he is requesting clarification of the previous response. Responder's calls are:

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

Control Asking Bids

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

Step	Meaning
1	None.
2	One.
3	Two.
4	Three.
...	Etc.

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

Four Suit Asking Bids

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

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

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

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

Ace Asking Bids

Roman Key Card Blackwood

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

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

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

Response Meaning

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

5 ♦ Do you have the queen? Step responses are

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

5 other major Puppet to 5 NOTRUMP.

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

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

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

5 ♥ Do you have the queen?

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

5 ♠ Puppet to 5 NOTRUMP.

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

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

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

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

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

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

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

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

6 ♣ 2 Key Cards and a void in ♣.

etc.

Abbreviated Ace Asking

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

Step Shows

- 1 0 or 3 Aces.
- 2 1 Ace.
- 3 2 Aces.

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

RCKB Auctions

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

Limit Raise or Slam Interest

On auctions like $1\heartsuit-2\text{NOTRUMP}$, responder has either a limit raise or is looking for slam.

Opener's responses are

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

Notes:

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

Defensive Bidding

Unusual Notrump

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

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

Unusual versus unusual

After the auction:

1 major-(2 NOTRUMP); ??

responder has the following calls available:

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

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

Flannery Defense

Against opponent's Flannery openers,

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

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

Vs T Walsh or Polish Club

After 1♣,:

- Any suit bid at any level is a transfer to the next higher suit, a subsequent bid by the intervenor is natural and shows a two suiter
- 1 NT is 15-18, systems are on
- Any other NT bid is for the minors and weaker than showing both minors thru a transfer bid
- Double is a take-out bid of a presumably natural 1♣, bid

Vs Precision Club

Either over 1c directly:

1 level overcall is one of

- A good overcall of the suit bid. Intervenor rebids the suit
- A two-suited overcall – that suit and a lower suit. Intervenor bids the lower suit.
- A three suit takeout of the bid suit. Intervenor can raise with a good overcall.

Advancer names his best suit after the overcall.

Or over 1c and 1c-1d:

- Any suit bid at any level is a transfer to the next higher suit, a subsequent bid by the intervenor is natural and shows a two suiter
- Any NT bid is for the minors and weaker than showing both minors thru a transfer bid
- Double is a take-out bid of a presumably natural 1♣, bid

Vs Precision Diamond

After 1♦:

- 2♦ is natural
- 2♥ is weak michaels
- 3♦ is strong michaels
- All other calls assume a natural 1♦ bid

Reverse Lebensohl

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

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

Auctions

1 nt	(intf)		(open)	1 nt	
(wk 2)	double		limit opener	(1 nt)	
1 ♣	1 ♦	(intf)	1 ♣	(intf)	response
1 nt			1 nt		
1 ♣	(intf)	1 NT	1 ♣	1 NT	(inmtf) ⁴

⁴ Per discussions with Jerry. August 1998.

Transfer Advances

Over 1 level limited openings we play transfer advances after an immediate double. The preferred variation maintains the 1 notrump response as natural. Thus,

1♦-(x)-?

xx Hearts [could be very weak]

1♥ Spades [could be very weak]

1♠ Clubs

1nt balanced hand

2♣ Strong ♦ raise (equivalent to 1♦-2♦)

2♦ Weak ♦ raise

2NT As if without interference. See page Error: Reference source not found for 1♦-2NT or page 31 for 1 major - 2NT.

Auctions over 1 major are similar.

At this point, we are not using transfer advances over 2 level limited bids.

Negative Free Bids

In normal negative double auctions, we define a free bid to be weak. All strength showing bids start with a 'negative' double. Thus,

1♠-(2♦)-?

x Either a regular negative double or the start of a forcing auction [alert]

2♥ Natural and non-forcing [alert]

3♦ Limit raise or better

Subsequent bids by responder show values are are invitational. A subsequent cue bid is game forcing.

Note: No alerts are needed if responder is a passed hand.

Opening Leads

Rusinow Leads Against Suit Contracts

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

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

Journalist Leads Against No Trump Contracts

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

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

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

Modifications

5. Jul. 2009

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

7 Feb 2012

1. Cleaned up the 1nt auctions

24 July 2013

1. Added compressed SCAB system
2. Made SCAB first step = first round control