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MiscellaneousDefensive BiddingDefense of 1ntMichaelsWe Overcall:Lebensohl over their Weak 2:Balancing:**We Open****Strong NT (14+-17)**

- -2c=stayman, promises 4 card major
 - 1n-2c-2d-2s=either 5 spades 4 hearts inv. or the “almost invite” hand
 - 2n is forcing over 2s (but not to game - can stop in 3m)
 - 1n-2c-2h-2s=shows 5 spades and an “almost invite”
 - 1n-2c-2d-3M=Smolen (4 cards in bid major, 5 in other)
 - Responder's future 4m bid is a fragment, 4H can be used as a slam try that doesn't want to show a fragment
 - 1n-2c-2M-
 - 3oM= slammish hand+, sets M as trump with undisc. Shortness
 - Then next step asks, responses are LMH
 - 4c = bal slam try+, support for M
 - 4d = 1430 for M
 - Follow-ups to KC response:
 - First step is queen ask
 - Second step (or first step over a 4n/5c resp) confirms all keycards and secondarily asks for specific kings
 - If they x stayman...
 - Rdbl by opener=strong suggestion to play
 - bidding by opener shows stopper
 - pass by opener denies stopper
 - then RDBL by responder is restayman with values (responder would bid 2d or 2h with garbage hand).
 - And then opener flips 2h/2s in response to restayman, as well as smolen flipping around (responder bids the major he has).
- -2d=hearts
 - 3h is a 4 card super-accept, 2nt is a 3 card super-accept
 - 1n-2d-2h-2s= 5-5 majors, invitational

- -2h=spades
 - 3s is a 4 card super-accept, 2nt is a 3 card super-accept
- -2s=range ask or clubs
 - 3c by opener accepts general invite, 2nt declines general invite.
- -2n=puppet
 - 3c = no 5 card major
 - then 3d = singleton in minor, 3h asks, then 3s=4414, 3n - 4441 limited, 4c = 4441 unlimited
 - 3d = 4-5
 - 3n = 5-4
 - over 3d and 3n, 4c is a slam try in hearts, 4 red = xfer, 4s = slam try in spades
- -3c=diamonds
- -3d=5-5 minors GF
- -3h=3-1 (5-4 either way)
 - 3s by opener shows doubt about 3nt, not necessarily 4 spades
- -3s=1-3 (5-4 either way)
- -4c=gerber (04123)
- -4d=Texas
- -4h=Texas

They bid over 1N

- Systems on over x and 2c when it doesn't show majors
 - Except 1n (pen x)...
 - DONT by responder, with xx=single suit.
- 1n (2s) x (p) 2n/3c
 - 3d by responder (over 2n/3c)= weak with D+H
- Over 1nt, when they bid 3 of a suit, doubles are negative.
- If opener doubles a suit that either is or could be LHO's suit then it's for t/o when LHO directly overcalls.
- On the auction 1n p p (2 natural/semi-natural bid), x by opener is t/o, otherwise x shows the artificially bid suit.
- 2 level bids...
 - They use 2h to show majors
 - double is inv+ with clubs, 2s is inv+ with diamonds, 3c and 3d are nat. NF, and 2nt is competitive with minors
 - Responder passes then doubles 2s=takeout, all of opener's doubles are takeout
 - They use 2d to show majors
 - Double makes future doubles penalty, pass then double is takeout, 2h is inv+ clubs, all else same as above.

- They use 2c to show majors
 - Double is same as above, 2d is nat, to play, 2s is only inv. jump to 3d forcing
- They use double to show majors
 - Redouble makes future doubles penalty, 2c and 2d are natural NF, 2h and 2s are respectively clubs/diamonds inv., 3c and 3d are forcing.
- They make some other bid showing at least the suit they bid.
 - double is negative, Lebensohl is on in either case as long as they don't show majors
 - passing then doubling shows a penalty double of the first suit they showed (should try to have 2+ of second suit)
- They make some other artificial bid.
 - non-transfer Leb is on over a 2d bid, transfer leb over 2M
 - double shows cards, technically penalty (3 cards at least) of the artificial suit, double after double is penalty by either person.
 - 1N (2d = woolsey) x (2h) p (p/2s) _?_
 - In the above auction, we play **transfer lebensohl is on**
 - pass then double is t/o.
 - No leb in this auction after pass
 - If they show one specific major artificially, then cuebidding the shown suit at the two level is like an invitational 2nt. Otherwise we play transfer leb - pretend they bid the major they showed
- 1N (2N = minors) - we want the NT opener to declare here:
 - To bid "stayman", pass then double
 - 3c = majors (at least 5-4), competitive
 - 3d = pick better major
 - 3d = transfer to H
 - 3h = transfer to S

1N Lebensohl Structure - "Optional Slow Denies": -

- 1N (2D) ... (s.t. Leb is on) = Regular "Slow Denies" Leb
 - Direct 3nt = to play (doesn't necessarily guarantee stopper)
 - Slow 3nt = denies stopper (optional, interest in minor probably)
 - Direct cue = stayman, implies shortness in X
 - Slow cue = stayman, denies shortness in X
- 1N (2M) ... (s.t. Leb is on) = Transfer Leb
 - 2N = usually a sign-off in a suit below M. Forces 3C
 - Can also show stayman with shortage using 2n-3c-3M
 - If M=H, 2n-3c-3s shows 5+C, 4S
 - Slow 3nt = denies stopper (optional, interest in minor probably)
 - 3C = inv+ transfer to D

- Opener bids 3D with a minimum
- 3M = acceptance with doubt about 3N, 3N = nat
- 3oM = nat, shows 5 card suit
- 3D = inv+ transfer to oM
- 3M = both minors, with shortness in M
- 3oM = GF in clubs - either slam interest or doubt about 3N
- 3N = to play

Retransfers:

- Responder can always retransfer to the major if opener has shown a fit, but cannot retransfer if opener has not shown a fit.
 - Except for responder's balancing RDBL when their transfer bid got doubled.

1m Openings

- 1m-3m = mixed raise, 6-9 points, always 5 card support for C, almost always for D.
- 1m (x)...
 - 2n = weak raise (<7)
 - 3m = still mixed
 - JS in other minor = LR+
- 1x (1 suit) p (2x) x = like a 3x bid, but not quite, not necessarily a lead director.
- 1m-2M (or 1c-2d) = WJS, 1d-3c = natural invite, 1c-1nt = 6-10, 1m-2nt = natural invite, 1m-3M (or 1c-3d) = strong splinter (14+)
 - 1c-1d-2d-3c = to play (since 1d could be 3-4 or maybe 3-5 in the minors)
- 1c-1d-1h-1s (GF with 4s or any invite)...
 - Opener's next bid is forcing. The only stops below game are if responder bid 2m or 2nt over opener's 1nt, or if responder bids 2d over opener's 2c. If opener bids 2c then 3c, that's the only time responder can pass below game.
- 1c-1d-1h-2s = GF w/o 4s
- When we open 1m and rebid 2m over a 1M response, then when responder jumps to 3 of a new suit below their 1st suit, it's [5-5 invite](#)
 - 1c-1s-2c-3d/h, 1c-1h-2c-3d, 1d-1s-2d-3h are the only auctions...
- For 2/1 auctions, rebidding diamonds shows 5+ (and bidding something else denies 5), 1-2 reverses show a solid opener (good 13+), 1-3 reverse shows real extras (16+)
- 1m (1 suit) 2 suit (p) 2n?
 - almost forcing, should be in the 12-14 range

Inverted Minors

- Inverted raises apply by both passed and unpassed hand.
- Inverted minors create a force to 3m
- 3m at any point is NF.

- A jump to 3nt by opener shows 18-19.
- 1m-2m-3m shows a minimum unbalanced hand, not notrump oriented
- 1c-2c shows 5 or a GF (1d can be bid on 3-3-3-4 invite).
- For splinters, opener's 2nd round jump is a splinter, and a 3M (or 3d if we opened 1c) bid by responder on the 2nd round over opener's 2X is a weaker splinter (<14).

Reverse Structure

In 1x-1nt-2y where y is higher than x and y is not spades.

If y is hearts, then 2s by responder should be bid with all negative hands, and all other bids are GF.

If y is diamonds, then 2h and 2s both show negatives, where 2h shows more values in hearts, and 2s shows more values in spades.

In 1x-1nt-2y where y is higher than x and y is spades.

2nt is forcing 1 round, and "could be negative." All other bids are GF.

- Over 2nt, if x was hearts, 3c by opener shows any minimum and is only NF bid (to pass 3c responder would definitely have at least 6, likely 7) (it also creates future NF bids), 3d is natural, and 3h is like 3d but with clubs instead of diamonds (3s is 5-6 in majors at least).
- Over 2nt if x was diamonds, 3c shows any minimum and is only NF bid, 3h is natural with hearts, and 3d is like 3h but with clubs (3s 5-6)
- Over 2nt if x was clubs, 3c does not show extra length and is still any minimum, only NF bid, while all other bids are natural.

In 1x-1y-2z where y is not notrump and z is between x and y.

If 4th suit is below 2nt...

Bidding the 4th suit or rebid of responder's major are the only "could-be" negative bids, though rebid of responder's major is a positive if it's above the fourth suit. Opener's non-forcing bids at this point are 2nt, 3x, and bidding y at the lowest possible level. rebidding z should still show a forcing 5-6, and bidding the 4th suit again is a GF without direction.

- Here opener may well jump to 3nt with the appropriate hand.

If 4th suit is above 2nt...

If y is spades and z is hearts in other words, 2s and 2nt by responder are both "could be minimum" bids. 2s shows 5+ spades. Over 2s, opener can bid 2n/3x to show a minimum, and all other bids are natural and GF. (Here is one auction where opener can actually show extra length in x)

Over 2nt, opener bids 3c to show a minimum, and 3d to show 3 cards in the other minor and a forcing hand. 3s does show 3 card support and a forcing hand, although this really must only be

a 7 card fit.

Over 1m-1M-2M

- New suits are game tries, counter game tries are fine over that.
- 1m-1h-2h-2s - 2S shows 4 spades in this auction (**natural followups**)
- 1m-1M-2M-2nt...
 - 3c=bad 3 card raise
 - 3d=good 3 card raise
 - 3h=bad 4 card raise
 - 3s=good 4 card raise
 - 3nt=good 4 card raise with strong preference for NT

Checkback

- Checkback over 1m-1M-1n...
 - 3C is to play,
 - if M is spades, 3d, 3h, and 3s by responder are natural and slammish.
 - if M is hearts, 2s is 4-4 M, invitational
 - 2c=invite, follow up of 3 of either minor shows a natural invite.
 - Opener responds 2d unless they have 3 card support for responder's major, in which case they show it.
 - 2d=GF, future bids are natural.
 - If opener has "both majors", we show support first
- 1h-1s-1nt...
 - Systems on, 3h is slam try in hearts.
- 1c-1d-1nt...
 - **Systems on**
 - 2c forces 2d (then 2M is nat. inv)
 - Direct 2M over 1N is nat. GF
 - 2d over 1n = GF, denies 4 cd major
- Passed hand checkback
 - 2c is always the checkback bid (still forces 2d or 2M)
 - 2d = natural (**logically wouldn't have 5 of M else might as well bid 2C**)

● Checkback over 2nt

system over 2nt rebids: Wolff Signoffs

- 1m-1M-2nt...
 - 3c=usually a signoff or slam try in a minor - forces 3d
 - 3d=forced. Then:
 - pass=diamond bust

- 3M=to play
 - 3oM= slam try in other minor (4-5+)
 - 3n = NF less-serious slam try in opener's minor
 - 4m = more serious slam try in opener's minor (regressive 4N over this)
 - **4H = 6-4 signoff (4 cds in oM)**
 - 3d = GF checkback
 - **If opener bids 3oM, responder can set oM as trump by bidding M cheaply**
 - Opener's priority is to show support for M (as in 1NT rebid)
 - Resp should only bid 3d with 6-4 if they are slammish (can signoff thru 3c)
 - 3M = nat forcing (6+ cd suit)
 - 3oM:
 - If 1s then 3h, shows 5+-5+
 - If 1h then 3s shows 4-4 (or 5-6 - then remove 3N to 4H (signoff), or 4S (forcing))
 - 3nt=to play
 - 4 m/om/oM= Self-splinter
- 1h-1s-2nt - same, still Wolff
 - 3c=forces 3d:
 - 3d=forced. Then:
 - **3h = 4 spades, 5+ clubs, slam try (or better, but unlikely)**
 - 3s = signoff
 - **3N = 4 spades, 5+ diamonds, slam try (or better, but unlikely)**
 - 3d=checkback
 - 3M = nat forcing (3h shows 3+)
 - 3n=to play
 - 4c/4d/4h= Self-splinter
 - 1M-1nt-2nt... then 3m/M = Nat NF, 3h (if 1s opened) = Nat Forcing, 4M = 3 cd lim.
 - 1c-1d-2nt... then 3m=nat. forcing, 3M= nat forcing
 - Also, systems are on when opener makes an 18-19 2n rebid and responder has either made a negative double, or bid at the 1 level (all that matters is what we've bid - e.g. if we opened 1h, we play 1h-1s system, if we have bid 1c-1d we play 1c-1d system, and anything else goes into 1m-1M).
 - Exception to rule that opponents' bidding takes away conventions.

1M Openings

- 1M-1n = forcing
 - 2c could be two if 4-5-2-2, 2d could be 3.

- $1\heartsuit-2\spadesuit = 6-10$ HCP, similar to a preempt:
 - $2N =$ Asking (respond as after $2\spadesuit-2N$. Doubleton heart is inverse factor on suit quality)
 - $3m =$ Natural, intended as Forcing
 - $3\heartsuit =$ Invitational (start with $2N$ to GF)
 - $3\spadesuit =$ Invites Maximum
 - $3N =$ To play ($2N$ then $3n$ gives responder rights)
 - $4m =$ Splinter
 - $4eM =$ End
- After $1\heartsuit-1\spadesuit-2any$, then if responder next bids $2\spadesuit$ BY UNPASSED HAND, this is always artificial. Many examples covered below:
 - $1\heartsuit-1\spadesuit, 2\clubsuit$ and now:
 - $2\diamond =$ 'normal' FSFG EXCEPT responder will not usually have 3-card $\heartsuit$ ($1\heartsuit-1\spadesuit, 2m-3\heartsuit$ is GF. Non-Serious $3N$ applies)
 - $2\spadesuit =$ 'good' raise to $3\clubsuit$. Now $2N$ by opener is an F1 game try
 - $3\clubsuit =$ 'courtesy' raise
 - $3\diamond =$ 5-5 GF. **Responder's jump to 3-level in a new suit is ALWAYS 5-card GF – even if a reverse!**. (Exceptions after $1N$ rebid: $1x-1y$, $1N-3\clubsuit$ is to play; Jump reverse is auto-splinter.)
 - $1\heartsuit-1\spadesuit, 2\diamond$ and now:
 - $2\spadesuit =$ FSFG, no 3-card $\heartsuit$. See next bulleted section below.
 - $3\clubsuit =$ 'Good' raise to $3\diamond$
 - $3\diamond =$ Courtesy' raise
 - $3\heartsuit =$ GF. Non-Serious $3N$ applies
 - After $1\heartsuit-1\spadesuit, 2\diamond-2\spadesuit$, opener's bids are:
 - $2N =$ 1-5-4-3 or club stopper (Qx unclear)
 - $3\clubsuit =$ 2-5-4-2, no $\clubsuit$ stopper
 - $3\diamond =$ 5-5
 - $3\heartsuit =$ 6-4
 - $3\spadesuit =$ 3-card $\spadesuit$, extras
 - $3N =$ Extras (assumed 1-5-4-3)
 - $1\heartsuit-1\spadesuit, 2\heartsuit$ and now:
 - $2\spadesuit =$ Artificial GF. See next bulleted section below.
 - $3m =$ 5-5 GF
 - $3N =$ Good SNT values, stiff heart
 - $4em =$ Splinter raise
 - After $1\heartsuit-1\spadesuit, 2\heartsuit-2\spadesuit$, opener's bids are:
 - $2N =$ Default
 - $3m =$ Naturalish – either 6-4 or nothing in om
 - $3\heartsuit =$ 7-card $\heartsuit$, or very good 6-card

■ 3♠ = 3-card ♠

- 1M-3c = mixed raise
 - This applies over a x (by a PH or UPH)
- 1M-3d = limit raise
- 1M-3M = weak
- 1h-3s = 9-11 splinter anywhere
 - 3n asks, responses are LMH.
- 1h-3n = 12-14 spade splinter
- 1s-3n = 9-11 splinter anywhere.
 - 4c asks, responses are LMH.
- 1M-4m = 12-14 splinter (as is 1s-4h..... but 1h-4s is to play)
- 1M-2M = constructive, 7+-10 about.
 - over 2M, game tries are natural-ish, 2n is forcing.
 - 1h-2h-2s shows 4 spades.
- For 2/1 auctions, rebidding the suit shows 5, 2n requires stoppers of some kind (qx minimum), 1-2 reverse shows a solid opener (good 13+), 1-3 reverses show real extras (16+).
 - 2n rebid shows either 12-14 or 18-19.
 - Jump to 3nt by responder after opener's rebid shows 16-17
 - See slam section for slam auctions opening 1M.
- For 2/1 bids in competition, rebidding 2M is NF. (e.g. 1s (2d) 2h (p) 2s)
 - this also applies to a 2d rebid in the auction 1d (1h) 2c (p) 2d.
- 1s-2h-3h-3s (shows 3 spades)...
 - 3n = pick a major (**says nothing about strength** - responder can make a slam try in h with 4c and a slam try in s with 4d)
 - 4c = slammish in h
 - 4d = slammish in s
- 1x (1M/2m) 2y (2M/3m)... (In other words, 2/1 in comp where advancer raises. Note here that we've agreed that pass if forcing and double is not penalty in direct (or balancing) seat (despite meta rule about pass being forcing)).
 - 3x = GF
 - With a NF 3x bid, pass first, then pull
 - 3 of a new suit = GF
 - With a NF bid of 3 of a new suit, pass first, then pull.
 - 3y = nat, NF
 - Passing, then pulling to 3y just shows less direction, usually doubleton support...

Transfers over 1M (x) : (all same when overcall except for added ability in that case to transfer to opener's suit as cue).

- We play transfers over 1M (x) whenever we open or overcall 1M, regardless of what their double means **EXCEPT** over Precision **1c** auctions.
- Transferring and going back to opened/overcalled suit shows 3 card support (assuming

no further interference).

- If responder/advancer either support with 2M or 2M-1 (constructive raise), then a jump by opener/overcaller to 3M is preemptive/blocking. However, if advancer transfers to a cuebid limit raise, then 3M by overcaller is invitational.
- When they double a transfer bid, accepting the transfer shows 2 (or 3 sometimes).
- If opener jumps to the 3 level in the transfer suit, it doesn't show extras, just a hand that would have raised to 3 if we weren't playing transfers.

1M-2nt

(EVERYTHING IS IN CONTEXT!)

- 4M= Crappiest hand ever, denies 2 keycards.
- 3c= minimum hand, denies a void
 - 3d asks, 4M by responder is to play, other new suits shows splinters (bid the suit you have a splinter in) - probably a hand that was too strong to splinter originally.
 - 3h=unspecified shortness or 7-2-2-2 if 1M was spades.
 - 3s asks
 - 3n=clubs
 - 4c=diamonds
 - 4d=good hand stiff heart
 - 4h=worse hand stiff heart
 - And if opening was 1s, 4s=7-2-2-2.
 - 3s=5-4-2-2 shape
 - 3n asks (4 card suit is shown)
 - 4c=4 clubs
 - 4d=4 diamonds
 - If opening was 1s...
 - 4h=good hand w/ 4 hearts
 - 4s=bad hand w/ 4 hearts
 - If opening was 1h...
 - 4h=hand with 4 spades
 - 4s=4 spades, monster minimum (in theory)
 - 3n=6-3-2-2 (bids are cues over this)
 - 4c=5 clubs
 - 4d=5 diamonds
 - 4h=5 hearts (assuming opening was 1s)
 - 4M=normal 5-3-3-2 minimum
 - 3d= Various hand types
 - 3h asks
 - 3s=bad hand with a void
 - 3n asks and responses are same as below
 - 3n=5-3-3-2 close to 1nt opener OR 17+-19, 5-3-3-2

- 4c asks, 4M shows the almost strong NT hand, other bids are cuebids with 18-19.
 - 4c=good hand/club void
 - 4d=good hand/diamond void
 - 4h=really good hand w/ heart void
 - 4s=contextually bad hand with heart void (previous 2 assume 1s opening. If opening was 1h then 4h shows any good spade void).
- Direct 3h, 3s, 3n, 4c, 4d, and 4h (showing 5-5M if opening was 1s) are all the same as if you went through 3c, except they show extras (At least a king more than a solid opening bid).
- If they overcall over 2nt...
 - bidding major at lowest level shows stiff in opp's suit
 - x=pen by both people
 - pass= no direction (**must** pass with no control, can also choose to pass)
 - cuebid=void in opp's suit
 - any other bid is a cuebid with high-card control in opp's suit.
- See Checkback section for checkback on 1h-1s-1nt.

Removing 2nt to 3 of a suit: Forcing or Non-Forcing?

- Default for removing an invitational-type 2nt (NOT a natural competitive 2nt) to 3 of a suit is forcing.
- NF in following auction(s)...
 - 1m (anything) 2nt invitational (p) 3m
 - 1x-1y-2x-2n-3z, where z is below x
 - 1M - 1x - 2m - 2n - 3m

Defining 4NT

- Default for 4nt is keycard for last bid suit (or first agreed suit).
- 4nt is takeout when they've last bid 4M and we haven't agreed a suit (for this purpose, any jump bid equals a fit), **and pass isn't forcing (if pass is forcing, 4nt is keycard)**.
- 4nt is regular blackwood when
 - we open 4nt,
 - in response to partner's takeout double of 1 any, 2 any, or 3 of minor
 - 1 banana-4nt
- 4n is quantitative when raising NT, or in standard auctions after 1N or 2N openings
 - **Also at 3 level when we have a forcing way to set trump (for minors, this holds even if fit has already been agreed)**
- 4n is natural when...

- It's regressive - i.e. when 3n is removed to 4m and then 3n bidder immediately bids 4n
- (3M) 4m (p) 4n
- When 4nt is RKC, it's RKC for the last bid suit unless a (clear 8 card) fit has been agreed
 - If an 8 card fit wasn't certain for either suit when it was originally agreed, then we go back to last bid suit.
 - If 2 fits have been agreed, then 4nt is RKC for the first agreed.

Slam Bidding

4N Keycard Agreements

- Showing voids
 - Tend not to show voids (never in partner's suit, only with 5n if partner will know what it is, and only ever if it seems useful - e.g. if you've splintered already)
 - Don't show voids if you have the Queen of trump (showing void denies QT)
 - In general, first non-trump suit step over void response confirms all KC and QT, and is a general grand slam try.
 - 5n = even KC, undisc. (but hopefully known) void
 - 6x = odd KC with void in suit bid (or higher suit if trump suit bid)
- Queen asks, and specific kings
 - Over a KC response, 5NT confirms all the KC, and secondarily asks for kings. Partner should show kings even if they're above the trump suit
 - The first non-trump suit step below 5nt is a trump queen ask. Partner bids the trump suit at the lowest possible level to deny the QT. They can bid a new suit to show the king in that suit along with the QT. Jumping to slam in our suit shows the QT with no side kings. If no such jump is available, then 5NT shows no side kings.
 - In other situations (where such a jump was available), 5NT can be used to show the QT along with no side kings, but still grand slam interest (as opposed to jumping to 6 of the trump suit)

Last Train

(Only for major trump suits)-Should only apply when non-serious 3nt was off, and if either hand was balanced and limited, then last train can't apply.

- If the suit below 4M bypassed another suit, it denies a control in the bypassed suit, and shows a control in the bid suit.

- If partner has bypassed a control, the suit below 4M shows the missing control, but not enough to go past game.
- If after a last train bid, the other hand bids 4M...
 - bidding the last train suit again shows control of the suit, but needs overall help.
 - cuebidding a different suit means that you need both some overall help, and control of the last train suit.
 - bidding 5M shows you only need control of the last train suit.
- 1s-2c-2h-2n-3h-4d. This is last train (although technically it's just agreeing hearts) because we don't want to bid 4d as a natural cuebid ever, since it puts opener under too much pressure. We can still bid 4c as a cuebid if we want (although bidding last train doesn't deny a club control because 2c was responded). Over 4c, though, 4d is also last train because neither hand is both balanced and limited.
 - If we were to make a "rule" it would be that last train is on when bidding the suit below game doesn't deny any controls.
- Over a last train bid, partner should be wary of signing off with a control in the last train suit.

Cuebidding

- A cuebid show better than a minimum if the cue-bidder is unlimited.
- If Non-serious is available, then a serious cuebid demands a cuebid below game
- When Non-Serious isn't available, if partner initiates cuebidding, a limited hand must cuebid below game, but an unlimited hand may sign off with trash
- We don't cuebid shortness in partner's primary suit (opened suit, or responded suit). Also, if partner has shown shortness in a suit, cuebid shows first round control.
- Failure to cuebid your primary suit doesn't deny a control if you are not signing off (A primary suit is partner's opened 1d or 1M, or first responded suit).
- When opener's or responder's first bid is a major, and we've agreed some sort of minor fit....
 - Default for 4M is natural (offer to play)
 - 4M is a cuebid when..
 - We can't have a 7 card fit in the major
 - We were never looking for any other strain of game up until now
 - This includes, and really emphasizes, bids which could be interpreted as looking for 3n (if it becomes clear later that we weren't looking for 3n - i.e. 3n was pulled - then it doesn't count)

Dealing With Doubles

- If they double our cuebid, redouble shows first round control, passing shows no control,

after which **XX** by the cue-bidder shows that suit is under control

- “Under control” is NOT the same as “first round control”. It just means “Not K empty”
- If the double does get passed back to the cue-bidder, a new suit shows K empty with interest, and a signoff shows K empty without interest.
 - If there's not room to show K empty with interest, then bid above game to show it.
- If they double our Keycard Response
 - pass=no control (mandatory except for signoff)
 - signoff=signoff
 - bidding=control
 - xx=Q trump ask (shows control)

Non-Serious 3nt

- Should only apply when both hands are relatively unlimited unless otherwise agreed, and only applies when a known 8 card major fit has been agreed as trump.
- The last bid has to be 3 of a major for it to apply.
- In a GF situation where we've agreed an 4-4 fit, NS is always on.
- In a GF situation where we've agreed a 5-3 (or 6-2) fit and haven't previously bid NT naturally, then NS applies.
- In a situation where one hand is opening and the other hand is limit plus with a 9 card fit, then NS is always on.
- Bidding non-serious 3nt shows not the worst hand, but an inability to force to the 5 level in order to discover a missing control. After a non-serious try, the other person should only cuebid with extras. Also, if they do cuebid, the other hand can't sign off with a missing control.
- In any situation where non-serious is on, and hearts is agreed trump, and the person bids 3s, non-serious is still on over 3s. Bidding 3nt or making a serious cue in that situation (bypassing 3s) denies a spade control unless the auction was 1s-2h-3h.

(Non-Competitive)

- Any time we're in a 2/1 GF and we guarantee a 5-3 or 4-4 major suit fit and last bid was 3M (unless we have a 5-3 fit and have previously bid NT naturally)
- 1h-1s-2c-2d-2h-3h
- Opener jump raises responder's 1M to 3M, or mini-splinters, non-serious is on
 - 1d-1s-3s-3n...
 - 4c= extras, club control
 - then, 4d=cue, A/K diamonds (b/c 1d was opened). Over 4d...
 - 4h=mandatory cue
 - 4s=no heart control
 - 5m=needs heart control and some help

- 5s=needs heart control
 - 1c-1s-3s-3n
 - 4c=extras, just any club control since 1c isn't primary
 - 4h=cuebid, no diamond control
 - Over 4h, opener isn't required to bid past 4s with a diamond control. The responsibility lies with responder to push to the 5 level here.
 - 1c-1s-3s..
 - 4c=serious cuebid, any club control because 1c isn't primary.
 - 4h=forced cuebid, denies diamond control.
 - 4s=either no diamond control or diamond control with a "bad" serious try. The responsibility still lies with partner (opener in this case) to push to the 5 level with a good hand opposite a serious try, even though they don't have a diamond control.
 - The point is that in our style, we are not forced to bid above game to show a missing control.
 - Opener opens 1M, responder bids 2/1, and opener jumps to 3M, non-serious is on because 3M sets trump
 - Over 1s-2h-3h-3n-? (note here 3s instead of 3n would not be a cuebid, but shows 3 - [see 1M section](#). Non-serious is on over 3h only)
 - Over 3nt:
 - 4D: denies a club control and show real extras. Now:
 - 4H: without a club control responder must sign off. Again, responder is NOT FORCED to bid above game with a club control.
 - 4S: Shows a spade and club control, but can't keycard for some reason (probably needs some overall help or can't handle a response)
 - 5C: Cuebid - denies A/K spade and needs overall help
 - 5H: just wants spade control
 - 1s-2d-2s-3s-4c-4d
 - 4h is a cuebid, no last train b/c Non-Serious was on. 4h is a forced cuebid, with the inability to take control. 4s over 4h also denies the ability to take control.
 - 4s denies a heart control, and denies substantial extra values. This allows responder to be allowed to pass with a heart control.
 - 5m is a hand without a heart control, but can't stand to bid 4s.
 - 1h-2d-2h-3h-4c-4d...
 - 4d shows a spade control because opener bypassed 3s when they bid 4c
- (Competitive)
- 1M (2m) 3m (p)... somebody bids 3oM after that. Then 3n is NS

- 2/1 auction where they bid but we've still shown an 8 card fit.

Fast Arrival

Applies when the "jumper's" partner is limited. If the "to-be jumper's" partner is unlimited, then jumping to game should show a reasonable hand with good trumps, whereas with other hand types the "to-be jumper" should just bid 3M and show their hand.

Gerber

- Gerber applies in 3 auctions: 1n-4c, 2n-4c, 1n-2c-2d-4c (1n or 2n can be a natural overcall).

Exclusion

- Exclusion only applies as a CRYSTAL CLEAR jump to 5 level (or 4s if hearts is trump).
 - No splinters at the 5 level
 - 4s is not a splinter if HEARTS are trump
 - 4M as a splinter for a minor (if it makes sense - e.g. no lower splinter available) takes priority over 4M as exclusion
 - In this case, have to bid 5M as exclusion if you want to.
- Responses are 0314
- After the response...
 - 1st Step that's not to play asks for Q of Trump
 - 2nd Step that's not to play over 03/14 KC or 1st Step over 2 KC asks for specific kings.

4th suit forcing follow ups

1. 1m-1h-1s-2om... 2h promises Hx, 2s could be 4-5
2. 1c-1d-1s-2h... 2s is still 4-5, 3h is undiscussed.
3. 1d-1s-2c-2h... 2s promises at least two, all else are natural bids. 2n can be xxx.
4. 1d-1h-2c-2s... 3h promises 3 with extras, 3s is 2254, 2n can be xxx.
5. 1h-1s-2c-2d... 2h shows 6, 3c shows 5, 2s shows any two, 2n can be xxx, 3d is 5044
6. 1h-1s-2d-2s... 3d shows 5, 3h shows 6, 2n can be xxx, 3s is good with 3, 3c is 2452

“Raising” the 4th suit forcing suit (bid at 2 level) shows 4 cards in that suit (Except in ex #2/4)

2NT Openings

- In all of these, when a natural 4m by responder is the first bid to go above 3nt, 4nt directly over 4m by opener is to play.
- Stayman Auctions
 - 2n-3c-3M-3/4oM=general slam try in M
 - 2n-3c-3M-4m...
 - if M was hearts, 4s by opener is natural, to play
 - When opener cuebids over 4m (bids 4 of any suit except in the case above), it shows at least some slam interest in responder's minor.
- Transfer Auctions
 - 2n-Jacoby Transfer-3M
 - if M was hearts, 3s shows a slammish 5-5 majors hand (Here 4c is a positive flag for hearts and 4d is a positive flag for spades). With a 5-5 majors hand with no slam interest, transfer to spades and bid 4h.
 - assuming 4m is bid over 3M...
 - bidding 4M or 5m is a signoff.
 - if space permits (the only exception being 2n-3d-3h-4d), the first cuebid below 4M available shows slam interest in the major. The next available cuebid (5c if necessary) shows slam interest in the minor.
 - In the “problem” auction in parentheses, the structure is still the same - 4s shows slammish hand in hearts, 5c shows slammish hand in diamonds.
- 2n-3s-3n...
 - 4m=natural
 - 4 of a suit bids by opener are cuebids showing slam interest in m.
 - 4h=both minors, longer clubs (usually 4-5).
 - 4s over 4h=general slam interest in a minor.
 - 4n over 4h=to play
 - 4s=both minors longer diamonds (usually 5-4).
 - 4n over 4s=to play
 - 4nt = 5-5 (or 6-6) in the minors, mild slam try, NF
 - 5c = 5-5 (or 6-6) in the minors, strong slam try, NF
 - 5d = 5-5 (or 6-6) in the minors, forcing

2NT In Competition

Good Bad 2NT

1. If we open the bidding, then good bad 2nt is on when partner acts and righty bids 2d, 2h, or 2s, unless partner has made a forcing 2/1 response or raised opener's suit.
2. If an unpassed partner has made a 2c/2d/2h overcall *directly over an opening bid* and righty makes a non-forcing bid or doubles, then good bad (but only for the raise) applies.

Takeout vs. Natural 2NT

(For the following, a double that isn't penalty is takeout)

Default for 2n is natural

2nt in competition defaults to takeout when:

1. 3NT is not possible ([changed](#))
2. we have opened, [responder has passed](#), they have raised 1M to 2M (literally), and we takeout X their 2M bid.
3. they have opened, and we takeout X their 2M bid

[In general, if we've just doubled 2S for takeout in a situation s.t. 2n over the double would be scrambling, then a **direct 3H** is invitational, and 2n could be a hand that's just weak with hearts.](#)

Lebensohl 2NT Situations:

- When we've opened 1nt.
- When they've preempted at the 2 level, no matter who's a passed hand unless they preempted in 4th seat ([better-minor lebensohl here](#))
- We open and then reopen (meaning in bal seat) with a double over their 2d, 2h, or 2s preempt/overcall - Now lebensohl for responder is on.
- 1M (2M) ... - we play a form of Leb here
- [\(1M\) x \(2M\) ... - we play Leb here](#)

2c Opener

- 2d is waiting
- 2c-2d-2n brings all 2n notes into play
- 2nd negative is 3c over 2M rebid
- 2c-2d-3c-3d: 3d=waiting-ish bid, not necessarily natural, but not necessarily weak.

- **Kokish (switching 3C and 3H)**
 - 2c-2d-2h = either 24+ - 26 or some hand with a heart suit. Forces 2s by partner.
 - 2c-2d-2h-2s...
 - 2n = 24+-26
 - 3c = ART, one suiter with hearts
 - 3h = ART, 2 suiter with H + C
 - Other bids are natural (and also imply a heart suit in addition)
 - Over a 3s bid, 4m is a slam try flag for corr. M
- 2c-2d-3M = 4 cds in M, 6+ diamonds
 - Then:
 - 1st suit step = discouraging OR no fit
 - 4d = nat
 - 5d = picture bid
 - 4M = constructive (picture bid) in M
 - Remaining suit = slammish in M
- 2c-2d-2M-3M follow-ups...
 - New suits here are natural (4+)
 - If responder raises a new suit, it's natural and forcing.
 - 3nt is a slam try that doesn't want to show a side suit
 - Responder's follow-ups (besides raising a new suit) over any bid are cuebids

Dealing With Interference Over 2C

- When we open 2c, they directly overcall, then in DIRECT seat...
 - If the overcall above 2nt, double is penalty, pass is forcing,
 - If they overcall 2n or below (we ignore doubles) then pass shows a better hand, double shows a "double negative" type hand
- In balancing seat in all the above auctions, double is "no other bid".
- If righty bids then play like lefty overcalled above 2nt.
- If one of them has overcalled below 2nt, and opener bids 2nt (22-24), conventions are on.

We Preempt

2h weak majors (N/A for General Chart): Applies in all seats

1-3 seats: Nonvul: 4-9, Vul: 6-11 (Can be 44 only at favorable 1st seat (**N/A for GCC and Midchart**))

- 2n=ask...
 - 3c=min, H preference
 - 3d=min, S preference
 - 3h=max, H preference
 - 3s=max, S preference
- 3m=to play

4th seat: 10-13

Ogust

- 2n is Ogust over 2d/2s preempts without competition, and responses go...
 - 3c=bad-bad
 - 3d=good suit, bad hand
 - 3h=good hand, bad suit
 - 3s=good-good

General (mostly McCabe)

- Out of competition, new suits are forcing, In competition (they double or overcall 2M), 2n forces 3c, while new suits above 2n are forcing and lead directing. New suits below 2nt are natural NF in competition.
 - After 2n forces 3c, responder can either...
 - sign off below 3suit
 - or invite to game at 3suit or higher

When Bidding Their Suit is Natural

If not on this list, bidding their suit is not natural (except for "obvious" situations missed).

- (1m) 3+m
- Passing over their 1m opening and then bidding the minor they've opened except if partner has acted.
- When they open a minor not promising 3, and we overcall and then bid their minor as a second suit. (whether or not advancer has acted)
- 1m - not guaranteeing 2:
 - 2m = natural
 - If NOT precision/strong 1c opening:
 - Over nat 2m: other minor by advancer is the cuebid
 - 2m+1 = Michaels, (and 3m = forcing Michaels, but only if m = D)
 - Assume 1m is 1+: (1m) p (1M) ?
 - 2m = natural
 - 2M = remains natural
 - 2nt = only way to show other 2 suits (besides x)
 - Note we should DEF have agreement that besides any exceptions we make here, we still treat even a 0+ diamond as normal
 - E.g. (1d) 2n should still be C+H because we haven't discussed otherwise.
- Bidding their minor is assumed to be natural in runout situations, but bidding their 1M opening/overcall is some kind of takeout.

Doubles

Negative Doubles:

- Negative double of 1c (1d) is usually exactly 4-4 in the majors, but can include a 5 or 6 card major with a weak hand that can't bid and then double.
- A negative double followed by a new suit (the same player) is always NF

Support Doubles:

- Support doubles are mandatory except when they've overcalled a natural sandwich notrump.
- When we make a support double, all bids below 2M by responder are NF except for new suit bid of 2h (if M is spades), which is an artificial mild invite.
- Also, a non-jump by responder to 3 of opener's minor is NF (not inv. either)
 - A jump to 3 of opener's minor inv.
- Also, a jump or non-jump to 3 of not opener's minor (a new suit) is forcing.

Action Doubles:

- **In direct seat (most common), a (non-game) preemptor can double to show a hand with extreme extra offense that doesn't want to bid in front of partner**
 - **Usually applies when their suit has been raised - if not, then they'd probably have some kind of takeout-ish hand (definitely with a void)**
- **In balancing seat, can still apply but tends to show a little more defense as well (since partner already had a chance to double and didn't).**

Doubles of Artificial Bids:

- Double by an unpassed hand of an artificial bid (showing a mixed raise or less) is t/o of the suit shown (cuebid is always Michaels assuming they opened bidding).
- When double is lead-directing, at the two level, the double shows a 5+ card suit, at the 3 level, it shows no desire to compete whatsoever - just lead-directing
- Double of a splinter in a suit we've bid/shown is sac inviting
 - E.g. (1s) 2h (4h) x

Doubles of Slams:

- When partner has preempted and is going to be on lead, double of slam asks partner to lead their own suit.

Double of a Blind NT Slam:

- Double asks for highest-ranking possible suit to be led (if they have primary spades it could in theory call for a heart lead).

When Double is Penalty

This covers all "non-obvious" situations in which double is penalty. We have the agreement that all undefined "low level" doubles are t/o.

Undiscussed doubles become pretty normally penalty at the 4 level. Undiscussed doubles, of 3M tend to be takeout unless it seems pretty impossible. Undiscussed doubles of 3m should almost certainly be takeout unless it's really impossible.

- When pass would be forcing, unless otherwise agreed.

- After we make a strength showing redouble or double their two suited bid, a double of a non-jump is penalty by either person (balancing doubles in this case can be on 3 trumps)
 - Doubles of jumps are value showing (t/o) after they've shown 2 suits and we've double their 2 suited bid.
 - Also, referenced in RDBL section, doubles are not penalty when advancer jumps after 1x (x) xx.
- After our side has made a penalty double unless otherwise agreed.
- A double of 2M (major!) in direct seat by a player who passed over 1M when their partner hasn't acted
 - Except for (1h) p (1s) p (2h) x.
- After partner preempts.
- After we bid and raise a major showing 8+ card fit if there is any other game try
 - Double is more high cards and can be made on a 3 card suit by either person...
- We open the bidding and both of us have acted, they balance (where direct seat passed), then double by either person is penalty.
- We balance in direct or balancing seat after the balancer has passed, now future doubles by either player are penalty.
 - If the balance is in direct seat, then partner can't have acted.
- We double their natural notrump bid unless otherwise agreed or known to be something else.
- A player who bid a natural 1NT is over an opponent who bid suit X at the 1 level, doubles X later in the auction.
 - Except when "NT systems on" (**EVERYTHING the same**, not just stayman and transfers)" overrides this.
- They interfere directly over stayman over our 1NT opener...
 - Double by opener is penalty
 - Really if responder bids anything and opener's RHO bids, opener's double is penalty
 - Double by responder is penalty only at 2 level
- It goes 1m (p) 1nt, and then they overcall, all x's are penalty
- Partner showed 5-5 whether or not both suits are specified unless otherwise agreed.
- After we make a takeout double, they bid a new suit directly over the takeout double, and advancer then doubles that suit.
- We interfere over 1nt opener in direct seat and advancer doubles 3M or higher.
- Only them bidding: 1H-1S-2y (y is below M)-2H (a preference auction by them)...
 - Now double by either of us is penalty
- When referenced in 2c section.
- When otherwise referenced in notes but forgotten here.

Doubles of Game

- In 1nt-3nt, double says "find my major"
- In general, a double of a game bid says to lead dummy's first bid suit

- Even in a contested auction, double still at least suggests leading the suit shown by dummy (assuming doubler hasn't bid a suit themselves)
- Against 3nt, if the doubler has bid a suit, double says "lead my suit"
- Against 3nt, if the doubler's partner has bid a suit, double says "don't lead it"
- Against 3nt, if both have bid a suit, doubler's double says, "lead mine"

Redoubles

- Pass of redouble is penalty except when passer is under the length at the 1 level.
- RDBL's of 3n are always to play (unless 3n was a runout)
- Redoubles when partner has overcalled a suit at the one or two level show desire to compete and a doubleton in partner's overcalled suit (Can be fairly light).
- Redouble directly over the double is SOS when their double is penalty at 3d or lower.
- Balancing redoubles by the partner of the bidder (when it went p p x p p xx) are SOS below game.
- When their double is t/o redouble directly over the double is never SOS.
- When it goes (x p p xx) - the bidder himself redoubles - then xx is SOS only at 2h or lower.

After Responder's RDBL (1y (x) xx)

- When opener passes advancer's reply to the takeout double, the only NF bids are notrump at lowest level, and supporting opener's suit at lowest level.
 - Thus, If responder jump raises opener after the xx, it's forcing
- When advancer jumps over responder's RDBL, opener's double becomes t/o, responder's double becomes "I'm stuck for a bid."
- Direct bids by opener after advancer's non-jump are more directional/shapely/NF.
 - pass first with a better hand...
 - Pass then pull is F1 (not GF)
- Rdbl of 1 banana (x) creates a force thru 3 of opener's suit over advancer's direct bid.
 - If opener has shown a weakish hand (made a NF bid), then it takes us out of a force.

Forcing Pass Agreements

- Pass then pull has connotations about strength rather than direction at 4M or higher
- If pass then pull has to do with strength, passing and pulling is the weaker action
- Remember if we haven't agreed a sequence as forcing pass, then it's not
- We open 1 level
 - When we've bid 2/1 all passes are forcing
 - When we have made a 2/1 in competition, we are competitively forced through 3 of responder's suit. (NOTE: Double here by either person of a raise isn't

penalty despite meta rule).

- 1 suit (overcall) cuebid - creates a force at the five level and higher.
- 1z (3y) x, creates a force at the five level and higher
- They Preempt
 - One of them is a preemptor [below game](#) and the other is a passed hand, they're bidding game over our game, creates forcing pass
 - Strength-showing forces to game (CAN be the actual game bid, but can't be under pressure) create a force but only if both hands have shown strength.
 - "Pressure" = we make non-jump game bid over their bid.
- We Preempt
 - preempt (x) xx (preempt includes jump overcalls) if the opponents don't jump
 - preempt (overcall) (cuebid) at all levels
- They Open 1 level
 - Only when we've made a GF cuebid or splinter.
- General
 - Unless otherwise agreed, to be in a force at the 4 level, our GF bid has to be not the actual game bid.
 - Outside of a 2c opener, both people have to have acted for forcing pass to be on.

Carding/Defensive Agreements

- A shift to the king in the middle of the hand asks for count.
 - Partner follows 2nd lowest from an even number that isn't a doubleton, then plays the lowest on the second round when affordable to show an even # that isn't 2, if he feels it's necessary to clarify between 2 and 4.
- We split highest in front of dummy and second highest in front of declarer.
- Attitude shifts in the middle of the hand.
- A from AK unless it's in partner's suit or a bid/raised suit, at the 5 level or higher, or from a doubleton against suits.
- On declarer's lead primary signal is count, then suit preference.

Smith Echo (In order of priority)

Does it apply?

- only applies at trick 2
- If count is clearly needed, then we won't give Smith Echo.
- Applies whenever continuation seems possible and my holding could be relevant.
- If dummy has 2 clear remaining stoppers, there's no smith echo.

Do we give positive or negative smith echo?

- Our style is to give positive smith either if we know we don't want a shift, or if we have the necessary missing card(s), or if we have extra length which could be useful.
 - Basically if I'm not sure if I want a shift, and I also have either a necessary missing card or extra length in the suit led, I will tend to give positive smith.
 - Obviously if I'm almost certain I want a shift I will give negative smith.

Leads vs. NT

- Rusinow from 4 or more cards, K is count or unblock, lead of 8 is highly ambiguous (could from 98, 87, 8xx, 8x, 4th best, etc.)
 - Except in a suit partner introduced or doubled for the lead, or in dummy's suit
 - Here, just standard honor leads, as if defending a suit contract
 - From 4 or more small cards, we lead top if cannot blow a trick (i.e. a sequence like 87xx), but we lead 2nd if it could blow a trick (e.g. 86xx).
- **Special Case:** if we lead the Q and the K is in dummy doubleton or singleton, after we win the ace, we return attitude for the 10.
- On the ace lead (presumably from AKxx or AKx), the lowest card says "Cash the king"

Miscellaneous

- Splinters...
 - If there are two unbid suits double asks for the lower.
 - If there is one unbid suit double asks partner not to lead it, (or in other words, suggests the lead of the splinter suit)
- over 1x-1y both bid by the ops, our 2x is Michaels, while 2y is natural
- Without agreement, bidding by ops means that conventions are off, and doubles by ops don't change conventions
 - Exceptions
 - Drury (doubles makes drury go away)
 - 1c (p) 1s (p) 1n (x) = conventions off
- When we overcall 1 or 2 NT naturally, systems are on as long as it's our 1st entry to the auction (and the opponents haven't bid 3 suits).
- Stayman and Transfers are on when we overcall 3nt.
- (1y)-x-(p)-1nt is 7-10
- 2c-2d-3nt (27-29), systems on, 4c=stayman, 4d=h, 4h=s
- General rule that 2nt (forcing) followed by 3nt is less of a suggestion to play than a direct 3nt.
- When there are multiple game tries in a major available, bidding the next available suit is more of a general game try while bidding a new, higher suit instead of that is more of a real suit.
- When we make some kind of support cuebid that gets doubled, passing suggests a defensive minimum and bidding suggests an offensive minimum.
- Style: Invite medium, accept fairly aggressive

- (1x) p (1y) x (?) ?...
 - If we have ability to bid x and y at 2 level, cuebidding x shows an invite, cuebidding y shows a GF.
 - Same for (1x) x (1y) ...
 - Jump by advancer is only preemptive over partner's takeout double if responder xx. We don't play Curly Cue so jumps by advancer in this sort of auction are just inv.
- (2x) 3x?
 - if x=Diamonds, 3d is non-GF Michaels (Majors)
 - if x=Major, then 3M is a stopper ask.
 - same rules after (2x) p (p) or (2x) p (2n)
- On the auction type (1s) 2h (4s) p (p) x (p) : (The following applies on auctions of this type, which is to say that in general, direct bids are not slam tries in these situations)
 - Going through 4n and then bidding 5h (over 5c anyway) is a clear slam try (over 5d it could just be H+C)
 - Direct 5h doesn't show slam interest
- When we open and partner responds a major at the one level and opener rebids a single jump to 4 of the opened suit or a lower minor, it's just natural and forcing, not a splinter or a 4-6 hand...
 - e.g. 1d (p) 1s (2h) 4c!
- When leading an honor through declarer for partner to ruff, the Q and 10 are always high suit preference, and the J is always low suit preference.
- In some auction where our last bid was 3 HEARTS, and 4m is ambiguous as to whether it's natural or slammish in hearts, we have the general rule that 4c is slammish in hearts (not a cuebid) and 4d is natural (e.g. 1h-1s-3h... or 1s-3h...).
 - HOWEVER, if our last bid was 3 SPADES, our general rule is "no new minors at the 4 level."
- 4th suit by a passed hand is F1 ART.
- When they double a bid we made that showed 2 suits (including or excluding the bid suit), RDBL asks the bidder to bid either their other suit or the best of their 2 suits.
- 1x (3y) x (p) 4x/4z (where z<x) = nat NF
- 1c (1M) x (p) 2d = NF
 - But 1c (1H) 1s (p) 2d = Forcing (i.e. the negative double is a special case)
- If they've bid a suit, we can't splinter in a suit that they haven't bid
- Against Gambling 3NT
 - 4m = shapely takeout, prefers corresponding major (4c prefers H, 4d prefers S)
 - Double (values for now) then they bid 4m...
 - Partner's double = responsive
 - Doubler's next double = takeout, but more balanced
- When either they overcall 1NT, or they penalty double our 1NT opening/overcall, 2NT shows an inv+ 2 suiter.

Defensive Bidding

Defense of 1nt

- Penalty x (**DIRECT SEAT**)
 - After pen x, 1st double by either player is t/o (After 1st double is made, future doubles by either player are penalty).
 - We're forced through 2d (if they bid 2h, we're not in a force).
 - Over ART bids by responder - Double by advancer=values, future doubles by either are penalty
 - systems off over double, running to 2c could easily be on a 4 card suit so try not to pass with a doubleton.
 - **NOTE:** when we make a penalty double of a 1nt **OVERCALL**, further doubles are **PENALTY**, but we're still only forced through 2d.
- **BALANCING SEAT X of a strong NT:**
 - Shows either C/M or D or decent 2M bid (min. would be about AQxxxx, AJx, xxx, x).
 - Advancer bids as if responder has C/M. They bid 2c if they'd want to play clubs opposite that, and 2d if they'd want to play in Major opposite that.
- 2c=majors
 - 2d asks for better major.
 - 2d-2h-2s is a mild invite w/ 3 spades
 - 2d-2h-3s is a real invite w/ 3 spades
 - 3M-can make game opposite a max- shows 4 trumps.
 - 2nt-Real game try with 4 trumps.
- 2d=D+M
 - prefer to have equal or longer diamond suit then major suit if possible.
 - 2M or 3M=P/C
 - if they x, RDBL forces overcaller to bid their major, 2M is natural.
 - If they bid 2M, x = p/c (doubler should have short-ish spades and some support for hearts)
 - Over 2d, 2n asks...
 - 3c=H w/ min
 - 3d=S w/ min
 - 3h=H w/ max
 - 3s=S w/ max
- 2M=natural
 - 2n over 2M is a stronger raise than 3M
- vs. weak NT (upper limit is 15 or lower)...
 - same general defense, differences are...
 - double is penalty in balancing seat.
 - double of an artificial, "could-be-weak" bid by responder shows at least enough to make a penalty double of the 1nt bid in direct seat.

- Vs. 2NT opener - same as over 1N

Michaels

- We bid it-(2m)
 - 3M is preemptive, 2n is a game try, 2d over 2c is natural.
 - Over 2n game try, Michaels bidder should just default to bid 3c. 3d is GF, 3M shows 6
- We bid it-(2M)
 - 3c = P/C
 - 3c/4c is P/C on all auctions, but 5c is natural on all auctions (4n is P/C)
 - 3d is game try in partner's major
 - 2n is game try in partner's (undisclosed) minor
 - 4d sets up a force in partner's major (good 4 bid of partner's major).
- They bid it-
 - If we opened a minor, double is values (following doubles are penalty), 2h goes to clubs (inv+), 2s goes to diamonds (inv+), 2n is minors-competitive
 - If we opened a major,
 - double is good 9 or more. Then...
 - Following doubles are penalty
 - if they ask with 2n, opener's double sets up forcing pass.
 - if they ask with 3c, then pass isn't forcing.
 - If they bid 3 of their partner's major pass isn't forcing.
 - After we pass their Michael's bid, following doubles by both people are takeout, unless they ask with 2nt and opener doubles that.
 - Bidding their major shows inv+ in opener's major, 3m is natural forcing, 2n is lebensohl.

U v U?

We Overcall:

- When we overcall a major, 2nt by advancer is a 4 card limit raise.
 - Note, 2NT DOESN'T have to be a jump
- (1d) p (1nt) x (p) 2d=majors, nothing about strength (same of (1d) x (1nt) 2d)

Lebensohl over their Weak 2:

- Better Minor Lebensohl: (2M) x (p) ..?
 - 2N = better minor lebensohl
 - Over this, doubler bids the minor they prefer to play, or something else if they have too many extras

- 3C = wide range (0-11) natural
 - All else same as in normal leb
- Additionally: 2M (x) p...
 - 3M = general GF (priority is to show stopper)
 - 3N = to play
 - 2n then 3M = shows 4 cd oM without a 3N bid
 - 2n then 3n = 3n bid with 4 cd oM

Balancing:

NT Ladder

- 1nt=11-15 (over 1M more like decent 11 to poor 16)
- X then nt lowest level=16-18 (over 1M=not poor 16 to 18)
- 2nt=19 to a bad 21
- X then single jump in NT=21-bad 23
- 3nt=to play (could be lots of hands, including 23+)

Takeout Doubles and Overcalls

- Can be 2-3 pts lighter actions than in direct seat.
- Advancer's actions should be about 2 points heavier
- Single jumps to 2M by balancer are intermediate, about 12 to a bad 15 (A little stronger at 3 level than 2 level). Over 1d p p...
 - KQJxxx Kx xx Kxx is a total minimum (would not bid 3m, only 2M)
 - KQJxxx Axx x Axx is a total maximum

These bids should also show tend to show a pretty good suit (kinda QJTxxx at a minimum)

- Double jumps are similar, often a 7 card suit, and about good 15 to 17 in range
 - E.g. Kx QJTxxxx x AKx over a 1d opener (as a minimum)
 - ATx AQJxxxx x Kx is more of a max
- Jump cuebid is stopper ask for majors or minors in balancing seat.