

## ***Two Over One Game Force***

*By Max Hardy*

### **I. Opening Bids**

#### **A. Opening Bids in Suits**

##### *1) One Level*

An opening bid in a suit at the one level shows approximately 12-20 HCP. In first or second seat, major suits are at least five cards. Minor suits show at least three cards, although in diamonds, four are expected. The only distribution that opens with a three card diamond holding is the pattern with four cards in both major suits and a doubleton club. Balanced hands with 4-3-3-3 distribution with only 12 HCP should not be opened unless there are three quick tricks.

In third position, opening bids can be light - down to as little as 10 HCP. A good four card major suit is permitted, but four card major opening bids are never made with full opening hands. With four-four in the majors, open one heart if the hearts are of good quality. Otherwise open in a minor suit that has lead value. If you open light in a minor suit you must be prepared to pass any response, which means that you must have at least three cards in each major. If you cannot handle all auctions, do not open light in third seat.

In fourth seat you may still open light if you use the "rule of fifteen." Add your HCP to the number of spades you hold. When the total of your HCP and spades is at least fifteen you may open with less than real opening bid values in fourth seat.

##### *2) Two Level*

Opening bids of two spades, hearts, and diamonds are weak two bids. In order to get maximum usage, we play [Ogust](#) facing a weak two bid in first or second seat. Our discipline is different from the original discipline for weak two bids. These are our rules:

- A. A seven card suit only when vul vs. not.
- B. A five card suit only when reasonably balanced (5-3-3-2 or 5-4-2-2 with a bad four card minor) and a holding four of the top five honors.
- C. A six card suit with a pattern of 6-3-2-2, 6-3-3-1, or 6-4-2-1, but if the four card side suit is a major it must be very poor and the weak two bid must be in the other major with a suit of excellent quality. In first or

second seat no void, no six-five. In third seat anything goes. Do your best within reason to create action when possible. In fourth seat a good six card suit and 10-13 HCP is promised. Facing a third or fourth seat, weak two Ogust has no use. Two Notrump asks for shortness.

Do not give up weak two bids for other purposes. [Flannery](#) is an unsound convention and is not necessary to Two Over One players. Roman Two Diamonds is useful in its original presentation - with a strong hand. With 12-15 HCP it wastes a convention since the opening bidder is well able to open and bid his pattern without the convention. With 10-12 HCP it creates action, but is basically a form of Russian roulette. Weak two bids in diamonds and hearts are valuable tools. Do not let anyone persuade you to give them up, particularly for either Flannery or Roman in the wrong strength range.

Two clubs is strong, artificial, and forcing. A response of two diamond is artificial and forcing to game. It promises at least one useful card - an ace, a king, or two queens or more. A response of two hearts is artificial and negative, denying as much as one useful card - less than an ace or a king or two queens. A response of 2NT shows hearts and is forcing to game. A response in any other suit is natural and forcing to game. In majors a response shows at least five cards headed by two of the top three honors and some side value. In minor suits a response shows at least six cards headed by two of the top three honors and some side value.

### *3) Three Level*

Preemptive - showing a maximum of one defensive trick and using the rule of two, three and four to determine allowability.

### *4) Four Level*

Preemptive - again showing a maximum of one defensive trick and using the rule of two, three and four. In major suits can be made with more than the necessary tricks under that rule. Four clubs and four diamonds can be used as the Namyats convention. Clubs shows hearts and diamonds shows spades. This opening bid promises 8 or 8 1/2 tricks and a suit that is either solid or missing one high honor card by agreement.

### *5) Five Level*

Preemptive in minor suits - again using the two guides for preemption.

## 6) *Other*

Five level major suit opening bids and six or seven level opening bids in all suits are descriptive. They promise no losers outside the trump suit at the five and six levels and ask responder to raise one level for each high trump.

## **B. Notrump Openings**

1) *1NT*: Usually 15-17 HCP with a balanced hand pattern (4-3-3-3, 4-4-3-2, or 5-3-3-2). Can also be semi-balanced with 5-4-2-2, 6-3-2-2, or 7-2-2-2 if honor cards are in the short suits and the long suits are poor. Can include a five card major if the hand also has three cards in the other major, no empty doubleton, and is more texture than tops.

2) *2NT*: 20 or 21 HCP with a balanced hand. Can include a five card major if the partnership has agreed to use Puppet Stayman.

3) *3NT*: Can be any of these. (a) Gambling: showing a solid seven card minor suit and no outside control card. (b) Namyats - showing a broken eight card minor suit. Used to replace the opening bids of four clubs and four diamonds which show major suits in the Namyats convention. (c) ACOL - showing a solid seven card minor and 1 1/2 stoppers in two other suits. When either Gambling or Namyats is used, ACOL should replace them in fourth seat.

## **II. Responses**

### **A. Responses to 1♣**

One diamond tends to be natural and usually denies a four card major suit.

1. Since a 1NT response by an unpassed hand shows 8-10 HCP, 1♦ may be temporizing when responder has no major and only 6 or 7 HCP. When responder has opening bid values and five or more diamonds, the response will be 1♦, even when responder holds a four card major.
2. Otherwise, responder with 5+ to 12- HCP bypasses a diamond suit of five or six cards to go directly to a four card major.
3. Raises are usually inverted - a raise to three level is preemptive and a raise to the two level is forcing for one round, denying a four card major and promising at least a limit raise.
4. Jumps to the two level in suits are usually preemptive, showing 2-5 HCP and a six or seven card suit.

5. Jumps to 2NT can be played as invitational (10-12 HCP) which should deny a four card major, or can be played as forcing (13-15 HCP) with major suit checkbacks available. If these jumps are forcing, the temporizing call of 1♦ can be made with no four card major and the hand of invitational (10-12 HCP) values.
6. Jumps to the three level in higher ranking suits should be splinters.
7. Jumps to 3NT should correlate with the agreements about jumps to 2NT.

### B. Responses to 1♦

1. 2♣ is natural and forcing to game.
2. 3♣ is natural showing a six card suit and game invitational (10-12 HCP) values.
3. 1♥ or 1♠ shows 5+ HCP and four or more cards and is forcing if by an unpassed hand.
4. 1NT is 5+ to a bad 10 HCP with no four card major.
5. Jumps to 2♥ or 2♠ are preemptive with 2-5 HCP and a six or seven card suit.
6. The jump to 2NT should be invitational denying a four card major suit and showing 10-12 HCP.
7. Jumps to 3♥ and 3♠ should be splinters.
8. Inverted minor raises should be used.

### C. Responses to 1♥

1. 2♦ or 2♣ are natural and forcing to game.
2. Jumps to 3♣ or 3♦ are either preemptive showing a good six or seven card suit with little defense, or used by many as conventional raises.
3. 1♠ is natural and forcing by an unpassed hand.
4. 1NT is conventional and forcing by an unpassed hand, showing less than the values to make a game forcing Two Over One response. By a passed hand, 1NT shows the same wide range of 5+ to 12- HCP, but is not forcing.
5. 2NT by an unpassed hand is the [Jacoby 2NT](#).
6. By a passed hand, 2♣ is the [Drury convention](#) showing a limit raise for hearts. Some play that 2♣ shows exactly three-card support and use 2♦ also as Drury to show four card or longer support for the

major suit.

7. 2NT by a passed hand is a Drury adjunct showing 5-5 in the minor suits with game invitational values (10-12 HCP) and jumps to three in minor suits are natural and invitational.
8. Simple raises to the two level show 5+ to 9- HCP and three or four card support. Although some insist on playing constructive major raises, that convention is extremely unsound and not recommended (See *The Problems with Major Suit Raises and How to Fix Them* by Max Hardy, published in 1998).
9. Jump raises to the four level are standard, showing five card support and sparse values.
10. Jump raises to the three level are used by many as limit, showing either four card support or three card support with a side ruffing value (singleton or void). Others play that jump raises to the three level are preemptive and use various jumps in other suits as conventional raises to show different hands.
11. Jumps to 3♠ or four in a minor suit are splinters, showing limit raise values with four card support and shortness in the suit of the jump response.
12. Jump raises by passed responders are always preemptive since limit raises are shown by the use of Drury. All limit raises show the value of 9+ to 12- HCP.

The best of modern raise structures substitutes concealed splinters for direct splinters, and uses the Jacoby 2NT only when responder has both a four card fit for the opener's major suit and interest in a slam (15+ HCP or more). Refer to the book previous named for details.

#### **D. Responses to 1♠**

Mostly the same as to 1♥. All hands without game forcing values must bid 1NT since there is no higher ranking suit at the one level.

#### **E. Responses to Notrump Opening Bids**

##### **1. To 1NT**

- a. 2♣ is Stayman. It does not promise a four card major when responder holds a hand suitable to a game invitation in Notrump. Since a response of 2NT is conventional the hand

that would invite a game in Notrump must use Stayman. When Stayman is followed by a jump to game, a four card major is promised.

- b. 2♦ is a transfer to hearts.
- c. 2♥ is a transfer to spades.
- d. 2♠ is Minor Suit Stayman showing one of three hands - a diamond bust, a minor two-suited bust, or a minor two-suiter with interest in slam.
- e. 2NT is a relay to 3♣ showing either a club bust or a slam try in three suits.
- f. Three of either minor suit is invitational to game showing six or seven cards to two top honors and nothing outside.
- g. Three of a major suit is played in either of two ways: Some play that 3♥ is a game invitational 5-5 and 3♠ is a game forcing 5-5. Others play that three of a major suit shows a broken six or seven card suit usually with interest in a slam, and is used to conceal responder's shape from the defense.
- h. 4♣ is Gerber.
- i. 4♦ and 4♥ are [Texas Transfers](#) showing a six card or longer major and at least the values to play a game.
- j. 4NT is a natural invitation to a small slam.
- k. 5NT invites a grand slam and is forcing to at least 6NT.

## 2. To 2NT

All of the same structure is possible. Usually Puppet Stayman is added so that the 2NT opener can conceal a five card major suit without missing a 5-3 fit.

## 3. To 3NT

When 3NT is either Gambling ACOL or Namyats responder has the option to pass and let 3NT be the contract. When responder must run, the usual escape will be a bid of four clubs. This asks opener to pass or correct. If responder is willing to play a contract in opener's minor suit at a higher level, he adjusts his response so that opener must correct at the desired level.

Responses to weak two bids and 2♣ have been covered earlier. New suit responses to opening three bids are natural and forcing by

unpassed hands. Three notrump is to play. Raises are usually preemptive in minor suits and either to preempt or play game in a major suit.

### III. Continuations by Opener

#### A. After a One Level Response

1. A rebid of 1NT shows a balanced 12-15 HCP. It denies the ability to raise responder's major suit (four card support) or to bid 1♠ if the response was 1♥.
2. A rebid of 2NT shows a balanced 18 or 19 HCP. It denies four of responder's major suit, but does not deny four spades when responder has bid hearts.
3. A rebid of 3NT shows a solid or near solid suit for opener's first call, stoppers in the two suits that remain unbid, and shortness in the suit of the response.
4. A rebid of higher ranking suit at the one level is natural showing four cards in that suit and 12+ to 18 HCP. It is not forcing.
5. A rebid of a lower ranking suit at the two level is natural and shows four cards if in a major suit but may be three cards in a minor. This rebid shows 12+ to 18 HCP and is not forcing.
6. A raise of responder's suit to the two level shows four card support and 12+ to 15- HCP. A raise to the three level shows four card support and 15+ to 18 HCP and tends to be unbalanced since there was no opening bid of 1NT.
7. A raise of responder's suit to the four level shows a balanced 18 or 19 HCP and four card support.
8. A jump shift rebid shows 19+ HCP (or the playing strength equivalent) and is a natural force to game.
9. A reverse is natural and forcing for one round, promising that the first suit is longer than the second suit and at least a good 16 HCP.
10. A double jump shift or a jump reverse is a splinter in support of responder's suit.

#### B. After a Two Level Response

The continuing auction is designed to conserve space since a game force has been established. Any auction which uses unnecessary space does so

for descriptive purposes.

**1. After a 2♣ response to 1♦:**

- a. Opener usually rebids 2♦ to show a five card or longer suit. Other rebids tend to deny that opener holds five diamonds.
- b. A rebid of 2NT does not deny a four card major suit. It shows that opener holds stoppers and tenaces and wants to declare if Notrump is played. It shows the minimum opening bid values of 12+ to 15- HCP, or 20+ HCP.
- c. A jump rebid of 3NT shows a balanced 18 or 19 HCP.
- d. A rebid of two of a major suit is not a reverse in either size or shape. It usually shows that opener has four in the major and four diamonds, but has a reason for not rebidding in Notrump.
- e. A raise to 3♣ shows 12+ to 15- HCP and usually four card support for clubs. If the raise is on three card, they will include a high honor card and no alternate rebid will describe as well.
- f. A jump to three of a major suit is a splinter in support of clubs. It shows sound values for the opening bid, shortness in the major suit of the jump, and at least four card support for clubs.

**2. After a Two Over One response to a major suit:**

- a. A raise of the response shows 12+ to 15- HCP and suitable length - at least three card support.
- b. A rebid in a suit higher ranking than the response promises four or more cards if in a major suit or three or more cards if in a minor suit.
- c. A rebid of 2NT shows a balanced hand in the minimum range of 12+ to 15- HCP, or 18+ to 20 HCP.
- d. A jump rebid of 3NT shows a balanced 15+ to 18- HCP.
- e. A rebid of 2♠ after an opening bid of 1♥ is shape showing but does not promise the values of a reverse.
- f. A jump in a new suit is a splinter in support of the suit of the response.
- g. A repeat of the opening major suit **does not promise six cards**. Opener may have no expressive rebid and may be forced to rebid his five card major in lieu of another choice.

**C. After a Response of 1NT**



*When the opening bid has been in a minor suit:*

1. Pass with any balanced minimum hand.
2. Raise to 3NT with a balanced 18 or 19 HCP.
3. A rebid of the original minor suit shows minimum values and usually shows a six card holding. It indicates that opener's hand is not suitable to playing Notrump.
4. A rebid of 2♣ after an opening bid of 1♦ is natural showing 12+ to 18 HCP and an unbalanced hand.
5. A rebid in a higher ranking suit at the two level is a natural reverse, promising that the first suit is longer than the second and at least 16+ HCP. It is forcing for one round.

*When the opening bid has been in a major suit, if responder has not passed, this response is forcing for one round.*

1. Opener can rebid his major suit to show six with minimum values, or jump rebid his suit with six or more and greater than minimum values.
2. Opener can rebid in a lower ranking suit. If in a minor suit the length might be three cards.
3. If opener raises the notrump response that shows a balanced 18 or 19 HCP.
4. If opener rebids 2♠ after opening 1♥ that is a true reverse showing at least 16+ HCP. If opener jump shifts to a lower ranking suit that is natural and forcing to game.
5. If opener jump rebids 3NT, that shows a solid six card major suit and about 16-18 HCP.

#### **IV. Continuations by Responder**

##### **A. When opener has rebid a new suit at the one level:**

1. *With minimum values (5+ to 9- HCP) responder can:*
  - a. Take a preference to opener's first suit at the two level.
  - b. Repeat the suit of the response when the suit is six cards longer.
  - c. Take a preference to opener's second suit by passing or raising to the two level.
  - d. Bid 1NT when no other option will describe.
2. *With game invitational values (9+ to 12- HCP) responder can:*

- a. Take a jump preference to opener's first suit at the three level.
  - b. Jump rebid the suit of the original response when the suit is six cards or longer.
  - c. Jump raise opener's second suit to the three level.
  - d. Jump to 2NT which shows a stopper in the unbid suit.
  - e. Without a stopper in the unbid suit, or needing to find a three card fit for a five card major, responder can use [Fourth Suit Forcing](#).
3. *With game forcing values responder can:*
- a. Jump to game when the correct game contract is known.
  - b. Use Fourth Suit Forcing to gain further information.

**B. When opener has rebid 1NT:**

- 1. Responder can pass with a balanced minimum or raise with better values to invite or get to game.
- 2. Responder can make a non-forcing rebid at the two level in his original suit (requires only five cards) or in a lower ranking suit.
- 3. Responder can rebid his own suit at the three level to invite or jump to game (requires six or more).
- 4. Responder can use [New Minor Forcing](#) to search for a three card fit for his five card major or to create a forcing auction.

**C. When the original response was at the two level:**

- 1. *If opener rebids 2NT:*
  - a. Responder can raise to 3NT.
  - b. Responder can show a four card major suit.
  - c. Responder can repeat his first suit to show six or more and suggest slam.
  - d. Responder can show a fit for opener's major suit at the three level to invite a slam, or at the four level using fast arrival.
- 2. *If opener rebids his major suit:*
  - a. Responder can bid 2NT with 12+ to 15- HCP or 18+ HCP or can jump to 3NT with 15+ to 18- HCP.
  - b. Responder can show a three card fit for the major suit and invite slam by raising to the three level or sign off at the four level, using fast arrival.
  - c. Responder can rebid naturally in another suit.
  - d. Responder can make a delayed splinter in support of

opener's major by jumping in a new suit (only requires three card support since four card support was denied by the first response).

### Defensive Bidding Agreement

**Hamilton** or **Hello** over 1NT. Hamilton in casual partnerships. Hello, which is superior, should be applied in fixed partnerships.

**Top and Bottom Cue Bids.** Full system players apply the principles presented in *Competitive Bidding with Two Suited Hands* by Max Hardy. This includes also **Bottom** and **Bottom Jump Overcalls** and **Type Four Takeout Doubles**. For players with lesser system experience, [Michaels Cue Bids](#) will be understood by most partners.

[Unusual NT](#) A jump overcall of two, four, five, or six notrump is unusual showing the two lowest ranking unbid suits. A jump overcall of 3NT is to play, showing a source of tricks and a stopper in the suit of the opening bid.

### Preemptive Jump Overcalls

**Negative** and [Responsive Doubles](#). Advanced players should also use [Support Doubles](#) and **Maximal Overcall Doubles**.

### Carding

Odd best leads to give count. First best from sequences or shortness. Third and fifth best otherwise. Third best from interior sequences. Ace from AK on opening lead only. Low from three small against suits unless you have raised partner - then high from three small in his suit. High or low from three small against notrump depending on what you think partner's need is - if he needs count, lead low - if he needs attitude, lead high.

Fourth best against notrump is an acceptable option.

Against notrump, make negative discards. Do not throw high cards from a suit you like. Discard from suits that you do not want partner to lead. Save your winners - throw your losers.

Discards can be attitude or suit preference.

### Useful Conventions to Add to Two Over One Game Forcing

**Roman Keycard Blackwood**. Kickback when hearts is agreed. Four of the agreed minor suit as RKC.

Redouble after the double of 1NT as a transfer to clubs. This allows an escape at the two level with a minor suit or with 5-5 in the majors.

**Walsh Relays**. A more sophisticated method to bid minor suit slams.

**Lebensohl** after interference when we open 1NT.

**Ingberman** after reverses.

**Lebensohl** after the double of a weak two bid.

**Roman Jumps** as competition against weak two bids.

**Flip-flop** after Takeout Doubles.

### ***Two Over One Game Force***

#### ***Questions to Ask a New Partner When Filling Out a Convention Card***

*By Max Hardy*

When filling out a convention card with a new partner, many things will be taken for granted. You will assume (as will your new partner) that certain conventions that you agree to play are known and understood by both of you. There are, however, certain items that need discussion and clarification in order that both of you are tuned in in the same fashion whenever certain conventions are played more than one way. It is for this purpose that we prepare this list of questions to be asked so that partnership agreement can be complete.

The first portion of this presentation will attempt to explain various areas which are in need of discussion. Then will follow a specific list of questions arranged in convention card order. The explanations are for your use so that you will understand the need for each of the questions. The questions themselves are concise for use in a brief conversation as the card is being filled out.

#### **Part I - Explanations**

1) *Is a Two Over One response still game forcing after an overcall?*

If the answer to this question is no, write on your card in the section on General Approach - **NOT IN COMPETITION**, or the abbreviation NIC. Understand that if the free bid is forcing for one round, but not to game, a raise of the free bid by opener is not forcing. When opener has extra values, he must bid the extent of those values when he raises the free bid.

If the answer to question 1 is yes, then:

2) *If so, we must agree to play Walsh negative doubles when the opening bid has been in a minor suit and there has been an overcall of 1♥.*

A negative double in this auction denies four spades, and responder will bid one spade with four or more cards in the spade suit. Write on your convention card on the negative double line: **THRU 3♠ - OF 1♥ DENIES 4 SPADES.** (The level to which you play negative doubles is subject to your partnership agreement.)

3) *If you agree to use Walsh relays, you have a tool for bidding single-suited minor suit slams.*

If you have not agreed to use Walsh relays, minor suit single-suited slam try hands must be shown by the use of Stayman, followed by introduction of the minor suit at the three level. Be sure that this is understood.

4) Lebensohl has two different agreements regarding the introduction of a minor suit at the three level.

Some play that the minor suit is forcing - some play that it is invitational as it would have been if there had been no overcall. Be sure to establish agreement. In Lebensohl situations, some play that a double of the overcall is for penalties. Others play that the double shows a hand that would have made a raise (using systemic approach) to 2NT. If double is a Notrump raise, indicate that on the line after the negative double box - **DBL AT 2 LEVEL = RAISE.**

5) *There are two different ways to play the Smolen convention.*

Forcing Smolen is the more common - after Stayman and a rebid of 2♦, responder continues by jumping to the three level in his four card major suit. If Invitational Smolen is in use, responder continues instead by bidding his four card major suit at the two level. The partnership loses the agreement of "Drop Dead Stayman" - that is, the ability to play a major suit at the two level. The partnership gains the ability to show major suit 5-5 hands at the three

level after Stayman and a 2♦ rebid. Be sure to set agreement on one type of Smolen as opposed to the other, and on the card write: **SMOLEN (3 LEVEL)** or **SMOLEN (2 & 3 LEVELS)**.

Be sure to establish agreement as to whether after an opening bid of 2NT (or a 2NT rebid after an opening bid of 2♣) you use Smolen or Puppet Stayman. They are mutually exclusive.

6) *Be sure to establish partnership agreement as to the opening bid of 3NT.* If you agree to play that 3NT promises a broken minor suit of eight cards (Namyats adjunct), ask if the 3NT promises a suit headed by the ace or by the king in first and second seat. This agreement allows responder to play 3NT whenever he holds a balanced hand with stoppers in all suits and Ax or Kx or better in each minor suit, knowing that the broken minor suit will run for eight tricks.

If the agreement is to play either Namyats 3NT or [Gambling 3NT](#), be sure to change that agreement for opening 3NT bids in fourth seat. In fourth seat, a preemptive bid makes no sense. The agreement should be that 3NT in fourth seat is ACOL.

7) [Texas Transfers](#) can be used in competition, but only when the interference is three clubs or less, since with higher level interference a bid of 4♦ or 4♥ would be a cuebid of the suit bid by the opponents.

This cuebid is needed as Stayman which negates the use of transfers. In order to circumvent this problem, if you use negative doubles after an interference bid at the three level, you no longer need Stayman. This regains your Texas Transfers after three level interference. You give up nothing since an interfering bid at the three level is always based on a good suit, and responder will never have a hand with trump tricks that wishes to make a penalty double. Check for this agreement and mark your card after the box which says Neg. Double: (check that box) **3 LEVEL ONLY - DBL AT 2 LEVEL = RAISE.**

8) *Be sure to clarify that in response to Stayman you bid hearts when your opening notrump contains four cards in both major suits.*

Also that the auction:

1NT Pass 2♣ Pass

2♥ Pass 2♠

shows four spades and game invitational values.

9) *Check to see if partner plays transfers after the raise of a Forcing Notrump.*

If so, write **TRANSFERS** above 1NT Forcing on the card. Also determine if a response of 1NT to the opening bid of one of a major suit is still forcing by a passed responder.

10) *Do you play the full Major Suit Raises structure, including over and under jump shifts, Inverted Trump Swiss, preemptive jump raises, and 3♣ to show a limit raise?*

Or do you play direct splinters and Jacoby 2NT only? Does Jacoby 2NT (in either structure) promise four card (or longer) support? What does a jump to the four level in a new suit show? Check to find out if partner plays regular or reverse Drury; one way or two way; and that Drury applies in competition. We recommend that Drury apply whenever possible.

11) *Check to get agreement that after an opponent overcalls, all jump raises become preemptive, and the good raises are expressed by a cuebid.*

12) *When opener holds three cards in both minor suits, does he always open in clubs, or does he bid the better minor?*

Is a jump response of 2NT invitational in response to both minor suits, or just in response to 1♦? Do [Inverted Minors](#) apply after an overcall? Check for agreement that in a response to an opening bid in a minor suit, a jump to a higher ranking suit at the two level is a preemptive jump shift, and a jump to a higher ranking suit at the three level is a splinter.

13) *Check partner's opening weak two bid style and write down specific agreements in the space provided.*

Get agreement on the use of a 2NT response both by unpassed and passed hands, and whether new suits (both majors and minors) are forcing.

14) *In response to an opening bid of 2♣, is 2♦ waiting and undefined, or is it waiting and positive with an immediate response of 2♥ negative.*

If opponents interfere does pass promise a positive response and double a redouble show a broken hand?

15) *There two forms of Unusual vs Unusual in widespread use.*

Be sure to ask how partner plays this convention (we recommend the form in which a cuebid of clubs shows hearts, and a cuebid of diamonds shows spades).

16) *Check the suit quality shown by an opening bid (Namyats) of 4♣ or 4♦ - there is more than one common agreement.*

Also check the meaning of immediate responses beyond the anchor suit, and continuing auctions after a relay to the anchor suit.

17) *When you overcall 2NT after an opposing weak two bid, does your system (Stayman, [Jacoby](#), etc.) apply?*

Does a cuebid of the weak two bid ask for a stopper in the opponents' suit? If you agree to play [Roman Jumps](#) as a defense against an opposing weak two bid, ask partner to describe his understand of the convention. Many play Schleifer and mistakenly call that convention by the name of Roman Jumps.

18) *Be sure to establish if Gerber is used.*

- A. In Notrump auctions (always a jump from notrump to clubs - never a removal of 3NT to 4♣).
- B. After Stayman.
- C. In response to opening three level preempts.

In case 1) responses are Roman, but there is no established trump suit, therefore no key cards. In the other cases there is a suit agreement, therefore the use of Gerber is [RKC](#).

19) *Are reverses forcing to game?*

If not, Ingberman (better known in this context as Lebensohl) needs to be agreed.

20) *After opener makes a jump rebid of 2NT to show a balanced hand with 18 or 19 HCP, do you use [New Minor Forcing](#)?*

Or do you use Wolff Signoffs and 3♦ as a major suit checkback? If Wolff, does 3♣ always require 3♦ from opener?

21) *In RKC auctions, do you bid kings by number, or do you show specific kings up the line?*



22) What defense is to be used against a Forcing Club System?

23) Do [Responsive Doubles](#) apply in all auctions, or only when both opponents have bid the same suit?

## Part II - Specific Condensed Questions in Convention Card Order

- I. **General Approach**  
Is Two Over One still game forcing in competition?
- II. **Notrump Opening Bids**  
Range for 1NT & 2NT? 3NT range, or convention? What convention in 4th seat? Puppet or Smolen over 2NT? 3 of a minor? 3 of a major? Walsh Relays? If no, how do we bid single-suited minor slams? Smolen at 3 level, or at 2 & 3 levels? Neg. Dbl. at 3 level? Dbl. at 2 level = raise?
- III. **Major Openings**  
Full System Raise structure? Or just direct splinters and Jacoby 2NT? Transfers after Forcing NT? Is NT forcing by passed hand? What variety of [Drury](#)? Drury in comp? After overcall, jump raises preemptive & cue bid a good raise?
- IV. **Minor Openings**  
Better minor or clubs when 3-3? Inverted raises? If so, on after overcall? Higher suit jump shifts preemptive at two level? Splinters at 3 level? 3♣ response to 1♦ invitational? 2NT response invitational over both minors?
- V. **Opening Two Bids**  
2♦ response to 2♣ waiting with 2nd neg.? Or 2♦ response waiting positive and 2♥ response immediate neg.? If they interfere is a pass positive and dbl. or redbl. = broken? Weak two bid style? What is 2NT response both unpassed and passed? New suit forcing - majors - minors? [McCabe](#) after double?
- VI. **Other Conventional Calls**  
PJS except when conventional? 4th suit forcing how far? To game only if rebid beyond 2NT? All unusual jump splinters? Include opener's jumps shift after a two over one response? Include jump reverses? Reverses game forcing? If not, Ingberman? Unus vs Unus? Clubs for hearts & diamonds for spades? Wolff & checkbacks after opener's 2NT rebid? Defense vs NT overcalls? Defense vs Forcing Club? 2♣ TO vs Dead NT in bal?
- VII. **Conventional Doubles**

Does neg. dbl. of a 1♥ overcall deny 4 spades? Does responsive apply only when both opponents bid same suit (or minor and NT)? Does HonorXX promise ace or king?

VIII. **Direct Notrump Overcalls**

Is System on? Does Lebensohl apply after response? Is Unusual always a two suited preempt (or slam try) only?

IX. **Simple Overcall**

Is jump raise preemptive? Is new suit forcing? Is jump in new suit forcing? Is cuebid only force? Is jump cue a four card power raise?

X. **Vs Opponent's NT Openings**

What convention? Direct and balance seats? Vs weak and strong? What does passed hand dbl. show? If [Hamilton/Cappelletti](#), after 2♣ overcall and response, do exclusion doubles apply? Does defense apply after 2NT opening bid?

XI. **Jump Overcall**

Is 2NT by advancer a game try in overcaller's suit? If so, what does it ask? Bottom & Bottom conventional jumps?

XII. **Over Opp's Takeout Double**

Jordan in majors & minors? Or Flip-Flop? Do conventional major raise jumps apply?

XIII. **Opening Preempts**

RKC facing partner's opening 3 bids? Namyats? If so, suit quality promised?

XIV. **Direct Cuebid**

Michaels? Top & Bottom? If so, do we play takeout doubles for the two top suits with equal level correction?

XV. **Vs Opening Preempts**

Against weak two bids, when we overcall NT does system apply? What does a cuebid ask for? Roman Jumps or Schleifer?

XVI. **Slam Conventions**

Responder's immediate jump to 4NT just Blackwood - not RKC? Gerber & Super - over NT, preempts, and after Stayman? RKC? If so, regular or 1430? Four of agreed minor? Exclusion? Kings by number, or specific up the line? RKC after interference (dbl. = pen., pass = 0 or 3)?

XVII. **Leads**

4th best? Or odd best (1st-3rd-5th-7th)? From 3 small vs suits? Vs. NT - what honor lead asks for attitude - what asks unblock or count?

VIII. **Defensive Carding**

Do opening lead agreements apply throughout the hand? K from AK with dummy at your right? High spot leads when you don't want partner to return? Suit preference whenever possible? Neg. discards vs NT?