

Bart Simpson Club



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Terminology and Abbreviations

A: = 1st/2nd position OR responses to 1st/2nd position opening

B: = 3rd/4th position OR responses to 3rd/4th position opening

Opener = Player who opens the bidding

Responder = Opener's partner

Aggressor = Player who enters the auction after opponent has opened

Advancer = Aggressor's partner

N = NT = no trump

X = double

XX = redouble

m = minor suit, bid minor suit

M = major suit, bid major suit

om = the other minor

OM = the other major

4333 = any 4333 distribution

4-3-3-3 = 4 spades 3 in all other suits

5m332 = 5 card minor, 332 the rest of the suits

➔ = In the subsequent auction; Up to and including

ART = artificial

ASK = asking bid

BAL = balanced

COMP = competitive

DEPO = X=even / pass=odd

FG = forcing to game

F1R = forcing for one round

F<n><D> = forcing to level <n> in denomination <D> F2NT = forcing to 2NT

INV = invitational (INV+ = invitational or better)

MSS = Minor Suit Stayman

NF = not forcing

NV = not vulnerable

P/C = pass or correct

PRE = preemptive

RESP = responsive

SEMIBAL = semibalanced

SPL = splinter

STM = Stayman

SUPP = support

T/O = take out

UNBAL = unbalanced

UPH = unpassed hand

VUL = vulnerable

Xfer = transfer

General Principles

Non-serious 3NT is used when we have found (and really shown it by supporting) at least 8 card major suit fit below 3NT. The convention works in the following fashion:

- 3♠ is neutral and shows control (when hearts are agreed with 3♥)
- if neutral 3♠ has been bid, non-serious is on for the partner
- 3NT shows that the hand is not willing to make an active slam-try but is good enough to cooperate if partner has slam-interest
- a four level cue shows active slam-interest: in a limited hand it shows a control rich maximum; in an unlimited hand it shows at least an ace over the already shown minimum
- raise to 4M shows a bad hand for slam

After two-over-one, 3M (support/jump preference) as responder's 2nd bid is forcing and shows slam-interest. A typical forcing sequence is 1♠ – 2♣ – 2♥ – 3♥. Non-serious 3NT is in use.

If a solo opponent redoubles to show strength, a pass behind shows a penalty pass and seriously suggests defending with at least some hope of beating the contract. Note that this does **not** apply to the mundane (1M) - X - (XX) – pass sequence, where pass simply tells partner to get out of the mess. A typical sequence would be (1M) - pass - (pass) - X - (XX) - pass - (pass).

A positive reaction to a splinter indicates that there are either no wasted values in the splinter suit or there are compensating values for the wastage.

Positive reaction to a limited hand slam-try promises that there are sufficient values for slam. The limited hand is allowed to take control.

Bidding a small slam instead of stalling when facing an unlimited partner promises that a key card is missing.

Fourth suit is forcing to game. Fourth suit by a passed hand is artificial and promises a maximum pass with no clear direction.

When opponents have bid two suits and we are looking for stoppers:

- when both suits can be cued below 3NT, cue shows a stopper and asks stopper in the other
- when only one suit can be cued below 3NT, cue asks for a stopper

NT-Modules

Bidding after 1NT opening or after 1 club - neg/semipos - 1NT

1NT (12-14)

We use 2-way Stayman, Banzai and S-A Texas. (See 1NT-opening)

1♣-1♥-1NT(15-18)

We have shown 15-18 against 0-6. All 2-level bids are natural and weak. All 3-level bids show 5-6 with a decent 6 card suit; the strong hand is allowed to gamble a game bid. Responder's 2NT is undefined and its use is discouraged.

Other 1NT Sequences

These sequences include only:

- pass – 1NT (16-18 vs. 0-8)
- 1♣ - 1♦ - 1NT (15-18 vs. 7-9)
- pass - 1♣ - 1♦ - 1NT (19-21 vs. 0-5)

Common to these sequences is that responder may hold enough values to force to game (= if responder holds maximum, even the minimum partnership holds is 24 hcp). On the other hand the maximum we may have is 27 hcp, which makes a slam very unlikely. The basic approach is:

- Stayman
- Jacoby transfers into major suits
- Minor suit Stayman to sign off in a minor OR to force to game with both minors

1NT:

2♣ = Stayman

2♦ = no major

2M = to play (generally 54)

3M = FG, 5+ cards with 4 cards in OM (No Smolen)

3m = NAT, FG

1NT:

2♦/♥ = Jacoby transfer, 5+ in ♥/♠

2NT/3M = 4 card support + MAX, **over 2NT re-transfer**

1NT:

2♠ = minor suit Stayman (one or both minors)

2NT = equal minors or longer diamonds

3♣/♦ = to play

3M = Shortness, at least 5-4 minors, FG

3♣ = longer clubs

3♦ = to play

3M = Shortness, at least 5-4 minors, FG

1NT:

3X = HHxxxx without side values

Bidding after 2NT opening

The 2NT-module is used in the following uncontested auctions:

- 1♣ - 1♥ - 2NT (21-22 vs. 0-6)
- pass - 1♣- 1♦- 2NT (24-25 vs. 0-5)
- 2NT (19-20 vs. 0-15)
- 2NT (22-23 vs. 0-8)

(See defense against weak two openings for defensive strong 2NT bidding)

The basic approach is Puppet Stayman with Jacoby transfers:

2NT:

3♣ = Puppet Stayman

3♦ = No 5cM, at least one 4cM

3♥ = 4c♠, can be 4c♥

3♠ = 4c♥, no 4c♠

3NT = to play

4m = Slam try with 5 card suit

4M = Slam try with 6+ card very good minor (♥=♣, ♠=♦)

4NT = Natural invitation

3M = 5 card suit

3NT = to play

4m = Slam try with 5 card suit

4OM = ART Slam try in opener's major

4M = to play

5m = Slam try with 6+ card very good minor, NF

3NT = no majors

4m = Slam try with 5 card suit

4M = Slam try with 6+ card very good minor (♥=♣, ♠=♦)

4NT = Natural invitation

2NT:

3♦/♥ = Jacoby transfer

3M = neutral

3♠ = 5+♥ & 4c♠

3NT = P/C

4m = NAT, slam try

4M = to play with 6+ card suit

5M = Slam try with 6+ card very good suit

4♥ (after transfer to spades) = at least 55 in the majors, no slam interest

4♠ (after transfer to hearts) = at least 55 in the majors, slam try, F1R

3NT = Good trumps, baddish controls → Re-transfer, other = cue with slam interest

4m/3/4OM = 4+ support, weak trumps, good controls, cue

4M = 4+ support, good trumps, good controls

2NT:

3♠ = 5+ ♠, 4c♥

3NT = no fit

4m = cue with 6+ spades

4♥ = 6♠5♥, no slam interest

4♠ = 6+ spades, no slam interest

4♣ = good hand to play hearts

4♦ = good hand to play spades

4M = to play

2NT:

4m = Natural slam try with a weak suit → 4NT = negative (= too many trump losers)

4M = Natural slam try with a weak suit, NF → Pass = negative (=too many trump losers)

Bidding after Strong Balanced 3NT

This 3NT module is used in following auctions:

- 1♣- 1♥- 3NT (24-25)
- pass - 1♣- 1♥- 3NT (26-27)

3NT:

4♣ = Baron, F4NT

4♦ = Flint, to play a suit game OR slam try with both minors, puppet → 4♥

4♥

4♠/5♣/5♦ = to play

4NT = both minors, NF, slam try

4M = NAT, 5 cards, F1R

4NT = NAT

5m = 6+ cards, slam try, NF

Opening bids and subsequent auction

Opening 1 club in 1st and 2nd positions

1♣ = 15+, F1R

1♣:

- 1♦ = 7-9, any shape, F1NT
- 1♥ = FG relay → as 10+ responses
- 1♠ = 4+ cards
- 1NT = 15-17(18) BAL or 1-4-4-4
Stayman, Jacoby transfers, MSS (See NT-modules)
- 2♣/♦/♥ = 5+ cards, NF → new suit by responder F1R

1♣:

- 1♥ = 0-6, general negative
- 1♠ = 4+ cards → responder's bids promise 4-6
- 1NT = 15-18 → responder's bids are NAT NF
- 2♣/♦ = NAT, 5+ cards
- 2♥ = 5+ cards, better than complete minimum
- 2♠ = 4+ cards, FG
- 2NT = 21-23 → Puppet Stayman, transfers, 3♠=5♠&4♥, 4level=NATURAL!!!!
- 3♣/♦/♥ = NAT, FG
- 3♠ = strong, long suit, about 9 tricks, NF → responder raises with a probable trick
- 3NT = 24-25, BAL

1♣:

- 1♠ = 10+, no 5 card suits
- 1NT = 15-18 BAL or 24+ BAL
- 2♣ = Stayman
- 2♦ = Asks 5 card suits (2NT denies)
- 2♣/♦/♥/♠ = 5+ cards
→ Raise, generally 4; Jump = SPL 4441; new suit 4cards, no SUPP
- 2NT = 21-22 BAL
- 3♣/♦/♥/♠ = Solid suit → cue bids

1♣:

1NT = 10+, 5+ card M

2♣ = R

2♦/♥ = ♥/♠, no 5 card side suit

2♥/♠ = asks shortness → 2NT = No shortness, extras, 3M = no shortness, minimum

Jump = Splinter, 15-19

2♠ = ♥ + m at least 55 → 2NT = R

2NT = 55 ♥♠

3♣ = ♣ + ♠ at least 55

3♦ = ♦ + ♠ at least 55

3M = at least 6M + 5OM

3NT = agrees the other (shorter) major, slam try

new suit (also 3♠) = cue agreeing the longer major

2♦/♥/♠ = NAT

2NT = 6+ clubs & a side suit, no interest to play in one of the majors

3♣ = 6+ clubs, no side suit

1♣:

2♣/♦ = 5+ cards

1♣:

2♥/♠ = 0-4, 6 card suit

2NT = R

3♥/♠ = minimum

3NT = A/K in the jump suit

3new = maximum, feature

1♣:

2NT = Any solid 6 card suit

3♣ = R

3♦ = ♥

3♥ = ♠

3♠ = ♣

3NT = ♦

new suit = NAT

responder's suit = start cue

4NT = Asks if the suit is solid for grand facing singleton

5NT = Asks if the suit is solid for grand facing void

1♣:

3x = HHxxxx(x), not AKxxxxx

4NT = Asks if the suit is solid for grand facing A/K/Q

1♣:

3NT = Any solid 7+ card suit

4♣ = R → 4♦ = ♥, 4♥ = ♠, 4♠ = ♣, 4NT = ♦

new suit = NAT

responder's suit = start cue

Bart Simpson Club
The System played by Mika Salomaa – Pekka Viitasalo
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4NT = Asks if the suit is solid for grand facing singleton
5NT = Asks if the suit is solid for grand facing void

1♣:

4♣/♦ = 7+ card semisolid ♥/♠ with shortness

4♦/♥ = asks shortness → 4NT = short in relay suit

1♣:

4♥/♠ = 7222 semisolid ♥/♠

Opening 1 club in 3rd and 4th positions

1♣ = 19+, FIR

1♣:

1♦ = 4-5, any shape, FINT

Subsequent auction similar to the unpassed sequence

1♣:

1♥ = 0-3, general negative

2NT = 24-25 BAL

3NT = 26-27, BAL

Subsequent auction similar to the unpassed sequence

1♣:

1♠-2♦ = 6-8, as in the unpassed sequence

Subsequent auction similar to the unpassed sequence

1♣:

2♥/♠ = 0-4, 6 card suit

2NT = R

3♥/♠ = minimum

3NT = A/K in the jump suit

3new = maximum, feature

1♣:

2NT = 6+, at least 55 in the minors

1♣:

3x = HHxxxx(x), not AKxxxxx

4NT = Asks if the suit is solid for grand facing singleton A/K/Q

Opening 1 club: opponents compete

1♣-(X):

XX = 4+ clubs, FG, interest in penalties

pass = A: 0-4 B: *total garbage*

1♦ = A: as without X B: 4-5

1♥ = A: 5-6 B: *useful looking Q or K*

Others as without X

1♣-(NAT overcall):

X = A: 7+ B: 5+ , not good for other bid **(Opponents cannot play ->2m undoubled)**

New suit = F1R → new suits F1R, cue=FG, bids that sound NAT weak **are weak**

cue = FG, 3-suiter or semi 3-suiter

1♣-(conv/random overcall):

X = as above

cue = NAT F1R, as new suit above

1♣-(1NT):

X = defensive oriented

2x = (5) 6+ cards, offensive type

3x = FG, strong 6+ card suit

In sequences where responder has made a 7+/5+ double **and advancer has raised we play take out doubles**. Other doubles when we both have shown values are PEN.

Responder's X=7+/5+ is forcing as long as new suits are bid. Cue by either partner is forcing to game.

Opening 1 diamond

1♦(A:) = 9-14, at least xx (9-11 BAL W/O 4cM or 4+ diamonds)

1♦(B:) = 12-18, at least xx ((12)13-15 BAL W/O 4cM or 4+ diamonds)

1♦(A:):

1♥ = 4+ cards, F1R

1NT = 9-11 BAL

2♣ = puppet to 2♦ (any invitational or to play 2♦) =>
pass to play

2♥ = weakest invitation with 5 card suit, looking for maximum and fit

2NT = invitational with 5 card suit, good invitation

any other bid = descriptive, invitational and NF

2♦ = ART FG =>

Natural picture bidding

2♥ = to play

2♠ = genuine reverse with strong suits, FG

2NT = INV, only 4 hearts

3♣ = to play

3♦ = at least 5-5, good suits, FG

3♥ = strong 6+ card suit, FG

3♠ = at least 5-6, good suits, FG

1♦(A:):

1♠ = 4+ cards, F1R

1NT = 9-11 BAL

2♣ = puppet to 2♦ (any invitational or to play 2♦) =>
pass to play

2♥ = NAT INV (4+♥, 5+♠)

2♠ = weakest invitation with 5 card suit, looking for maximum and fit

2NT = invitational with 5 card suit, good invitation

any other bid = descriptive, invitational and NF

2♦ = ART FG =>

Natural picture bidding

2♥ = NAT NF (4+♥, 5+♠)

2♠ = to play

2NT = INV, only 4 spades

3♣ = to play

3♦ = at least 5-5, good suits, FG

3♥ = at least 5-5, good suits, FG

3♠ = strong 6+ card suit, FG

1♦(A.):

- 1M = 4+ cards, F1R
- 2♣ = at least 54/54 minors
- 2OM = FG 4th suit

1♦(A.):

- 1M = 4+ cards, F1R
- 2♦ = 6+ cards (or 4♥5♦)
- new suit = F1R
- raise = generally 4 card support, minimum

1♦(A.):

- 1M = 4+ cards, F1R
- 2NT = maximum, 6+ solid/semisolid diamond suit, short M
- 3♣ = at least 55 minors, maximum

1♦(A.):

- 1♥ = 4+ cards, F1R
- 2♠ = maximum, 64 or very concentrated 54
- 3♣ = ART FG

1♦(A.):

- 1♠ = 4+ cards, F1R
- 2♥ = at least 54, maximum**
- 2♠ = 5+ cards, F1R**
- 2NT = puppet → 3♣**
- 3♣ = not singleton club**
- 3♦ = to play**
- 3♥/♠ = INV**
- other bid = NAT FG**

1♦(A.):

- 1♠ = 4+ cards, F1R
- 3♥ = singleton splinter, opener may pass 3♠
- 4♥ = void splinter

1♦(A):

- 1NT = 9-12, no 4c M
- 2♣ = both minors
- 2M = maximum, at least 45
- 2NT = NAT, semibalanced/4441
- 3♣ = maximum, at least 55 minors
- 3♦ = good diamonds, unbalanced
- 3♥/♠ = 56, maximum

1♦(A):

- 2♣ = (12)13+, 4+ cards
- 2♦ = 5+ cards, not maximum
- 2♥ = NAT, maximum, at least 5-4
- 2♠ = 9-11 BAL or 4441**
- 2NT = REVERSE in SPADES**
- 3♣ = NAT raise, not maximum
- 3M = splinter
- 3NT = maximum, 4-4-4-1

1♦(A):

- 2♦ = 13+, 4+ cards
- 2♥/♠ = stopper, unbalanced, FG
- 2NT = 9-11, BAL, 2-3 diamonds, 4+ clubs
- 3♣ = canape, minimum
- 3♦ = 9-11, 4+ diamonds
- 3M = splinter, 4+ diamonds

1♦(A):

- 2NT = 6-10 / 15+, both minors
- 3m = preference
- 3M = splinter, 15+

1♦(A):

WEAK JUMP RESPONSES → 3♠

1♦(B):

- 1M = NF
- 1NT = (5)6-8(9)
- 2♣ = NF
- 2♦ = generally 5+ diamonds
- 2NT = maximum, both minors
- 3♦ = PRE, generally 6+ diamonds or 5+ with good shape

In competition:

Negative X → 2♠, above responder's X shows useful values.

WEAK JUMP RESPONSES → 3♠

1♦(A:) – (1M):

2♦ = competitive

cue = diamonds, F1R, can pass 3♦, otherwise bids once more

1♦(A:) – (jump overcall):

lowest ♦-bid = F1R !!!!!!!!!!!!!

1♦ - (X):

1M = F1R

2m = NF

2NT = both minors, can be weakish

WEAK JUMP RESPONSES

1♦ - (1NT):

X = PEN (generally 12+, or good defensive values)

2♣ = any single suiter → 2♦ = P/C, other bids are NAT with a MAX hand and good distribution

2♦ = both majors

2M = The bid M + m, generally at least 55

2NT = competitive with both minors OR very distributional FG

3X = PRE

Opening 1M

1M (A:) = 9-14, at least 4 cards, 4M5♣ possible with weak clubs

1M (B:) = 12-18, at least 4 cards, 4M5♣ possible with weak clubs

1♥(A:):

1♠ = 4+ cards, F1R

1NT = 9-11 BAL

2♣ = puppet to 2♦ (any invitational or to play 2♦) =>
pass to play

2♥ = NAT INV (3♥, 5+♠)

2♠ = weakest invitation with 5 card suit, looking for maximum and fit

2NT = invitational with 5 card suit, good invitation

any other bid = descriptive, invitational and NF

2♦ = ART FG =>

Natural picture bidding

2♥ = NAT NF (3♥, 5+♠)

2♠ = to play

2NT = INV, only 4 spades

3♣ = to play

3♦ = at least 5-5, good suits, FG

3♥ = strong majors, 3-5, bad minors, FG

3♠ = strong 6+ card suit, FG

1M(A:):

2M = 3+ support, about 6-11 support points

Relay = Start of a short suit game try (Inverted Romex Trial)

New Suit = Help suit game try (1♥-2♥-2NT = help suit try in spades)

Opener can make a slam try in a similar fashion by bidding one level above. Then short suit slam try shows a void and a long suit try at least 55/64. (E.G. 1♥-2♥-3♠ = unknown void,

1♥-2♥-3NT = 4♠&6♥, 1♠-2♠-4♣ = 55/64)

Opener's reraise is PRE.

1M(A:):

2NT = 4+ support, at least invitational

3♣ = minimum

3♦ = asks shortness

3M = no shortness, mildly positive

3NT = no shortness, BAL 9-11, NF

3M = limit raise, can be raised

3new = shortness

3♦/OM = NAT/SEMINAT, not minimum

3M = Single suited, not minimum

3NT = 4+ clubs, not minimum

4♣/♦ = void

4♥ = void/♠-void

1♥(A):

3♠ = any singleton splinter with 5+ trumps

3NT = ask

4♣/♦ = short

4♥ = short spades

3NT = ♠-void

4♣/♦ = void

1♠(A):

3NT = any singleton splinter with 5+ trumps

4♣ = ask

4♦/♥ = short

4♠ = short ♣

4♣/♦/♥ = void

1M-3M=PRE

WEAK JUMP RESPONSES

1M(B):

2M = 3+ card support

Inverted Romex game/slam tries (see A:)

3M = 4+ card support, maximum pass + distributional values

New suit = Help suit slam try

jump in new suit = FIT JUMP, 4+ supp

2NT = 4+ support, a bit weaker than 3M

In competition:

Negative doubles → 2♠, above responder's X shows useful values.

Unusual over Unusual NT: 3♣=♥, F1R, 3♦=♠, F1R, 3M/OM = competitive
PREEMPTIVE JUMP RAISES

WEAK JUMP RESPONSES at 3 level; FIT JUMPS in 4 level

Cue is limit raise or better, jump cue is a splinter.

1M – (X):

1/1 = F1R

2/1 = NF

2♠/3♠/4♠ over 1♥–opening = NAT, PRE

Raise = NAT

Jump raise = PRE

2NT = 4+ support, limit or better → Opener's 3new = help suit trial, 3M = very minimum

3new = FIT JUMP, invitational values, does not set up forcing situation

4new = FIT JUMP, FG, sets up forcing situation if opponents compete

1M – (1NT):

X = PEN

2♣ = any single suiter → 2♦ = P/♣, other bids are NAT with a MAX hand and good distribution

2♦ = 3 card support with 5+ cards in the other major

2M = NAT

2OM = The bid suit + a minor, generally at least 55

2NT = competitive with both minors OR very distributional FG

Opening 1NT

1NT (A:) = 12-14, BAL, can be any 5332, 5m422 or 6m322

1NT (B:) = 16-18, BAL, can be any 5332, 5m422 or 6m322

1NT (A:):

2♣ = Stayman, does not guarantee 4c major

2any

new suit = INV

Game bid = was looking for the right game

1NT (A:):

2♦ = Stayman, FG

2NT = no major, no 5c minor

3♣ = R

3♦ = 3-3-4-3

3M = 3M2-4-4

3N = 3-3-3-4

3m = 5 cards

1NT (A:):

2M = to play

3x = 6+ cards, good suit, weak invitation, requires filler + quick tricks

4m = double transfer

1NT (A:):

2NT = puppet → 3♣, weak with minor OR slam try with major, 55+ minors or 55+ majors

3♣ = forced

pass/3♦ = to play

3M = NAT slam try, 6+ cards

3NT = slam try with both minors (55+), NF

4♣ = slam try with both minors (55+), F1R

4♦ = sets suit

4M = cue bid, sets clubs

4NT = very negative

4♦ = slam try with both majors

4M = negative

1NT (B:):

Stayman, Jacoby transfers, MSS (See NT-modules)

In competition:

Over natural overcalls we use LEB, slow sequence showing weak / stopper

Special Case:

1NT (2♣):

X = PEN

2♦ = Competitive T/O, NF (E.G. 4-4-3-2)

2NT = Puppet → 3♣

3♣ = Forced

3♦/♥/♠ = NAT INV

3NT = to play with stopper

3♣ = ART ASK

3♦ = No stopper, Majors are bid up the line until a fit is found. Opener bids 3NT without any more majors to bid. Responder takes care that 3NT is not played unless the suit is stopped.

3M = 4 cards + ♣-stopper

3NT = to play with ♣-stopper

3♦/♥/♠ = NAT FG

3NT = NAT, no stopper

4m = S-A Texas

We use negative X after 3-level natural overcall.

Over an artificial 2-level overcall (which denies the suit bid) X shows cards and penalty interest.

1NT – (X=PEN):

XX = NAT, PEN, generally 10+ hcp → We are in forcing situation at the two level

2♣ = weak; either NAT or diamonds + major or either major

2♦ = weak; either NAT or both majors

2M = competitive, some values, NF

2NT = Cue, strong distributional hand, no penalty interest

3X = NAT, PRE

3NT = to play, generally based on a solid(ish) minor

4m = S-A Texas

4M = to play

SOME SPECIFIC AGREEMENTS OVER SPECIFIC DEFENSES:

Over 2♣/2♦ = Both majors: lowest minor suit bid = NAT, weak; 2♥ = any invitational; 2♠ = any FG; 2NT = Both minors, competitive; 3M = splinter with at least 5/4 in minors;

Over ART X (DONT, etc...) XX = Penalty seeking, other = NT-system ON

Opening 2 clubs

2♣(A:) = 9-14, 6+ clubs or 5+ decent clubs with 4 card major

2♣(B:) = 12-18, 6+ clubs or 5+ decent clubs with 4 card major

2♣(A:):

2♦ = Relay, at least invitational values

2M = 4 cards

2NT = FG Relay

new suit = FG

3♣ = weakish invitation, normally 4 cards in OM

Raise = invitational

2NT = 6+ clubs, MAXIMUM

3♣ = F1R

3♣ = 6+ clubs, minimum

3♦/M = 5-6, maximum

3NT = solid suit with side stopper(s)

2♣(A:):

2M = 5+ cards, F1R

3♣ = weak, generally short in responder's M

other = NAT

2♣ (A:):

2NT = nat invitation, does not deny 4cM

3♣ = ~6-9, 3+ support

3♦ = 6+ cards, invitational, NF

3M = 6+ cards, FG, good suit

4♣ = PRE

4♦ = Key Card Ask

2♣(B:):

2♦ = Relay, F3♣, generally 4 card major + club support

2M = 5+ cards, invitational, NF

3♣ = weak, generally short in responder's M

other = NAT, better than minimum or fit

2NT = 7-8, BAL, does not deny 4cM

3♣ = constructive raise with 5-8 hcp

In competition:

Negative doubles → 2♠, above responder's X shows useful values.

3 level cue asks stopper

Opening 2 diamonds

2♦(A:) = EKRENS: 5-8, at least 44 majors (would not invite against 14-16NT)

2♦(B:) = EKRENS: 3rd hand: (0)6-11, at least 44 majors, undisciplined style

2♦(B:) = EKRENS: 4th hand: 10-13, 55 majors, values in long suits

2♦(A):

2M = to play

3m = NAT, F1R

3M = PRE

3NT = to play

4♣ = SLAM TRY IN HEARTS

4♦ = SLAM TRY IN SPADES

4M = to play

4NT = 4 ace blackwood

2♦(A):

2NT = ART ASK, at least invitational values

3♣ = any minimum

3♦ = ART ASK

3♥ = longer hearts

3♠ = longer spades

3NT = 44 majors

4♣ = 55 majors

3♦ = maximum, 44 majors

3♥ = maximum, longer hearts

3♠ = maximum, longer spades

3NT = maximum 55 majors

In all sequences after 2NT, responder can bid 4m as Lissabon slam try. If responder intends to play in a minor, he has to start with 3m.

2♦(B:):

No conventions

In competition:

No negative X

2♦(A:)-(X):

pass = to play with long diamonds

XX = Asks opener to bid his longer major

2NT→ = as without X

The Weak 2M openings

2M(A:) = 5-8 6 card suit (NV vs V, 1st hand can be 5 card suit)

2M(B:) = 3rd hand: *undisciplined weak 2*; 4th hand: *10-13, good 6 card suit*

2M(A:)

2NT = ART ASK, at least invitational (Ogust)

3♣ = weak suit, minimum

3♦ = good suit, minimum

3♥ = weak suit, maximum

3♠ = good suit, maximum

2M(B:):

new suit = FIT NONJUMP with LEAD directing value

In competition:

No negative X

2M(A:) – X

XX = PEN

2NT = Ogust

new suit = FIR, either NAT or lead directing

jump in new suit = FIT / LEAD DIRECTING JUMP

Bart Simpson Club
The System played by Mika Salomaa – Pekka Viitasalo
2005-04-22

Opening 2NT

2NT(A:) = 19- 20, BAL

2NT(B:) = 22-23, BAL

The responses and subsequent auction is according to our 2NT module.

The other openings

3X = PRE, can be very weak when NV vs VUL in 1st/3rd position

3NT = A: PRE in either minor. VUL the suit can be solid.
B: *to play. Can be based on anything, often though on a solid suit* 😊

3NT:

4♣/5m/6m/7♣ = PC

4♦ = ASK shortness → 4M = short, 4NT=7222 (yuk), 5m=short in the other m

4♣/♦ = Strong 4♥/♠ opening. Solid or semisolid suit with the ace, if the suit is semisolid a side ace is required. Minimum: AKQxxxx without side values, maximum is about 10 playing tricks (3/4 pos VUL)

4♣/♦:

Relay = slam try with 1 key card → 4M = not enough key cards

Relay+2 = slam try with 2+ key cards

4♥/♠ = NAT PRE

4NT = Good 5♣/♦ opening. Denies two quick losers in any suit.

5♣/♦ = NAT PRE

5♥/♠ = NAT PRE when NV vs VUL, otherwise an ACOL style top honour ask

The slam tools

We cue 1st and 2nd round controls that can be shown most economically. Repeated cue shows 1st round control. XX of a cue shows 1st round control.

Our free 5M asks for good trumps, shows good trumps or asks control in the opp's suit.

RKCB

The used version of RKCB is the standard 0314. The following applies:

- When the RKCB response is 5♣ or 5♦ the relay asks for the queen of trumps. The relay is the lowest non-trump bid at the 5-level.
- Responder denies the queen of trumps by bidding the trump suit at the lowest level
- Responder promises the queen of trumps without side kings by bidding 5NT
- Responder promises the queen of trumps and a side king by bidding the cheapest of the side kings
- After any response to RKCB 5NT guarantees all six keys (4 aces and KQ of trumps) and asks for specific kings. The responder bids the cheapest king suit.
- After a specific king reply (either after 5NT or trump queen ask) a bid in a new suit asks king in that suit. Responder bids grand slam holding the king or six of the trump suit (or 6NT if six of the trump suit is already passed) without the king.
- Response 5NT shows odd number of key cards and a useful void
- Six-level response below six of the trump suit shows two key cards and a void in the suit bid
- Response six of the trump suit shows two key cards and a (useful) void in a higher ranking suit than the trump suit
-

If RKCB is doubled, ROPI applies.

If RKCB is overcalled below five of the trump suit, DOPI applies.

If RKCB is overcalled with five of the trump suit or above, DEPO allies.

GSF

The generic response to 5NT GSF is:

- 7♣ = two of top three trump honours

All other responses are dependant of the trump suit. The generic feature is that six of the agreed trump suit shows the weakest holding. The responses with different trump suits are:

- ♣: 6♣ = 0-1 of top three trump honours
- ♦: 6♣ = A/K; 6♦ = weaker (0 or Q)
- ♥: 6♣ = A/K; 6♦ = Q; 6♥ = 0
- ♠: 6♣ = A/K; 6♦ = Q; 6♥ = 0 with extra length; 6♠ = 0

Doubles, forcing passes and related stuff

We play support doubles & redoubles after 1♦/1M openings when opener can raise a 1/1 response to 2 level. Support X does apply if sandwich position bids 1NT for takeout. If sandwich position bids natural 1NT, X shows a maximum hand with willingness to defend 1NTX.

1M-(MAXIMUM overcall)-raise-(raise)-X = game invitation

COMP X from 'under', tends to show xx+.

1NT – (p) – p – (any NAT), opener's X is for takeout with shortness (xx) and maximum values.

1NT – (p) – p – (any ART), opener's X shows the suit.

If we have arrived in 1NT and opponent makes a natural overcall, X is for penalties if from behind (direct seat) and for takeout if from under (balancing seat).

X of splinter asks lead in the suit below BUT NV vs VUL shows length.

XX by responder or X of (1NT) creates forcing situation at the 2 level: We double in direct seat with 4+ trumps and in 4th position with 3 trumps with good defense or 4+ trumps. A 4th hand double is removed by singleton or void.

A penalty pass at 1 level (or a penalty pass of 2 level non jump overcall) creates a forcing situation at the 2 level. The weak move by the penalty passer is 1NT or bid in the penalty passed suit.

Our generic rule for forcing situation is: Forcing passes are on if we have established a game force in the auction, we have not yet reached the limit we are forced or opponents are clearly sacrificing. In forcing pass situation pass&pull is a strong move.

When we are not in forcing situation and opponents compete we use TRANSFERABLE VALUE doubles.

Defensive bidding over 1 level openings

Overcalls

One level overcall promises about 8-18 hcp. We frequently overcall with a decent 4 card suit. Two level overcall tends to show a decent hand and at least a 5 card suit.

Advancer's all NT-bids are natural and limited.

A new suit response by advancer is constructive but not forcing. Aggressor can raise or repeat the overcall suit without promising extra values.

A jump shift in a new suit by advancer shows a good 6+ card suit and constructive but NF values.

A double jump by advancer is a splinter.

A cue bid by an unpassed advancer is a general purpose forcing move. It shows either any game forcing hand or an invitational hand with at least three card support. A cue bid is forcing → 2 overcall suit. Aggressor repeats the overcall suit to show a minimum (can still be 4 cards).

A cue bid by a passed advancer shows at least a sound raise to 2 level. If advancer continues, he is showing modest limit raise values.

A simple raise by a passed advancer shows a weakish hand.

A jump raise is PRE.

A jump cue shows a mixed raise (too few values for limit-R, too much defense for PRE-R).

Over responder's raise we use responsive doubles which at low level show unbid suits and slide towards transferable values as level increases.

Balancing overcall can be weaker.

Jump overcalls

Jump overcall is weak. Against an unpassed partner a jump overcall is sound. Facing a passed partner a NV vs. VUL jump overcall is random. Advancer's NT-bids are natural and limited.

A new suit response by unpassed advancer is forcing. A new suit response by a passed advancer shows a raise with values (and often also length) in the suit bid.

A cue bid by advancer shows a game invitation with support.

Balancing jump overcall is intermediate (about opening with a good suit)

Take out doubles

X=T/O shows support to unbid suits or a good (normally 19+) hand. With a good distribution X=T/O can be made with ~9 decent hcp.

Advancer's all NT-bids are natural and limited.

Advancer's jumps are limited. A jump to 2M promises 4+ card suit with about decent 8 hcp. A jump to 3 level shows 5+ cards.

Advancer's cue bid is forcing to suit agreement. Advancer's jump cue after a minor suit opening shows both majors. Advancer's jump cue after a major suit opening asks stopper with a long decent minor.

We use responsive doubles if responder raises. Over a minor X=RESP promises equal length in majors. Over a major X=RESP shows values and tends to deny 4 spades after heart opening.

Balancing X=T/O can be made with a weak hand with good distribution.

4th hand X=T/O in a live auction shows the unbid suits and about opening strength OR a very good hand.

The direct cuebid

A direct cuebid promises the highest unbid suit and another suit at least 5-5. The hand is either weakish or strong. A minimum NV. cue promises about KTxxx KQxxx.

Advancer's 2-level bids are P/C. Advancer's 3 level bids (not in the known suit) show a long suit and constructive but NF values.

Advancer's cue bid is a general FG move.

Advancer's 2NT asks the 2nd suit. The hand can be weak. After 2NT advancer can raise the new suit invitationally, cue to show a forcing raise in the 2nd suit or prefer to the highest suit to show at least a mild slam try in the highest suit.

The unusual NT

The unusual NT promises the lowest unbid suits at least 5-5. The strength is similar to direct cue bid.

Advancer's cue is a general FG move.

Advancer's bid in the 3rd suit is constructive

In sequence (1♥)-P-(2♥) 2NT promises minors. In sequence (1♠)-P-(2♠) 2NT promises a two suiter.

The direct jump cuebid

A direct jump cuebid asks stopper with a solid suit without side voids.

Advancer either bids 3NT with a stopper or bids a P/C bid at appropriate level.

If 3NT reached in this manner is doubled XX by either player shows doubt.

The 1NT overcall

1NT in 2nd position shows 15-18 hcp, balanced or semibalanced hand and a stopper in the suit opened.

We use TWO-WAY STAYMAN over direct 1NT overcall from unpassed hand and transfers + MSS from passed hand according to our NT modules.

1NT in balancing position shows 11-14. In a pinch no stopper is required. Advancer's cuebid shows at least invitational values and asks more about aggressor's hand.

1NT in 4th position in a live auction shows the unbid suits at least 5-4 and decent playing strength without the high card power and/or defensive values required for a take out double.

The defense against 1NT opening

The NT defence against weak NT is Cappelletti and against strong NT DONT. A passed hand uses always DONT.

Definition: 1NT opening is **strong**, if the sum of the lower range and upper range is **29 or more**.

Cappelletti

- X = PEN (at least 13 hcp with a good lead). The following applies after X:
 - If responder runs to 2m, advancer's X=PEN and pass=F1R giving doubler the chance to X=PEN. (After X opponents cannot play 2m undoubled.)
 - If responder runs to 2M or higher, advancer's X=COMP and pass=NF giving doubler the chance to make X=T/O with extra values. (Opponents can play anything above 2♥ undoubled. Doubler cannot make solo penalty doubles.)
- 2♣ = any one-suited hand, constructive, around 9-13 with good 6+ card suit =>
 - 2♦ = P/C
 - 2M = 6+ cards, to play
 - 2NT = NAT, INV
 - 3NT = to play
- 2♦ = both majors, constructive, around 9-13 with at least 4-4 (44 really rare) =>
 - 2M = preference
 - 2NT = ART, INV+, See Ekren 2♦
- 2M = 5+M and 4+m
 - 2NT = asks minor => if advancer supports major it shows INV
- 2NT = both minors, constructive, around 9-13 with at least 55 OR ANY FG 55+

In competition

(1NT) 2♣ (X): advancer's pass = P/C and any suit bid shows 6+ cards and to play there

(1NT) 2♣ (2any): advancer's X=PEN and cheapest bid is P/C

DONT

DONT is a tool to contest part scores in a crude way. For a precision tool it's as suitable as a 5kg sledgehammer.

- X = any one suiter, aggressive (if the suit is spades, the hand is good) =>
 - Pass = at least -180
 - 2♣ = P/C
 - 2♦/M = 6+ cards, to play
- 2♣ = clubs and another suit (aggressive, generally 9+ cards in the suits) =>
 - 2♦ = P/C
 - 2M = 6+ cards, to play
- 2♦ = diamonds and a major suit (aggressive, generally 9+ cards in the suits) =>
 - 2♥ = P/C
 - 2♠ = 6+ cards, to play
- 2♥ = both majors (aggressive, generally 9+ cards in the majors) =>
 - 2♠ = Preference
 - 2NT = ART, INV+, See Ekren 2♦ (Generally a bad idea, aggressor bids 3♣)
- 2♠ = NAT
- 2NT = FG, very distributional hand

In competition

(1NT) X (XX): advancer's pass = P/C and any suit bid shows 6+ cards

(1NT) 2m (X): advancer's XX = asks the 2nd suit and any suit bid shows 6+ cards

(1NT) X (2any): advancer's cheapest bid = P/C

(1NT) 2m (2any): advancer's cheapest bid in the potential aggressor's suit = P/C

Defenses against preempts

The defense against weak 2 diamonds

X=T/O, no lebensohl

2NT = 16-19 BAL → Puppet Stayman, 3♦/♥= Xfers, 3♠ = 5♠ & 4♥

3♦ = Stopper ask with a solid suit

3M = good hand, good suit

4♣ = ♣+ Major at least 55, FG

4♦ = Both majors

4M = very good hand, good suit, creates forcing situation if opps compete

The defense against weak 2M

X=T/O, lebensohl on (See below)

2NT = 16-19 BAL (See below)

3M = Asks stopper

4m = at least 55 m + unbid major, FG

(2♥)

3♠ = good hand, good suit

4♠ = very good hand, good suit, creates forcing situation if opps compete

4♥ = minors, not equal length, advancer's 4NT asks longer suit

(2♠)

4♥ = very good hand, good suit, creates forcing situation if opps compete

4♠ = minors, not equal length, advancer's 4NT asks longer suit

(2♥) - X

2♠ = nat, weak

2NT = puppet → 3♣

3♣ = normal, aggressor breaks only with a huge hand

pass/3♦ = weak

3♥ = 4 spades + stopper

3♠ = 5 spades + stopper

3NT = NAT, but shows doubt

3m = constructive (generally ~8)

3♥ = 4 spades, no stopper

3♠ = NAT INV

3NT = to play with good stopper

(2♠) - X

2NT = puppet → 3♣

3♣

pass/3♦/3♥ = weak

3♠ = 4 hearts + stopper

3NT = NAT, but shows doubt

3m/♥ = constructive

3♠ = 4 hearts, no stopper

3NT = to play with good stopper

(2M) - 2NT

3♣ = Puppet Stayman

3♦ = Xfer¹

3♥ = Xfer¹

3♠ = both minors, FG

¹Transfer to opponent's suit promises a shortness there, no 4 card major, 4+ in either minor and at least invitational values. Aggressor's 3NT shows willingness to play there, 4m shows a bad hand and willingness to stay below game.

Defenses against other natural preempts

X=T/O → 5♦

Jump to game shows a very good hand with good suit and creates a forcing situation if opponents compete.

(3♣)

4♦ = at least 55 diamonds + major, FIR
4M = P/C

(3m)

4m = both majors, decent suits, goodish hand, DOES NOT CREATE FORCING SITUATION over further competition by opponents

(3♥)

4♥ = ♠+minor, as cue over 3m
4NT = minors, as above

(3♠)

4♠ = ♥+minor, a very good hand, CREATES FORCING SITUATION
4NT = minors, decent suits, goodish hand, DOES NOT CREATE FORCING SIT.

(4♥)

4NT = minors, DOES NOT CREATE FORCING SITUATION
5♥ = ♠+minor, a very good hand, CREATES FORCING SITUATION

(4♠)

4NT = two suiter, DOES NOT CREATE FORCING SITUATION
5♠ = ♥+minor, so good hand that one never really holds it

The Defense against strong 1 club

(1♣)

X = good overall in clubs or bad in diamonds

1♦ = good diamonds or bad hearts

1♥ = good hearts or bad spades

1♠ = good spades or bad clubs

1NT = both majors at least 54 (see 2♣ and 2NT)

2♣ = both majors, a good hand, willing to be in a game against 4 card support

2♦ = Two level PRE in either major

2♥ = at least 55 ♣&♥ OR ♦&♠

2♠ = at least 55 ♦&♥ OR ♣&♠

2NT = at least 55 ♥&♠ OR ♣&♦

3♣→ = NAT PRE

This defense is also used against two-way club opening. The good hand is then worth a sound natural system opening.

Carding agreements

Opening Leads

We lead 1st/3rd/5th from any combination with the following exceptions:

Vs. NT:

- AKJT/KQT9 asking for unblock
- KQx if we want to lead an honour

Vs. suit:

- AK bare

We may lead 4th from 4 card suit if we want to spare the 3rd card for trick taking purposes.

From low cards we lead the top card if we want show attitude and 3rd/5th if we want to show the length. In supported partner's suit we tend to lead the top card from worthless holding.

Later Leads

Our later leads are like opening leads (not K in NT). In cash out situations we may use attitude switches if that seems to be the proper thing. From AK we sometimes lead the king if dummy has a worthless holding. From AKJ we lead the king if we are sitting behind dummy's Qxx+.

2nd Hand Plays

We play the highest of touching honours if we decide go up on the 2nd hand unless we play a sure winner when the normal card is the lowest.

Signals

Low-high is either encouraging or shows even number of cards. The first discard is Roman (odd=encouraging, even=SP)

On partner's lead attitude has the highest priority with the following exceptions:

- If K is lead against NT, responder either unblocks or gives count
- If A is lead vs suit and dummy holds singleton in the suit, 3rd hand gives suit preference.
- If dummy's holding tells that 3rd hand does not have the hoped for strength we give count.

Examples:

- A lead vs suit: Qxx+ on dummy → count
- K lead: Jxx+ on dummy → count (we learn about the ace quite soon)
- A lead: dummy has KQ+ → count or SP depending on who is short **BUT**
- A lead: dummy has Kx+ → attitude for Q
- x lead, 3rd hand cannot beat dummy's J or lower → count **BUT**
- x lead, 3rd hand cannot beat dummy's Q from Q(x+) → attitude for J
- If a singleton is lead → SP
- If K-A is lead vs suit the 2nd card by 3rd hand is SP

We give count only when we think that partner needs that information. All count signals are 'present count'. We often include suit preference into count signal from xxx or xxxx.

In NT contracts we use SMITH ECHO:

Bart Simpson Club
The System played by Mika Salomaa – Pekka Viitasalo
2005-04-22

Our first discard is Roman. The later discards show either count, or are the cards nearest the thumb. Discarding first a high odd card and then a low odd card of the same suit the encouraging message is canceled.