

# Bidding System

5 Card Major, Weak NT,  
Short non-forcing Club

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# Partner opens 1H and your RHO passes

- 2H promises support (3+) and 9-10 losers
- 3H promises support (3+) and exactly 8 losers
- 4H is pre-emptive promising 4+ support but weak
- A change of suit followed by 4H on the next round is a delayed game raise promising game going points and exactly 3 card support
- 2NT is Jacoby **(A)** promising game going points and primary (4+) support.

## Responses are:

- 4H to play
- 3H slam interest and extra heart length (6+) **(A)**
- 3NT slam interest but exactly 5 hearts **(A)**
- 3C, D or S shows a feature (void or singleton) in the bid suit **(A)**
- 4C, D or S shows a 5+ card side suit. There must be a feature in another suit since there are only 3 cards left but showing the 5 card suit takes precedence over showing the feature **(A in 1<sup>st</sup> round)**

# Partner opens 1H and your RHO bids (say) 2C

- 2H still shows support (3+) and 9-10 losers
- 3H is now pre-emptive
- 4H is also pre-emptive but more shapely
- 2NT is now natural i.e. balanced 10-12 HCPs ***Jacoby 2NT is off***
- 3C – a cue bid of their suit (which is, of course, forcing) promises support (3+) and *at worst* 8 losers. It could be much stronger! i.e. “Cue Bid showing limit raise or better” **(A)**

# Partner opens 1D and your RHO passes. Inverted Minor Raises are on.

- 2D shows support (4+) and 10+ HCPs **(A)**
  - It absolutely denies a 4 card major
  - It declares a general interest in playing in 3NT
- A 2C bid over a 1C opening is the same but promises 5+ cards since opener may be short.
- A 3D (or 3C over 1C) response is a pure pre-empt and shows 0-5 HCPs and 5+ diamonds (6+ clubs). N.B. It denies interest in 3NT even opposite 19 HCPs and should almost always be passed **(A)**
- Holding support and 6-9 HCPs, bid 1NT so remember that after 1 of a minor opening, 1NT does not always deny support
- Interruption switches this convention off and any subsequent bids are natural

# Opener's rebid after 1D-2D or 1C-2C

- If responder's LHO bids, inverted minor raises are off and all subsequent bids are natural, otherwise.....
- 3D(C) shows opener is minimum and can (usually should) be passed. All other bid are forcing;
- 2NT promises 15-17 balanced
- 3NT promises 18-19 balanced
- The cheapest bid of any other suit shows a stopper in the bid suit *and denies a stopper in any cheaper suit skipped (A)*
- Responder now shows his stopper (if he has one) or signs off in 2NT or 3NT as he sees fit
- 4D over 1C-2C or 4H over 1D-2D is Redwood, asking for aces

# Weak Single Jump Shift (A) (over any opening)

- This system (in keeping with its pre-emptive style) uses weak jump shifts as opposed to the more traditional strong version
- Promises 2-5 points and a 6+ card suit
- Responder with support may pass or raise (pre-emptively or genuinely)
- Responder without support may pass, rebid his own suit with extra length or (rarely) bid 2NT to show genuine game interest
- Opener responds to 2NT in a stepped fashion
  - Step 1 minimum and poor suit
  - Step 2 maximum and poor suit
  - Step 3 maximum and good suit (note since the range is 2-5, you can't have a good suit unless you are maximum!)

# Double Jump Shifts (over any opening)

- These are splinters (*A in first round*)
- They show a feature (void or singleton) in the bid suit
- They show primary (4+) or excellent secondary (3 with 2 top honors) support
- They promise game going points
- They show slam interest *only opposite a suitable hand* i.e. one with losers and few values (other than an ace) in the featured suit
- With strong slam interest ignore the feature and use Jacoby over a major

# Negative Doubles (A)

- Partner opens a minor, your RHO overcalls a minor. Your dbl promises both majors (4+). 1C-1D-dbl promises 6+ HCPs, 1D-2C-dbl promises 10+ HCPs since if you were not using negative doubles, you would have to go to the 2 level to bid on so you need 10+
- Partner opens a minor, your RHO overcalls 1H. Your dbl promises exactly 4 spades and 6+ HCPs.....
- Therefore 1m-1H-1S promises 5+ spades!
- Partner opens a minor, your RHO overcalls 1S. Your dbl promises 4+ hearts and 6+ HCPs
- Partner opens a major, your RHO bids the other major. Your dbl promises both minors and 10+ points



# Long (Help) suit trial bids (A)

- After 1H-2H or 1S-2S, i.e. low level major suit agreements.....
- The bid of a new suit by opener is a game try
- Use it with about 16 points and a long (3+) side suit with quick losers
- It asks partner for help in the bid suit, either by virtue of high cards or shortage in that suit
- Partner with 0-1 losers in the trial suit bids game
- Partner with 3 losers in the trial suit signs off
- Partner with 2 losers and 9 points bids game but with 6-8, signs off
- Note that a new suit bid after 1H-3H or 1S-3S is a game forcing control showing cue bid, not a game try
- Don't make a trial bid if you can't stand playing at the 3 level opposite a partner with no help for you!

# Reverses

- If opener rebids a suit higher than his opening suit, forcing partner to the three level to show preference for the first suit, this is a reverse
- It promises 16+ HCPs and is forcing
- Note that 1C-pass-1H-pass-1S is not a reverse since partner can support clubs at the 2 level. If opener in this situation wants to advertise 16+ the auction must go 1C-pass-1H-pass 2S

# 4<sup>th</sup> Suit Forcing (FSF) (A)

- The bid of the 4<sup>th</sup> suit by a single partnership is game forcing e.g. 1H-pass-1S-pass-2C-pass-2D
- In the above example, responder's FSF 2D bid says absolutely nothing about diamonds (he could be void). It instructs opener to describe his hand further.
- Opener's duty is to respond in the following order of priority
  - Show a stopper in the 4<sup>th</sup> suit by bidding NT or;
  - Show secondary support for responder's first bid suit or;
  - Further define his own shape
- Competition kills 4SF
- 1C-pass-1D-pass-1H-pass-1S is not FSF. To create a game force here, the auction must go 1C-pass-1D-pass-1H-pass-2S

# 2C Opening Bid

- Because the Multi is used to describe a variety of strong hands, a 2C opening in this system is now unconditionally game forcing and has a more precise range of meanings than usual. It shows either;
  - A balanced 25+ hand or;
  - A major one-suiter with 4 or fewer losers or;
  - A Minor one-suiter with 3 or fewer losers.
  - Or a two suiter with 4 or fewer losers and about 20+
- The usual response is 2D, a waiting relay which simply denies one of the hand types in the next slide.
- Continuations are generally natural and the principle of delayed arrival applies

# Other responses to a 2C opening

- 2NT shows a balanced hand and 8+ points
- 2H, 2S, 3C or 3D shows 6 cards in the bid suit (or a solid 5 card suit) and at least 2 of the top 3 honours
- 3H, 3S, 4C or 4D is a rare bid showing a solid suit, demanding game in the bid suit and highly invitational to slam. It's unequivocally forcing and all subsequent bids by opener (incl. raises) are control showing or ace asking

# Multi 2D Opening Bid (A)

- This shows one of the following hand types;
  - A Weak 2 in a major (about 95% of cases) or
  - An Acol 2 in a minor (i.e. a 4 loser, minor one-suiter) or
  - A balanced hand with 24-25 HCPs
- Responder assumes opener is a weak 2 in the first instance and responds as follows
  - 2H (most common) show a hand unwilling to bid on if opener is a weak 2 in H
  - 2S shows a hand unwilling to bid on if opener is a weak 2 in S but happy to hear opener rebidding 3H
  - 2NT shows a hand genuinely interested in game opposite a weak 2 (16+)
  - 3C/D are natural and forcing
  - 3H shows a hand that wants to pre-emptively raise a weak 2 in either H or S
  - 3S is natural and invitational
  - 3NT, 4H or 4S are to play
  - 4C instructs opener to set up a transfer to his major and shows slam interest
  - 4D instructs opener to bid his major and denies any slam interest

# Multi 2D Opener's Rebid

- In general, opener will pass, correct or follow an instruction
- After 2D-2H, the options are pass, 2S, 2NT, 3C/D
- After 2D-2S, options are pass, 3H, 2NT, 3C/D
- After 2D-3C/D, opener shows his type i.e. 3H, 3S, 3NT or 4C/D
- After 2D-3H, options are pass or 3S
- After 2D-2NT, the following scheme applies;
  - 3C shows a maximum (8+) weak 2 in H
  - 3D shows a maximum weak 2 in S
  - 3H shows a sub-maximum weak 3 in H
  - 3S shows a sub-maximum weak 2 in S
  - 3NT shows the strong balanced hand
  - 4C/D shows the Acol 2 hand

# Muiderberg 2H/S (A)

- These shows exactly 5 of the bid major plus a 4+ card minor, 5-10 HCPs concentrated in the two suits in question
- While it is highly pre-emptive, it is also semi-constructive
- Pay particular attention to vulnerability before making the bid



# Response to Muiderberg

- There are three conventional responses;
  - 2NT instructs opener to name his minor and may be for sign off or progression
  - 3C shows invitational points (16-17 ) and denies support for the bid major
  - 3D shows invitational points and support
- Other responses are essentially natural
  - With support, responder may pass or raise (genuinely or pre-emptively)
  - With tolerance (2 cards), a weak hand and lacking 44 in the minors, pass is the most prudent bid
  - Over 2H; 2S is natural and forcing, 3S natural and game-forcing and 4C/D are splinters
  - Over 2S; 3H is natural and invitational

# Muiderberg – Continuations after conventional responses

- After 2H-2NT-3C etc, the principle is that any change of suit bid (except 3S over 2H) is natural and (game) forcing while support bids are slam hunting
  - Pass is weak
  - 3D is natural and forcing
  - 3H or 4C are slam hunting
  - 3S shows a stopper for 3NT
  - After 2H-2NT-3D, ditto but 4C is natural and forcing and 3H/4D are slam hunting
  - After 2S-2NT-3C, ditto but 3D is natural and forcing and 3H natural and game forcing
  - After 2S-2NT-3D, ditto but 3H is natural and game forcing
- After 2H/S-3C
  - Pass shows a minimum with clubs
  - 3D a minimum with diamonds
  - 3H a maximum with clubs
  - 3S a maximum with diamonds

# 3 Level Suit Openings

- These show a 7 card suit with little outside – so useless in defence
- They classically promise 6 tricks non vulnerable or 7 vulnerable
- Partner usually passes or raises accordingly. Change of suit bids below game are forcing. 3NT is to play – you need entries and the other three suits stopped
- 4H and 4S openings are precisely the same but promise 8+ cards
- Defense – be aggressive!
  - Double is for take-out
  - Overcalls are natural
  - 3NT is to play (risky!)
  - A Cue Bid shows a powerful 2 suiter

# Gambling 3NT Opening (A)

- This shows a solid 7+ card minor and little outside
- Partner with an entry to the minor in question (or to both minors if unclear) generally passes
- If partner can't stand a 3NT game, he bids 4C which opener passes or corrects to 4D

# Namyats (4C or 4D openings) (A)

- 4C shows a solid, 6-7 card + heart suit (fat card transfer!) and exactly 5 losers. 4D ditto but spades (pointy card transfer!)
- The loser count is precise – with 6+ losers, open one of the major or with 4-, open 2C
- Partner can bid game or slam in the indicated suit or.....
- Relay, (bid 4D/5D over 4C or 4H/5H over 4D) instructing partner to bid game/slam, thus right siding the contract or.....
- Bid 4NT which is RKCB

# 4NT Openings (A)

- A very rare bid
- Made by a powerhouse whose only interest in partner is his ace holding
- It asks partner to show his aces as follows;
  - 5C No Ace
  - 5D Ace of diamonds
  - 5H Ace of hearts
  - 5S Ace of spades
  - 5NT Two aces
  - 6C Ace of clubs

Don't make this bid if partner's response could embarrass you!

# Balanced Hands Openings

- 1NT                    12-14    4333, 4432 or 5332 (inc majors)
  - 2NT                    20-22    ditto plus 5422 possible
  - 2D-resp-2NT    23-24
  - 2C-2D-2NT    25+
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- Note that the Multi is used to bid 23-24 point hands, therefore all 25+ hands use 2C-2D-2NT. This has some useful side-effects
    - All 2C openings are now unconditionally game forcing
    - A reverse into 3NT is never required, so responder always has access to (Puppet) Stayman and Transfers

# 15-19 Balanced Openings

- Open 1M holding 5 of a major otherwise.....
- Open 1D holding 4 diamonds otherwise.....
- Open 1C which “could be short” (**announce**)
- 18-19 rebids 2NT
- 15-17 rebids 1NT unless.....
- Partner prevents it, in which case bid 2NT or....
- “They” prevent it, in which case you pass unless partner has bid in which case you double
- If partner responds at the 2 level (promising 10+ HCPs) and you have 18-19, go ahead and bid 3NT; therefore an auction like 1H-pass-2C-pass-2NT shows 15-17



# System of Responses

- 2C Stayman
- 2D Transfer to hearts (ditto 3D over 2NT) (***announce***)
- 2H Transfer to spades (ditto 3D over 2NT) (***announce***)
- 2S Minor suit runoff (***A***)
- 2NT 11-12 balanced
- 3C Puppet Stayman (over 2NT) (***A***)
- 3C/D/H/S Slam tries (over 1NT)
- 3NT To play
- 4C Gerber (***A in first round***)
- 4NT Quantitative for 6NT
- 5NT Quantitative for 7NT

# Puppet Stayman (A)

- Use over 2NT, 2D-res-2NT when game going and over all 2C-2D-2NT
- A 3C response promises game going points and at least a 3 card major
- Opener without a 4 or 5 card major signs off in 3NT
- Opener with a 5 card major bids it. Responder signs off in 3NT or 4M
- Opener with a 4 card major (or both) bids 3D. Responses are as follows;
  - Holding a four card major bid the other (allowing opener to transfer and declare)
  - With no four card major signs off in 3NT
  - Holding both both four card majors but without slam interest, bid 4D and opener declares
  - Holding both four card majors and with slam interest bid 4C

# Checkback Stayman

- After 1m-1M-1NT, 2C is Checkback Stayman promising *either* that responder's major is a 5 card suit *or* that he also holds 4 of the other major. Opener's responses are;
  - 2D = no fit for either major and a minimum 1NT reverse
  - 2NT = no fit for either major and a maximum 1NT reverse
  - 2M = 3 card support for responder's major and minimum
  - 3M = ditto and maximum
  - 2 or 3 of other M = 4 of other major, and denies partner's bid major
  - Holding both majors, show partner's bid major first and then correct partner's negative response
- After 1m-1M-2NT-3C the responses are more limited;
  - 3NT to play (no fit for either major)
  - 3M = 3 card support, any strength
  - 3 other M = 4 card support, any strength

# System on or off?

- 1NT opening ON
- 2NT opening ON
- 2C-2D-2NT sequence ON
- 1NT overcall ON
- 2NT overcall in balancing position ON
- 2NT over “their” weak 2 opening ON
- Unusual 2NT OFF
- If “they” interrupt (incl. doubling) OFF
- Reverse into NT OFF\* (but Gerber and Quantitative still on)

# Is partner's 4NT Quantitative or Blackwood? When is 4C Gerber? Ask yourself.....

- Have we **agreed** a suit? If yes, 4NT is Blackwood, 4C is a cue bid
- Have either of us **insisted** on a suit? If yes, 4NT is Blackwood, 4C is a cue bid
- Have we been **cue bidding**? If yes, 4NT is Blackwood and 4C just another cue bid
- Have I limited my hand to a specific NT range, either by my opening (bid or sequence) or **first** rebid? If yes, 4NT is Quantitative and 4C is Gerber
- Has partner bid Stayman and **immediately** rebid 4NT over my response? If yes it's Quantitative. Likewise an immediate 4C is Gerber
- Has partner bid 4NT **immediately** after my response to his red suit transfer bid? If yes, it's Quantitative. Likewise an immediate 4C is Gerber

# Slam Bidding

- Gerber is used only when NT system is ON or after opener reverses into NT
- Roman Keycard Blackwood (RKCB 0314) used primarily in major slam hunts
- Redwood used in minor slam hunts
- Italian Style Control Showing Cue Bids
- DOPI if they interrupt our RKCB
- Voidwood
- Acol 4NT opening bid

# Roman Keycard Blackwood (0314)

- After a suit is agreed or insisted upon at a high level, 4NT asks for keycards (i.e. the 4 aces and trump king). If there is no overt agreement respond as if the agreed suit is the last one bid (even if you suspect otherwise)
- The responses are stepped;
  - Step 1 (5C) shows 0 or 3 keycards (a club has 3 leaves)
  - Step 2 (5D) shows 1 or 4 keycards (a diamond has 4 points)
  - Step 3 (5H) shows exactly 2 keycards
  - Step 4 (5S) shows 2 keycards plus the trump queen
- To use any form of Blackwood, you must have at least 1<sup>st</sup> or 2<sup>nd</sup> round control in all suits, and you must not have a void. Avoid RKCB where possible when hunting for minor slams as the response may well push you beyond the safe limit of 5 of the minor. Likewise, avoid responding 5S when the agreed suit is hearts!

# Grand Slam Try

- If ***and only if*** you have established that the partnership holds ***all*** 5 keycards, you can ask for kings by bidding 5NT
- The responses are again stepped;
  - Step 1 – No king
  - Step 2 – One king
  - Step 3 – Two kings
  - Step 4 – All three kings – remember there are only 3 kings, the trump king has been promoted to keycard status and no longer counts as a king!



# Italian Style Cue Bids

- After high level suit agreement or insistence, the bid of a new suit shows a 1<sup>st</sup> or 2<sup>nd</sup> level control in that suit (i.e. A, K, void or singleton).
- Suits are cue bid up the line so skipping a suit denies a control in that suit
- Likewise, jumping to an ace-asking bid (RKCB or Redwood) denies a control in any bids skipped in that process. This is important and frequently overlooked!
- Repeating a suit show both 1<sup>st</sup> and 2<sup>nd</sup> level control
- Italian Cue Bids and RKCB compliment one another especially well
- A big advantage of the Italian cue bid is that it enables the partnership to identify uncontrolled suits very economically, often below game

# DOPI

- This comes into play when the 4NT bidder LHO overcalls, thus upsetting partner's ability to respond. DOPI actually should read DOP1. After the overcall, partner abandons the usual stepped response and substitutes the following;
  - Double shows 0 or 3 keycards
  - Pass shows 1 or 4
  - Step 1 shows 2 keycards
  - Step 2 shows 2 keycards plus the trump queen
- As always, be careful about going overboard but your options may be limited
- Note that a double by the 4NT bidder LHO causes no interference so the conventional scheme of response remains in place

# Redwood

- This is used in minor slam hunts to avoid the problem of going to high that is a feature of RKCB
- Instead of 4NT, the ace asking bids are the suit above the agreed minor at the 4 level – 4D for C and 4H for D – thus Redwood
- The problem is that there may be confusion with other bids in some auctions. To minimise this use the following rules;
  - If a bid could be Redwood or a Splinter, it's Redwood
  - Cue bidding switches off Redwood and the ace ask reverts to 4NT
  - If your first cue bid could be confused with Redwood, cue bid a higher suit, hoping to be able to mention the “Redwood Suit” later
- Responses are the usual Steps
- King Ask is the next relay bid or the suit above the agreed suit if that is the relay

# Voidwood

- After high level suit agreement or insistence, a sudden jump to a suit at the 5 level is Voidwood
- It shows a void in the bid suit and asks partner to show how many useful aces he holds, i.e. aces outside the void suit
- Note that only aces are counted, i.e. not keycards
- The response is the usual stepped one, i.e. Step 1=0, Step 2=1 etc. just like after a king ask. Note also that there are only 3 useful aces in the pack!

# Simple Overcalls

- At the one level, a good quality 5+ card suit, 7-15 HCPs but you can shade it non-vulnerable
- At the two level, an excellent 5 card or good quality 6+ card suit and opening points
- In the balancing position, you can shade these by up to 3 points
- The aim is to be disruptive so the more disruption you cause, the more risk you can take. Spade overcalls are especially effective.

# Response to simple overcalls

- Pass
- Support to level of fit (-1 if vulnerable). In this system, this is purely preemptive and promises no points – could be a Yarborough!
- A change of suit is rare and forcing so you must be able to tolerate any response partner may make
- A NT bid is also rare and generally not a good idea! If you must do it you need opening points
- With a hand strong enough for a limit raise opposite a weak overcaller (about 16+) and support (3+), bid the enemy's suit (Unassuming cue Bid) **(A)**
- With support (3+) and a high quality 5+ card suit of your own, fit jump (e.g. 1H-1S-2H-4C shows spade support and 5+ clubs) **(A)**

# Jump Overcalls (**A**)

- Single jump overcalls show weak two opening type hands and are responded to in exactly the same way as such openings;
  - Pass
  - Up the pre-empt
  - Raise to game, genuinely or pre-emptively
  - Change of suit is forcing
  - With game going points you can bid 2NT to initiate an Ogust response
    - 3C - Minimum and poor suit
    - 3D - Maximum (8+) and poor suit
    - 3H - Minimum and good suit (2+ top honours)
    - 3S - Maximum and good suit
    - 3NT - Solid
- Double jump overcalls show pre-emptive type hands and again are responded to like pre-emptive openings.
- **BUT** in the balancing position, jump overcalls promise 15+ HCPs

# Take-Out Doubles

- Partner has not bid (other than to pass)
- You need all of the following
  - 12+ HCPs
  - Shortage in their suit
  - Tolerance for the other 3 suits
- The strength requirement can be shaded 1-2 HCPs if 4441 and 3 HCPs in the balancing position
- The shape requirements are rigid unless you have 16+ HCPs, in which case you will double and then rebid your suit (or NT if balanced and 19+)



# Responding to a Take-Out Double

- If your RHO passes, you **must** bid. Otherwise pass on < 8 HCPc
- 0-7 HCPs bid your suit as cheaply as possible
- 8-11 jump bid
- A 1NT bid promises 6-9 (and stoppers) and 2NT 10-12 so if you have to bid on a balanced 0-5 hand, you must bid a suit
- Holding 12+, make an unassuming cue bid **(A)**

## 2 Suited Overcalls – Michaels

- If the enemy have bid 2 suits, double promises opening points and 4+ cards in both unbid suits
- Michaels Cue Bid (**A**) (e.g. 1H-2H or 1H-pass-pass-2H) promises two 5+ card suits, either biddable as a simple overcall;
  - Over a minor, both majors
  - Over a major, the other major and one of the minors
  - Partner shows preference (jump preference if strong) or bids 2NT to ask the cue bidder to name his minor
  - The strength is typically 8-12.
  - Stronger two suiters are better bid naturally and constructively however;
  - Powerhouses can also use Michaels. The Michaels bidder bids on to show strength
  - Don't use Michaels unless you think you are going to declare. It gives away too much distributional information so if you end up defending, you will regret it!

## 2 Suited Overcalls – Unusual NT

- Any 2NT overcall, other than in the balancing position or over “their” weak 2 opener is an “Unusual 2NT” **(A)**
- It promises good quality 5+ card suits in the two lowest unbid suits
- In the balancing position e.g. 1H-pass-pass-2NT, a 2NT overcall is natural and promises 19+ HCPs, a balanced hand (might be 5422) and their suit stopped. System is on
- Over “their” weak 2 opener, a 2NT overcall shows a hand which would have overcalled 1NT over a 1 level opening
- Everything about Michaels on the previous applies to the Unusual 2NT except that in the case of the unusual NT, the identity of both suits is always known

# 1NT Overcall

- Promises 16-18 HCPs
- A stopper in their suit
- A balanced or near balanced hand (5422 is ok)
- System is on

# Defence after “they” open 1NT - Multi-Landy

- 2C shows 54 in the majors. Partner bids his longer major or 2D if equal
- 2D shows a 6 card suit (usually a major since you are generally better off defending with a 6 card minor). Partner responds as after a Multi 2D opening
- 2H shows 5 hearts and 4+ of a minor. Partner supports or asks with 2NT
- 2S shows 5 spades and 4+ of a minor. Partner supports or asks
- 2NT is unusual, showing 55 in the two lowest unbid suits – the minors
- In all the above, the two suits being shown must be of high quality. There are no specific HCP requirements but the suit quality requirements dictates that there will usually be between 10-15
- All hands with 16+ should double for penalties

# Defense Against a Weak 2 Opening

- Simple Overcall – excellent suit & opening points
- Jump Overcall – Powerful 1 suiter (5- losers)
- 2NT – Shows 1NT overcall type hand i.e. 16+, balanced, their suit blocked. System is ON
- 3NT – To play
- 4C/D – Leaping Michaels. Powerful 2 suited, the bid suit plus the unbid major. Happy to be in game in either
- Cue Bid – A try for 3NT asking for a stopper in their suit
- Double – Takeout, usual shape & strength. Responses are;
  - If weak, bid your suit at the 2 level if possible, otherwise bid 2NT (Lebensohl). On hearing a Lebensohl advance, overcaller bids 3C which advancer passes or corrects
  - If strong (8+), bid your suit at the 3 level

# Defence against their Multi 2D

- Double shows a balanced 12-15, a balanced 19+ or a big one suiter
  - Respond as after a dbl of a weak 2 incl. Lebensohl except 3D is not a cue bid since the opener is not showing diamonds
- 2H/S are natural with opening points or thereabout
- 2NT is a balanced 16-18, just like over a weak 2 but no need for a D stop
- 3C/D/H/S show good 6+ card suits and conformable opening hands
- 3NT to play, often on the basis of a long minor
- 4C shows H and a minor, happy to be in game in either
- 4D shows S and a minor, happy to be in game in either
- 4H/S is to play

# Defence Against Their Strong 1C Opening

- Be very aggressive, bid any hand worth 6+
- Double shows clubs
- 1D/H/S are natural
- 3C/D/H/S are weak jump overcalls and highly disruptive, they'll hate you!
- 2C/D/H/S show the bid suit plus the one above (like Helvic)
- 1NT shows diamonds and spades (pointy)
- 2NT shows clubs and hearts (fat)
- Over the usual 1D relay, double shows diamonds, all other bids as above
- A Polish Club opening is typically a balanced 12-14 so treat it as such initially



# Escaping after “they” overcall our 1NT opening Helvic

- After 1NT-dbl
  - 2C shows clubs & diamonds (4 each)
  - 2D shows diamonds and hearts
  - 2H shows hearts and spades
  - 2S shows spades and clubs
  - Redouble says “I have a 5 card suit”. Opener bids 2C which is passed or corrected
  - Pass instructs opener to redouble. In response to the redouble, 2C shows clubs and hearts, 2D shows diamonds and spades and pass shows a desire to play in 1NT redoubled
  - Responder holding 4333 must use judgment to decide which lie to tell!
- After 1NT-pass-pass-dbl
  - Opener with a 5 card suit bids it, otherwise passes and partner bids Helvic
  - 2C, 2D, 2H ,2S & redouble are all available but there is no way to show non touching suits. As above, the Helvic bidder must try to find the least damaging lie
- If they interrupt any of the above, pass and leave them to it!

# Lead Directing Doubles

- A double of any conventional bid or any conventional response thereto is lead directing
- A double of their slam contract made by opener's partner is a Lightner double, asking for an unusual bid, typically (but not always) dummies first bid suit. Have a good think about what partner may be asking you to do!
- A double of 3NT by opener's partner is lead directing and a bit complex
  - If no suit was called, it says "I have a solid suit to defeat this – go find it!"
  - If neither of us bid but dummy did, lead dummies suit
  - If either of us opened a major or overcalled anything, lead something else in which I am strong but couldn't mention
  - If both of us and dummy have bid, don't lead my suit

# Balancing

- Absolutely vital part of this system
- Occurs when they open at 1 level and there are 2 passes up to you or.....
- After their auction stalls in a suit at the 2 level and there are 2 passes up to you
- Borrow 3 points from partner and reassess your hand, striving to bid
- Partner's responses must be tempered because you borrowed 3 points from him!
- 2NT in the balancing position is natural (19+) *not unusual and the system is on*
- A jump overcall in this position is not weak but shows an excellent 6 card suit and 6- losers