

## 2/1 Game Force – Introduction

2/1 is the bidding system used by most leading tournament players in the United States. 2/1 and SAYC are also the systems that most often played on the internet. Both systems use a strong NT with 5 card majors. The central feature of 2/1 is that when opener in 1<sup>st</sup> or 2<sup>nd</sup> seat opens 1D, 1H or 1S then a simple 2/1 bid by responder shows 13+ HCP and is normally forcing to game e.g. 2C over 1D or 2C/2D over 1H or 2C/2D/2H over 1S. Some general principles that apply are:

- There is no need to consume valuable bidding space by jumping to show a good hand so jump bids are available for other purposes for example as pre-emptive Weak Jump Shifts or as Bergen Raises or Splinters.
- Once a game forcing situation is established good hands usually bid slowly but weak hands may use “fast-arrival” and jump to game. Once a game force situation is established reverses no longer imply strength they just show distribution.
- It is not normally possible to make a 2/1 bid with less than 13 HCP so a 1NT response is forcing and can include hands in the range 5+ to 12 HCP.
- Opener should not normally open one of a suit in 1<sup>st</sup> or 2<sup>nd</sup> seat with less than 12 HCP because responder may make a game force with 13 HCP. Exceptions are when holding 11 points and a good six card suit or two good 5 card suits.
- Opening major suit bids in 1<sup>st</sup> or 2<sup>nd</sup> seat show 5+ cards and usually 12+ HCP.
- Opening major suit bids in 3<sup>rd</sup> and 4<sup>th</sup> seats may be only 4 cards with 10-11 HCP. However 4 card majors are never opened with 12+ HCP. With a fit responder will then use Drury to enquire about the strength of the opening. A 1NT response by a passed hand shows 5+ to 11 HCP and is only semi-forcing.
- An opening bid of 1D shows 12+ HCP with 4+ diamonds unless the hand is precisely 4432. A hand with 4 diamonds and 4 clubs is opened 1D. A hand with 4 diamonds and 5 clubs and 12-15 HCP may open 1D if the diamonds are stronger.
- An opening bid of 1C shows 12+ HCP with 3+ clubs.
- Weak two bids may include hands with a good suit and 5+ HCP e.g. KQ109xx to 11- HCP. A 2NT response is Ogust but by a passed hand it asks for shortage.
- Balanced and semi-balanced hands with 15-17 HCP are opened 1NT.
- Balanced and semi-balanced hands with 18-19 HCP are opened with a suit bid of one followed by a 2NT rebid.
- Balanced and semi-balanced hands with 20-21 HCP are opened 2NT.
- Balanced and semi-balanced hands with 22+ HCP are opened 2C.
- Strong hands where the opener wishes to force responder to bid are opened 2C. Any response except 2H is then forcing to game.

## 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. With four clubs and four diamonds open one diamond.

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 a real opening bid.

#### 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. These are our rules:

- A seven card suit only when vul vs. not.
- A five card suit only when reasonably balanced (5-3-3-2 or 5-4-2-2 with a bad four card minor) and holding four of the top five honours.
- 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 is less useful so 2NT asks for shortness.

Two clubs is strong, artificial, and forcing. A response of two diamonds 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 suit response is natural and forcing to game. In majors a response shows at least five cards headed by two of the top three honours and some side value. In minor suits a response shows at least six cards headed by two of the top three honours and some side value.

### 3) *Three Level*

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

### 4) *Four Level*

Pre-emptive - 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.

### 5) *Five Level*

Pre-emptive in minor suits - again using the two guides for pre-emption.

### 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. No trump 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 honour 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 when using **Puppet Stayman**.

3) *3NT*: In 1<sup>st</sup>/2<sup>nd</sup> seat this shows a solid seven card minor with no ace or king outside in 3<sup>rd</sup>/4<sup>th</sup> seat it shows a solid seven card minor and 1 1/2 stoppers in two other suits.

## II. Responses

### A. Responses to 1♣

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

- Since a 1NT response by an unpassed hand shows 8-10 HCP, 1♦ may be temporising 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. Otherwise, responder with 5+ to 12- HCP bypasses a diamond suit of five or six cards to go directly to a four card major.
- Raises are inverted - a raise to three level is pre-emptive and a raise to the two level is forcing for one round, denying a four card major and promising at least a limit raise. Inverted raises also apply after an overcall but **Jordan 2NT** applies after a double.
- Jumps to the two level in suits are pre-emptive, showing 2-5 HCP and a six or seven card suit.
- Jumps to 2NT are 10+ to 12 HCP balanced with no four card major.
- Jumps to the three level in higher ranking suits are splinters.
- A Jump to 3NT is 13 to 15 HCP balanced with no four card major.

### B. Responses to 1♦

- 2♣ is natural and forcing to game.
- 3♣ is natural showing a six card suit and game invitational (10-12 HCP) values.
- 1♥ or 1♠ shows 5+ HCP and four or more cards and is forcing if bid by an unpassed hand.
- 1NT is 5+ to a bad 10 HCP with no four card major.
- Raises are inverted - a raise to three level is pre-emptive and a raise to the two level is forcing for one round, denying a four card major and

promising at least a limit raise. Inverted raises also apply after an overcall but **Jordan 2NT** applies after a double.

- Jumps to 2♥ or 2♠ are pre-emptive with 2-5 HCP and a six or seven card suit.
- A jump to 2NT is 10+ to 12 HCP balanced with no four card major.
- Jumps to 3♥ and 3♠ are splinters.
- A jump to 3NT is 13 to 15 HCP balanced with no four card major.

### C. Responses to 1♥ (using Bergen Raises)

- 1♠ is natural and forcing by an unpassed hand.
- 1NT is conventional and forcing by an unpassed hand, showing less than the values to make a game forcing 2/1 response. A balanced hand with three card heart support and 10 to 12- HCP is also shown by first bidding 1NT and then jumping to 3H. By a passed hand, 1NT shows the same wide range of 5+ to 12- HCP, but it is not forcing.
- 2♣ and 2♦ are natural and forcing to game.
- 2♥ is a simple raise showing 5+ to 9 HCP and three hearts.
- 2♠ is a weak jump shift showing 2 to 6 points and six or seven spades.
- 2NT is the **Jacoby 2NT** showing game raise values with four hearts but no shortness.
- A jump to 3♣ is artificial showing 7 to 9 HCP and four hearts.
- A jump to 3♦ is artificial showing 10 to 12 HCP and four hearts.
- 3♥ is a pre-emptive raise showing 2 to 6 HCP and four+ hearts.
- 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.
- 3NT shows a balanced 12+ to 15 HCP and three hearts.

- 4♥ shows five card heart support and sparse values.
- Bergen Raises also apply over an opponent's takeout double and over overcalls at the one level. Over overcalls at the 2 level invitational and strong raise are shown by bidding opponents suit.
- Bergen Raises are not used by a passed hand with an invitational raise use **Reverse Drury**.

#### D. Responses to 1♠ (using Bergen Raises)

Responses are essentially the same as to 1♥.

#### E. Responses to No Trump Opening Bids

##### 1. To 1NT

- 2♣ is **Stayman**. It does not promise a four card major when responder holds a hand suitable to a game invitation in no trumps. Since a response of 2NT is conventional the hand that would invite a game in no trumps must use Stayman. When Stayman is followed by a jump to game, a four card major is promised.
- 2♦ is a transfer to hearts.
- 2♥ is a transfer to spades.
- 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. Opener shows a 4-card minor if he has one or else bids 2NT. Responder then shows which of the three types is held.
- 2NT is a relay to 3♣ showing either a club bust or a slam try in three suits. Responder will either pass or bid shortage with 3-suiter.
- Three of either minor suit is invitational to game showing six or seven cards to two top honours and nothing much outside.
- Three of a major suit: 3♥ is a game invitational 5-5 and 3♠ is a game forcing 5-5.
- 4♣ is Gerber.

- 4NT is a natural invitation to a small slam.
- 5NT invites a grand slam and is forcing to at least 6NT.

## 2. To 2NT

- 3♣ is 5 card Stayman. With a 5 card major opener then bids that suit - otherwise he bids 3♦ which does NOT guarantee a 4 card major! Over 3♦ responder bids as follows:
  - 3♥ to deny 4 hearts then opener must bid 3♠ with 4 spades or deny 4 spades by bidding 3NT. (Over 3♠ responder can bid 3NT to deny spades as well as hearts.)
  - 3♠ to show 4 hearts and deny 4 spades then opener either bids 3NT or converts to 4♥.
  - 3NT to show 4 hearts and 4 spades then opener either passes or selects a major.
- 3♦ is a transfer to hearts. (May be 5 hearts and 4 spades).
- 3♥ is a transfer to spades. (May be 5 spades and 5 hearts).
- 3♠ is Minor Suit Stayman. Opener shows a 4-card minor if he has one or else bids 3NT. If responder then bids a minor this is a slam invitation in that suit. A major suit bid shows shortage plus 5 5 in both minors.
- 3NT shows 5 spades and 4 hearts.
- 4♣ is Gerber.
- 4NT is a natural invitation to a small slam.
- 5NT invites a grand slam and is forcing to at least 6NT.

## 3. To 3NT

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 no trump is to play. Raises are usually pre-emptive in minor suits and either to pre-empt or play game in a major suit.

### III. Continuations by Opener

#### A. After a One Level Response

- A rebid of 1NT shows a balanced or semi-balanced 12 to 15- HCP. It denies the ability to raise responder's major suit (four card support) or to bid 1♠ if the response was 1♥.
- A rebid of 2NT shows a balanced or semi-balanced 18 or 19 HCP. It denies four of responder's major suit, but does not deny four spades when responder has bid hearts.
- 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.
- A rebid of a higher ranking suit at the one level is natural showing four cards in that suit and 12+ to 18 HCP. It is not forcing.
- 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.
- 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.
- A raise of responder's suit to the four level shows a balanced 18 or 19 HCP and four card support.
- A jump shift rebid shows 19+ HCP (or the playing strength equivalent) and is a natural force to game.
- 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.
- 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.

### **After a 2♣ response to 1♦:**

- Opener usually rebids 2♦ to show a five card or longer suit. Other rebids tend to deny that opener holds five diamonds.
- 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 No trump is played. It shows the minimum opening bid values of 12+ to 15- HCP, or 20+ HCP.
- A jump rebid of 3NT shows a balanced 18 or 19 HCP.
- 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 NT's.
- 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 honour card and no alternate rebid will describe as well.
- 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.

### **After a Two Over One response to a major suit:**

- A raise of the response shows 12+ to 15- HCP and suitable length - at least three card support.
- 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.
- A rebid of 2NT shows a balanced hand in the minimum range of 12+ to 15- HCP, or 18+ to 20 HCP.
- A jump rebid of 3NT shows a balanced 15+ to 18- HCP.

- A rebid of 2♠ after an opening bid of 1♥ is shape showing but does not promise the values of a reverse.
- A jump in a new suit is a splinter in support of the suit of the response.
- 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:

- Pass with any balanced minimum hand.
- Raise to 3NT with a balanced 18 or 19 HCP.
- 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 NT's.
- A rebid of 2♣ after an opening bid of 1♦ is natural showing 12+ to 18 HCP and an unbalanced hand.
- 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.

- 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.
- Opener can rebid in a lower ranking suit. If in a minor suit the length might be three cards or even two in a 4522 hand. Responder should therefore normally return to opener's major with a 2 card fit over a minor suit rebid.
- If opener raises the no-trump response that shows a balanced 18 or 19 HCP.
- 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.

- If opener jump rebids 3NT, that shows a solid six card major suit and about 16-18 HCP.

#### IV. Continuations by Responder

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

With **minimum values** (5+ to 9- HCP) responder can:

- Take a preference to opener's first suit at the two level.
- Repeat the suit of the response when the suit is six cards or longer.
- Take a preference to opener's second suit by passing or raising to the two level.
- Bid 1NT when no other option will describe.

With **game invitational values** (9+ to 12- HCP) responder can:

- Take a jump preference to opener's first suit at the three level.
- Jump rebid the suit of the original response when the suit is six cards or longer.
- Jump raise opener's second suit to the three level.
- Jump to 2NT which shows a stopper in the unbid suit.
- 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**.

With **game forcing values** responder can:

- Jump to game when the correct game contract is known.
- Use **Fourth Suit Forcing** to gain further information.

##### When opener has rebid 1NT:

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

### **When the original response was at the two level:**

If opener rebids 2NT:

- Responder can raise to 3NT.
- Responder can show a four card major suit.
- Responder can repeat his first suit to show six or more and suggest slam.
- 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.

If opener rebids his major suit:

- Responder can bid 2NT with 12+ to 15- HCP or 18+ HCP or can jump to 3NT with 15+ to 18- HCP.
- 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.
- Responder can rebid naturally in another suit.
- 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).

## Some Conventions to apply with Two Over One Game Forcing

**Jacoby 2NT** over major suit openings shows 4 card trump support, 13+ HCP with no singleton or void. Responses in priority order are:

1. With another 5 card suit bid it at the four level.
2. With a singleton or void bid it at the three level.
3. With a minimum hand (12 to 14 HCP) bid game.
4. With an intermediate hand (15 to 17 HCP) bid 3NT.
5. With a good hand (18+ HCP) rebid at the 3 level.

**Reverse Drury** over third in hand major suit openings 2♣ shows an invitational raise and enquires about the quality of the opening. (Simple raises are not affected and jump raises remain pre-emptive.) The following responses apply:

- 2♦ shows a five card suit with (at least) game interest and asks for further clarification viz:
  - 2♥ minimum invitational raise - not game forcing
  - 2♠ maximum with balanced 3 card support
  - 2NT maximum with 4 card support
  - 3x shortness with 4 card support
- 2♥/♠ returning to trump suit shows a weak hand that is unwilling to accept an invitation to game.
- 2NT shows a five card suit and a 15 to 17 balanced hand.
- 3NT shows a five card suit and a 18 to 19 balanced hand.
- 3♥/♠ jumping to the three level is G.F. and shows slam interest.
- 4♥/♠ jumping to game is to play.
- A jump in new suit is a splinter.

## Roman Key Card Blackwood 0314

**D0P1 double = zero keys pass = 1 key (over minors)**

**D0PE double = odd keys pass = even keys (over majors)**

**Support Doubles and Redoubles, Honour Redoubles and Maximal Overall Doubles.**

**New Minor Forcing (NMF)** is ON after opener's rebid of 1NT. New Minor Forcing is OFF in competition. NMF shows either invitational values with a 5 card major, or a game forcing hand. The new minor might not be a suit!

NMF is used with the following responder hand types:

- invite values and 5 card major,
- game forcing hands looking for best spot to play
- slam searching hands

In response to NMF all suit bids by opener below 2 of responder's major show length and are forcing. In reply 2 of responder's major now confirms exactly 5 cards and only invite values – all other bids establish game force. If responder rebids 2NT, opener describes primarily distribution, otherwise showing strength location. Responder's 3 of a minor is always forcing and possibly slammish.

Opener's responses to NMF, in order of priority, are:

- 2♦ shows a 5+ card diamond suit (possible only if NMF was 2C).
- 2♥ shows a 4 card heart suit (possible only if responder's major was spades).
- Show 3 card support for responder's major (at 2 level if minimum).
- Specify strength with balanced hands. (2NT=minimum, 3NT=maximum).

After a 2-level reply by opener, responder:

- With invite values passes, repeats his major at 2-level or raises 4<sup>th</sup> suit hearts to game.
- With game forcing values bids 2NT to search for best spot (may still have slam values and 4 cards in NMF suit) or just bids game.
- With slam searching hands bids a 6+ card major at 3-level, repeats NMF suit to show 5-5 or supports opener's minor at 3 level.

If they **double our NT** then system is ON and redouble is a transfer to clubs. This allows an escape at the two level with a minor suit or with 5-5 in the majors.

If they **overcall our NT**: Over 2♣ then system is ON and double is non-promissory **Stayman** with at least the values for 2NT i.e. 8+ points so partner may decide to pass for penalties.

Over 2♦ :

- Double shows a natural raise to 2NT i.e. 8-10 points.
- 2♥/2S are natural and weak.
- 2NT forces 3♣ then:
  - pass is weak with clubs
  - 3♦ is Stayman with a diamond stop
  - 3♥/3♠ are invitational
  - 3NT is natural with a diamond stop and no major
- 3♣ is forcing with 5+ clubs and no major suit
- 3♦ is Stayman without a diamond stop
- 3♥/3♠ are forcing
- 3NT is 11+ points with no diamond stop and no major suit

Over 2♥:

- Double shows a natural raise to 2NT i.e. 8-10 points.
- 2♠ is natural and weak.
- 2NT forces 3♣ then:
  - pass is weak with clubs
  - 3♦ is weak with diamonds
  - 3♥ is 11+ points with a heart stop and 4 spades
  - 3♠ is invitational
  - 3NT is natural with a heart stop and no spade suit
- 3♣ is forcing with 5+ clubs and no spade suit
- 3♦ is forcing with 5+ diamonds and no spade suit
- 3♥ is 11+ points with no heart stop and 4 spades
- 3♠ is forcing with 5+ spades
- 3NT is 11+ points with no heart stop and no spade suit

Over 2♠:

- Double shows a natural raise to 2NT i.e. 8-10 points.
- 2NT forces 3♣ then:
  - pass is weak with clubs
  - 3♦ is weak with diamonds
  - 3♥ is weak with hearts
  - 3♠ is 11+ points with a spade stop and 4 hearts
  - 3NT is 11+ points with a spade stop and no heart suit
- 3♣ is forcing with 5+ clubs and no heart suit
- 3♦ is forcing with 5+ diamonds and no heart suit
- 3♥ is forcing with 5+ hearts
- 3♠ is 11 + points with no spade stop and 4 hearts
- 3NT is 11+ points with no spade stop and no heart suit

If 2♦/2♥/2♠ are not natural then Lebensohl is modified such that the suit(s) that are really shown may be used as the relays and the suits that are not shown are natural.

## Defensive Bidding Agreements

**Landy defence over 1NT:** with **2♣** showing both majors and a **2♦** response asking for the better one. **2♦**, **2♥**, **2♠** natural 5+ cards up to 15 HCP. Double in 2<sup>nd</sup> penalty and double in 4<sup>th</sup> showing a balanced hand with at least as many points as the NT bidder has shown.

**Michaels Cue** over minors shows five cards in both majors, over majors it shows the other major plus a minor. Then 2NT asks which minor.

**Unusual NT** A jump overcall of two, four, five, or six NT's 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.

**Pre-emptive Jump Overcalls** strength varying with level and vulnerability.

**Negative Doubles** and **Responsive Doubles** up to 3S.

## Carding

Highest from sequences or shortness. Fourth (2<sup>nd</sup> from poor suits), Against NT's, 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. Also against NT's is the "modified Smith Echo" which is used to request a switch and "coded 10's and 9's" which indicate 0 or 2 higher cards.

HiLo signals and discards showing count, attitude or suit preference depending on the situation. (Alternatively UDCA by agreement.)