

TOUCAN CLUB

**AN ENHANCED 21st CENTURY
TWO OVER ONE SYSTEM**

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Available for free at

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“Uncanny! Amazingly powerful, but easy to use. I would hate to bid or play defense against it. A major enhancement to two over one.” Bill Goldstone, first Toucan recruit.

About Toucan Club

When I completed the 4th edition of *Enhanced Precision*, I felt it was the ultimate system. But it required many MANY hours of study and memorization of asking bids, step responses, etc.

When the pandemic hit, I decided to see if I could come up with a natural system (no asking bids, no step responses, or relays) but even better than 2/1. I didn't think I would be successful other than possibly making some possible minor tweaks. 2/1 is already a powerful system which has been around for many decades with lots of excellent bidding theorists and writers working to improve it.

I started with the simple adjustment of using transfers to the one club opening. At first, I didn't know whether this would even be legal, much less whether it would yield any advantages. Once I discovered that it provided enormous advantages, I checked into its legality, and was very pleased to discover that Toucan indeed is legal in ACBL open games.

I then discovered that the natural one diamond opening also provided tremendous benefits.

It was uncanny how the system provided so many benefits when opening one club or one diamond (e.g. right siding most contracts, determining quality of fit [differentiating between three and four card support at low levels], being able to play in one notrump when standard American, 2/1, even Precision would force you to the two level.

But that is just the beginning of the benefits. Toucan makes it difficult for the opponents to bid since so little information is provided to them. And defense to Toucan contracts (especially those starting with one club) is especially difficult since opener's minor suit distribution has many possibilities.

Enjoy!

From the Author

I have played Precision for several decades, winning dozens of regionals and even the National Open Swiss Teams.

Master Point Press is now providing an **editable convention card**, already filled out the way Bill Goldstone and I play Toucan Club. There is a link to download the software (<http://www.conventioncardeditor.com/>) used to create, edit, and print the convention cards. Once you have one convention card, you can save it under a different name and

create other cards for other partners. You can even email them a card so that they can print it on their own computer. After downloading the Toucan convention card, make sure to copy it to the CCE folder on your computer where the software expects to find convention card files.

I hope you enjoy reading, playing, and winning with Toucan Club as much as I did in creating it.

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ACKNOWLEDGEMENTS

I have benefitted from many players, authors, reviewers who have pointed out the virtues of transfer bids, including such mainstream techniques such as Jacoby Transfers which are nearly ubiquitous today.

When I first realized some of the benefits of using transfer responses to a 1♣ opening, I decided to see if such a system was legal. I went to Matt Smith, one of ACBL's top national directors (who knows more about ACBL rules and regulations than anyone I know!). He researched and discovered that not only is it legal to play a short club (two or more clubs) with transfer responses but also that some top players are using such a structure. Since then Matt has been helpful in deciding what bids should be alerted/announced, etc.

When I first started developing Toucan, I wrote an article on it and submitted it to *Bridge World* hoping (without much optimism) that they would publish it. Jeff Rubens declined to publish it (too long for the magazine and they don't publish much on systems anyway). However, he did agree to place the article in their Esoterica section which anyone can access online.

<https://www.bridgeworld.com/pages/readingroom/esoterica/toucan.html>).

Jeff also pointed me in the direction of some already existing books which used either a short club or transfer responses to a 1♣ opening. I didn't find any which incorporated many of the structures I wanted to be in my Toucan system (an Enhanced 21st Century 2/1 system) so I continued my development and writing.

Tom Devine suggested a treatment which solved a problem with a particular situation that had no obvious solution. Tom and I have played together for many years with many regional wins and several top 10 finishes in national events. One of those top 10 finishes would have been an outright first except that the ACBL lengthened the event from two days to three days and we dropped to third on the third day. Sigh.

But the person to whom I owe the most gratitude is Bill Goldstone. From the beginning, Bill has been an effusive supporter of Toucan. He has spent countless hours discussing the system, and many more hours practicing the system online against BBO's expert robots. Most of the major suit raise structure (especially the four card raises) is based on his ideas.

Josh Sinnett, Tom Devine, and even more so, Kevin Bolan helped with revising the original version of this book.

I would also like to thank BBO. Being able to practice the system on their site using their advanced robots has definitely allowed me to fine tune the system faster than I could have if that resource were not available. I am also hoping that BBO will be useful in letting BBO players learn about the system (forums, etc.). Sanya, BBO tech support, was particularly helpful teaching me the ins and outs of convention cards on BBO.

As I was developing the Toucan Club system, I was amazed at how well it right-sided so many contracts and was smug enough to think that it was near perfect at that. It came as a shock to me that John Moffat, one of the best players in the Northwest, pointed out that some simple Toucan sequences (most notably when you open 1♣ with exactly 3 spades, responder shows spades (by bidding one heart), and you accept the "transfer" by bidding one spade (showing exactly 3CS). If responder has only 4 spades and a minimum hand, responder may well rebid 1NT and the contract is likely wrong-sided. Just goes to show that no bidding system is perfect all the time! I want to thank John for pointing out this defect and providing other information about Toucan and similar systems.

Thanks to everyone who provided support and assistance in developing Toucan. But special thanks to Bill who so enthusiastically worked with me to fine tune the system.

Toucan Club

Introduction

I have been a huge fan of Precision for many decades and played it while winning the 1981 NABC+ Open Swiss teams beating Barry Crane's team and other pro teams (including one with Blue Team players). Like many other Precision players, I have created my own system (*Enhanced Precision, 4th Edition*, Master Point Press) which like any proud parent I think is wonderful, despite its warts (primarily that it is very artificial requiring much memory work).

During the pandemic, I set out to develop a simpler system, one not requiring undue memory work. I wanted this system to be based on a natural (two or more clubs) non-forcing 1♣ opening with transfer responses. These transfers make it even easier than standard bidding to find fits with the added major benefit of usually right-siding the contract. And that is just scratching the surface of transfer responses to a 1♣ opening.

I checked into the legality of such a system and was pleased when Matt Smith, ACBL National Tournament Director, informed me that it is indeed legal in open ACBL games to have a short club (guaranteeing at least 2 clubs) system with transfer responses. Yay! I was on my way. He also suggested the name Toucan Club which I eagerly adopted.

I started developing the system, recruiting Bill Goldstone to flesh it out and practice it on BBO to see if it worked as well in practice as on paper. Thus far, we have played at least several dozen sessions of 20+ boards against BBO's advanced robots (pretty good opponents as BBO players will attest to) and won every single session. Yay again!!

At first we focused on the 1♣ part of the system and it proved its worth over and over. The 1♣ opening is easily the most frequent opening bid since it covers all balanced hands without a five card major which don't fall into a 1NT, 2NT, or 2C (regular old-fashioned strong artificial opening).

When your partner opens 1♣, instead of bidding your longest/lowest suit as you normally do, you bid the suit below your suit (sort of a "transfer"). This allows opener to immediately tell you how well they fit your suit. With three card support, they simply accept the transfer. Opener shows a minimum hand with four card support by jump accepting. This denies extra strength or shape, just shows four card support.

But this is a major improvement to 2/1 bidding. When you show three card support, responder knows immediately if this is a good candidate for a trump suit (if responder has 5 or more). But now opener is declarer which frequently right-sides the contract keeping opener's honors from being attacked at the opening lead. And if opener has four card support, opener is still declarer, yet again probably right-siding the contract. It

also eliminates the fear that opener might have raised on three card support which many players do.

These three and four card support sequences have another major benefit. All you know about opener's hand is that they have an opening hand with however many trumps they have promised. As you will see, opener might have as few as two clubs and as many as five diamonds. Try to imagine defending when you have so little knowledge of declarer's hand.

Next, I focused on the 1♦ opening which guarantees an unbalanced hand with 6+♦ unless there is a side suit void or singleton. It turned out that the 1♦ opening has its own amazing abilities as well. For example, a simple auction such as 1♦ 1♠ 1NT has very interesting implications. In particular, it shows exactly 1453 or 1444 distribution and a minimum hand. Responder now probably has sufficient information to place the contract since they know opener's exact distribution and HCP to within a narrow range.

Notice that responder probably has sufficient information already to place the contract, including being in 1NT. If you had opened one diamond (with 1453 or 1444 distribution) playing standard American, 2/1, even Precision, and partner had responded one spade, you would probably rebid two diamonds or two clubs, over-emphasizing the minors, leaving the strength quite wide open, and partner would have no reason to think you might have four hearts. With Toucan, partner would know your exact distribution (most notably that you have a singleton spade and four hearts). In other systems, responder wouldn't know that you had exactly one spade and would be tempted to rebid his five card spade suit. You could easily end up in a 43 minor suit fit instead of your 44 heart fit.

And all this is done with a natural system without asking bids, step responses, relays, etc. The primary difference from 2/1 is that transfer responses to the 1♣ opening are used and the 1♦ opening shows an unbalanced hand.

So let's get on with how this all works...

1♣ OPENING

A 1♣ opening shows an opening bid (however you want to define it) and is easily the most frequent opening bid in the system since it is used for all balanced hands (even with 3352 distribution with 5 diamonds and 2 clubs), except for hands with a five card major (when 2/1 is used) or suitable for 1NT, 2NT, or a 2♣ opening, not to mention hands with a club suit. The reason for opening 1♣ with so many hand types is that the 1♣ opening is so powerful in itself (as will be demonstrated) and because it allows the 1♦ opening to guarantee an unbalanced hand with diamonds.

The most important aspect to the 1♣ opening is that the initial response is a transfer. TOOOCO (Transfers Over Our One Club Opening) is the acronym used to describe this style.

After a 1♣ opening:

1♣ 1♦ or 1♣ 1♥

1♣ 1♦ shows 4 or more ♥ and is a hand that standard players would respond 1♥. Likewise, 1♣ 1♥ shows 4 or more spades and is a hand that standard players would respond 1♠.

Wouldn't it be nice if we could immediately show support for responder's major and for it to immediately be clear whether you have three card support or four card support? TOOOCO allows you to do exactly that!

Using TOOOCO, opener shows exactly 3 card support (3CS) by accepting the transfer at the one level. With 4CS, opener makes the same bid they would have made if responder had bid their suit naturally.

Thus 1♣ 1♦ 2♥ and 1♣ 1♥ 2♠ both show minimum balanced hands with exactly 4CS.

This may not seem important, but it is. For example, responder with only a four card suit does not have to worry about whether opener has 3 or 4 card support since opener's rebid clearly indicate which it is. And when opener denies 3CS, responder does not have to ask if opener has 3CS since responder has already denied it.

Perhaps of even greater importance is that more contracts are right-sided. For example, in a five three major suit fit, responder knows the fit immediately and opener (the hand most likely to have the most HCP and tenaces) will be declarer. This means that the hand with the most HCP will be led up to at trick one and will have their assets hidden from view.

In the case of the 4+4 card fits (e.g. 1♣ 1♦ 2♥) the final contract will be the same as in standard bidding (2♥), but with an important difference, namely that again the lead will be up to the stronger hand and opener's values and distribution are unknown).

Believe me, it is very hard to play defense when all you know about declarer's hand is that they have a balanced hand with 3CS for responder and two more clubs. The auction makes it psychologically difficult to realize that declarer might generate an extra trick (or even two) by ruffing clubs (the suit they opened!) in their own hand.

Experience shows that in addition to all the other benefits TOOCO offers, the lack of information about declarer's distribution makes defense so difficult that it can easily add a trick to the playing potential of the hand.

XYZ is used after starting with 1♣ 1♦ or 1♣ 1♥

1♣ 1♣

A 1♣ response to a 1♣ opening suggests opener rebid 1NT. This usually shows a hand with no four card major and minimum modest values (less than game forcing) and opener describes their hand. E.g. with a normal minimum balanced hand, opener rebids 1NT. If opener has a stronger hand, opener bids naturally.

Notice that again the hand is likely to be right-sided with the stronger of the two hands being led up to, with most of our assets hidden from the opponents and with little knowledge of opener's distribution (e.g. what opener's major suits length are [could be anywhere from 22 to 44]), what opener's diamond length is (could be anywhere from two to 5!). This makes defense extremely difficult!

The 1♣ transfer to 1NT could also be based on a stronger hand intending to raise NT to 3, but without tenaces (e.g. AK5 763 KQJ J64), trying to protect opener's holding in hearts from the opening lead.

- The 1♣ transfer to 1NT can also be used for strong responding hands with length in clubs. Transferring to 1NT is also the technique used when holding a long strong minor suit intending to rebid 3NT which will protect the tenaces in partner's hand.

1♣ 1♠ 1NT rebids by responder

- 2♣ similar to a criss-cross 3♣ in standard bidding, natural, invitational. But you are a level lower (not to mention safer which is appropriate since a Toucan 1♣ opener might only have two clubs rather than a minimum of three in standard methods).
- 2♦, 2♥, 2♠, 3♣ all show slammish potential hands (with good fit, controls, etc.), but show weak suits (denying two of top three honors). Contrast these bids with immediate jump shifts (transfers) which show traditional Soloway Jump Shifts with one loser suits. These bids are natural, not transfers.
 - With two of the top three honors, share the good news with partner by cue bidding in support, simultaneously showing the good support and the control. You can even cue bid in support without two of the top three if you have something similar to AJ, KJ, maybe even QJ if the rest of the hand is slam oriented (A's and K's rather than Q's and J's), especially if those honors have a smaller one (or more) as well. Anything which will reassure partner who may be holding Qxxxxx or even J10xxxx.
 - If you have good support as but don't have an outside A or K you can raise partner's suit to the three level showing good support but no outside controls.
 - If you don't have good support for partner's suit, you just rebid NT.

1♣ 1NT

This could be a weak hand with clubs or any number of other hands. It even includes hands with several tenaces intending to rebid 3NT to be played from their side. (This shows the flexibility of TOOCO in that it allows responder to decide which hand should be declarer.)

1♣ 2♣

This shows 5+ diamonds and could be weak with diamonds or could be the beginning of a stronger sequence.

Opener accepts the transfer with two exceptions:

1. Opener has the 18-19 HCP balanced hand which is shown by rebidding 2NT
2. Opener is unbalanced with 4 diamonds. Opener rebids a new suit to show a singleton (or void with a minimum hand) or jump rebids a new suit to show a void and well above minimum opening bid.

1♣ 2♦/2♥/3♣

These are all Soloway Jump Shift (SJS) hands (strong suit with possibly only one loser opposite a singleton; slammish). These are all transfers (to hearts, spades, and diamonds respectively). They are superior to standard SJS since once again, they are more likely to be right-sided.

- You generally simply accept the transfer. Partner's SJS says his suit is trump. Who knows, perhaps this one of those times when partner is right.
- After you accept the transfer, responder cue bids shortness first (followed by cue bidding A's and K's), or bids NT with no shortness.
- Opener cue bids A's and K's and so on, possibly using Keycard
- This goes on until it is obvious that slam is not in the cards and you stop below slam or you bid a slam.

1♣ 2♣

This sequence shows one of two different hand types. Opener initially assumes it shows a weak hand with long clubs. If opener is willing to play 3NT opposite that hand (responder should have a likely entry opposite an 18-19 HCP balanced hand), opener rebids 2NT. If responder is too weak to accept that invitation, responder rebids three clubs to play.

The other hand type it shows is a Solway Jump Shift in clubs. By rebidding over opener's rebid, you are showing the SJS type hand and are showing shortness in the suit you bid (singleton without a jump, void with a jump). If you don't have a void (e.g. 7222), you rebid 3NT.

Note that this structure right sides the contract whether it be in clubs or NT.

1♣ 2NT

Game forcing with 55 or better in the minors. Opener

- Rebids longer minor with a preference
- Rebids minor even without a preference with tenaces in the majors to ensure contract is right sided
- Cue bids major with no preference, interested in slam
- Rebids 3NT without slam interest

1♣ 3♣/3♦/3♥/3♠/4♣/4♦/4♥/4♠

Typical ♦/♥/♠/♣ hands but with transfers, as usual to right-side the contract. You might also choose to have 4♣ be keycard in clubs.

1♣ 1♦/♥ 2NT

This shows 18-19 balanced without 4CS for partner's major. Responder's rebids are transfers. E.g. after 1♣ 1♦ 2NT:

- 3♣ shows length in diamonds
- 3♦ shows 5+ hearts
- 3♥ shows 4 hearts and 4 spades
- 3♠ shows 4+ clubs, potential slam interest
- 3NT to play
- 4♣ keycard Gerber
- 4♦ shows 6+ ♥

1♣ 1♦ 2♦/2♠ and 1♣ 1♥ 2♦/2♠

These are both traditional strong jump shift hands showing clubs and spades.

1♣ 1♦/♥ 3♥/♠ or 4♥/4♠

These bids show the same hands they do in standard 2/1 (4CS 16-18/19-21 SP).

1♣ 1♦/1♥ 3NT

This shows the same hand it shows in standard 2/1, strong hand with long strong clubs, stoppers.

1♣ 1♦/1♥ 4♦ and 1♣ 1♥ 4♥

This shows 4CS with strong playing strength and a void in the rebid suit, slammish.

1♣ 1♦ 4♣ 1♣ 1♥ 4♣

These sequences show a powerful playing hand with four card support (hearts and spades respectively), not necessarily extra HCP. E.g. ♠KQ54 ♥x ♦x ♣AQJ7654. It tends to show 7411 distribution since you would splinter with only one singleton.

This same structure also works when you open one diamond. The sequence one diamond, one of a major, four diamonds also shows 7411 distribution with four card support. See the one diamond opening section for more details.

Specialized Sequences

How do you show a weak hand (0-4 HCP) with 55 in the majors when partner opens one club? Bid 1♥ showing spades. If opener accepts you can pass. If not, you bid 2♥ non-forcing (since you didn't use XYZ).

How do you show an invitational hand with long clubs? Bid 1♠ transferring to 1NT and then bid 2♣. This is sort of like a criss-cross bid showing good clubs, but has the advantage of being at the two level, leaving more room to explore if desired, and more safety than being at the three level.

How do you show a strong slammish hand in response to a one club opening with a long weak suit? This is similar to a Soloway Jump Shift hand, except one with a weak suit (denying two of the top three honors) instead of a powerful suit? First you bid 1♠ "transferring" (temporarily) to 1NT. Then you bid 2♦/2♥/2♣ to show a long weak suit with a slammish hand. Without a fit, opener can now describe their hand. Jumping to four of responder's major denies a fit, and denies a slam suitable hand. Bidding 2NT denies a fit, but shows a slam suitable hand. New suits are cue bids showing a fit (including at least one of the top two honors). Raising the suit shows two of the top three honors.

Note that being able to bid 1♠ transferring to 1NT (temporarily) allows responder to describe very specific hands which don't come up often, but when they do, these tools will give great results!

These specific sequences are actually pretty easy to remember. They aren't needed to successfully play Toucan, but are useful to obtain maximum results. When they do come up, they allow you to bid good slams with confidence, and perhaps even more importantly, to stay out of bad ones! It is always embarrassing to bid a slam with two trump losers!!

If you keep in mind that all responses to one club are responses (with two exceptions namely 2NT for a 55 minor suit game forcing hand and 3NT for a 13-15 HCP balanced hand with tenaces in at least three suits, and no four card major), most of the rest will follow naturally to you.

Overall Thoughts About the Toucan One Club Opening

Take the following very common situation. Partner opens one of a minor and you have a five-card major which you bid. If partner raises, you are happy and know that is the suit you wish to play in. But the contract is likely to be wrong-sided, with most of our assets on view and being led through on opening lead. Plus, you don't know if opener has 3 or 4CS which can be critical.

Yes, you may have methods (e.g. spiral for determining whether partner has 3 or 4CS and general strength), but only at the expense of possibly letting the opponents making a lead directing double, and at the least, providing more information to the bad guys making their defense more deadly. How much nicer it is to know immediately whether partner has 3CS or 4CS and you can focus on how high to bid.

And if opener doesn't accept in standard bidding, what do you do? Probably rebid your five-card suit, but that could turn out badly. How much easier it is to know from opener's rebid that he not only doesn't have 4CS, but also doesn't have 3CS. With TOOOCO, if partner accepts your transfer at the one level showing precisely 3CS, you now know what suit to play the contract in and can focus on the level. AND the contract, as usual, is likely to be right-sided.

Notice again how difficult it will be to defend these hands. If opener accepts at the one level, they are known to have 3CS, but the rest of their distribution is very wide open. E.g. opener might five diamonds and 2 clubs, or 2 diamonds and 5 clubs, or anywhere in between those extremes.

Even if opener shows 4CS by with a balanced hand, opener's distribution has wide variation, e.g. minor suit distribution can be anywhere from 5 in one and 2 in the other to anywhere in between. Again, not only is the contract likely to be right-sided, but very little information has been given to the opponents regarding opener's hand.

Have you noticed how powerful the transfer responses to a one club opening is? It allows so many inferences to be drawn, so many different follow-up sequences, and allowing opener to be declarer on many hands.

1♦ OPENING

The Toucan 1♦ opening shows an opening hand but unlike most systems, it guarantees 4+ diamonds AND an unbalanced hand. Even hands with 5 diamonds with 3352 or even 2452 or 4252 are opened 1♣ rather than 1♦. Another way to describe the one diamond opening is that it shows 6+ diamonds or 4+ diamonds with a side suit singleton or void.

The 1♦ structure is basically natural (no relays, transfers, step responses, etc.). However, the requirement that the 1♦ opening shows an unbalanced hand leads to many interesting developments. Let's explore some of them.

Keep in mind how powerful the Toucan ♣ opening is when responder transfers to either major. Opener shows three card support by simply accepting the transfer at the one level (e.g. 1♦ P 1♥ P 1♠) shows exactly three card support. To refresh your memory, jump raising the transfer (e.g. 1♣ 1♥ 2♠ shows a **MINIMUM** balanced hand with four card support.

Now if only there were a way to differentiate between 3CS and 4CS when we open 1♦ and partner responds one of either major.

Fortunately, there is!!

A simple raise to the two level shows **exactly** 3CS. This is similar to accepting the transfer to one of a major with exactly 3CS to a Toucan one club opening.

With 4CS and an unbalanced hand, opener can be more aggressive. With a minimum opening of 11-13 HCP, your hand revalues to 13-15 SP and you can safely raise to three of responder's major.

With a slightly above minimum opening (14-16 HCP, 16-18 Support Points) and 4CS, opener rebids 2NT which has several different meanings, one of which is that slightly above minimum opening hand with 4CS for responder.

See below for how all this works.

1♦ 1♥ 1NT

This is the most interesting sequence of all. First of all, it cannot have the usual meaning of a balanced minimum since the 1♦ opening denied that possibility. Nor can it have 4 spades, since 1♠ would have been rebid. Nor can it have 4 hearts or hearts would have been raised. Nor can it have 3 hearts since, as will be seen soon, hearts would have been raised. Nor can it have 6+ diamonds as diamonds would have been rebid. Nor can it have 5+ clubs or clubs would have been rebid. So, what is left? Nothing except 3154.

That is very interesting. This very simple sequence shows your exact distribution (most notably that you have 4 hearts in addition to your diamonds) and also sends a message about your strength, that you have a minimum opening bid. With more than a minimum opening you would rebid 2♣. Rebidding 2♣ does not guarantee more than a minimum since it could still be a minimum with 55 in the minors.

What other system allows you to define your exact distribution and strength and still be at the one level? Notice also that opening 1♦ in Toucan allows you to stop in 1NT when that is right. In standard American, 2/1, even Precision, with five diamonds and four clubs, you would open 1♦ and then rebid two clubs eliminating the possibility of playing in 1NT.

1♦ 1♠ 1NT

This is nearly as precise as the 1♦ 1♥ 1NT structure, but allows for the possibility of 1444 in addition to the more likely 1453 distribution. The important thing is that opener has very narrowly defined the distribution (to one of two possible very similar distributions) and the strength. The fact that opener guarantees 4 hearts in this sequence is a very powerful point. One way to remember that this sequence shows four hearts is that it is very similar to making a negative double of your partner's 1♠ bid.

Again, notice how this sequence allows the option of playing in 1NT whereas that is impossible with standard American, 2/1, or even Precision. With 5 diamonds and 1453 distribution, you would open 1♦ and rebid 2♦ if partner bid your singleton. And responder would not know anything more than you had 5+ diamonds. Partner would not even know whether you held a minimum opening hand or nearly a jump shift.

Playing Toucan, partner would know your exact distribution (most notably how many cards you held in the other major), that you held a singleton in his suit, and that you had a minimum opening. And not to beat a dead horse to death, you would still have the option of playing 1NT when other systems would not have that option. Amazing!

Although opener's hand is very well defined in these sequences, responder's hand is very ill defined other than knowing they have at least four cards in the major they responded with. This makes bidding against this sequence very scary and defense very difficult if the opponents let you buy the contract.

1♦ 1♥/♠ 2♣/2♦

These both show the obvious lengths in clubs and diamonds, but also convey the information that that opener denies three card support for responder's major. As will be seen next, opener's immediate raise to two of responder's major shows exactly 3CS. This leaves open the possibility of being in a Moysian fit, but at least the hand with 3CS has what is likely to be useful ruffing potential and a source of tricks.

1♦ 1♥/1♠ 3♥/3♠

This shows 4CS, unbalanced (as promised by the 1♦ opening), minimum opening (13-15 SP, 11-13 HCP).

1♦ 1♥/1♠ 2NT

This cannot be the traditional 18-19 HCP balanced hand since the one diamond opening denies that possibility. Instead, this shows one of two hand types, one being a natural 3♦ hand (good long diamonds, well above average hand) or a better than minimum unbalanced (1♦ opening guarantees an unbalanced hand) hand with 4CS for responder. This is a relay to 3♣ so that opener can describe which is held. Regardless of which hand type is actually held, opener denies exactly three card support (either exactly 4 or fewer than 3).

Responder bids 3♣ to find out which. If opener rebids 3♦, they deny 4CS (and they have already denied 3CS) for responder. If opener rebids 3 of responder's major, they are showing a slightly better than minimum unbalanced hand with 4CS (non-forcing, but highly invitational). This is the way to show a slightly better than immediate raise to 3M which shows a minimum 4CS unbalanced hand. See next section for more details regarding strong 4CS bidding.

With most normal hands, responder simply accepts the relay to 3♣. If responder does not accept the relay and rebids

- 3♦, responder is showing a very weak hand and is suggesting that as a final contract.
- 3♥, (after initially responding 1♠) responder is showing 5+ spades, 5+ hearts and is invitational. With 54, responder would accept the relay to 3♣.
- 3♠, responder is showing a weak hand with 6+ spades suggesting that as a final contract (unless of course, opener has one of the strong spade raises)
- 4♥, responder is showing at least 5+ 5+ with GF values
- 4♠, responder is showing 6+ good spades suggesting this as a final contract

1♦ 1♥/1♠ 3♦

So how does one show a strong hand, good long diamonds, and exactly three card support? Rebidding 3♦ sends all three of these messages at once!

1♦ 1♥/1♠ 4 Card Support Raise Structure

With 4 Card Support:

- jump to 3M with a minimum (11-13 HCP, 13-15 SP)
- rebid 2NT with better than a minimum (16-18 SP) and then rebid 3M showing a near game forcing hand
- make an even stronger bid (e.g. splinter or raise to 4) with far more than a minimum (19+SP).

- Scientists could use that an immediate splinter (three of the other major or 4♣ shows a singleton splinter and that rebidding 2NT followed by 3 of the other major or 4♣ shows a void splinter.
- Scientists could also say that 1♦ 1M 4D shows 7411. With 64 distribution and GF values, opener would show the singleton with 6421 or the void (via 2NT immediate rebid) with 6430 or 7420.

Note that a minimum one diamond opening bid shows 4+ diamonds, AND an unbalanced hand. If you have 4CS for the major responder shows, your hand grows up. Your hand may only have 11 HCP, but it is easily now worth 13 SP (one diamond P one of a major P three of that major) shows 13-15 SP which makes the immediate raise to 3 safe.

E.g. with Kxxx Axxx Axxx x, you started off with a bare minimum opening bid. But if partner responds one spade, your hand now is worth a raise to 3. Keep in mind that this raise to 3 does not show extra strength; in fact, it denies more than a minimum.

If your hand were even a little bit stronger, but with the exact same honors, e.g. Kxxx Axx Axxxx x, you might even consider making a stronger raise (rebid 2NT and then bid three. If you were even stronger (e.g. Kxxx Ax Axxxx x), you might even force to game despite having only 11 HCP.

1♦ 1♥/♠ 2♥/♠

The single raise after opening 1♦ is always a 3 card support raise. With 4CS, you would use one of the bids listed in the previous section. Thus, the single raise is always a 3CS raise. Notice the difference between Toucan and other systems. Some don't even allow three card raises. Some have no way to find out whether it is a three or four card support raise.

And even those who use something such as spiral are at a disadvantage compared to Toucan. With Toucan, you don't have to ask, you already know that opener has exactly 3CS, and a ruffing value (since they opened one diamond which shows an unbalanced hand).

1♦ 1♥/♠ 4♦

This shows a very distributional 4CS raise, not necessarily super strong HCP, for example, ♠ KQ76 ♥ 5 ♦ AK87654 ♣ 4.

1♦ 4♣ Key card for diamonds. I can hardly wait for this hand to come up.

1♦ 4♦/4♥

These are both transfers. Most of the time, opener will accept the transfer and the contract is likely to be right-sided. Or responder can key card looking for slam.

1♦ 1♥/♠ 1NT Additional thoughts

After 1♦ 1♥/♠ 1NT, XYZ is in effect. 2♣ is a relay to after which all bids are natural and invitational. ALL invitational bids start with this sequence. Most notably 1♦ 1♥/♠ 1NT 2NT is definitively not natural and invitational, but rather a relay to three clubs. If you wanted to invite in NT, you first rebid 2♣ and then bid 2NT over partner's forced 2♦ rebid.

2♦ is an artificial game force. If opener has the expected hand with a singleton in responder's suit, he makes the most natural rebid.

Overall Thoughts about Toucan one diamond opening

Just as the Toucan one club opening has powerful advantages over standard bidding systems, the one diamond opening provides many useful tools, including being able to:

- stop in 1NT on some unbalanced hands when that is right (not possible in standard bidding systems)
- show precisely three card support for partner's major suit response
- being able to show four card support for responder's major suit response with highly precise support points
- show precise distribution and strength at the one level
- and more..

MAJOR SUIT STRUCTURE

Feel free to play Toucan with whatever 5 card major suit structure you are comfortable with. Below is the structure Bill Goldstone and I use.

2/1 is not bid unless either the suit is 5+ in length, or has 15+ HCP. 1NT is forcing, even by passed hand, and can be used for many types of hands. Single raise is 3-8 support points with three card support.

2♣ response to 1M by unpassed hand is either a 2/1 type hand as already described or a 3 card support limit raise. Opener rebids the major if they would pass a 3CS limit raise. All other rebids are natural and at least invitational to game.

2♣/♦ are Drury showing 3CS/4CS respectively by passed hand. One of the nice (memory saving) features of this structure is that 1M P 2♣ is always a 3CS limit raise regardless of whether or not you are a passed hand.

1M 2NT is Jacoby promising 15+ HCP. Other four card raises are below:

1. 1M 3M is weakest, can be done totally on shape
2. 1M 4M is weak with 5+CS, not 5332.
3. 1M 3C is flattish limit raise 9-11 SP OR 12-14 HCP with shortness (opener initially assumes flat 9-11, but bids 3♦ asking for shortness looking for possible slam if responder holds the 12-14 hand with shortness.
4. 1M 3D shows 7-8 SP
5. 1M 3 of other major (3OM) is GF less than 12 HCP (if interested in slam, opener rebids 3♠/NT asking for shortness)
6. 3NT is not a four card raise since it shows 4333 with 3CS
7. 4♣ is 12-14 HCP flat with 2 of top 3 honors or A or K 5+
8. 4♦ is 4CS with 12-14 HCP flat without two of top three honors or A or K 5th

Note that the structure above allows you to clearly separate 3CS and 4CS raises. In addition, it allows you to show whether your support is primarily HCP or distributional. It also allows you to show the quality of your trump support for game going (potentially slam going if opener has the appropriate hand).

The above jump shifts are on over a takeout double or in competition if they are a jump.

OTHER OPENING BIDS

WEAK TWO/THREE BIDS

Standard weak two/three bids are suggested, but that they should contain no more than 7 losers so that responder can determine what the final contract should be.

Another option is to use 2♦ as Flannery. 2♦ is not that much of a preempt and using it as Flannery definitely solves a problem type hand.

NAMYATS

Opening 4♥/♠ shows a hand with 7+ ♥/♠ likely to take 7 to 7-1/2 tricks if ♥/♠ are trump. Typically, the hand will have 10 or fewer HCP.

With a similar stronger hand (7+CS, 8 to 8-1/2 playing tricks; 10+ HCP) you open 4♣/♦ to show ♥/♠. If responder is willing to stop at game, they simply bid it and the contract is likely to be right sided. If interested in slam, bid the relay suit to ask for shortness.

2♣ OPENING BID

Toucan doesn't affect the 2♣ opening bid or the responses. Use whatever structure you like best.

NT STRUCTURE

Bill Goldstone and I think it is best to open 1NT with a five-card major if it meets the other criteria (15-17 HCP, balanced). For game going hands we use puppet Stayman to ask about majors allowing you to find the 5-3 fit. If you are not in game, the five-card major is less likely to be important (sometimes this statement will be wildly wrong!).

The puppet Stayman variation over 1NT (1NT 3♣) used in Toucan is the one where 3♦ rebid by opener denies a five-card major but neither affirms nor denies a four card major. Not knowing whether opener has no four card major, one four card major, or even two four card majors makes defense much more difficult than if opener shows they have at least one. In standard puppet, opener's rebid of 3♦/3NT affirms/denies a four card major which could easily be more important to the defense than to partner.

If responder has one four card major (can't have two as standard Stayman would have been used), they rebid the other one (which must be a three card suit as otherwise they would have used regular Stayman) and opener chooses whether to rebid 3NT or accepts responder's four card major by bidding it at the four level with a minimum or cue bidding with a max.

COMPETITION

TRANSFERS

As you already know, without competition over our 1♣ opening, we use transfers. After a takeout double of our 1♣ opening, we still use transfers and retain all its benefits.

The major exception to the transfer principle is that 1♣ 1♠ X is a standard negative double (showing 4 hearts).

When responder "transfers" to a major (e.g. 1♣ X 1♦/1♥ showing ♥/♠ respectively), opener "accepts" the transfer with 3CS and jump raises with 4CS (just as if the double had not occurred).

The same principles apply if the 1♦ opening is doubled. I like TROTOD (Transfer Responses Over Takeout Doubles) so much that I wish I could require opponents to double my opening one of a suit bids!

Transferring to a suit and then bidding a new suit is a one round force.

The most interesting structure is when our 1M opening is doubled. Transfers are now in effect (1♥ X XX shows 4+ spades).

Raising to 2 of opener's major is a weak 3CS raise, up to a maximum of 7 SP.

"Transferring" to opener's major (e.g. 1♥ X 2♦) is a 3CS raise with 8-9 SP. Since this is a transfer, it also includes possibility of being even stronger as will be explained soon.

Transferring to a suit below opener's suit (e.g. 1♠ X 2♣) shows length and/or strength in diamonds, the suit being transferred to. Opener nearly always accepts the transfer since it might be based on a long suit (e.g. KQ10974 and out). If responder now returns to opener's major, it shows precisely 3CS, 10-11 SP with the strongest side suit being the suit transferred to. How many systems do you know where you can show exactly 3CS, 10-11 SP, and what your strongest side suit is, all at the two level? [*Enhanced Precision* where I developed this concept]

Transferring to opener's major and then raising to 3 is a very strong raise to game with 3CS (12-13 SP)

Transferring to opener's major and then bidding a new suit is a game forcing 3CS raise with values in the second suit.

I have written several articles regarding transfers in competition in the *ACBL Bulletin*, one article in *Bridge World*, and a discussion about using transfers after the opponents overcall at the two level (<https://www.bridgeworld.com/pages/readingroom/esoterica/beall.html>) in the Esoterica section of www.bridgeworld.com, and extensively in my book, *Enhanced Precision, 4th Edition* Master Point Press.

SUPPORT DOUBLES

Support doubles (and redoubles) are used to show 3CS when we open, next hand passes, partner shows a suit (either directly or by transfer) and next hand makes a call. I play support doubles up through three of responder's suit, but many players only use them through two of partner's suit. Definitely something to discuss.

WHEN ARE TRANSFERS ON?

Transfers are used in competition when we open one of either minor and next hand bids 1♦ or 1♥. Thus, 1♣ 1♥ X shows 4 or more spades and opener can show 3CS by bidding 1♠ (if next hand passes) or make a support double if next hand bids a suit. Jumping to two spades does not show extra strength, just 4CS. This gets us to the same contract as if responder had bid 1♠ and we raised to two, but now the contract is probably right-sided.

1♣ 1♦/1♥ (overcall) 1♠ denies 4 spades and suggests opener rebid 1NT.

Toucan also uses transfers in competition under the following conditions:

- The bidding is still at the one level
- Only one of the opponents has made a call other than pass

NEGATIVE FREE BIDS

A negative free bid is a bid in competition which is natural (not a transfer), non-forcing, but constructive.

An example is where the bidding has gone one club (by your LHO), one heart by your partner, and two clubs by your RHO. With ♠ KQJ965 and out, you could bid 2♣ non-forcing, but constructive. With a better hand, say with an outside A, you could double first, then bid spades showing a game forcing hand.

Some players say you need to have 10 HCP to bid in competition at the two level, especially if you are bidding a suit higher than partner's. But this hand screams for a 2♣ bid. You clearly want a spade led, and seriously want partner to consider a spade contract.

ALERTS/NOTIFICATIONS

You must notify the 1♣ opening bid as possibly being short. If the opponents ask for more information, you should state that it is non-forcing, shows at least two clubs, and is used for all balanced hands without a five card major which doesn't qualify for 1NT or 2NT.

The 1♦ opening bid does not need to be alerted or announced, but if asked, you should tell the opponents that it shows an unbalanced opening hand with 4+ diamonds. If they ask for more clarification, you could also say that it shows 6+ diamonds or 4+ with a side singleton or void.

Other sequences such as 1♦ 1♠ 1NT and 1♦ 1♥ 1NT also should be alerted since they show very specific distribution with a singleton in partner's suit and in the case of 1♦ 1♠ 1NT also shows exactly four hearts. The system wasn't designed with this feature in mind. It is a consequence of the 1♦ opening bid showing an unbalanced hand. This distribution is not an obvious deduction to someone unfamiliar with the system and therefore should be alerted.

When partner opens 1♦, you respond one of either major, and partner raises you to two, you need to alert that opener is showing precisely three card support.

When partner opens 1♦, you respond one of either major, and partner rebids 2NT, you need to alert that that 2NT shows either 16+ support points with four card support or a hand worth a 3♦ rebid with fewer than three cards in your major.

When partner opens 1♦, you respond one of either major, and partner rebids 3♦, you need to alert, explaining that this shows a well above average hand with long diamonds and exactly three of partner's major.

Obviously all the four card major raises should be alerted.

The opponents should be alerted that opener's accepting the transfer (after opening 1♣) to one of a major at the one level shows exactly three card support. They should also be alerted that jump raising the major being transferred to shows a balanced minimum hand with four card support.

HOW TO COMPETE AGAINST TOUCAN 1♣,

If your opponent starts the bidding with a Toucan 1♣, you can bid normally, as you would against a normal one club opening.. Standard takeout doubles, overcalls, etc. can all be used.

Alternatively, since 1♣ might be as few as two, you could decide to use a cue bid of clubs to be natural.

Another subtle advantage of Toucan is that it lessens the value of the opponent's takeout double. Normally, when you open 1♣, you have at least three and an average of 4 or more clubs which increases the likelihood that an opponent will be short in clubs. With a Toucan 1♣ opening, opener only needs to have 2 clubs and is reasonably likely to only have two or three making it less likely that an opponent will be short in clubs and will thus be unable to make a normal takeout double.

If responder makes a transfer response to 1♣, you need to decide what double means and what bidding the suit being transferred to means. One option is that doubling the transfer shows the suit being doubled and that your accepting the transfer bid is a takeout double of the other two suits (not clubs, not the suit being transferred to).

CONVENTION CARD

I have created a Toucan Club convention card using Chuck Tesler's Convention Card Editor (my favorite convention card program).

Go to <http://www.conventioncardeditor.com/> for instructions how to download and install the program. A copy of the Toucan Club convention card is on the next page of this pamphlet.

Once you have installed the program, you can go to www.ebooksbridge.com and search for Toucan to download the file CCE needs to display the Toucan Club convention card. You will have to create an account before you "purchase" the pamphlet and convention card, but the price is free and you will not have to enter any financial information (credit card, etc.).

Once you have downloaded the file from your www.ebooksbridge.com account and placed it in the appropriate CCE directory on your computer, you will be able to bring up the convention card and edit it however you wish.

I have also created a Toucan Club convention card on BBO. Send a message to ToucanClub (my username on BBO) and I will share it with you (technically making you a partner for the convention card). Once I have shared it with you, all you need to do is to log on, click on My Account, Convention Cards, and you should see the Toucan Club convention card. At that point you will be able to edit, save, and print it. And most important, you will be able to share it with anyone you think might be interested in it. Simply type their name in the partner field and they will see it in their list of convention cards.

A simpler (probably superior) way to create your own Toucan convention card is to simply use your current card noting that an opening 1♣ may only have two clubs, is non-forcing, and has transfer responses. Likewise, you need to note that opening 1♦ guarantees 4+ diamonds and an unbalanced hand. This approach also makes it easy for you to retain all your other agreements (carding, defensive bidding, etc.).

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 3M
 Responsive thru 3M Maximal
 Support: Dbl. thru 3M Redbl.
 Card-showing Min. Offshape T/O
 snapdragon

SIMPLE OVERCALL
 1 level 7 to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing N/Const NF
 Jump Raise: Forcing Inv. Weak
 Beall Major Raises

JUMP OVERCALL
 Strong Intermediate Weak
 intermediate at unfavorable vulnerability

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. Namyats

DIRECT CUEBID
 OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Leaping Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Kickback 1430 min/max Gerber Minorwood
 specific K's
 vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump
 x x x x x (x) x (x) x x x x
 x x x x x x x x x x x x
 (A) K x (1) 9 x (A) (K) J x (A) (1) J x
 (K) Q x (K) (T) x (A) (T) 9 (A) (T) (9) x
 (1) J x (K) (1) 9 x (K) (Q) J x (K) (1) (T) 9
 (1) T 9 (Q) (1) 9 x (1) (J) T x (Q) (1) 9 x
 (K) Q T 9 (1) T 9 x (1) 9 x x
LENGTH LEADS:
 4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit preference

SPECIAL CARDING **PLEASE ASK**

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. System on _____
 Balancing: 12 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. sandwich NT

DEFENSE VS NOTRUMP
 vs: strong weak <15 HCP
 2♣ _____
 2♦ _____
 2♥ _____
 2♠ _____
 Dbl: single suiter
 Other: DONT Landy

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other: Transfers- please ask

VS Opening Preempts Double Is
 Takeout thru 4H Penalty
 Conv. Takeout: 4NTOver 4S
 Lebensohl 2NT Response
 Other: transfer lebensohl

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 2nd highest of touching honors
 in the middle of the hand
 Upside-Down: count
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

NAMES Bill Goldstone Ron Beall

GENERAL APPROACH
 TOUCAN CLUB: Enhanced 2/1 (Non-forcing Short Club with Transfer Responses)
Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other

NOTRUMP OPENING BIDS
 1NT 15 to 17
 _____ to _____
 5-card Major common
 System on over X 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠ Lebensohl (xfer denies)
 2♠ Transfer to C _____ Neg. Double at 3 level
 2NT Transfer to D _____ Other: Accept transfer with fit

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ xfer to 3NT
 Puppet Stayman
 3NT _____ to _____
 gambling, no outside A/K
Conventional NT Openings
 Baze Slam Try

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING
 Expected Min. Length 4 3 0-2 Conv.
 1♣
 1♦

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Kokish game try: 3 bids are 4CS raises
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. 15 to 30
 3NT: 13 to 15 4333
 Drury : Reverse 2-Way Fit
 Other: 2♣ is 3CS limit raise by Passed or UPH

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: Transfer responses to 1C opening
 Frequently bypass 4+♦
 1NT/1♣ shows C to _____
 2NT Forcing Inv. preemptive to with C
 3NT: 13 to 15
 Other: 1♦ is 4+♦ unbalanced

	DESCRIBE	RESPONSES/REBIDS
2♣ 21+ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	Game forcing	2H/X/XX double negative 2N is GF with Hearts
2♦ 6 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♠=Ogust transfer McCabe	asks shortness 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 6 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♠=Ogust transfer McCabe	asks shortness 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 6 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♠=Ogust transfer McCabe	asks shortness 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing 2-Way NMF xyz
 Weak Jump Shifts: In Comp. Not in Comp. only after 1♣ P 2♠
 4th Suit Forcing: 1 Rd. Game xfer advances if auction is still at 1 level
 xfers when opener jump rebids 2NT; 1M P 3 level bids are all 4CS raises 3M is 2-6 SP.
 3♣ is LR or GF with shortness, 3♦=7-8SP, 3OM=GF less than 12 HCP

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GET YOUR FREE COPY

Go to www.ebooksbridge.com (Master Point Press's website for downloadable material), type ron beall or Toucan in the search bar in the upper left hand corner and select Toucan. You can then download it for free.

www.ebooksbridge.com also has a data file for the convention card I use with Bill Goldstone. You will need to download and install Chuck Teslas' *Convention Card Editor* program I discussed in the convention card section of this pamphlet.

While you are at www.ebooksbridge.com, feel free to search for *Enhanced Precision, 4th Edition*, my Precision book. Although downloadable, my *Enhanced Precision* book is not free. I love this book, but it is mainly for advanced tournament players willing to spend much effort memorizing step responses to many different kinds of asking bids.

FINAL THOUGHTS

I have tried to describe the many ways Toucan benefits its users. I have mainly focused on its technical aspects, for example how it improves finding fits at low levels and right-sides most contracts better than standard systems.

I have also alluded to how difficult it is to defend contracts bid by Toucan players. Knowing so little about the distribution of the hand which opened 1♣ makes defense extremely difficult no matter what the final contract.

But I haven't discussed how much fun Toucan is to play!

And the more you win playing Toucan (as I'm sure you will), the more fun you will have!

FINAL FINAL THOUGHTS

This booklet has covered all the opening bids, but has focused on opening one club and one diamond. You can play the Toucan one club and one diamond opening and play pretty much whatever structure you want for other opening bids. I give you my suggestions for bidding when our side opens one of either major or NT, but you are free to use whatever structure you are most comfortable playing, secure in the knowledge that it will be compatible with the Toucan one club and one diamond openings.

I look forward to the day when two players sit down and instead of asking, "Does rebidding your major over my two over one response shows 6," instead asks, "Do you play Beall Toucan one club and one diamond opening?"

12/6/20

Toucan Club Convention Card

From Ron Beall, author of

Enhanced Precision: Fourth Edition

and *Toucan Club*

I have here provided a free copy of the convention card Bill Goldstone and I use.

The ACBL website has links to several different convention card editors. The one I prefer is Chuck Tesler's *Convention Card Editor*. It is very easy to use, yet flexible and powerful. It even lets you use card symbols easily, automatically adjusts font size if you need to enter more text than normally is expected for a field, etc. Plus it is free!

Follow link www.conventioncardeditor.com to download and install the software on your computer. Once you install the software, open it, start a new card, and do a Save As. You will notice a directory open in the lower middle portion of the box. On my computer, that directory is C:\\users\\user\\documents\\CCE.

When you have downloaded the file from the Master Point Press website, you will have to copy it to the CCE directory above. Once you do that, you will be able to open the card in *Convention Card Editor*, make any changes you wish, including using your own names, special treatments, etc.

When you have made whatever changes you desire, be sure to save the card. You can then print the card, or send it to your partner for approval. You can send the file as a .CCE file if your partner has *Convention Card Editor*. If your partner does not have that software installed, you can save it as a .PDF file which your partner can critique, print, whatever.

I create a different card for each partner . It is so much easier to just print a card rather than looking all over the house trying to find your card for a partner with whom you don't play often.

Enjoy!"

The convention card and convention card editor recommended above are for Windows users only. If you do not have Windows or cannot download the convention card editing software, please click **'View a sample PDF of this eBook'** above for a PDF version of the convention card.

Ron Beall



RON BEALL (Bellingham, WA) is a Diamond Life Master who has won dozens of regional pair and team events and one major national championship (National Open Swiss Teams). He is the author of several articles on bidding in the *ACBL Bridge Bulletin* and in *The Bridge World*. He is also the author of *Enhanced Precision, 4th Edition*, Master Point Press.

Ron lives with his wife Jennifer, a Ruby Life Master.

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru _____ 3M
 Responsive : thru _____ 3M Maximal
 Support: Dbl. thru _____ 3M Redbl
 Card-showing Min. Offshape T/O
 _____ snapdragon

SIMPLE OVERCALL

1 level _____ 7 to _____ 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 _____ Beall Major Raises

JUMP OVERCALL

Strong Intermediate Weak
 _____ intermediate at unfavorable vulnerability

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____ Namyats

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 _____ Leaping Michaels

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430
 Kickback 1430 min/max Gerber Minorwood
 _____ specific K's

vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
X X X X (X) X	(X) X X X X X
X X X X X X X (X)	(X) X X (X) X X X
(A) K x (1) 9 x	(A) K J x (A) (1) J x
(K) Q x (K) (1) T x	(A) J T 9 (A) T (9) x
(1) J x (K) (1) 9 x	(K) Q J x (K) (1) T 9
(1) T 9 (Q) (1) 9 x	(1) J T x (Q) (1) 9 x
(K) Q T 9	(1) J T 9 x (1) 9 x x

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 2nd highest of touching honors
 in the middle of the hand

Upside-Down: count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NOTRUMP OVERCALLS

Direct: _____ 15 to _____ 18 Systems on
 Conv. _____ System on _____
 Balancing: _____ 12 to _____ 14
 Jump to 2NT: Minors 2 Lowest
 Conv. _____ sandwich NT

DEFENSE VS NOTRUMP

vs: _____ strong _____ weak <15 HCP
 2♣ _____
 2♦ _____
 2♥ _____
 2♠ _____
 Dbl: _____ single suiter _____
 Other: _____ DONT _____ Landy

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other: _____ Transfers- please ask

VS Opening Preempts Double Is

Takeout thru _____ 4H Penalty
 Conv. Takeout: _____ 4NT over 4S
 Lebensohl 2NT Response
 Other: _____ transfer lebensohl

NAMES

Bill Goldstone Ron Beall

GENERAL APPROACH

TOUCAN CLUB: Enhanced 2/1 (Non-forcing Short Club with Transfer Responses)
 Two Over One: Game Forcing Game Forcing Except When Suit Rebid
 VERY LIGHT: Openings 3rd Hand Overcalls Preempts
 FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other _____

NOTRUMP OPENING BIDS

1NT _____ 15 to _____ 17 _____
 5-card Major common
 System on over _____ X 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (xfer denies)
 2♠ Transfer to C _____ Neg. Double at 3 level
 2NT Transfer to D _____ Other: Accept transfer with fit

2NT 20 to 21

Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ _____ xfer to 3NT
 _____ Puppet Stayman

3NT _____ to _____

_____ gambling; no outside A/K

Conventional NT Openings

_____ Baze Slam Try

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input checked="" type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: _____ Kokish game try: 3 bids are 4CS raises
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. 15 to _____ 30
 3NT: _____ 13 to _____ 15 4333
 Drury : Reverse 2-Way Fit
 Other: _____ 2♣ is 3CS limit raise by Passed or UPH

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
1♦	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____ Transfer responses to 1C opening
 Frequently bypass 4+♦
 1NT/1♣ shows C to _____
 2NT Forcing Inv. preemptive to with C
 3NT: _____ 13 to _____ 15
 Other: _____ 1♦ is 4+♦ unbalanced

DESCRIBE

RESPONSES/REBIDS

2♣ _____ 21+ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	Game forcing	2H/X/XX double negative 2N is GF with Hearts
2♦ _____ 6 to _____ 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣ = Ogust/transfer McCabe	asks shortness 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ _____ 6 to _____ 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣ = Ogust/transfer McCabe	asks shortness 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ _____ 6 to _____ 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣ = Ogust/transfer McCabe	asks shortness 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF _____ xyz

Weak Jump Shifts: In Comp. Not in Comp. _____ only after 1♣ P 2♠

4th Suit Forcing: 1 Rd. Game _____ xfer advances if auction is still at 1 level

_____ xfers when opener jump rebids 2NT; 1M P 3 level bids are all 4CS raises 3M is 2-6 SP.

_____ 3♣ is LR or GF with shortness, 3♦ = 7-8SP, 3OM = GF less than 12 HCP