Bart Simpson Club

Version	Date	Description
5.0	2020-03-04	Following improvements: • 1♦-(1♥)- continuations (NB: 1♠ denies spade suit!) • Keycard ask after preempts • Optional Minorwood (also for 1♣ -2m-4m) • Maximum overcall X against solo bidder
4.3	2018-07-10	Added 1♣-2m-4m as key card ask.
4.2	2018-05-20	Fixed copy/paste errors. Added 1x-1M-1NT-2♣-2♦-3NT to show choice of games with 5332. Added 1♣-1♠-2NT responses.
4.1	2018-05-20	Removed redundant 1NT material from page 31; Removed Smith; corrected some typos & copy-paste errors
4.0	2017-05-08	Major rewrite for Nordic Championships 2017 Changes: • FEM transfers to NT structure (excluding. *1♣-1♥-1NT)* • Muppet Stayman as 2NT structure • Revised DONT as defense against strong NT • (1x)-p-(1y)-1NT is natural strong NT • FEM defense against preempts • (3x) - 3NT FEM continuations • removed FIT jumps from A: openings (3x=PRE, 4x=SPL) • 1M-(X)-2NT sequence responses as in limit Stenberg

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Terminology and Abbreviations

A: = 1st/2nd position OR responses to 1st/2nd position opening
B: = 3rd/4th position OR responses to 3rd/4th position opening

Opener = Player who opens the bidding
Responder = Opener's partner
Aggressor = Player who enters the auction after opponent has opened
Advancer = Aggressor's partner

N = NT = no trump
X = double
XX = redouble

m = minor suit, bid minor suit
M = major suit, bid major suit
om = the other minor
OM = the other major

4333 = any 4333 distribution
4-3-3-3 = 4 spades 3 in all other suits
5m332 = 5 card minor, 332 the rest of the suits
➔ = In the subsequent auction; Up to and including

ART = artificial
ASK = asking bid
BAL = balanced
COMP = competitive
DEPO = X=even / pass=odd
FG = forcing to game
F1R = forcing for one round
F\<n\>\<D\> = forcing to level \<n\> in denomination \<D\> F2NT = forcing to 2NT
INV = invitational (INV+ = invitational or better)
Lissabon = bid in minor to agree major or bid in major to agree minor, ♣<=>♥ and ♦<=>♠
NF = not forcing
NV = not vulnerable
P/C = pass or correct
PRE = preemptive
RESP = responsive
ROPI = XX = the 1st step, pass = 2nd step and lowest bid = the 3rd step etc.
SEMIBAL = semibalanced
SPL = splinter
STM = Stayman
SUPP = support
T/O = take out
UNBAL = unbalanced
UPH = unpassed hand
VUL = vulnerable
Xfer = transfer

General Principles

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

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

Note that in sequence 1♣ - 1NT - 2♣ - 2(M-1) - 2M - 3M - 3NT is natural as we might have two balanced hands and only 5-3 fit.

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

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

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

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

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

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

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

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

Note the changes after 1♦ – (1♥) sequence. See page XX
Note the addition of Optional Minorwood! Supporting partner's minor at the 4 level is an optional ace ask. See page XX

Note the addition of RKCB for preempts! After a preempt of 3♠ or lower, 4♣ is a special key card ask. See page XX

1NT-Module

NOT APPLICABLE TO 1♣-1♥-1NT(15-18)
We have shown 15-18 against 0-6. All 2-level bids are natural and weak. All 3-level bids show 5-6
with a decent 6 card suit; the strong hand is allowed to gamble a game bid. Responder's 2NT is
undefined and it's use is discouraged.

Stayman with Transfers

The System described here is quite simple and based on Stayman, Smolen transfers and 4-suit
transfers with natural 2NT. The system is very loosely based on WJ05 but contains multiple
elements from other systems.

The responses to 1NT are

- 2♣ = Stayman; 54/64 majors with INV+ strength start with Stayman
- 2♦ = 5+ hearts, transfer (this contains 55M with invitational values)
- 2♥ = 5+ spades, transfer (this contains 55M with FG values)
- 2♠ = 6+ clubs, transfer (no 4cM)
- 2NT = NAT INV
- 3♣ = 6+ diamonds weak or FG, transfer (no 4cM)
- 3♦ = 6+ diamonds, INV (no 4cM)
- 3♥ = short, at least 54 (up to 76) in the minors
- 3♠ = short, at least 54 (up to 66) in the minors
- 3NT = NAT
- 4m = SA Texas (double transfer to M)
- 4M = NAT, to play
- 4NT = NAT, quantitative invitation to 6NT
- 5m = NAT, to play
- 5NT = F6NT, quantitative invitation to 7NT

Some notes about the responding structure:
1. There's no Gerber. To ask for key cards in a major, use SA Texas and then 4NT as a normal
   RKCB. To ask key cards in a minor, transfer to the minor and then use kickback to ask for
   key cards. Note that the kickback is only by the responder to cover the lack of Gerber.
2. There are no weak runaways with both majors. If you want to run, transfer to the 5 carder.
   The only runaway hand type is 5♦ with 44 or 43 majors where one can pass any Stayman
   response. 1NT is a difficult contract to defend and a good declarer makes it more often than
   he should. Finding a "nice" 3-4 fit means easy time for the defence and minus (and
   sometimes the fit is 2-4 when opener has 2245 and responder runs with 44 majors).
3. I have described the system in more detail than WJ05; an experienced player should be able
   to understand the nuances. Some basic bidding sequences are omitted
4. There are fail-safes in the re-transfer structure to allow some memory lapses.

After 1NT - 2♣ the continuations are

- 2♦ = no majors
  - 2M = NF INV with 5+M & 4OM
  - 2NT = NAT INV (promises at least one major)
  - 3♣ = NAT, 4+ cards, FG
    - 3♦ = 5+ cards, 2-3 clubs
    - 3M = 4+ clubs, stronger major, less than great for slam
    - 3NT = 3343
    - 4♣ = 4+ clubs, great hand for slam
  - 3♦ = NAT, 4+ cards, FG
    - 3M = 4+ diamonds, stronger major, less than great for slam
    - 3NT = 2-3 diamonds
    - 4♣ = 4+ diamonds, control, great hand for slam
    - 4♦ = 4+ diamonds, no club control, great hand for slam
  - 3M = Smolen transfer (5+OM & 4M)
    - 3NT = no fit
      - 4 ♦ = transfer to the long M promising 6 cards
    - 4m = cue agreeing the 5 card M
- 2♥ = 4-5 hearts, can be 44M
  - 2♠ = **4+ heart support, FG**, looking for slam or right game
    - 2NT = natural and suggests NT; some slam suitability
      - 3m/3♠ = 4+ side suit, slam interest
      - 3NT/4♥ = to play
    - 3m/3♠ = 4+ side suit with values (potential source of tricks)
    - 3♥ = no good side suit, some slam suitability
    - 3NT = 3433 good hand for NT, bad hand for slam
    - 4♥ = no slam suitability,
  - 2NT = NAT INV with 4 spades
  - 3♣ = NAT, 4+ cards, FG
    - 3♦ = 4 cards, 2-3 clubs => opener can bid 4♣ with 2-4-4-3 (then 4NT=to play)
    - 3♥ = 5 cards, 2-3 clubs => opener can bid 4♣ with 3 cards (then 4NT=to play)
    - 3♠ = 4 cards, 2-3 clubs, sets spades as trumps **unless responder bids 3NT**
      - 3NT = 5 cards in ♣s, 5332-type or 2-2-4-5 mild slam try (about 14-15 hcp)
    - 3NT = 3433
    - 4♣ = 4(5) cards

1NT - 2♣ - 2♥ continued:

- 3♦ = NAT, 4+ cards, FG
    - 3♥ = 5 cards, 2-3 diamonds => opener can bid 4♦ with 3 cards (then 4NT=to play)
    - 3♠ = 4 cards, 2-3 diamonds, sets spades as trumps **unless responder bids 3NT**
        - 3NT = 5 cards in ♦s, 5332-type or 2-2-5-4 mild slam try (about 14-15 hcp)
    - 3NT = 2-3 diamonds
    - 4♣ = 4(5) diamonds, control
    - 4♦ = 4(5) cards, no club control
- 3♠/4m = Splinter
- 3NT = NAT, promises 4 spades
- 4NT = quantitative, promises 4 spades
- 2♠ = 4-5 spades, denies 4 hearts
    - 2NT = NAT INV with 4 hearts
    - 3♣ = NAT, 4+ cards, FG
        - 3♦ = 4 cards, 2-3 clubs => opener can bid 4♣ with 2-4-4-3 (then 4NT=to play)
        - 3♥ = 4(5) clubs, not great hand for slam
        - 3♠ = 5 cards, 2-3 clubs => opener can bid 4♣ with 3 clubs (then 4NT=to play)
        - 3NT = 4333
        - 4♣ = 4(5) cards, great hand for slam
    - 3♦ = NAT, 4+ cards, FG
        - 3♥ = 4(5) diamonds, not great hand for slam
        - 3♠ = 5 cards, 2-3 diamonds => opener can bid 4♦ with 3 cards (then 4NT=to play)
        - 3NT = 2-3 diamonds
        - 4♣ = 4(5) diamonds, control, great hand for slam
        - 4♦ = 4(5) cards, no club control, great hand for slam
    - 3♥ = **4+ spade support, FG**, looking for slam or right game
        - 3♠ = no good side suit, strong slam suitability
        - 3NT = good hand for NT, bad hand for slam
        - 4m = 4+ side suit with values (potential source of tricks)
        - 4♥ = no good side suit, some slam suitability
        - 4♠ = no slam suitability
    - 4m/4♥ = Splinter
    - 4NT = quantitative (promises 4 hearts, fwiw)

After 1NT - 2♦ the continuations are

- 2♥ = default
    - 2♠ = 55 majors, invitational (NF)
    - 2NT = invitational, not necessarily balanced
    - 3m = NAT, 4+ cards, FG
    - 3♥ = NAT invitational (often 6 cards, but 5 cards possible)
    - 3♠/4m = autosplinter; 6+ hearts, shortness, slam try
    - 3NT = choice of games; often 5332-type
    - 4♥ = slam try without shortness (NF)
    - 4NT = quantitative, 5332-shape
- 2NT = good hand with good fit, suitable for NT
    - 3♣ = natural or semi-natural slam try without low shortness
    - 3♦ = re-transfer, but can be natural or semi-natural slam try without low shortness
        - 3♥ = forced
            - raise = to play
            - new suit = cue and promises diamonds
            - 3NT = slam try and promises diamonds; no suitable cue bid
    - 3♥ = to play (forgot the re-transfer)
    - 3NT = to play
    - 3♠/4m = splinter
    - 4♥ = to play (forgot the re-transfer)
- 3♥ = good hand with excellent fit; sets hearts as trumps
    - 3NT = slam try, no shortness
    - 3♠/4m = splinter

After 1NT - 2♥ the continuations are

- 2♠ = default
    - 2NT = invitational, not necessarily balanced
    - 3m = NAT, 4+ cards, FG
    - 3♥ = 55 majors, FG
        - 3NT = no fit
        - 4m = Lissabon slam try
        - 4M = bad hand for slam
    - 3♠ = NAT invitational (often 6 cards, but 5 cards possible)
    - 3NT = choice of games; often 5332-type
    - 4m/4♥ = autosplinter, 6+ spades, shortness, slam try
    - 4♠ = slam try without shortness (NF)
    - 4NT = quantitative, 5332-shape

1NT - 2♥ continued

- 2NT = good hand with good fit, suitable for NT
    - 3m = natural or semi-natural slam try without low shortness
    - 3♥ = re-transfer or 55 majors and slam try
        - 3♠ = forced
            - 4m = splinter with 55 majors
            - raise = to play
    - 3♠ = to play (forgot the re-transfer)
    - 3NT = to play
    - 4m/4♥ = splinter
    - 4♠ = to play (forgot the re-transfer)
- 3♠ = good hand with excellent fit; sets spades as trumps
    - 3NT = slam try, no shortness
    - 4m/4♥ = splinter

After 1NT - 2♠ the continuations are

- 2NT = good hand with at least Hxx in clubs
    - 3♣ = to play
    - 3♦/3M = shortness, FG
    - 3NT = gambling, would have passed 3♣
    - 4♣ = slam try, no shortness (suit oriented)
        - 4NT = not slam suitable
    - 4♦ = **RKC in clubs**, (later relay asks for ♣Q and 5♦ for specific kings)
    - 4NT = NT oriented slam try (NF)
- 3♣ = default
    - 3♦/3M = shortness, FG
    - 3NT = mild original slam try in clubs; NF
    - 4♣ = slam try, no shortness (suit oriented)
        - 4NT = not slam suitable
    - 4♦ = **RKC in clubs**, (later relay asks for ♣Q and 5♦ for specific kings)
    - 4NT = NT oriented slam try (NF)

After 1NT - 3♣ the continuations are

- 3♦ = forced
    - 3M = shortness, FG
    - 3NT = mild slam try in diamonds; NF
    - 4♣ = shortness, serious slam try
        - 4NT = negative
    - 4♦ = serious slam try, no shortness (suit oriented)
    - **4♥ = RKC in diamonds**, (later relay asks for ♦Q and 5♥ for specific kings)

After 1NT - 3♥ the continuations are
- 3♠ = 4 good (or any 5) spades; suggests 7 card fit (bad hand for minors)
  - 4m = 6 cards, not suitable for spade play
  - 4♥ = void, lots of minors, not suitable for spade play
  - 4NT = singleton heart, 55 minors
- 3NT = to play with good stoppers in hearts
- 4m = sets the suit
- 4♥ = at least 44 minors, nothing in hearts
- 4NT = 33 or 44 minors, not suitable hand for 4♥

After 1NT - 3♠ the continuations are
- 3NT = to play with good stoppers in spades
- 4m = sets the suit
- 4♥ = 4 good (or any 5) hearts; suggests 7 card fit (bad hand for minors)
  - 4♠ = void, lots of minors, not suitable for heart play
  - 4NT = singleton spade, 55 minors
  - 5m = 6 cards, not suitable for heart play
- 4♠ = at least 44 minors, nothing in spades
- 4NT = 33 or 44 minors, not suitable hand for 4♠

In competition
If Stayman is doubled, the opener has the following options:

Pass = stopper in clubs, no majors => XX = to play, 2♦ = to play, the rest as after 2♦ -response

XX = to play (4-5 good clubs) => 2♦ = to play, the rest as after 2♦ -response

2♦ = no majors, no stopper in clubs

2M = as without X

If a transfer bid to a major is doubled, the opener has the following options:

Pass = 2 cards in responder's suit => XX= to play; completion = to play; the rest as after completion

XX = to play (4-5 good cards) => completion of transfer = to play; the rest as after completion

completion = 3-4 cards, no super accept

2NT/3M = super accepts as without X

If 2♠ is doubled, the opener has the following options:

pass = no club fit => 2NT = invitational; 3♣ = to play; the rest as after 3♣

2NT = club fit, stopper => all bids as without competition

3♣ = club fit, no stopper => all bids as without competition (NT promises solid spade stopper)

If 3♣ is doubled, the opener has the following options:

pass = stopper

3♦ = no stopper

If 3M is doubled, the opener has the following options:

pass = bad stopper and no fit => XX = good hand, make your system bid; 4m to play (cancel FG)

Lebensohl

Over natural 2-level overcalls modified Lebensohl is played. The mechanism over 2♣ is a bit different than over other overcalls:

1NT (2♣) =>

- X = T/O, typically our side total hcp is at least 22
- 2♦ = to play
- 2M = to play
- 2NT = puppet to 3 ♣ =>
  - 3♣ = forced =>
    - 3♦/♥/♠ = NAT INV
    - 3NT = to play with stopper
- 3♣ = ART ASK =>
  - 3♦ = no stopper => Majors are bid up the line until a fit is found. Opener bids 3NT without any more majors to bid. Responder takes care that 3NT is not played unless the suit is stopped.
  - 3M = 4-5 cards and ♣ stopper => Responder bids spades, raises/cues or bids 3NT
  - 3NT = no major and ♣ stopper
- 3♦/♥/♠ = NAT FG
- 3NT = NAT, no stopper
- 4m = SA Texas
- 4M = to play

1NT (2♦/♥/♠) =>

- X = T/O, typically our side total hcp is at least 22
- 2 any = COMP
- 2NT = puppet to 3♣ =>
  - 3♣ = forced =>
    - cue = Stayman with stopper
    - 3any = to play or INV if the suit was biddable at 2 level
    - 3NT = to play with stopper
  - 3new = NAT FG
  - 3NT = NAT, no stopper
  - 4m = SA Texas
  - 4M = to play

Against 3 level overcalls

Against 3 level overcalls X=T/O. 3NT tends to show a stopper or some length.

Defence against conventional NT defences

Against X=conventional showing some shape or another:

- XX = Interested to play for penalties (creates F at 2 level)
- System is on (2♣ = Stayman, 2♦ = transfer, etc.)

Against 2-level suit overcalls that show one known suit (also a two-suiter) Lebensohl is used; the stoppers are shown with reference to the anchor suit. This is applicable at least against the following defence families: As[pt]ro 2m, Cappelletti 2M, DONT 2m.

Against 2♣ = any 1-suiter (Cappelletti) (no known suit):

- X = Card showing (our side total at least 22 hcp)
- 2 any = COMP
- 3 any = NAT FG
- 4m = SA Texas
- 4M = to play

Against 2♣ = both majors (Landy) (two known suits):

- X = Card showing (our side total at least 22 hcp)
- 2♦ / 3♣ = COMP
- 2♥ = Any INV hand (generally some minor suit length)
- 2♠ = Any FG hand (generally some minor suit length)
- 2NT = both minors, COMP
- 3♦ = NAT INV
- 3M = SPL, both minors, FG
- 3NT = to play (short stoppers in majors)

Against 2♦ = both majors (Cappelletti) (two known suits):

- X = Card showing (our side total at least 22 hcp)
- 2♥ = Any INV hand (generally some minor suit length)
- 2♠ = Any FG hand (generally some minor suit length)
- 2NT = both minors, COMP
- 3♣ / 3♦ = competitive
- 3M = SPL, both minors, FG
- 3NT = to play (short stoppers in majors)

Against other 2-level bids that show two known suits like DONT 2♥, Brozel, Pinpoint Astro the following applies:

- X = Card showing (our side total at least 22 hcp)
- lowest bid in a free suit = COMP
- 2NT = a COMP 2-suiter in the free suits
- jump in a free suit = NAT FG
- 3NT shows short stoppers both suits and is to play
- cue = stopper in the suit bid, no stopper in the other, FG
- jump cue = SPL, both free suits, FG

Against 2-level overcalls without any known suit e.g. Suction, the following applies:

- X = Card showing (our side total at least 22 hcp)
- 2 any = NAT, COMP
- 3 any = NAT, FG
- 4m = SA Texas
- 4M = to play

The applicable 1NT sequences for the structure are:

- 1NT = 12-14
- pass – 1NT = 16-18
- 1♣ - 1♦ - 1NT = 15-16
- pass - 1♣ - 1♦ - 1NT =19-21
- (1x) - 1NT = 15-18
- (1x)-p-(1y)-1NT = 15-18

2NT-Module

The 2NT-module is used when the 2NT bidder has shown a strong balanced hand in our constructive auction. The 2NT-module is also used after non-jump 2NT overcall with some adjustments, see defense against weak two openings.

Responses (Muppet Stayman)

2NT

- 3♣ = Muppet Stayman =>
  - 3♦ = no 5 card major, at least one 4 card major =>
    - 3♥ = 4 spades, can be 4 hearts =>
      - 3♠ = 4 spades
      - 3NT = 4 hearts, not 4 spades =>
        - 4m = 5(+) cards, slam try =>
          - 4NT = negative
        - 4♥ = 4 hearts, to play
        - 5♥ = 4 hearts, slam-try, NF
    - 3♠ = 4 hearts, denies 4 spades =>
      - 3NT = 4 spades, not 4 hearts =>
        - 4m = 5(+) cards, slam try =>
          - 4NT = negative
      - 4m = cue agreeing hearts =>
        - cue = enough values for slam
        - 4♥ = to play
      - 4♥ = 4 hearts, hand unsuitable for slam
    - 3NT = to play (was looking for 5-3 major suit fit)
    - 4m = 5(+) cards slam-try =>
      - 4NT = negative
    - **4M = Lissabon slam try with a good 6 card minor. Accident prone!**
    - 5m = to play
  - 3♥ = no 4 card majors =>
    - 3♠ = 5+ spades, 4+ hearts
      - 3NT = 2 spades
      - 4m/ = cue agreeing spades
      - 4♥ = no minor suit quacks, 3 spades and lots of goodies in the majors
      - 4♠ = 3 spades, bad hand for slam
    - 3NT = to play
    - 4m = 5(+) cards slam-try =>
      - 4NT = negative
    - **4M = Lissabon slam try with a good 6 card minor. Accident prone!**

2NT

- • 3♣ = Muppet Stayman =>
  - • 3♠ = 5 card suit =>
    - • 3NT = to play
    - • 4m = 5(+) cards slam-try =>
      - • 4NT = negative
    - • 4♥ = ART slam try in spades
  - • **3NT = 5 card heart suit =>**
    - • **4 ♣ = ART slam try in hearts**
    - • **4♦ = transfer to hearts, can RKCB next**
    - • **4M = Lissabon slam try with a good 6 card minor. Accident prone!**
    - • 4NT = quantitative raise, may include 5cm, or 4144

NOTE the WTF! convention: whenever responder bids 4M, when he is not supposed to hold a long major, it shows a Lissabon to minor. This is accident prone but the WTF-feeling should be the memory protector.

2NT

- • 3♦ = Transfer, at least 5 hearts =>
  - • 3♥ = neutral =>
    - • 3♠ = at least 45, longer hearts =>
      - • 3NT = no support
      - • 4m = Lissabon
      - • 4M = unsuitable for slam
    - • 3NT = choice of contracts
    - • 4m = 4+ cards, slam-try
    - • 4♥ = to play
    - • 4♠ = at least 55, slam-try, F1R =>
      - • 4NT = RKCB for spades
      - • 5m = Lissabon
      - • 5M = unsuitable for slam
    - • 4NT = Quantitative
    - • 5♥ = Slam-try, good suit
  - • 3NT = Good 4+ support, bad controls, maximum =>
    - • 4♦ = re-transfer
    - • 4♥ = to play, forgot the re-transfer
  - • 4 ♥ = Good 4+ support, good controls, maximum

2NT

- 3♥ = Transfer, at least 5 spades =>
    - 3♠ = neutral =>
        - 3NT = choice of contracts
        - 4m = 4+ cards, slam-try
        - 4♥ = at least 55, no slam interest
        - 4♠ = to play
        - 4NT = Quantitative
        - 5♠ = Slam-try, good suit
    - 3NT = Good 4+ support, bad controls, maximum =>
        - 4♥ = re-transfer
        - 4♠ = to play, forgot the re-transfer
    - 4♠ = Good 4+ support, good controls, maximum
- 3♠ = at least 5/4 in the minors, at least a mild slam try or lots of minors in a bad hand
    - 3NT = no 4 card minor, not a great hand for slam
        - 4m = good hand, longer minor
            - 4NT = I really don't like the idea of a minor suit slam
        - 4NT = good hand, equal minors, F1R
        - 5m = to play with a bad distributional hand
    - **4m = 4 card suit, not a great hand for slam => 4NT to play**
    - 4M = Lissabon with 4 card support and good hand for slam => 4NT = RKCB
    - 4NT = good fit for minors without 4 card support (33 with no major suit quacks)
    - 5m = great hand with good support, high + low stuff in minors and top cards in majors
- 3NT = forces opener to display a green card
- 4m = 6+ cards, slam-try =>
    - 4NT = negative
- 4M = 6+ cards, slam-try, weak suit having at least 2 losers against xx(x)
    - 4NT = RKCB
- 4NT = quantitative
- 5m = to play

Bidding after Strong Balanced 3NT

This 3NT module is used in following auctions:

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

3NT:
    4♣= Baron, F4NT
    4♦= Flint, to play a suit game OR slam try with both minors, puppet ➔ 4♥
       4♥
          4♠/5♣/5♦= to play
          4NT = both minors, NF, slam try
    4M = NAT, 5 cards, F1R
    4NT = NAT
    5m = 6+ cards, slam try, NF

NOTE: there is a different structure for defensive (3x) - 3NT sequence.

Opening bids and subsequent auction

Opening 1 club in 1st and 2nd positions

1♣= 15+, F1R

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

1♣:
  1♥= 0-6, general negative
    1♠ = 4+ cards ➔ responder's bids promise 4-6
    1NT = 15-18 ➔ **responder's bids are NAT NF**
    2♣/♦= NAT, 5+ cards
    2♥= 5+ cards, better than complete minimum
    2♠ = 4+ cards, FG
    2NT = 21-23 ➔ Muppet Stayman (**See 2NT system)**
    3♣/♦/♥= NAT, FG
    3♠ = strong, long suit, about 9 tricks, NF ➔ responder raises with a probable trick
    3NT = 24-25, BAL
1♣:
  1♠ = 10+, no 5 card suits
    1NT = 15-18 BAL or 24+ BAL
      2♣= Stayman
      2♦= Asks 5 card suits (2NT denies)
    2♣/♦/♥/♠ = 5+ cards
      ➔Raise, generally 4; Jump = SPL 4441; new suit 4cards, no SUPP
    2NT = 21-22 BAL
      3 suit = 4 cards, 11+, F to 4NT
      3NT = 10 hcp, to play
      4NT = 11 hcp, invitational, often some 4333
      6NT = (12)13-14 BAL
    3♣/♦/♥/♠ = Solid suit ➔ cue bids

1♣:
  1NT = 10+, 5+ card M
    2♣= R
      2♦/♥= ♥/♠, no 5 card side suit
        2♥/♠ = asks shortness ➔ 2NT = No shortness, extras, 3M = no shortness, minimum
        Jump = Splinter, 15-19
      2♠ = ♥+ m at least 55 -> 2NT = R
      2NT = 55 ♥♠
      3♣ = ♣ + ♠ at least 55
      3♦ = ♦ + ♠ at least 55
      3M = at least 6M + 5OM
        3NT = agrees the other (shorter) major, slam try
        new suit (also 3♠) = cue agreeing the longer major
    2♦/♥/♠ = NAT
    2NT = 6+ clubs & a side suit, no interest to play in one of the majors
    3♣= 6+ clubs, no side suit

1♣:
  2♣/♦= 5+ cards = > raise to 4m is optional minorwood

1♣:
  2♥/♠ = 0-4, 6 card suit
    2NT = R
      3♥/♠ = minimum
      3NT = A/K in the jump suit
      3new = maximum, feature

1♣:
  2NT = Any solid 6 card suit
    3♣= R
      3♦= ♥
      3♥= ♠
      3♠ = ♣
      3NT = ♦
    new suit = NAT
    responder's suit = start cue
    4NT = Asks if the suit is solid for grand facing singleton
    5NT = Asks if the suit is solid for grand facing void

1♣:
  3x = HHxxxx(x), not AKxxxxx
    4NT = Asks if the suit is solid for grand facing A/K/Q

1♣:
  3NT = Any solid 7+ card suit
    4♣= R ➔ 4♦=♥, 4♥=♠, 4♠=♣, 4NT=♦
    new suit = NAT
    responder's suit = start cue
    4NT = Asks if the suit is solid for grand facing singleton
    5NT = Asks if the suit is solid for grand facing void

1♣:
   4♣/♦= 7+ card semisolid ♥/♠ with shortness
      4♦/♥= asks shortness ➔ 4NT = short in relay suit

1♣:
   4♥/♠ = 7222 semisolid ♥/♠

Opening 1 club in 3rd and 4th positions

1♣= 19+, F1R

1♣:
   1♦ = 4-5, any shape, F1NT
Subsequent auction similar to the unpassed sequence

1♣:
   1♥ = 0-3, general negative
     2NT = 24-25 BAL
     3NT = 26-27, BAL
Subsequent auction similar to the unpassed sequence

1♣:
   1♠-2♦ = 6-8, as in the unpassed sequence
Subsequent auction similar to the unpassed sequence

1♣:
   2♥/♠ = 0-4, 6 card suit
      2NT = R
        3♥/♠ = minimum
        3NT = A/K in the jump suit
        3new = maximum, feature

1♣:
   2NT = 6+, at least 55 in the minors

1♣:
   3x = HHxxxx(x), not AKxxxxx
     4NT = Asks if the suit is solid for grand facing singleton A/K/Q

Opening 1 club: opponents compete

1♣-(X):
    XX = 4+ clubs, FG, interest in penalties
    pass =   A: 0-4   *B: total garbage*
    1♦ =   A: as without X   *B: 4-5*
    1♥ =   A: 5-6   *B: useful looking Q or K*
    Others as without X

1♣-(NAT overcall):
    X = A: 7+   *B: 5+* , not good for other bid **(Opponents cannot play ->2m undoubled)**
    New suit = F1R ➔ new suits F1R, cue=FG, bids that sound NAT weak **are weak**
    cue = FG, 3-suiter or semi 3-suiter

1♣-(conv/random overcall):
    X = as above
    cue = NAT F1R, as new suit above

1♣-(1NT):
    X = defensive oriented
    2x = (5) 6+ cards, offensive type
    3x = FG, strong 6+ card suit

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

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

Opening 1 diamond

1♦(A:) = 9-14, at least xx (9-11 BAL W/O 4cM or 4+ diamonds)
1♦(B:) = 12-18, at least xx ((12)13-15 BAL W/O 4cM or 4+ diamonds)

1♦(A:):
   1♥ = 4+ cards, F1R
      1NT = 9-11 BAL
         2♣ = puppet to 2♦ (any invitational or to play 2♦) =>
           pass to play
           2♥ = weakest invitation with 5 card suit, looking for maximum and fit
           2NT = invitational with 5 card suit, good invitation
           3NT = choice of games with 5332
           any other bid = descriptive, invitational and NF
         2♦ = ART FG =>
           Natural picture bidding
         2♥ = to play
         2♠ = genuine reverse with strong suits, FG
         2NT = INV, only 4 hearts
         3♣ = to play
         3♦ = at least 5-5, good suits, FG
         3♥ = strong 6+ card suit, FG
         3♠ = at least 5-6, good suits, FG

1♦(A:):
   1♠ = 4+ cards, F1R
      1NT = 9-11 BAL
         2♣ = puppet to 2♦ (any invitational or to play 2♦) =>
           pass to play
           2♥ = NAT INV (4+♥, 5+♠)
           2♠ = weakest invitation with 5 card suit, looking for maximum and fit
           2NT = invitational with 5 card suit, good invitation
           3NT = choice of games with 5332
           any other bid = descriptive, invitational and NF
         2♦ = ART FG =>
           Natural picture bidding
          2♥ = NAT NF (4+♥, 5+♠)
         2♠ = to play
         2NT = INV, only 4 spades
         3♣ = to play
         3♦ = at least 5-5, good suits, FG
         3♥ = at least 5-5, good suits, FG
         3♠ = strong 6+ card suit, FG

1♦(A:):
   1M = 4+ cards, F1R
      2♣= at least 54/54 minors
         2OM = FG 4th suit

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

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

1♦(A:):
   1♥ = 4+ cards, F1R
      2♠ = maximum, 64 or very concentrated 54
         3♣= ART FG

1♦(A:):
   1♠ = 4+ cards, F1R
      2♥= at least 54, maximum
        2♠ = 5+ cards, F1R
        2NT = puppet ➜ 3♣
          3♣= not singleton club
            3♦= to play
            3♥/♠ = INV
        other bid = NAT FG

1♦(A:):
   1♠ = 4+ cards, F1R
      3♥ = singleton splinter, opener may pass 3♠
      4♥ = void splinter

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

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

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

1♦(A:):
   2NT = 6-10 / 15+, both minors
     3m = preference
        3M = splinter, 15+

1♦(A:):
   WEAK JUMP RESPONSES ➔3♠

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

In competition:

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

WEAK JUMP RESPONSES ➔ 3♠ BUT SEE 1♦– (1♥)

1♦(A:) – (1♥):
    X = 4 or 5 spades
        1♠ = 3 spades, 9-11 BAL equivalent in strength
        1NT = 9-11 BAL equivalent, does not promise stopper (1-2 spades)
        2♠ = 4 card support, 9-11 BAL equivalent
    1♠ = 0-3 spades, either competitive/INV values or BAL FG or FG diamond raise
        1NT = 9-11 BAL, does not promise a stoppers
    2♥ = 6+ spades, either competitive, NF or FG values (FG cues in hearts next)
        3♣ = at least 55 minors (and typically more) and a good hand with short spades
    2♠ = 6 + spades, invitational (requests pass from 9-11 BAL unless super great 11)
        2NT = accepts invitation, typically 13-14 with short spades
        3♣ = natural, accepts invitation, typically 55+
1♦(B:) – (1♥):
    X = 4 or 5 spades
        1♠ = 3 spades, weak
        1NT = to play, 1-2 spades
    1♠ = 0-3 spades, competitive
        1NT = to play
    2♥ = 6+ spades, weak
    2♠ = 6 + spades, 7-8 hcp, too many flaws for initial weak 2 opening

1♦(A:) – (1♠):
    2♦ = competitive
    cue = diamonds, F1R, can pass 3♦, otherwise bids once more

1♦(A:) – (jump overcall):
    lowest ♦-bid = F1R   !!!!!!!!!!!!

1♦- (X):
    1M = F1R
    2m = NF
    2NT = both minors, can be weakish
    WEAK JUMP RESPONSES

1♦- (1NT):
    X = PEN (generally 12+, or good defensive values)
    2♣ = any single suiter ➔ 2♦ = P/C, other bids are NAT with a MAX hand and good distribution
    2♦ = both majors
    2M = The bid M + m, generally at least 55
    2NT = competitive with both minors OR very distributional FG
    3X = PRE

Opening 1M

1M (A:) = 9-14, at least 4 cards, 4M5♣ possible with weak clubs
1M (B:) = 12-18, at least 4 cards, 4M5♣ possible with weak clubs

1♥(A:):
   1♠ = 4+ cards, F1R
     1NT = 9-11 BAL
       2♣ = puppet to 2♦ (any invitational or to play 2♦) =>
         pass to play
         2♥ = NAT INV (3♥, 5+♠)
         2♠ = weakest invitation with 5 card suit, looking for maximum and fit
         2NT = invitational with 5 card suit, good invitation
         3NT = choice of games with 5233
         any other bid = descriptive, invitational and NF
       2♦ = ART FG =>
         Natural picture bidding
       2♥ = NAT NF (3♥, 5+♠)
       2♠ = to play
       2NT = INV, only 4 spades
       3♣ = to play
       3♦ = at least 5-5, good suits, FG
       3♥ = strong majors, 3-5, bad minors, FG
       3♠ = strong 6+ card suit, FG

1M(A:):
   2M = 3+ support, about 6-11 support points
     Relay = Start of a short suit game try (Inverted Romex Trial)
     New Suit = Help suit game try (1♥-2♥-2NT = help suit try in spades)
     Opener can make a slam try in a similar fashion by bidding one level above. Then short suit
     slam try shows a void and a long suit try at least 55/64. (E.G. 1♥-2♥-3♠ = unknown void,
     1♥-2♥-3NT = 4♠&6♥, 1♠-2♠-4♣= 55/64)
     Opener's reraise is PRE.

1M(A:):
     2NT = 4+ support, at least invitational
       3♣= minimum
         3♦= asks shortness
           3M = no shortness, mildly positive
           3NT = no shortness, BAL 9-11, NF
         3M = limit raise, can be raised
         3new = shortness
       3♦/OM = NAT/SEMINAT, not minimum
       3M = Single suited, not minimum
       3NT = 4+ clubs, not minimum
       4♣/♦= void
       4♥= void/♠-void

1♥(A:):

3♠ = any singleton splinter with 5+ trumps
   3NT = ask
      4♣/♦= short
      4♥= short spades
3NT = ♠-void
4♣/♦= void

1♠(A:):
   3NT = any singleton splinter with 5+ trumps
     4♣= ask
       4♦/♥= short
       4♠ = short ♣
   4♣/♦/♥= void

1M-3M=PRE

WEAK JUMP RESPONSES

1M(B:):
   2M = 3+ card support
     Inverted Romex game/slam tries (see A:)
   3M = 4+ card support, maximum pass + distributional values (this is a really good hand)
     New suit = Help suit slam try
   jump in new suit = FIT JUMP, 4+ supp
   2NT = 4+ support, a bit weaker than 3M (this needs to be a real invitational)

In competition:

Negative doubles ➔2♠, above responder's X shows useful values.
Unusual over Unusual NT: 3♣=♥, F1R, 3♦=♠, F1R, 3M/OM = competitive
PREEMPTIVE JUMP RAISES
WEAK JUMP RESPONSES at 3 level; Splinters at 4 level if jump/double jump
Cue is limit raise or better, jump cue is a splinter.

1M – (X):
   1/1 = F1R
   2/1 = NF
   2♠/3♠/4♠ over 1♥–opening = NAT, PRE
   Raise = NAT
   Jump raise = PRE
   2NT = 4+ support, limit or better; treated as limit-Stenberg
   3new = PRE
   4new = Splinter

1M – (1NT):
   X = PEN
   2♣= any single suiter ➔ 2♦= P/♣, other bids are NAT with a MAX hand and good distribution
   2♦= 3 card support with 5+ cards in the other major
   2M = NAT
   2OM = The bid suit + a minor, generally at least 55
   2NT = competitive with both minors OR very distributional FG

Opening 1NT

1NT (A:) = 12-14, BAL, can be any 5332, 5m422 or 6m322
1NT (B:) = 16-18, BAL, can be any 5332, 5m422 or 6m322

See 1NT-module

Opening 2 clubs

2♣(A:) = 9-14, 6+ clubs or 5+ decent clubs with 4 card major
2♣(B:) = 12-18, 6+ clubs or 5+ decent clubs with 4 card major

2♣(A:):
   2♦ = Relay, at least invitational values
     2M = 4 cards
       2NT = FG Relay
       new suit = FG
       3♣ = weakish invitation, normally 4 cards in OM
       Raise = invitational
     2NT = 6+ clubs, MAXIMUM
       3♣ = F1R
     3♣ = 6+ clubs, minimum
     3♦/M = 5-6, maximum
     3NT = solid suit with side stopper(s)

2♣(A:):
   2M = 5+ cards, F1R
     3♣ = weak, generally short in responder's M
     other = NAT

2♣ (A:):
   2NT = nat invitation, does not deny 4cM
   3♣ = ~6-9, 3+ support
   3♦ = 6+ cards, invitational, NF
   3M = 6+ cards, FG, good suit
   4♣ = PRE
   4♦ = Key Card Ask

2♣(B:):
   2♦ = Relay, F3♣, generally 4 card major + club support
   2M = 5+ cards, invitational, NF
     3♣ = weak, generally short in responder's M
     other = NAT, better than minimum or fit
   2NT = 7-8, BAL, does not deny 4cM
   3♣ = constructive raise with 5-8 hcp

In competition:

Negative doubles ➜2♠, above responder's X shows useful values.
3 level cue asks stopper

Opening 2 diamonds

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

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

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

2♦(A):
   2M = to play
   3m = NAT, F1R
   3M = PRE
   3NT = to play
   4♣ = SLAM TRY IN HEARTS
   4♦ = SLAM TRY IN SPADES
   4M = to play
   4NT = 4 ace blackwood

2♦(A):
   2NT = ART ASK, at least invitational values
      3♣ = any minimum
        3♦ = ART ASK
          3♥= longer hearts
          3♠ = longer spades
          3NT = 44 majors
          4♣ = 55 majors
      3♦ = maximum, 44 majors
      3♥= maximum, longer hearts
      3♠ = maximum, longer spades
      3NT = maximum 55 majors

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

2♦(B:):
   No conventions

In competition:
No negative X

2♦(A:) -(X):
     pass = to play with long diamonds
     XX = Asks opener to bid his longer major
     2NT➜ = as without X

The Weak 2M openings

2M(A:) = 5-8 6 card suit (NV vs V, 1st hand can be 5 card suit)
2M(B:) = 3rd hand: undisciplined weak 2; 4th hand: 10-13, good 6 card suit

2M(A:)
   2NT = ART ASK, at least invitational (Ogust)
      3♣ = weak suit, minimum
      3♦ = good suit, minimum
      3♥= weak suit, maximum
      3♠ = good suit, maximum

2M(B:):
   new suit =FIT NONJUMP with LEAD directing value

In competition:

No negative X

2M(A:) – X
     XX = PEN
     2NT = Ogust
     new suit = F1R, either NAT or lead directing
     jump in new suit = FIT / LEAD DIRECTING JUMP

Opening 2NT

2NT(A:) = 19- 20, BAL
2NT(B:) = 22-23, BAL

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

The other openings

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

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

3NT:
    4♣/5m/6m/7♣= PC
    4♦= ASK shortness ➔ 4M = short, 4NT=7222 (yuk), 5m=short in the other m

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

4♣/♦:
    Relay = slam try with 1 key card ➔4M = not enough key cards
    Relay+2 = slam try with 2+ key cards

4♥/♠ = NAT PRE

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

5♣/♦= NAT PRE

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

The slam tools

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

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

RKCB

The used version of RKCB is the standard 0314. The following applies:
- When the RKCB response is 5♣ or 5♦ the relay asks for the queen of trumps. The relay is the lowest non-trump bid at the 5-level.
- Responder denies the queen of trumps by bidding the trump suit at the lowest level
- Responder promises the queen of trumps without side kings by bidding 5NT
- Responder promises the queen of trumps and and a side king by bidding the cheapest of the side kings
- After any response to RKCB 5NT guarantees all six keys (4 aces and KQ of trumps) and asks for specific kings. The responder bids the cheapest king suit.
- After a specific king reply (either after 5NT or trump queen ask) a bid in a new suit asks king in that suit. Responder bids grand slam holding the king or six of the trump suit (or 6NT if six of the trump suit is already passed) without the king.
- Response 5NT shows odd number of key cards and a useful void
- Six-level response below six of the trump suit shows two key cards and a void in the suit bid
- Response six of the trump suit shows two key cards and a (useful) void in a higher ranking suit than the trump suit
-

If RKCB is doubled, ROPI applies.

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

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

Preempt RKCB

After a preempt of 2M, 3♦ or 3M; 4♣ = key card ask with the following response scale:

- 4♦ = 0
- 4♥ = 1 without trump queen
- 4♠ = 1 + trump queen
- 4NT = 2 without trump queen
- 5♣ = 2 + trump queen

After 3♣; 4♦ = key card ask with similar step scale as above.

Optional Minorwood

Supporting partner's minor at the four level (jump or non-jump) in power auctions shows slam interest and asks partner's reaction. The reaction can be either denial of slam interest (the 1st step) or a RKCB response. After a negative reaction, a relay asks key cards for real and 4NT is to play.

NOTE THAT RAISE SHOWS 2 KEYS + TRUMP QUEEN!

Example:

In the sequence 1♠-2♦-3♣-4♣, 4♣ is an Optional Minorwood with the following continuations:

- 4♦ = bad hand for slam; I don't want to tell my aces:
  - 4♥ = I need to know; I have a good hand
    - 4♠ = 0 (because 3 keys will not bid this)
    - 4NT 1 or 4 etc.
  - 4NT = to play
- 4♥ = 3 (because zero keys will not bid this)
- 4♠ = 1 or 4 etc.

After the ace-response (weather direct or delayed), the non-trump suit relay asks for trump Q / specific kings. In case trump Q was shown/denied, the relay promises all key cards.

GSF

The generic response to 5NT GSF is:

- 7♣ = two of top three trump honours

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

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

Doubles, forcing passes and related stuff

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

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

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

1NT – (p) – p – (any NAT), opener's X is for takeout with shortness (xx) and maximum values.
1NT – (p) – p – (any ART), opener's X shows the suit.
If we have arrived in 1NT and opponent makes a natural overcall, X is for penalties if from behind (direct seat) and for takeout if from under (balancing seat).

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

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

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

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

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

Defensive bidding over 1 level openings

Overcalls

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

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

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

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

A double jump by advancer is a splinter.

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

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

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

A jump raise is PRE.

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

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

Balancing overcall can be weaker.

Jump overcalls

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

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

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

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

Take out doubles

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

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

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

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

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

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

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

The direct cuebid

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

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

Advancer's cue bid is a general FG move.

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

The unusual NT

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

Advancer's cue is a general FG move.

Advancer's bid in the 3rd suit is constructive

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

The direct jump cuebid

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

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

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

The 1NT overcall

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

1NT in 4th position in a live auction shows 15-18 hcp, balanced or semibalanced hand and a stopper in the suits bid. We use the normal NT module.

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

The defense against 1NT opening

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

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

Cappelletti

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

In competition

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

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

Revised DONT

Revised DONT was described in the Bridge World with the name New Millennium DONT; this is very close to what is known as Meckwell; the difference is in 2♣, which in Meckwell shows ♣+M

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

- • X = both majors or one-suited in a minor
  - • Pass = at least -180
  - • 2♣ = P/C
  - • 2♦ = P/C with equal length in the majors and ♣-support for 3♣
  - • 2M = 6+ cards, to play
- • 2♣ = clubs and another suit (aggressive, generally 9+ cards in the suits) =>
  - • 2♦ = P/C
  - • 2M = 6+ cards, to play
- • 2♦ = diamonds and a major suit (aggressive, generally 9+ cards in the suits) =>
  - • 2♥ = P/C
  - • 2♠ = 6+ cards, to play
- • 2♥ = NAT => 2NT is Ogust in context of vulnerability
- • 2♠ = NAT => 2NT is Ogust in context of vulnerability
- • 2NT = FG, very distributional hand

In competition

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

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

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

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

Defenses against preempts

The defense against weak 2 diamonds

X=T/O, no lebensohl
2NT = 16-19 BAL ➔ Muppet Stayman, 3♦/♥= Xfers, 3♠ = 5♠&4♥
3♦= Stopper ask with a solid suit
3M = good hand, good suit
4♣= ♣+ Major at least 55, FG
4♦= Both majors
4M = very good hand, good suit, creates forcing situation if opps compete

The defense against weak 2M

X=T/O, lebensohl on (See below)
2NT = 16-19 BAL (See below)
3M = Asks stopper
4m = at least 55 m + unbid major, FG

(2♥)
    3♠ = good hand, good suit
    4♠ = very good hand, good suit, creates forcing situation if opps compete
    4♥= minors, not equal length, advancer's 4NT asks longer suit

(2♠)
    4♥= very good hand, good suit, creates forcing situation if opps compete
    4♠ = minors, not equal length, advancer's 4NT asks longer suit

(2♥) - X
    2♠ = nat, weak
    2NT = puppet ➔ 3♣
        3♣= normal, aggressor breaks only with a huge hand
            pass/3♦= weak
            3♥= 4 spades + stopper
            3♠ = 5 spades + stopper
            3NT = NAT, but shows doubt
    3m = constructive (generally ~8)
    3♥= 4 spades, no stopper
    3♠ = NAT INV
    3NT = to play with good stopper

(2♠) - X
    2NT = puppet ➔ 3♣
       3♣
          pass/3♦/3♥= weak
          3♠ = 4 hearts + stopper
          3NT = NAT, but shows doubt
    3m/♥= constructive
    3♠ = 4 hearts, no stopper
    3NT = to play with good stopper

(2M) - 2NT
    3♣= Muppet Stayman
    3♦= Xfer[1]
    3♥= Xfer[1]
    3♠ = both minors, FG

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

Defences against other natural preempts

The generic defence against natural preempts is: X=T/O => 4♥. Against 4♠/5m X shows cards; advancer is supposed to take out with equivalent of 6331 with AK in the long suit (Bridge World MSC early 2006).

The following applies against natural preempts:

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

- Against 3♣ jump to 4♦ shows at least 55 diamonds + major and FG values

- Against 3m cue shows at least 55 majors and does not create forcing situation. Aggressor can make later a transferable values double to show FG values.

- Against 3♥ cue shows at least 55 spades + minor and does not create forcing situation. Aggressor can make later a transferable values double to show FG values.

3NT System

The 3NT system is played in situations, where aggressor has bid 3NT over opponent's preempt. The 3NT bid has a very wide range in both the texture and strength. The hand can be balanced in range of 16-22 or unbalanced with good suit, stopper and range of some 15-20. In multiple situations, advancer does best by passing and hoping for the best.

If advancer wants to continue, these are the options:

- 4♣ = Size and type ask; shows slam interest (11+ hcp)
    - 4♦ = low end of running suit type => 4NT to play
    - 4♥ = low end of BAL (16-18)
    - 4♠ = middle of BAL (19-20)
    - 4NT = top end of BAL (21-22)
    - 5suit = natural long suit, high end of running suit type
    - 6NT = crazy end of BAL (23+)
    - 7NT = Clas Nyberg version of BAL (requires squeeze to make)
- 4♦= Flint, puppet to 4♥; responder passes or bids 4♠ to play
- 4M = 5 cards, F1R, aggressor bids 4NT without support and cue bids with 3+ support

The Defense against strong 1 club

(1♣)
   X = good overcall in clubs or bad in diamonds
   1♦ = good diamonds or bad hearts
   1♥ = good hearts or bad spades
   1♠ = good spades or bad clubs
   1NT = both majors at least 54 (see 2♣ and 2NT)
   2♣ = both majors, a good hand, willing to be in a game against 4 card support
   2♦ = Two level PRE in either major
   2♥ = at least 55 ♣&♥OR ♦&♠
   2♠ = at least 55 ♦&♥OR ♣&♠
   2NT = at least 55 ♥&♠ OR ♣&♦
   3♣➔ = NAT PRE

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

Carding agreements

Opening Leads

We lead $1^{st}/3^{rd}/5^{th}$ from any combination with the following exceptions:
Vs. NT:
- A**K**JT/**K**QT9 asking for unblock
- K**Q**x if we want to lead an honour

Vs. suit:
- A**K** bare

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

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

Later Leads

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

2nd Hand Plays

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

Signals

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

On partner's lead attitude has the highest priority with the following exceptions:
- If K is lead against NT, 3rd hand either unblocks or gives count
- If A is lead vs suit and dummy holds singleton in the suit, 3rd hand gives suit preference.
- If dummy's holding tells that 3rd hand does not have the hoped for strength we give count.
    Examples:
    - A lead vs suit: Qxx+ on dummy ➔ count
    - K lead: Jxx+ on dummy ➔ count (we learn about the ace quite soon)
    - A lead: dummy has KQ+ ➔ count or SP depending on who is short **BUT**
    - A lead: dummy has Kx+ ➔ attitude for Q
    - x lead, 3rd hand cannot beat dummy's J or lower ➔ count **BUT**
    - x lead, 3rd hand cannot beat dummy's Q from Q(x+) ➔ attitude for J
- If a singleton is lead ➔ SP
- If K-A is lead vs suit the **2nd** card by 3rd hand is SP

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

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