

BRIDGE HANDBOOK (2/1 GAME FORCE)

Chapter	Contents	pages
1	Hand Evaluation and System Summary <ul style="list-style-type: none"> • Hand Evaluation • 2/1 standard opening bids • Glossary of bridge terms 	4-8
2	Signaling, Carding and Discards <ul style="list-style-type: none"> • Signal and Discards (UDCA) 	9-13
3	Defense play	14-20
4	Play of Hand	21-28
5	Major suit opening and Response <ul style="list-style-type: none"> • Opening in 1st and 2nd Seat • Bergen raises • Jordan 2NT • Fit showing Jumps • Opening in 3rd and 4th seat • Drury and Reverse Drury 	29-43
6	Gazzilli	44-48
7	Minor Suit opening and Response	49-53
8	NT opening and Response <ul style="list-style-type: none"> • 1NT opening and Response • Stayman and its Extensions • 3 Level response to 1NT opening • Major suit Transfers • Quest Transfers • Minor suit Transfers • Response after opponents interfere • Lebensohl after opponents interfere • 2NT opening and response • Minor suit Stayman 	54-81
9	Opening of 2,3,4, level bids <ul style="list-style-type: none"> • 2 ♣ opening and Response • 3 level and above Preempt openings • Weak 2 opening and Response • Namyats • 2 ♦ Flannery opening and Response • Gambling 3NT • Tartan 2 bids • Benjamin 2's 	82-91

Chapter	Contents	pages
10	Rules of Numbers in Bridge	92-97
11	Slam Bidding <ul style="list-style-type: none"> • Roman Key card Blackwood (RKCB 1430) • Blackwood • Minor wood • Gerber • Min Max Gerber • Romex Gerber • Exclusion Key Card Blackwood (EKCB) • Kick back • DKRCB and EDKRCB • Cue Bidding for slam • 4NT opening • Serious 3NT • 5NT pick a slam • Grand Slam Force (GSF) 	98-117
12	Defensive Bidding <ul style="list-style-type: none"> • Summary of Defensive Bidding • Take out double and response • Overcalls and response • Negative / support /competitive /co-operative doubles • Balancing Seat Bidding • Michaels cue bid • Unusual 2NT/4NT • Leaping Michaels • Cue bid Limit raise or better • Western cue bids • Response to Michaels cue bids • Defense against Precision club strong ♣ openings • Defense against 1NT openings • Cappelletti/ Modified Cappelletti • DONT (disturbing opponents No Trump) • Multi Landy (Woolsey) • Brozel • Meckwell • Defense against weak 2 openings • Defense against Multi 2 ♦ opening • Defense against 2 Suited Overcalls 	118-148








Chapter	Contents	pages
13	Miscellaneous Conventions <ul style="list-style-type: none"> • Help suit Game Try (HSGT) • Short suit Game Try (SSGT) • Kokish 2-way game tries • Ogust • Splinter Bids • New Minor forcing • 2 Way New Minor Forcing • XYZ Check back • Third suit forcing • Fourth suit Forcing • DOPI / ROPI/ DEPO / REPO • Reverse Bidding • Wolff Signoff System • Garbage and Crawling Stayman • Sandwich NT • Good Bad 2NT • Forcing 2NT • Walsh Bidding System • Lebensohl 	149-170
14	Bridge Scoring <ul style="list-style-type: none"> • Duplicate Bridge Scoring • IMP Scoring • Victory Points Scoring • Match Points Scoring 	171-178

CHAPTER 1: HAND EVALUATION AND SYSTEM SUMMARY

HAND EVALUATION

Starter Points (Opening hand)	<p>High Card Points (HCP) Ace=4, King=3, Queen=2, Jack=1.: Starter Points = HCP (+/-) the following adjustments.</p> <p>Additions to HCP:</p> <ol style="list-style-type: none"> For Aces and Tens: Add 1 HCP for a hand containing a total of 4 (Aces and 10's) combined. Suit length Points: Add one point for each card over four in any suit e.g. 5 card suit, =1 HCP, 6 card suit = 2HCP and 7 card suit = 3HCP and so on Suit quality Points: Add 1 HCP for suit with 3 of top 5 Honors or 2 of the top 3 Honors <p>Deductions in HCP: Deduct 1 HCP each for the following:</p> <ol style="list-style-type: none"> For every singleton: K, Q, J, For every doubleton: AJ, KQ, KJ, QJ, Qx, Jx With shape (4-3-3-3)/(5-3-3-2)/(6-3-3-2) or (7-2-2-2) in suit contracts With shape 4-3-3-3 in NT contracts <p>Adding short suit Points: once trump suit has been agreed opener may add short suit points to his starter points as under:</p> <ol style="list-style-type: none"> 1 HCP for doubleton, not each, if 2 doubletons 1 HCP only 2 HCP for a singleton 4 HCP for a void 	
Dummy Points (Major suits)	<p>Responders Hand Evaluation:) =Starter points + short suit points: When partner opens a major and Responder has 3+ card support, add the following to Starter points/HCP:</p> <ol style="list-style-type: none"> For each doubleton add 1 HCP For each singleton with 3 card trump support add 2 HCP for and with 4 card trump support add 3 HCP With a Void add HCP equal to the number of trumps in hand 	
Dummy Points (Minor suits/ NT)	<p>When partner opens a Minor suit/NT then, Dummy points = starter points</p>	
Notes: Short suit points are not added if playing NT contract		
Partnership Targets	Part Score	20-24
	Game	25-31
	Small Slam	32-35
	Grand slam	36+
Suit Quality	(No. of Honors in that suit + Suit Length)	
Balanced Hand	Hand is balanced if no of cards in 2 suits add up to 8 or less except 4-4-4-1 hand	
Semi Balanced hand	A hand of 5-4-2-2- or 6-3-2-2 pattern	

HAND OPENING

NT opening	<p>With a balanced or semi-balanced hand open</p> <ul style="list-style-type: none"> • 1NT with 14/15-17 Starting Points • 2NT and with 20-21 Starting Points <p>Open 1 of a major in preference to 1NT with 5 card Major</p> <p>When outside NT range, open with 1 of a suit then rebid:</p> <ul style="list-style-type: none"> • 1NT with 11/12 -15 starting points • 2NT with 16-19 starting points
Suit Opening	<p>With 5+ card Major</p> <ul style="list-style-type: none"> • Opening 1M is acceptable with 11 pts with at least 5-4 pattern and rule of 20, total HCP's plus no. of cards in 2 longest suits equals 20 • Opening 1M is acceptable with 10 points with a freak shape of (6-5 pattern) or 7 card good suit unsuitable for preempts
	<p>When 5 card major is not held, open with better minor suit</p> <ul style="list-style-type: none"> • With 4-4 or above in minors open 1  • with 3-3 in minors open 1 , • with 3-2 in minors open better minor. <p>However, if playing 5542 opening system the opening 1  bid guarantees a 4-card suit. With a 4-4-3-2 pattern opening hand, one will have to open 1  with only 2 cards which is an alertable bid,</p>
	<p>With 2 five carder suits, open with higher-ranking suit.</p> <ul style="list-style-type: none"> • 1M opening can be supported with 3+ cards • 1  opening maybe supported with 4+ cards but • 1  opening should be supported with 5+ cards
1st/ 2nd seat opening	Open the bidding at 1 level with 12+ HCP or when hand satisfies Rule of 20, sum of two longest suits +HCP=20
3 rd /4 th seat opening	Open the bidding at 1 level 12+HCP or when hand satisfies Rule of 18, sum of two longest suits +HCP=18
4 th seat opening	Open a hand with 12+ HCP or if hand satisfies the Rule of 15, i.e, HCP+ total number of  in hand =15

2/1 GAME FORCE STANDARD SYSTEM

When Opener bids 1 of a suit and Responder bids 2 of a lower suit in the first round (without jumping a level), this is called 2/1. This means that Responder has opening points as well (12+). Game is forcing in a major (4♥ or 4♠) or 3NT. This does not mean that Game is guaranteed in a minor, however. Game in a minor (5♣ or 5♦) usually requires 28+ pts, but distribution is always a factor to be considered.

Requirements for a "2/1 GF" response: These are the requirements to use a 2/1 GF bid by Responder:

1. Opener must be in 1st or 2nd seat.
2. Responder must have 12+ points.
3. The opening bid is 1♦, 1♥ or 1♠. (If Opener bids 1♣, 2/1 GF does not apply.)
4. There cannot be an opening bid or intervening bid by opponent (except a "double").

There are only six 2/1 Game Forcing bids: Responder's bid is showing 12+ points and 4 of the suit bid, except for one situation (1♠ opening with 2♥ response promises 5 or more hearts).

1♦ (Opener) > 2♣ by Responder (1♥ or 1♠ response over 1♦ is not GF)

1♥ (Opener) > 2♣ or 2♦ by Responder (1♠ is not GF)

1♠ (Opener) > 2♣ or 2♦ or 2♥ (5+ hearts required) by Responder

Once a 2/1 response is made, both partners know that bidding should not stop until game is reached in a major or 3NT, so bidding can be slow. Remember that game is not always reachable in a minor (and is not promised) with a 2/1 bid. It may be best to stop bidding before reaching 5♣ or 5♦ when a 3NT game contract does not appear to be safe (no stoppers in one or more suits), and yet having a minimum 8-card fit in a minor suit

Once you decide to use 2/1 Game Forcing bids, you must have an alternative to respond with 6-11 points. So, hand in hand with this bid, comes the 1NT "Forcing" bid.

Requirements for 1NT Forcing by Responder:

1. Opener bid 1♠ or 1♥ (1 of a major) in 1st or 2nd seat.
2. Responder has 6-11 points.
3. With 10-11 pts and 3-card support for Opener's major suit, Responder bids 1NT (forcing) and bids 3♠ or 3♥ in the next round.

Note: After a minor suit opening bid, 1NT is not forcing. Bidding a 1NT response after a minor suit opening denies a 4-card major and limits the hand to 6-9 pts, which the Opener can pass.

Opening Bids in 2/1 Game Force System

Opening Bid	HCP	Description
1 ♣	12-21	3+ card ♣ suit
1 ♦	12-21	3+ card ♦ suit
1 ♥	12-21	5+ card ♥ suit
1 ♠	12-21	5+ card ♠ suit
1NT	15-17	Balanced, semi balanced hand, 4-3-3-3 or 5-3-3-2 hand, not advisable to open 1NT with singleton or 2 doubletons
2 ♣	22+	Balanced, semi balanced hand
	17+	9 playing tricks with a 6+ card suit, good suit quality
	17+	9 playing tricks with at least 5-4 hand without wastage values in short suits
2 ♦	6-10	6 card ♦ suit
	11-15	Flannery opening, 5 ♥ and ♠
2 ♥ / 2 ♠	6-10	6 card ♥ / ♠ suit
2NT	20-21	Balanced, semi balanced hand
3 ♣ / 3 ♦ / 3 ♥ / 3 ♠	6-10	7 card suit
3NT		Gambling, AKQxxx in minor suit or better
4 ♣ / 4 ♦		NAMYATS, 4 ♣ = ♥, 4 ♦ = ♠
4 ♥ / 4 ♠		Preemptive, 8 card ♥ / ♠ suit
5 ♣ / 5 ♦		Pre-emptive

GLOSSARY OF BRIDGE TERMS

Definitions

Honors	A, K, Q, J,10
High Card	Highest ranking card in a suit during the play
Rags	8,7,6,5,4,3,2,1
Sequence	Set of three+ touching cards AKQ, KQJ, QJ109 etc.
Near Sequence	Set of three cards, top two touching and one near high card, AKJ, KQ10, QJ9, J10 8, etc.
Interior sequence	Set of three cards, 1 high and 2 interior touching high cards AQJ, AJ10, A109, KJ10, K109 Q109 etc.
Broken Sequence	Set of three cards broken in sequence AQ10, AJ9, KJ9, Q108
Tenaces	AQ, KJ
Major suits	♥ and ♠
Minor suits	♦ and ♣
Echo	Play of high card start of echo, followed by low card end echo
Opening Lead	Play of first card by LHO
Attitude	Following card with interest or not in the suit led or shifted
Count	Showing length in the suit led or followed
Suit preference	Showing interest or not in a different suit by following/leading a suit
Shift	Opening a new suit in mid play
Reverse	Bidding a new suit above the barrier
ORF	One Round Forcing
FSF/4SF	Fourth suit Forcing
Carding	Defense signaling system used by Partnership (UDCA/ Standard)
RONF	Raise only non-forcing
LTC	Hand evaluation based on counting losing tricks

CHAPTER 2: SIGNALING, CARDING AND DISCARDS

Carding and Discards Summary

Standard Carding	High like, Low dislike	
UDCA	Upside Down Count Attitude (Low like, High dislike)	
Counting Rule	Rule of 12	Applicable on 3 rd best lead
	Rule of 11	Applicable on 4 th best lead
	Rule of 10	Applicable on 5 th best lead
Leading Partner's suit(UDCA)	Even lead	When support is shown during bidding
		A high card led shows odd cards
		A Low card led shows even cards
	Odd Lead	When support is not shown during bidding
		Lead High from two cards
		Lead low or mid from three cards then high
Trump Lead	Lead from top of sequence or near sequence, but lead low when not in sequence: J from J10 9, 7 from J10 7	
	A high trump lead or high low high weird trump play suggests something unusual, Wake up signal	
Lead of King	From AK against 5+ level contract	
	From AK when suit supported by partner	
	From AK when suit bid by Partner	
	Lead of Ace, denies King in such situations	
Coded 9's and 10's	Jack Denies, Ten Implies" is a lead agreement whereby the lead of the jack always denies a higher honor, but lead of 10 or 9 "implies" either Zero or two higher (non-touching) honors. This convention is used when holding interior honor sequences headed by the jack or ten: AJTx, KJT _x , AT9 _x , KT9 _x , QT9 _x , etc. Normally, the top interior card from these sequences is led: A common treatment is that the lead of the 9 promises one of the two higher honors is the 10 (otherwise, simply lead fourth best from a broken honor sequence when not holding the 10).	
Returning Partners suit	Top from remaining 2 cards	
	Bottom from Remaining 3 cards	
	4 th best from remaining 4 cards	
Smith Peter or Smith Echo	Suggests shift by both Partners, when declarer plays his suit after winning the opening lead, a high card in declarer's suit by either partner shows interest in the opening suit lead, a low card in declarer's suit suggest no interest in the opening suit and suggest a shift	
Discards (O/E)	An odd card discarded from the suit shows interest in that suit, even card discarded shows no interest in that suit.	
	A high even card discarded shows interest in higher ranking suit	
	A low even card discarded shows interest in lower ranking suit	
Discards (Lavinthal)	Any card discarded from a suit shows no interest in that suit	
	A high card discard shows interest in higher ranking suit	
	A low card discarded shows interest in lower ranking suit	

Signals and Discards (UDCA)

Attitude	A low card shows interest and high card denies interest in that suit
Count	A low-high show even and high-low shows odd cards in the suit
Suit Preference	<p>When there is no use to show either attitude or count, use suit Preference Signal. e.g.</p> <ol style="list-style-type: none"> 1. On Opening lead if dummy has a singleton or holds honors in the led suit, show suit preference 2. When giving a ruff to partner 3. When Declarer is drawing trumps <ul style="list-style-type: none"> • A high-card played, shows interest in high rank remaining side suit. • A low card played, shows interest in low rank remaining side suit.
Discards (UDCA)	<p>When discarding a suit not yet lead: signal attitude with your first card</p> <ul style="list-style-type: none"> • A low card discarded from the suit, shows interest in that suit. • A high card discarded shows interest in higher ranking suit <p>signal present count* with your second card.</p>
	When discarding in a suit already led: Signal present count*
	*Present count is the method used to show how many cards you have left in the suit after your first card played in the suit showed attitude.)
Signal on partner's Lead and Shift	Signal attitude with first card, suit preference with second card.
	Show count when leader will be more interested in count, or no useful high card is held, (or cannot beat the opponent in no-trump contract)
	Show suit preference when layout of the cards is known or almost known
	Show attitude on honor lead or when low card is led promising an honor
	When dummy is short on lead, middle to continue the suit led, high or low is suit preference
	When honor is led with likely shortness in partners known suit, high or low is suit preference, or middle if no suit preference.
	If Ace is led of partner's long suit, King to continue, Jack for unusual preference shift. (In cash out situation)
	If King is led of partner's long suit, Queen to continue, 10 for unusual preference shift. (In cash out situation)
	When KA is played doubleton, show suit preference on Ace for side suit entry
	When count has been shown, later signal may denote suit preference.
	In cash out situations, show attitude or suit preference. Count is not important.
Signal when declarer plays a suit	<p>signal count with first card, suit preference with second card</p> <p>Where count is not important. If high first, shows switch signal, then next spot card is suit preference. Play mid card to remain neutral and then show count if important. If low first, high card next to ask for suit led, up the line for neutral.</p>

Signals and Discards continued (UDCA)

Signal in following Trump	Up the line to remain neutral.
	With three rags, high or mid first to start obvious shift signal, second card shows suit preference. Signalling is complete when third trump is followed.
Signal in mid play	With two small rags or Hxx, high first to start obvious shift signal, partner has to work out the suit.
	Where count is necessary, low card switch shows even cards and high card switch shows odd cards.
Other signals	Attitude on first discards, if interest shown, then remainders count. If no interest shown, then remainders may denote suit preference.
	When layout of cards is known, discard shows suit preference.
	When playing an honor to force declarer to play a higher one, play second highest first from touching honors. J from QJx
	Discard of an honor shows sequence of remaining lower honor and denies high honor. Discard of Q promises J.
	The play of upper honor intentionally on high honor shows lower honor, e.g., play of Queen over Ace shows Jack
	If a high card forced played on first occasion, then remainder count, may be false if going to help declarer
	When ruff is given to the partner, a high card return shows entry in high rank suit and a low card return shows an entry in low rank suit
	Hold up a winner to allow partner to issue a signal
	In no-trump, show suit preference when declarer's stopper is knocked out
	In known layout of cards, lead shows suit preference if led for partner to ruff.
	A high card in mid play suggest shift, next card shows suit preference. Lead middle card to remain neutral then show count if important
Notes	The weak hand should be handled carefully because partner may have full of tenaces and will have problem of shift.
	Don't discard from worthless suit if declarer may know the partner's holding in that suit

Notes:

- In standard Carding, high card followed shows interest in that suit and a low card followed shows no interest in that suit.
- In standard carding high-low card followed shows even no. of cards in that suit and low-high card followed shows odd no. of cards in that suit.

Signals and Discards Summary

Card Played	Priority	Order	Remarks
On Partner's lead & shift	A-C-S	A	When partner is benefited
		C	In cash-out or ruffing situation
		S	When card lay-out is known
		N	Up the line to remain neutral
On Declarer's side suit	C-S-A	C	When partner is benefited, low or mid first
		S	When shift is benefited, affordable high first, partner to work out the suit. If 3-card, next card-suit preference
		A	Low first, next high (3rd) from H(x)x(x)
		N	Up the line to remain neutral
On following trump	N-S	N	Up the line to remain neutral
		S	Affordable high first, partner to work out the suit. If 3-card, next card-suit preference
Suit preference lead and shift	Affordable high trump lead		
	Shift in known card lay-out		
Foster Returns vs NT	Breaking new suit through declarer and dummy has no honor, promises one higher or two lower cards		
	Leading jack denies near card		
	J(x)x, 10(9)x, 9(x), (9)xx, 9(x)xx		
On A or K lead in own long suit (in cash out situation)	King over Ace to continue, J for shift		
	Queen over King to continue, 10 for shift		
Peter Smith vs NT	Echo in declarer's suit suggest to shift by either partner		
Discards	Attitude on first discards. If interested, then count from remaining cards. If not interested, next card may denote suit preference		
On partner's lead and shift	If interest, remainder count. If no interest, next card may denote suit preference		
On declarer's suit	Low from even, next high (3rd) for interest		
	Affordable high from odd, next card may denote suit preference. Prefer mid first for count, High for shift.		
Alarm Clock lead	Lead K from own bid AKxxx suit, then shift to new suit shows singleton in shifted suit		
Suit preference	First card when layout of card is known		
A=attitude, C=count, S=suit preference, N=neutral			

Rule of 10, 11, 12 calculation applicable on 5th, 4th and 3rd best lead respectively:
 Calculation e.g.: If opening lead is 7 of a suit, say 4th best against NT contract, then subtract 7 from 11=4. Now add total cards in that suit above 7 in own hand + dummy say total is 2, the balance of 4-2=2 cards above 7 are with declarer, Rest are with the leading partner.

RULES OF SIGNALING

1. Trick 1 signals in suit contracts

- With attitude not clearly known, 1st signal should be attitude.
- With Queen in dummy, encourage if you can ruff 3rd round.
- With xx in dummy, encourage only if you can overruff 3rd round.
- Suit preference situations
 - Dummy has a singleton.
 - Dummy has all winners in suit led.
 - Partner may be leading a singleton looking for a ruff.
- Count situations
 - Dummy has long suit of partner's lead.
 - Dummy has 3 small of bid and raised suit.
 - 5+ level contracts partner leads the King and dummy has the Queen.

2. Trick 1 signals in NT contracts

- If dummy wins Ace or King, play attitude.
- Partner leads Ace, play honor or count.
- If dummy wins the Queen or lower, giving count is rarely wrong, i.e. partner leads from Kxxx and you have the J.
- Be careful to unblock if not necessary.

3. Making accurate signals while following suit

- With a long suit in the dummy, always give count to help partner take winner at the appropriate time.
- Give count in side suit if it will help partner defend correctly.
- Do not give count if it could help declarer play a key suit correctly.

4. First discard is most critical signal of the hand

- With a clear, appropriate card in the only suit you can help, make an encouraging discard in this suit.
- Do not encourage by pitching a possible winner.
- When there are only 2 logical suits to play, you can get across your message by discouraging in the suit that you don't like.
 - With equal holdings in 2 suits, it is often right to discard a discouraging card in the 3rd suit.
 - Encourage equally with Ace or Queen behind KJ(x) holding in dummy

5. Suit preference

- When giving partner a ruff, play the card that indicates which suit you want returned. Low card = low suit, high card = high suit.
- When partner knows your attitude in a suit and count is not needed, use the opportunity to signal your suit preference in remaining key suits.
- With equal spot cards, play suit preference when following suit – even in the trump suit.

CHAPTER 3: DEFENSE PLAY

Opening Lead against NO Trump Contracts:

1. Lead a suit that partner has bid. If you have supported partner, make an "attitude" lead (low from something, high from nothing). If you have not supported partner, make a "count" lead (low from an even number, high from an odd number).
2. Lead an honor from an honor sequence in a long suit.
 - a) From any three-card honour sequence always lead the highest card, e.g. KQJ64; QJ1062; J10942
 - b) From a sequence of two honours with one card exactly two below the lowest honour, lead the highest card, (sometimes referred to as a 2½ honour sequence) e.g. KQ1043 - the 10 is two below the Q;
 - c) Leads from Interior Sequences: When you hold three honours with the lower two touching (including the '10'), you should lead the higher of the touching cards – i.e. the top of the 'interior' sequence. e.g. KJ1052; AQJ54, Q109xx, unless you are playing leads showing coded 9's and 10's. In that case with KJ1052, lead 10 and with Q109xx lead 9
 - d) From any other honour sequence or from a single honour, lead 4th. highest, e.g. KQ93; QJ76.; AK108.; K7542; Q8753.
 - e) **Power Leads (Honor Leads):** When the suit is extremely powerful, we do not care much about partner's attitude in our suit. Instead, we want partner to give us a count signal (or unblock any honor they have) so that we know the layout of the suit around the table. **There are 2 versions of Power leads**
 - **A/Q as Power Leads asking for count or unblock any honor if they hold one. King is lead to ask for attitude for A/Q or Jack**

Ace	Power Lead, unblock honor or give count, e.g. from AKJT _x , AKQT _x , AKQ _{xx}
King	Asks attitude for A/Q or Jack , e.g. from AKJ _{xx} , KQT _{xx}
Queen	Power lead, unblock of the Ace/Jack or give count if partner holds neither of these cards. e.g. KQ10(xx), QJ10(xx), QJ9(xx), AQJ(xxx KQT9
Jack	Usually top of the sequence, J109, J108 etc
10	Shows either zero or 2 higher non-touching honors, e.g., from, AQ10X, AJ10X, KJ10X
9	Shows either zero or 2 higher non-touching honors, one of which is 10, e.g., A109X, K109X, Q109X,

- **Modern Power leads (King as Power lead (asking for count or unblock) and playing the Ace/Queen asks for Attitude for other Honor**

Ace	Asks attitude for queen and suit. led from honor sequences like AKJ65, AKT87, AK32
King	Power Lead, unblock honor or give count. This lead shows a sequence or broken sequence headed by the king (KQJ., KQ10.), or a strong suit headed by the ace and king (e.g., AKJ10, AKJ93, AKQ104). It asks for an unblock of any high honor (i.e., not the 10) held, otherwise asking for standard count (not attitude)
Queen	Attitude for A.K, or J, (Never Unblock), led from sequences like KQT2, KQ983, KQxxx
Jack	Usually top of the sequence, J109, J108 etc
10	Shows either zero or 2 higher non-touching honors, e.g., from, AQ10X, AJ10X, KJ10X
9	Shows either zero or 2 higher non-touching honors, one of which is 10, e.g., A109X, K109X, Q109X,

It is up to the partnership agreement to Adopt A/Q as Power Lead and King for attitude or KING as Power Lead and A/Q for Attitude

3. From a Non-Honour Suit lead, 2nd highest.

4. Even Leads 2nd/4th Best

HXXXX	4 th best then low
XXXXX	4 th best then low
HXXX	4 th best then high
XXXX	2nd best then high
HXX	2 nd best
XXX	Mid the low
XX	Lowest
2 nd best	Lead from bad suit, has interest in side suit
4 th best	Lead from good suit, has interest in led suit

5. Lead a Major suit rather than a minor suit
6. Try to find partner's suit if you have few points and no promising suit.
7. Never lead a short suit, unless it's the suit partner has bid.
8. Never lead aces or "unprotected" high cards, especially ones in your short suits.
9. Never lead a suit declarer has bid. If they have bid all 4 suits, lead thru dummy's weaker (second) suit

Opening Lead against Suit Contracts:

Good Leads

1. A singleton (hoping partner can lead the suit back for you to trump).
2. A suit partner has bid. Lead low if you have 3+ cards; lead high from 2 cards.
3. A suit that offers a good attacking combination two or more touching honors (KQ10x, QJ10, AKxx, J109). Lead the higher honor.
4. With 4 trumps (or knowing that partner has 4 trumps), lead your longest suit. Declarer is likely to be short where you are long.
5. Lead a trump when you think declarer will ruff losers.
 - (a) If responder shows preference to opener's second suit, lead a trump.
 - (b) If the opponents bid 1H-4H or 1S-4S pre-emptive, you can expect them to have 10+ trumps and shortness elsewhere.
6. A suit the opponents have not bid. If there are no unbid suits, choose a suit that dummy has bid.

Neutral Leads

1. Lead top of a doubleton
2. Lead top of nothing
3. Lead a low card from an unsupported Q or J
4. Lead trumps if you have no other safe lead OR if declarer has shown a two-suited hand. This may prevent declarer from using dummy's trumps separately.

Bad Leads: Leads that will cost you tricks

1. Never lead a low card from an unsupported K
2. Never lead an unsupported honor (such as leading K when you don't have the Q).
3. Don't lead a low card from a tenace (such as low from KJ73), unless in partners suit
4. Never lead the Ace when you don't have the King, except when followed by a small card and you have only 2 cards in the suit.
5. Never Under lead an ace i.e. (don't lead a small card from a suit headed by the Ace). The job of the Ace is to capture the King. If you lead away from the Ace, you give the King a free pass.
6. Don't Lead a suit declarer has bid (unless you're leading trumps).
 - a) From any honour sequence always lead the top honour. From an interior honour sequence lead the top of the internal honour sequence

Honor Leads

Ace	Suit with AKxx, A(xx) in cash out
King	Suit with KQ, KQ10
Queen	Suit with QJ, QJ10, QJ9
Jack	Denies higher honor

Odd Leads ,3rd /5th best

HXXXX	5 th Best
XXXXX	5 th Best
HXXX	3 rd Best
XXXX	3 rd Best
HXX	3 rd Best
XXX	3 rd Best
XX	High card
HX	Honor

Defensive Play Strategy:

1. Third Hand Play (partner has led the suit):

- a) Play "Third Hand High" rule to set up potential tricks for your side.
- b) Play the highest card necessary to force declarer or dummy to win with its high card.
- c) Always play the lowest of touching cards to give partner the most information about your strength. (Play the J from QJx; the 9 from J109.)
- d) If you're playing after dummy, be sure to bracket your honors if dummy plays low. (Play the J from KJx if dummy plays low from Qxx.)

2. Second Hand Play (declarer or dummy is leading the suit):

- a) If an honor is led and you're next to play, follow the "Cover-an-Honor with-an-Honor" rule -- if declarer or dummy leads an honor (10 through Ace), play your higher honor on it if you have one. This forces declarer to use two of his honors to capture one of yours.
- b) With most other holdings, follow the "Second-Hand Low" rule -- if you're in doubt about which card to play, choose a low card. The main exceptions to this rule are:
 - You have a sequence of honors (KQJx, QJ10xx, etc.) and want to be sure you force declarer to win a high card. In this case, play the lowest of your touching honors.
 - You're covering an honor with an honor, or playing your ace to win a king or queen.
 - You're reasonably sure your ace will be trumped later if you don't take it now.

3. Leading After the First Trick:

- a) If partner made the opening lead -- and if you're in doubt about what to do when you gain the lead later in the hand -- return partner's suit. This is an especially valuable guideline to follow when defending notrump contracts.
- b) If you want to switch suits, choose to lead through strength and up to weakness. Ideally, you want the opponent who holds the most strength in a suit to be the second hand to play to the trick. You want the hand with weakness in the suit to be fourth to play to the trick.
- c) Don't be afraid to lead a suit that you know declarer will trump -- you can sometimes weaken his trump holding by doing so.
- d) Don't be afraid to lead a trump. If it appears that your other possible leads will risk giving declarer a trick, a trump can sometimes serve as a safe exit.
- e) Don't lead a suit if both declarer and dummy are void. This is called a "ruff -and-sluff", and it often gives up trick by letting declarer trump in one hand and throw a loser from the other hand.

4. How to play touching honors sequences:

- a) In first seat one plays the K from KQJ
- b) In 2-4th seat one plays the J from KQJ.

5. False-Carding:

False-carding can be used by both Declarer and the Defense in order to fool the Opposition, thereby maximizing the number of tricks secured during the play of the hand in the game of Bridge.

- a) A "false-card" is an intentional play of one's cards in what might be regarded as an abnormal manner, the purpose of which is to deceive one's Opponent(s) with respect to the cards one actually holds.
- b) Declarer can elect to play his/her cards in any order he/she desires without fear of misleading Partner since Dummy is not an active participant in the play of the hand.
- c) Defenders must be careful when "false-carding" not to fool Partner, while, at the same time, attempting to deceive the Declarer.
- d) Potential Benefits of False-Carding When Used by the Defenders
 - Give the Declarer a choice of how to play a suit when a non-false-card would leave no choice but the one that works for the Declarer.
 - Confuse the Declarer as to the distribution of suits and high-card placement c) Create the appearance of a line of play that will be advantageous for the Declarer that actually leads to trouble or the loss of an extra trick d) Steer the Defender's Partner into leading the suit you want led.

6. Rule of 10 and 12:

This rule applies when partner leads 5th / 3rd best card versus suit contracts. To determine the number of cards that are higher than the spot card led in the declarer's hand subtract the spot card number led from 10 when lead is 5th high card and from 12 when lead is 3rd high card. Reduce this count by the number of cards you see in your hand and in the dummy and the result is the number of cards higher than the card led in declarer's hand.

7. Rule of 11:

This rule applies when the partner leads fourth best card versus NT contracts. To determine the number of cards that are higher than the spot card led in the declarer's hand, subtract the spot card number from 11. Reduce this count by the number of cards you can see in your hand and in the dummy and the result is the number of cards higher than the card led in declarer's hand.

8. Uppercut:

Uppercut is a defensive play that involves one of the defenders ruffing high in the knowledge that an over ruff by the declarer will result in the promotion of a trump card in their partner's hand into a winner. Thus, the technique presents a type of **Trump promotion**.

Trump promotion is a technique where the defenders create an otherwise non-existing trump trick for themselves. The most common type of trump promotion occurs when one defender plays a side suit through, in which both the declarer's hand and the other defender are void:

9. Five Major lines of attack for the Defenders:

a) Forcing the Declarer (to Lose Control of the Hand):

1. A Forcing Game is usually best when Declarer has a two-suited hand. A forcing game is generally advisable when Declarer is playing a 4-3 trump fit or a 4-4 trump fit with a 4-1 break.
2. To create a Forcing Defense, lead from the most powerful suit held by your partnership (trying to force ruffs in the long hand).
3. If you have the Ace of trumps, you generally hold on taking it until dummy has no more trumps (generally the 3rd round—sometimes 2nd round). Often declarer would like to draw exactly two rounds of trump to prevent a ruff from the defender short in trump while preserving the ability to ruff twice in dummy.
4. When the defender with the ace of trump holds up once, declarer must settle for drawing only one round of trump or allow three rounds to be drawn.

b) Active Defense:

1. Active Defense is vital when Declarer or Dummy has a long suit, or any time when it looks as though your tricks can go away.
2. When Declarer's side suit is breaking well, you probably need to be aggressive in your leads and defensive play.
3. If there is vigorous bidding (slam interest shown), you probably need to be active.
4. Against a Gambling 3NT, lead an Ace (aggressive lead) and try to figure out how to get 5 tricks for your side right away.

c) Passive defense:

1. Passive Defense is essential when you want Declarer to break new suits.
2. Attacking suits may give Declarer the game-going tricks he needs.
3. Passive defense is usually best when Dummy has a balanced hand.
4. Go passive when Declarer does not have a strong side suit (in own hand or in Dummy).
5. Be passive when Declarer is very strong and Dummy is very weak (don't help Declarer take finesses!). If you know the hand is a misfit or that Declarer is getting a bad split in an important suit, passive defense is advisable.
6. Passive leads are crucial against 6NT and grand slams. If you have no real suit to lead against NT contracts, passive is often best. Refrain leading from a 4-card suit with only one honor. Even with two honors, you may lose more than you gain by leading it. Leading from five card suits headed by an honor is worth the risk

d) Creating Trump Tricks (for Self or Partner): It is possible when:

1. you are short in any unbid suit (singleton or doubleton);
2. when you are long in opponents' side suit that was bid and raised (thus partner rates to be short);
3. when you have a weak hand and nothing better to hope for; when you can promote a trump trick for yourself or partner by forcing Declarer or Dummy to ruff high in front of one of you or through a trump uppercut (e.g., one partner ruffs with Jack and Declarer overruffs with King, setting up the doubleton Queen in other Defender's hand for a trick.
4. It is not advisable to go for trump trick from ruffing when you have natural trump tricks anyway (e.g., QJ10). It is helpful to have an entry—preferably a high honor in the trump suit—when trying to get a ruff from a singleton or doubleton.

e) Cutting Down on Ruffing Tricks by Declarer or Dummy or Both:

Cutting Down on Ruffing is a good idea in several circumstances. Consider leading a trump when:

1. your side has a trump stack so wants to control the trump suit;
2. misfits in general;
3. dummy took a mere preference between suits and doesn't seem to like either one—particularly if you have a good holding in Declarer's other suit;
4. Bidding suggests Dummy will be ruffing—either Dummy avoided no trump or Dummy bid two suits and raised a third suit;
5. You control all other suits but the trump suit (usually because the opponents are sacrificing);
6. You control the opponents' side suit. Strongly consider trump leads against any two-suited hands (e.g., Michaels Cue Bid, Unusual Two No Trump, Flannery, Mini Roman, etc.), unless you know the opponents have a really good fit (in which case getting your side suit winners right away may be crucial). For e.g., if choosing to double and defend a three-level contract is correct, it is almost always correct to lead a trump and often crucial.

CHAPTER 4: PLAY OF HAND

A. Playing Suit Contracts

- 1) Note the opening lead. Ask the opponents what their leads mean. You might be able to draw inferences about honor cards and distribution in this way.
- 2) Count your losers as soon as dummy comes down. If you have a 5-3 or a 6-2 fit, focus your counting on the hand with the longer trumps. If you have too many losers to make your contract, don't give up. There are a number of plays you can use to turn losers into winners:
 - Finessing to trap the opponents' honors. (See **The Finesse** for how to handle some common card combinations.)
 - Developing long-suit winners in a side suit to pitch losers in other suits. (See **Establishing and Cashing Tricks**.)
 - Trumping if one hand is short in a suit.
- 3) Make a plan as to how will you develop extra tricks in each suit.
- 4) Decide which suits you'll attack, and in what order. On many (but not all) hands, you'll want to exploit your advantage in the trump suit by leading trumps first. Your plan will be to take all the opponents' trumps away and still have trumps remaining in your and/or dummy's hands to handle your losers. To be sure that this will be the right plan, count your losers first, then try counting winners (honors and potential long-suit tricks) in your outside suits. Add these winners to your tricks in the trump suit to determine whether or not you have enough "natural" tricks to make your contract.
- 5) If you DO have enough "natural" winners to make your contract, lead trumps right away. Plan to collect all the opponents' trumps, even if you have to lose the lead to do so. This will make it possible for you to cash your outside winners without worrying that an opponent will trump one of your good tricks.
 - Always count the opponents' trumps as you lead the suit to keep track of how many they still have after each trick. One easy counting technique is to mentally start with the number of trumps in your two hands, then count "up" as you see each trump from an opponent's hand. For example, if you have an 8-card fit, you start with the number 8. If both opponents follow to your first trump lead, you mentally count 9-10. When you get to 13, you have all their trumps and you should stop leading them.
 - Think about how many trumps the opponents started with and try to estimate how many times you'll have to lead the suit to draw all their cards. If you have an 8-card fit, you'll have to lead trumps at least three times (if the opponents' cards break 3-2). If you have a 9-card fit, you'll need only two leads if the missing cards break 2-2, or three leads if they break 3-1.
 - Stop leading trumps if there's only one outstanding and it's a winner -- for example, you've drawn four of the opponents' trumps with your ace-king and one opponent is now left with the good queen. In this case, you usually won't want to use two of your trumps to get his one, so you can begin leading other suits and let the opponent score the trump queen whenever he wants.

- 6) If you DON'T have enough "natural" winners to make your contract, you'll usually want to postpone leading trumps. This may depend on your estimate of how many leads it would take to draw trumps and whether these leads would remove all the trumps from your hand or dummy's.
- For example, if you have 5 trumps in your hand and dummy has 3, it will take at least three leads to collect all the opponents' trumps. If you need to use dummy's trumps to take care of one or more of your hand's losers, you must set that up before you lead trumps. This may involve giving up a trick or two so you can run dummy out of the suit you need to trump. When you've finished using dummy's trumps in this way, you can then lead trumps.
 - On other hands, you may need to try to score all of your trumps separately. In this case, your plan will be to play a cross-ruff, by trumping outside suits in both your hand and dummy's. Example:

<p>Declarer ♠ A842 ♥ KJ93 ♦ AJ65 ♣ 3 Dummy ♠ 653 ♥ Q1084 ♦ 4 ♣ A9752</p>	<p>You're in a 2♥ contract and the opening lead is the ♠ queen. You have only three obvious losers (two ♠ and one ♥). When you count actual winners, though, you have only six, 3 natural trump tricks and the 3 Aces. None of the outside suits offers a chance to develop quick natural winners, so you'll have to find extra tricks from the trump suit.</p> <p>Since you need to score trumps separately, don't lead ♥. Instead, play a cross-ruff. Win the ♠ Ace, cash dummy's ♦ Ace, and lead a small ♦, trumping it in your hand. Now cash your ♣ Ace and trump a ♣ in dummy. Continue trumping ♦ in your hand and ♣ in dummy. Eventually, an opponent will be able to over-ruff with the ♥ Ace and lead another ♥ to stop the cross-ruff. By then, though, you'll have scored the extra trump tricks you needed, and you should finish with at least 8 tricks.</p>
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- 7) After you've made best use of your trumps -- by trumping losers and/or drawing trumps -- plan to attack your longest side-suit fit next. This is usually the suit that offers the greatest number of natural tricks. As you lead the suit, count the opponents' cards so you'll know when your small cards in the suit become winners.
- 8) If you have shorter suits with top tricks that can be taken at any time, plan to use these tricks as entries to get back and forth between your hand and dummy's. If you don't need them for entries, then plan to cash these tricks last.
- 9) In general, don't be afraid to lose tricks and give the opponents the lead. You'll often set up extra tricks for yourself by forcing the opponents to win their tricks early in the hand.

A. Playing Notrump Contracts:

- 1) Note the opening lead. Ask the opponents what their leads mean. You might be able to draw inferences about honor cards and distribution in this way.
- 2) Count your winners as soon as dummy puts his hand down. Don't play a card until you've formed a plan for making your contract.
- 3) If you don't have enough top winners to make your contract, make a plan to create more winners. You have two main ways to develop extra tricks:
 - Finessing to trap the opponents' honors.
 - Developing long-suit winners, which may require letting the defenders win early tricks.
- 4) Decide which suit offers the greatest number of potential tricks and lead it first. In most cases, this will be your longest fit. Don't be afraid to give the opponents their tricks in your long suit if you can set up tricks for yourself by doing so.
 - Before you lead the suit, make a plan for how you'll set up and cash its tricks. Decide which hand you want to lead from first, how you will "unblock" your honors, and whether or not you may be able to trap missing honors with one or more finesses.
 - Count the opponents' cards as you lead your long suit. Keep track of the number of cards they still have so you'll know if and when your small cards are winners. Remember that the 13th card of a suit, even if it's a deuce, is always a trick in notrump.
- 5) Cash winners in your short suits last. Don't set up the opponents' small cards in these suits by cashing your tricks too early.
- 6) In general, be cautious about leading the suit the opponents chose for the opening lead. At least one opponent has length in that suit, so don't set up his winners for him. They opponents will usually attack that suit again when they get the lead.

B. Establishing and Cashing Tricks

1. Building Natural Tricks

One of your main sources of tricks is in suits where you have honors. Some holdings Aces, or AK and AKQ combinations, provide sure tricks that can be cashed without giving up the lead.

On most hands, though, you'll also need tricks from suits that don't have all the top honors. To turn these suits' potential tricks into sure tricks, is to drive out the opponents' aces and kings (and sometimes queens). When you form your plan, identify which honor combinations and suits offer the greatest number of potential tricks. Decide how and when you'll lead these suits, and don't be afraid to lose the lead. Example:

- KQJ 432 -- This combination is one loser and two winners. To actually cash your two tricks, though, you have to get the ace out of the way. The opponents won't usually be anxious to help. You'll have to lead this suit yourself and force them to take their ace.
- J10984 7653 -- This suit has at least two potential winners, but to score them, you must be willing to give up the lead three times. Note that you'll win three tricks if the missing cards divide 2-2.

2. Developing Long-Suit Winners

Another way to establish tricks is by setting up your long suits. Small cards in a long suit will often become winners when the opponents have no more cards in that suit. The chance that a long suit will provide extra winners will often depend on how the opponents' cards are divided. For example:

- AKQ32--- 654 This suit will provide five tricks if all the opponents' cards drop under the AKQ. The missing cards must be divided 3-2 for you to win five tricks. What if the cards divide 4-1? If this is a side suit in a trump contract, you can trump the 2 to draw the last outstanding card and make your 3 a winner. If you're in notrump, you may want to give the opponents the fourth trick so you can win the fifth.
- AK876—54. In notrump, this suit can provide three or four tricks, but only if you let the opponents win a trick or two. If the missing cards break 3-3, you can cash AK and lead the 6, letting the opponents win the trick. This will establish dummy's 87 for two more tricks. If the missing cards instead break 4-2, you'll have to lose two tricks to establish the 8.
- If this is a side suit in a trump contract, you may be able to set up three or four tricks without losing any. Cash the ace-king, then trump dummy's 6. If the suit divides 3-3, you've created two more tricks. If the suit divides 4-2, you'll have to trump two of dummy's small cards to set up the third.
- When you try to count winners in a long suit, you won't always know exactly how many tricks it will provide. You can make a good guess, though, if you know how the missing cards are likely to divide in the opponents' hands.
- When leading long suits, be sure you count the opponents' cards as they play to each trick. You'll need to keep track of how many cards are outstanding to determine whether or not your cards are winners.

3. Unblocking plays

With some combinations, you must plan your plays so that once you establish your suit, the lead will be in the correct hand. The order of your leads can be critical if one hand has more cards in the suit than the other. Whether you're building natural honor tricks or trying to establish a long suit, you will often need to plan to unblock the suit to be sure you can cash all the tricks you set up.

If you're leading a suit that's unevenly divided between your hand and dummy's, play the high cards from the short suit first. Stated another way, plan your leads so the hand with the long suit is winning the trick when you are playing the last card from the hand with the short suit. Example

- QJ102--- K3. With this combination, you'll have three winners after you force out the ace. Attack this suit by playing the king on the first trick (high card from the short suit). Now you can lead the 3 over to the QJ10 and continue leading the suit.
- AKJ32---- Q4. You should also unblock when you're cashing sure tricks. Here, win the first trick with the queen, then lead the 4 over to the AKJ3. If you instead lead the ace first, then low to the queen, the suit is blocked --you'll have three good tricks left in the long suit, but no easy way to get to them.

C. The Finesse:

1. **Finesse** is a type of card play technique which will enable a player to win an additional trick or tricks should there be a favorable position of one or more higher cards in the hands of the opponents.
2. The player attempts to win either the current trick or a later trick with a card of the suit he leads notwithstanding that the opponents hold a higher card in the suit; the attempt is based on the assumption that the higher card is held by a particular opponent. The specifics of the technique vary depending upon the suit combination being played and the number of tricks the player is attempting to win in that suit.
3. Thus, if the Queen is finessed. The outstanding King is the card finessed against, or the card the player hopes to capture by the finessing maneuver. Thus, you finesse against a missing honor, but you finesse the card you yourself play, the card finessed being so played that it has a chance of winning against the missing higher card.
4. A finesse is said to be onside or on if the finessable honor is favourably placed and offside or off if it is not.
5. Some suit combinations allow you to create extra tricks by capturing the opponent's honors. You can do this by trying a finesse in a suit where you have one or more, but not all, of the high honors. When you finesse, you play the suit as if a certain opponent had one or more of the honors you're missing.
6. To run a finesse, first try to visualize where you need a missing honor to be. Then lead the suit through the opponent you hope has the honor (arrange for him to be second to play to the trick). Depending on which card he plays, choose a card from the third hand (yours or dummy's) that isn't the highest card in the suit, but which will win if second-hand has the honor you're trying to trap.
7. Keep in mind that your opponents will usually follow two defensive card-play rules:
 - Second-hand low: - If you lead a small card from your hand or dummy, the next hand to play to the trick (your opponent) will play a low card from most holdings.
 - Cover an honor with an honor: - If you lead an honor from your hand or dummy, the next hand to play to the trick will usually cover with a higher honor if he has one.
8. Finding Queens:
 - If you have 8 or fewer total cards in a suit, you should finesse to trap a missing queen. A queen will not usually drop if you cash Ace-King.
 - If you have 9+ cards in a suit, you should usually play for the drop instead of finessing. Since the defenders have only 4 cards in the suit, their queen is likely to fall if you cash Ace-King.
9. Finding kings:
 - If you have 10 or fewer cards in a suit, you should try a finesse to trap a missing king. A king will not usually fall under the Ace unless you have an 11-card fit.

Common suit Combinations: How to Finesse

Dummy	Declarer	Remarks
AQ5	432	With this combination, you have one winner and two losers unless your left-hand opponent (LHO) holds the king. Lead the 2 from your hand and, if LHO follows with a low card, play dummy's queen. This type of simple finesse will win 50% of the time.
K32	654	You can also finesse for an ace. Play LHO for that card by leading from your hand. If LHO follows low -- and he almost always will when he holds the ace -- play dummy's king. If your right-hand opponent (RHO) has the ace, you never had a chance to win a trick in this suit.
A432	QJ109	If LHO has the king, a finesse wins four tricks. Lead the queen and if LHO plays low, "let it ride" by playing low from dummy. If the queen wins, repeat the finesse by leading the jack.
AJ32	K654	In an 8-card fit, the queen will not usually fall if you cash ace-king, so plan to finesse LHO for the queen. Cash the king first (in case the queen is singleton), then lead toward the AJ3 left in dummy. If LHO plays low, play the jack. This line of play will win slightly more than 50% of the time.
AJ32	K1054	This suit offers a two-way finesse because you hold the jack and ten. Decide (or guess) which defender is more likely to hold the queen. If it's LHO, play the suit by cashing the king and then leading toward the AJ3, playing the jack if LHO follows low. If you think RHO has the queen, cash the ace, then lead toward the K105.
A432	J1098	You can try a double finesse if you're missing two honors. Here, you hope to lose only one trick by playing LHO for one or both honors. Lead the jack. If LHO plays low, play low from dummy and let RHO win his queen or king. You can now finesse LHO for the remaining honor by running the 10. This play will win three tricks 75% of the time.
AQ32	10987	This is a double finesse for the jack and king. Lead the 10 and let it ride, then repeat by leading the 9. If LHO holds both king and jack, you'll win four tricks. If he has either one of these honors, you'll win three tricks.
K432	J1098	This is another double finesse, but it offers an extra trick only if LHO has the queen. Lead the jack and let it ride. If this wins, or if RHO wins the ace, you'll know you've trapped LHO's queen. Repeat the finesse by leading the ten and letting it ride. This play will win three tricks 50% of the time.

Common suit Combinations: How to Finesse: contd...

Dummy	Declarer	Remarks
A432	Q765	Since you don't have the jack to back up the queen, you can't trap the king if LHO has it. (If you lead the queen, LHO will "cover an honor with an honor" to force the ace and you'll lose three tricks to the J109.) Instead, you must hope RHO has the king and will win it as you play small cards. Cash dummy's ace, then lead the 2 towards your Q76. If RHO plays low, play the queen. (Note that RHO won't always "fly" with his king, especially if this is the trump suit).
A432	Q1065	This is similar to the combination above, but holding the 10 gives you another option. If you think RHO has the king (because of a clue from the bidding or previous tricks), play the suit as above -- cash the ace and lead the 2 toward your Q106, playing the queen if RHO follows low. If you instead think that LHO has the king, you can finesse RHO for the jack. Cash the ace and lead toward your Q106, playing the ten. If in doubt, choose this option (ace, then low to the 10); this will succeed when RHO holds Jxx or KJxx.
A432	Q1098	You have the same honors as in the previous two examples, but the "solid" 1098 allows you to run another type of double finesse. The best way to play this suit for three winners is to lead the queen. If LHO covers with his king, you'll win the ace and lose only one trick to the jack. If LHO plays low on your queen, play low from dummy. If RHO wins the queen with the king, you'll take a second finesse -- play LHO for the jack by leading the 10 towards the A43 and letting it ride. Like other double finesses, this line of play will succeed 75% of the time.
<p>Note: All of the above examples show combinations where Declarer and dummy have equal length in the suit. Most of the recommendations still apply if you have unequal suit lengths and/or if the "spot" cards are in different hands. For example, in the last combination above (A432 opposite Q1098), you would try the same double finesse if the cards were A43 opposite Q10982, or A983 opposite Q104, or even A102 opposite Q93.</p>		

D. Playing the Odds:

1. When you're declaring a bridge hand, it's beneficial to know some simple odds about the chances for favorable suit breaks and finesses. This knowledge will help you estimate the potential number of tricks you can take in a specific suit combination.
2. Knowing the odds will also help you decide which overall line of play you should take to make your contract. For example, if you have to choose between playing for a 7-card side suit to break 3-3 or taking a successful finesse, you'll know that the finesse is a better bet (50%) than the suit break (36%).
3. **Odds of suit breaks:**
 - In general: An ODD number of missing cards will tend to break evenly -- if you are missing 5 cards in a suit, they will divide 3-2 more often than 4-1.
 - An EVEN number of missing cards will tend to break Unevenly. If you are missing 6 cards in a suit, they will divide 4-2 more often than 3-3.
 - If you have a combined fit of 7 cards in a suit (your opponents have 6): then
 - a. 3-3 break = 36%
 - b. 4-2 break = 48%
 - c. 5-1 break = 15%
 - d. 6-0 break = 1%
 - If you have a combined fit of 8 cards in a suit (your opponents have 5): then
 - a. 3-2 break = 68%
 - b. 4-1 break = 28%
 - c. 5-0 break = 4%
 - If you have a combined fit of 9 cards in a suit (your opponents have 4): then
 - a. 2-2 break = 40%
 - b. 3-1 break = 50%
 - c. 4-0 break = 10%
 - If you have a combined fit of 10 cards in a suit (opponents have 3): then
 - a. 2-1 break = 78%
 - b. 3-0 break = 22%
 - If you have a combined fit of 11 cards in a suit (opponents have 2): then
 - a. 1-1 break = 52%
 - b. 2-0 break = 48%
4. **Finding honors: Your expected percentage of success when you need:**
 - One finesse = 50%
 - One of two finesses = 75%
 - Two of two finesses = 25%
 - At least two of three finesses = 50%
 - The presence of spot cards (10's and 9's) will often increase your odds of finding or dropping honors:
 - a. AKQ10 opposite xxx = 61% chance of 3 tricks (because when the suit breaks 4-2 or 5-1, the jack may drop singleton or doubleton).
 - b. AJ98 opposite xxx = 38% chance of 3 tricks (finesse the 9 first, which wins when K10, Q10 or KQ10 are onside)

CHAPTER 5: MAJOR SUIT OPENING AND RESPONSE

Opening 1 of ♥/♠ (12-21HCP), 5 card suit, (1st and 2nd seat opening)

Action	Responder Bids	HCP	Remarks
Raise	1♥/♠ > 2♥/♠	8-10	3 card support
	1♥/♠ > 3♥/♠	6-9	4 card support, 8 losers
	1♥/♠ > 4♥/♠	6-9	4 or 5 card support, max 7 losers
	3♣	9-11	Fit raise, 5 card ♣ with 4 card support
	3♦	9-11	Fit raise, 5 card ♦ with 4 card support
	3♥ over 1♠	9-11	Fit raise, 5 card ♥ with 4 card support
	1♥ > 3♠/4♣/4♦	12-14	Splinter raise, 4 card support
	1♠ > 4♣/4♦/4♥	12-14	Splinter raise, 4 card support
New Suit Bid	1♥ > 1♠	6+	4+ card ♠ suit
	1♥/♠ > 2♣	9-11	6+card ♣ suit, intend to rebid 3♣
		12+	GF, 3+card ♣ suit
	1♥/♠ > 2♦	9-11	6+card ♦ suit, intend to rebid 3♦
		12+	GF, 4+card ♦ suit
	1♥ > 2♠	3-5	6 card ♠ suit
	1♠ > 2♥	9-11	6+card ♥ suit, intend to rebid 3♥
1♠ > 2♥	12+	GF, 5+ card ♥ suit	
NT Response	1NT	6-14	Forcing Relay, may have 3 card support to opening major
	2NT	12+	Jacoby 2NT, 4 card support
	1♥/1♠ > 3NT	12-14	Balanced hand

Opener Rebids after 1♥ > 1♠

Opener Rebid	HCP	Remarks
1NT	12-14	Balanced hand
2NT	18-19	Balanced hand, See Wolff signoff system for further bids
3NT	18-19	With 6 carder ♥ suit
2♥	12-15	6 card ♥ suit
3♥	16-17	6 card ♥ suit
4♥		Good suit quality, to play
2♠	12-14	4 card ♠ support, Now 2NT by responder is Forcing 2NT,
3♠	15-17	4 card ♠ support
4♠	18-19	4 card ♠ support
2♣/♦	12-15	New 4+ card suit
3♣/♦	18-19	New 4+ card suit, High reverse
4♣/♦	18-19	Shows ♠ fit, void or singleton in bid suit

Opener Rebids after 1♥/1♠ > 1NT

Opener Rebid	HCP	Remarks
2♥/2♠	12-15	6+ card ♥/♠ suit
3♥/3♠	16-17	6+card ♥/♠ suit
4♥/4♠		Good suit quality, to play
2♣	12-15	3+ card ♣ suit, may have 2 carder ♣ suit with 5♥, 4♠ after 1♥ > 1NT
2♣	16+	Any distribution (Gazilli)
1♠ > 1NT > 2♥	12-16	4+ card ♥ suit
2NT	18-19	Balanced hand, See Wolff signoff for further bids
3NT	18-19	With 6 carder opening suit
1♥ > 1NT > 2♠	16-17	Reverse bid , Responder bids 2NT= Lebensohl
1♥/1♠ > 1NT > 3♣/3♦	18-19	4+ card ♣/♦, High Reverse

Note: If Playing Gazilli all opening hands with 16 +HCP, opener to bid 2♣ after 1M > 1NT

Openers other rebids

After 1♥/1♠ > 3♣/3♦: 1♠ > 3♥	Min	Bid game with support in responder's suit
	Max	Always bid game
After 1♥ > 3♠/4♣/4♦ 1♠ > 4♣/4♦/4♥		Sign off with wasted values in splinter suit
		Explore slam with no wasted values in splinter suit

Opener Rebids after 1M > 2M (Help suit Game Try)

Opener rebid	HCP	Remarks	
3♣/3♦/3♥	15-17	Opener has extra values and losers in the rebid suit, Responder Rebids as under:	
		3 of M	With three losers in rebid suit
		3 of M	With 2 losers in rebid suit and minimum hand
		4 of M	With 2 losers in rebid suit and maximum hand
		4 of M	With 0/1 losers in rebid suit

Checkback by Responder after 1♥ > 1♠ > 1NT > 2♣, Shows invitational hand 10+HCP

Openers Rebid	HCP	Remarks
2♦	12-15	Waiting Bid, No other suit suitable bid
2♠	12-14	Min hand, 3 card ♠ support
3♠	15-16	Max hand, 3 card ♠ support
2NT	12-15	Min hand, with both minors stopped
3NT	16+	Max hand with both minors stooped

After 2♦ bid by opener, Responders, 2♥/2♠/2NT bids are invitational, all other bids are strength bids forcing to game, could be slam interest

Responder's rebids after 1♥ > 1♠ > 2♣ / 2♦

Bid sequence	Responders rebid	HCP	Remarks
1♥ > 1♠ > 2♣ / 2♦	2♥	6-9	Revert back to opener's major suit with 2+ card support
	Pass	6-9	Support to opener's minor suit and short in opener's major
	2♠	6-9	6+ card ♠ suit
	3♠	10-11	6+ card ♠ suit
	4♠	10-11	6+ card ♠ suit, good suit quality
	3♥	10-11	3 card ♥ support
	4♥	12-14	3 card ♥ support, delayed game raise
	2NT	10-11	Balanced hand
	3NT	12-14	Balanced hand
1♥ > 1♠ > 2♣	3♣	8-9	4 card ♣ support, short in ♥
	2♦	10+	4 th suit forcing
	3♦	12+	5-5 in ♠ and ♦
1♥ > 1♠ > 2♦	3♣	12+	4 th suit forcing
	3♦	8-9	4 card support in ♦, short in ♥

Responder Rebids after 2/1 response and opener's rebid

Bidding sequence	bid	HCP	Remarks
1M > 2x > 2/3y	3♠ / 3♥	15+	3+ ♠ or 4+ ♥ as the case may be
1♠ > 2m > 2♥	4♠ / 4♥	12-14	3+ ♠ or 4+ ♥ as the case may be
1M > 2x > 3x or 1M > 2x > 2/3Y	4 of unbid suit	12-14	Splinter, 4 card support to opening major with 5 card own suit
1M > 2♣ > 2X	3X	15+	4 card support in new suit
1M > 2x > 2/3m	4m	15+	4 card support in minor, Kicks Minor wood

Forcing NT: Over 1Major opening 1NT response by Unpassed Hand is forcing for one round

Forcing NT is used by Responder with 6-14HCP in the following cases:

1. 2-3 card support with 5-7 HCP, bid 1NT and then rebid 2 Of Major
2. 3+ card support with 10-12 HCP, bid 1Nt and the Rebid 3 of Major
3. GF hands 13-14 HCP with soft values, no good side suit
4. With 8-10 HCP and 3 card support bid 2 of major instead of Forcing NT
5. Forcing NT is not used with hands containing semisolid 6+ card suit, bid your suit and rebid again to show it was nor 2/1 GF bid

Responder Rebids after 1♥/1♠ > 1NT > 2X (X= any other suit)

Bid Sequence	Responders rebid	HCP	Remarks	
1♥/1♠ > 1NT > 2♣/ 2♦	2NT	10-11	Balanced hand or good raise of ♣/♦, opener to relay to 3♣, responder rebids	
			Pass	To play in 3♣ if ♣ was bid
			3♦	To play in 3♦ if ♦ was bid
			3♥	5 card ♥ suit
	3NT	Balanced hand		
	3 of new suit (non-Jump)	6-9	To play in 3 of new suit, 6 card new suit, short in openers major and no support in second suit. for ex: 1♠ > 1NT > 2♥ > 3♣/3♦, 1♥/1♠ > 1NT > 2♦ > 3♣	
	2♥/2♠	6-9	Revert back to openers major with 2+ card support in preference over minor	
	Pass	6-7	Weak hand, short in openers major, 4+ card support to openers minor	
	3♣/3♦	8-9	Short in openers major, 4+ card support in ♣/♦ suit bid by opener	
	3♥/3♠	10-11	3 card support in openers ♥/♠	
4♥/4♠	12-14	3+ card support, delayed game raise		
2 of new suit	6-9	5+ card suit but prefer to revert back to openers major		
1♠ > 1NT > 2♥	pass	6-7	4+ card ♥ suit	
	2♠	5-9	2+ card ♠	
	3♥	10-11	4+ ♥ Invitational	
	3♠	10-11	3+ ♠, Invitational	
	3NT	12-14	To play	
	4♥/4♠	12-14	To play	

Opener Rebids after 2/1 Game Force Response

Action	Bid	HCP	Remarks
Rebid in NT	2NT	12-15	Balanced hand with stopper in unbid suits
		18-19	Balanced hand
	3NT	15-17	Balanced hand
Re bid in original Major	2♥/2♠	12-14	Without stopper in one or both unbid suits, does not show 6 card opening major, no other suitable bid
	3♥/3♠	15+	6+ card ♥/♠, for example 1♥/1♠ > 2♣/♦ > 3♥/3♠
	4♥/4♠		Good suit quality
Raising responders' suit	1M > 2m > 3m	15+	4+ card support
	1♠ > 2♥ > 3♥	15+	3+ card support
	1♠ > 2♥ > 4♥	12-14	3+ card support
New Suit	Non-Reverse	12+	4+ card suit. e.g. 1♠ > 2♣ > 2♥/2♦
	Reverse	16+	1♥ > 2♣ > 2♠, 1♠ > 2♥ > 3♣/3♦
Splinter bid	Single jump bid in unbid suit	12-14	Single jump, 4 card support, 5-4-3-1 hand, e.g. 1♥ > 2♣ > 3♦, or 1♠ > 2♥ > 4♣/4♦

Jacoby 2NT(Conventional Method) Bidding After 1M>2NT

Openers Rebid	HCP	Remarks	
New Suit at 3 level	12+	Shows singleton in bid suit, rebid of the same suit again by opener will show void in that suit, Responder rebids:	
		3NT,17+HCP	Slam interest, no wasted values
		New suit 12-14 HCP	Cue-bid for partner, no wasted values, opener's 3NT/cue-bid is now slam interest
		3 of Major 15-16 HCP	Slam Try, No wasted values
		4 of Major	Sign off
3 of Major	15-16	Responders Rebid:	
		3NT	Shows slam interest
		New-suit	Cue bid for partner
3NT	17+	Requesting, cue bid	
New-suit at 4-level	12+	5+card second suit with top 2-honors	
4 of Major	12-14	Sign-off	

Modified Jacoby 2NT, Bidding After 1M>2NT

Openers Rebid	HCP	Remarks	
3 ♣	12-14	Any Minimum Hand with a side Ace or KQ, Responder Rebids 3 ♦, Enquiry for shortness in any, Opener rebids:	
		3 ♥	No shortness
		3 ♠	Short in lowest suit, i.e. ♣ suit
		3NT	Short in middle suit, i.e. ♦ suit
		4 ♣	Short in other Major
3 ♦	15+	Shows a singleton somewhere, Responder Rebids 3 ♥, enquiry, Opener rebids:	
		3 ♠	Singleton in lowest suit, i.e. ♣ suit
		3NT	Singleton in middle suit, i.e. ♦ suit
		4 ♣	Singleton in other Major
3 ♥	15+	Shows a Void somewhere, Responder Rebids 3 ♠, enquiry, Opener rebids:	
		3NT	Void in lowest suit, i.e. ♣ suit
		4 ♣	Void in middle suit, i.e. ♦ suit
		4 ♦	Void in other Major
3 ♠	15-16	Balanced hand, no singleton or void, Responders Rebid:	
		3NT	Shows slam interest
		New-suit	Cue bid for partner
3NT	17+	Requests cue bid or slam initiation	
4 of Major	12-13	Minimum hand, no slam interest	
4 of new suit	12+	Shows 5+card second suit with top 2-honors	

Notes:

- Jacoby 2NT is off after interference, but on after opponents double.
- Jacoby 2NT is off when responder originally passed. In that situation, 2NT is natural and non-forcing, showing a balanced 11-12 HCP.

Bidding after opponents (advancer) interferes on Jacoby 2NT bid after 1 Major opening

Bidding Sequence	Openers Rebid	Remarks
1 Major >(p)>2NT>3X X= Any suit	Pass	Forcing pass, balanced hand with no control in opponents' suit. Waiting for Responders action
	Double	Stolen bid, singleton in opponents suit
	Cue bidding opponents suit	Void in opponents suit
	3 of opening Major	Balanced hand with 15-16 HCP with 1 st or 2 nd round control in opponents suit and slam interest
	3NT	Balanced hand with 17+ HCP with 1 st or 2 nd round control in opponents' suit, Partner to initiate slam
	New suit bid	Natural with Control in suit bid with 1 st or 2 nd round control in opponents' suit, forcing with slam interest
	4 of opening Major	Sign off. Balanced hand with 12-14 HCP with 1 st or 2 nd round control in opponents suit
	4 ♠ /4NT	Kick Back for ♥ / ♠ suit respectively

Responders Bids after interference on Jacoby 2NT bid and pass by opener

Responders Bid	Remarks
Double	Penalty
New suit bid	Natural with Ace in suit bid and 1 st or 2 nd round control in opponents' suit.
3 of opening Major	Balanced hand with 15-16 HCP with 1 st or 2 nd round control in opponents suit and slam interest
3NT	Balanced hand with 17+ HCP with 1 st or 2 nd round control in opponents' suit, Opener to initiate slam
4 of opening Major	Sign Off. Balanced hand with 12-14 HCP with 1 st or 2 nd round control in opponents suit
4 ♠ /4NT	Kick Back for ♥ / ♠ suit respectively

Kaplan Inversion bids after 1♥ opening when Playing Flannery

If you play Flannery, in Kaplan inversion after a 1♥ opening, we reverse the usual meanings of 1♠ and (forcing) 1NT:

- 1♠ is artificial, works as Forcing NT, shows anywhere between 0-4 ♠, denying holding 5 or more ♠'s (but it's possible with game forcing strength), and includes any hand that would normally respond with a forcing notrump; opener rebids 1NT with a balanced minimum and the partnership can play there when normally partnership finds itself forced to the two level.
- 1NT is artificial, Forcing for one round showing (usually) five or more ♠'s (there's usually no need to show four ♠'s because we play flannery, so opener can't have four and a minimum-strength hand; occasionally a four card suit can happen if you'd be happy to wind up in a 4-3 fit). It is a one-round force, so we miss playing one notrump when opener has a 2=5=3=3 minimum. The meaning is the same by a passed hand except that it is not forcing.

Bidding structure with Kaplan Inversion after 1♥ opening when Playing Flannery

Responders bid	Remarks
1♠	Shows 0-4 ♠'s, Forcing: opener rebids:
	1NT Shows a balanced Minimum Hand
	2♣ Shows 4 carder ♣ suit
	2♦ Shows 4 carder ♦ suit
	2♥ Shows 6 carder ♥ suit, Minimum Hand
	2♠ Shows 6♥ and 5♠ or 18+ HCP with 5♥ and 4♠
	2NT Shows 18+HCP, balanced Hand
	3♣ Shows 5 carder ♣ suit
	3♦ Shows 5 carder ♦ suit
	3♥ Shows 6+ carder ♥ suit, Maximum hand or 7+ carder ♥ suit, Medium strength hand
1NT	Shows 5 carder ♠ suit, forcing, Opener rebids:
	2♣ Shows 3+ carder ♣ suit, denies 3♠'s,
	2♦ Shows 3+ carder ♦ suit, denies 3♠'s,
	2♥ Shows 6 carder ♥ suit, Minimum Hand
	2♠ Shows 3 card ♠ support, Min hand
	2NT Shows 18-19 HCP, balanced Hand, denies 3♠'s,
	3♣ Shows 5 carder ♣ suit
	3♦ Shows 5 carder ♦ suit
	3♥ Shows 6+ carder ♥ suit, Maximum hand or 7+ carder ♥ suit, Medium strength hand
	3♠ Shows 3 card ♠ support 15-16 HCP
	3NT Shows 20+HCP, denies 3♠'s,
Notes:	
<ul style="list-style-type: none"> • 1♠ bid by responder is forcing both by passed and unpassed hands • 1NT bid by responder showing 5♠'s is only forcing by unpassed hand 	

Kaplan Inversion on 1♥ opening when not Playing Flannery:

Over a 1♥ opening. Kaplan Inversion Bids (KI) 1♠ shows a negative NT with 0-4♠'s and 1NT shows 5+♠'s, both forcing. Most see it as an alternative to Flannery (Flexible Flannery: 6-4 in ♥+♠), making it easier to handle opener's hand with 5+♥ and 4♠.

Bidding structure with Kaplan Inversion after 1♥ opening when not playing Flannery

Responders bid	Remarks
1♠	Shows 0-4♠'s, Forcing: opener rebids:
1NT	Shows 4♠'s or any hand with 16+ HCP, Responder rebids:
2♦	Shows ♠ preference. Opener usually bids 2♥ with strong hand, but could also support spades or make a natural rebid
2♥	Shows ♥ preference
2♠	Shows 0-1♥, 3♠; either minors or 6+♦. Now 2NT by opener asks longer minor, while 3♣/♦ shows preference for bid minor
2NT	Shows min 5-5 in minors, 0-1♥, 0-2♠
3♣	Shows 6+♣, 0-1♥, 0-2♠
3♦	Shows 6+♦, 0-1♥, 0-2♠
3♥	Limit raise
2♣ /2♦	Shows 3+ card suit, or balanced hand with 12-14 HCP
2♥	Shows 6 carder ♥ suit, Minimum Hand
2♠	Shows 6♥ and 5♠ or 18+ HCP with 5♥ and 4♠
2NT	Shows 18+HCP, balanced Hand
3♣	Shows 5 carder ♣ suit
3♦	Shows 5 carder ♦ suit
3♥	Shows 6+ carder ♥ suit, Maximum hand or 7+ carder ♥ suit, Medium strength hand
1NT	Shows 5 carder ♠ suit, forcing, Opener rebids:
2♣	Shows 3+ carder ♣ suit, denies 3♠'s,
2♦	Shows 3+ carder ♦ suit, denies 3♠'s,
2♥	Shows 6 carder ♥ suit, Minimum Hand
2♠	Shows 3 card ♠ support, Min hand
2NT	Shows 18-19 HCP, balanced Hand, denies 3♠'s,
3♣	Shows 5 carder ♣ suit
3♦	Shows 5 carder ♦ suit
3♥	Shows 6+ carder ♥ suit, Maximum hand or 7+ carder ♥ suit, Medium strength hand
3♠	Shows 3 card ♠ support 15-16 HCP
3NT	Shows 20+HCP, denies 3♠'s,
Notes:	
<ul style="list-style-type: none"> • 1♠ bid by responder is forcing both by passed and unpassed hands • 1NT bid by responder showing 5♠'s is only forcing by unpassed hand 	

Responders bids and Rebids after 1♥ > 1♠ > 1NT when playing Kaplan Inversion

2♣	Relay, shows 8+HCP (GF if opener has 16+HCP), Opener rebids:		
2♦	Game Force with a 4+ card minor: Responder Rebids 2♥ Relay, Opener rebids:		
	2♠	Shows 4+♣ and shortness somewhere: Responder Bids 2NT Relay asking for shortness, Opener rebids:	
	3♦/3♠	Short in Bid suit	
	2NT	Shows 5422 hand no shortness, Responder Rebids 3♣ asking for minor suit, opener Rebids:	
		3♦	Shows ♦ suit
		3♥	Shows ♣ suit
	3♣	Shows 4 card ♦ suit	
	3♦	Shows 5 card ♦ suit	
	3♥	Shows 6 carder ♥ and + 4 card minor	
	3♠	Shows 0-5-4-4- hand, with ♠ void	
	2♥	Minimum Hand with 5♥ and 4♠, Responder rebids:	
		2♠	Shows ♠ preference
		2NT	Relay asking to bid 3♣
3♥/3♠		Invitational	
2♠	Game Force with 4♠'s, Responder rebids:		
	2NT	Relay Bid, opener rebids:	
		3♣/3♦	Singleton in bid suit
		3♥	4-5-2-2 hand
		3♠	4-5-4-0 hand, shows ♣ void
		3NT	4-5-0-4 hand shows ♦ void
4♣/4♦	Shows 6♥'s, 4♠s, void in bid suit		
2NT	Game Force with 6+♥'s		

Responders bids and Rebids after 1♥ > 1♠ > 2♣/2♦ when playing Kaplan Inversion

2♠	Artificial Game force Relay bid, opener rebids		
	2NT	No shortness, Responder rebids 3♣ Relay, Opener rebids 3♦, shows 5422 or 5332 hand	
	3♣	Shows 4 card minor suit and shortness somewhere, Responder Rebids 3♦ asking for shortness, opener rebids	
		3♥	Shows shortness in other minor
		3♠	Shows ♠ shortness
	3♦	Shows 5 card minor suit and shortness somewhere, Responder rebids 3♥ asking for shortness, opener rebids:	
		3♠	Shows ♠ shortness
			Shows shortness in other minor
	3♥	Shows 6♥'s and 4 card minor suit, Responder rebids 3♠ asking for shortness, Opener rebids	
		3NT	Shows ♠ shortness
		4♣	Shows shortness in other minor
	3♠	Shows 0-5-4-4 hand with void in ♠	

Responders bids and Rebids after 1♥ > 1♠ > 2♥ when playing Kaplan Inversion

2♠	Artificial Game force Relay bid, opener rebids		
	2NT	No shortness, Responder rebids 3♣ Relay, asking for 3 card side suit Opener rebids:	
		3♦	Shows 3 card ♦ suit
		3♥	Shows 3 card ♣ suit
		3♠	Shows 3 card ♠ suit
		3NT	Shows 7-2-2-2 hand
	3♣ /3♦	Shows singleton in bid suit	
	3♥	Shows singleton in ♠ id suit	
	3♠	Shows spade void	
4♣ /4♦	Shows void in bid suit		

Bergen Raises (Reverse Bergen)

Opening	Responder	HCP	Remarks	
1M	3♣	10-11	Constructive raise with 4 card trump support	
	3♦	7-9	Limit Raise with 4 card trump support	
	3M	0-6	Preemptive raise with 4 card support in trump suit	
	3♠ over 1♥	9-12	Ambiguous splinter, Opener relays to 3NT	
			Responder Rebids:	
			4♣	Singleton/Void in ♣
	3♥ over 1♠	9-12	Ambiguous splinter, Opener relays to 3♠	
			Responder Bids:	
			3NT	Singleton/Void in ♥
		4♣	Singleton/Void in ♣	
		4♦	Singleton/Void in ♦	
	3NT	13-15	4-3-3-3 balanced hand with exactly 3 card support	
Alternatively, if not playing ambiguous splinters then Direct splinters are: -				
3♠ over 1♥	12-13	GF raise, short in ♠ and unbalanced hand with 4 card support in ♥ as trump. With a balanced hand and 14+ HCP use Jacoby 2NT		
4♣ over 1M	12-13	4 card support, short in ♣		
4♦ over 1M	12-13	4 Card support, short in ♦		
4♥ over 1♠	12-14	GF raise, short in ♥ and unbalanced hand with 4 card support in ♠ as trump. With a balanced hand and 14+ HCP use Jacoby 2NT		

- Notes:**
1. Bergen is applicable only for 1st and 2nd seat Opening only
 2. Bergen is off if partner has overcalled not opened
 3. With 3rd or 4th seat opening Bergen is not applicable, use Drury/Reverse Drury
 4. In original Bergen bid of 3♣ shows 7-9 HCP and 3♦ shows 10-11 HCP
 5. Original Bergen method used ambiguous splinters
 6. Bergen is off if opponents interfere, but is on after opponents double called **BROMAD** given below

BROMAD: (Bergen raises over Major after Double) by opponents

- After a double of partner's major opening and holding 4 trumps, just bid at the three level using the same Bergen bids that you would have used without the double.
- If you have only 3 trumps, make the same bids at the two level (2♣, 2♦, 2M).
- Decide if 2NT is Jacoby or natural with stopper(s) in other suits.

BROMAD responses: (Bergen raises over Major and Double) by opponents.

After 1♥ opening, Responder bids after Dbl by opponents

Opening	Response after dbl	Remarks
1♥	Pass	Less than 2 card support and less than 9 HCP, waiting
	Redouble	Shows 10+ HCP and no fit in the bid suit
	1NT	Shows 6-9 HCP with ♠ blocked, less than 2♥
	2♣	Shows 3-card trump support with 10-11 HCP
	2♦	Shows 3-card trump support with 7-9 HCP
	2♥	Pre-emptive raise with 3 card trump support and 0-6 HCP
	2♠	Shows 4 Card support with a singleton somewhere and 11-15 HCP.
	2NT	Jacoby 2NT, 4+ card trump support with 13+HCP or balanced hand with 10-12 HCP. Partnership to decide which version to play
	3♣	Shows 4-card trump support with 10-11 HCP
	3♦	Shows 4-card trump support with 7-9 HCP
	3♥	Pre-emptive raise with 4 card trump support and 0-6 HCP
	3♠	Shows 4 Card support with a void somewhere and 11-15 HCP.
	3NT	Balanced hand 4-3-3-3 with 3 card support and 13-15 HCP
4♠/4NT	Kick back/ RKCB	

After 1♠ opening, Responder bids after Double by opponents

Opening	Response after dbl	Remarks
1♠	Pass	Less than 2 card support and less than 9 HCP, waiting
	Redouble	Shows 10+ HCP and no fit in the bid suit
	1NT	Shows 6-9 HCP with ♥ blocked, less than 2♠
	2♣	Shows 3-card trump support with 10-11 HCP
	2♦	Shows 3-card trump support with 7-9 HCP
	2♠	Pre-emptive raise with 3 card trump support and 0-6 HCP
	2NT	Jacoby 2NT, 4+ card trump support with 13+HCP or balanced hand with 10-12 HCP. Partnership to decide which version to play
	3♣	Shows 4-card trump support with 10-11 HCP
	3♦	Shows 4-card trump support with 7-9 HCP
	3♥	Shows 4 Card support with a singleton/void somewhere and 11-15 HCP.
	3♠	Pre-emptive raise with 4 card trump support and 0-6 HCP
	3NT	Balanced hand 4-3-3-3 with 3 card support and 13-15 HCP
	4NT	Kick back/ RKCB

Detailed bidding after the sequence 1♥>dbl>2♠/3♠ and after 1♠>dbl>3♥ explained in Modified Bergen Raises given below.

Modified Bergen Raises: After a 1♥/1♠ opening responder bids:

HCP	No. of trumps	Bid	Remarks
5-7	2/3	1NT	Forcing NT, then bid 2 of Major
8-9	3	2M	Constructive Range
10-11	3	1NT	Forcing NT, then bid 3 of major with a Flat hand
12+	4+	2NT	Jacoby 2NT
10-12	4	3♣	Limit raise , shows 10-12 HCP
7-9	4	3♦	Constructive raise, shows 7-9 HCP
3-6	4	3M	Pre-emptive Jump raise
13-15	3	3NT	Shows 3 card support with a flat 4-3-3-3 hand. Opener to choose between 3NT or 4 of major
2-6	5+	4M	Pre-emptive jump raise with favorable vulnerability

Modified Bergen Splinter Bids

HCP	No. of trumps	Bid	Remarks	
11-15	4+ and a short suit	2♠ over 1♥	Shows a single ton, opener rebids 2NT, singleton enquiry, Responder Rebids:	
			3♣	Shows ♣ singleton
			3♦	Shows ♦ singleton
			3♥	Shows ♠ singleton
		3♠ over 1♥	Shows a void, Opener rebids 3NT, void enquiry, Responder Rebids:	
			4♣	Shows ♣ void
			4♦	Shows ♦ void
			4♥	Shows ♠ void
		3♥ over 1♠	Shows a singleton/void, Opener rebids 3♠, enquiry, Responder Rebids: 3NT shows a void, Opener rebids 4♣, void enquiry, Responder's 2 nd rebid:	
			4♦	Shows ♦ void
			4♥	Shows ♥ void
			4♠	Shows ♣ void
		3♥ over 1♠	Shows a singleton/void, Opener rebids 3♠, enquiry, Responder Rebids:	
			4♣	Shows ♣ singleton
			4♦	Shows ♦ singleton
4♥	Shows ♥ singleton			
16-18	3+	4♣	Shows a hand better than a Bergen 3NT response, flat hand with 16-18 HCP	
7-10	5+	4♦	Shows a hand better than preemptive jump to 4M equivalent to a 3♣ Bergen raise with 5+ trumps	

Jordan 2NT aka Truscott 2NT:

Partnerships who do not play Bergen raises and BROMAD use Jordan 2NT (aka Truscott 2NT) to show limit raise or better. It shows an artificial limit raise or better by responder. It is used when partner opens 1-Major and the opponents make a takeout double.

The 2 No Trump bid by Responder is completely artificial. i.e. It does not mean No Trump at all. This bid is made once an opponent makes a Takeout Double after partner opens a Major suit. The 2 No Trump response shows a 3/4 card support and 10-11 HCP.

With less than 3 card support and 10-11 HCP responder redoubles showing no fit in Major opened by partner.

FIT SHOWING JUMPS (FSJ) over 1 Major opening by Responder:

- Fit showing jump bid is a contract bridge convention usually played in competitive bidding situations (i. e. when opponents have doubled or overcalled over your Partner's bid.
- A Fit Showing Jump (FSJ) is a jump shift that shows a fit for partner and a suit of our own (all in one bid.)
- Fit showing Jumps are played both when partner has opened or Overcalled.
- Fit showing jumps can also be played by a passed hand.
- Fit showing Jump Criteria for Responder:
 1. A good 5+ card suit, typically with 2-3 working honors
 2. 4+ cards in partner's suit, 3 cards only when holding atleast 2 top honors
 3. At least 9-11 HCP.
 4. An unbalanced distribution, preferably with a singleton or void (no flatter than a 5-4-2-2 shape)
- Opener's or Overcaller's Response after partner's Fit showing Jump Bid:
 1. Play responder's FSJ-R as 1 round forcing
 2. Rebid opening suit with a minimum and no fit with partner
 3. Game jumps in suit bids are signoff
 4. Game jumps in Notrump are also signoff with adequate stoppers
 5. Simple raise of partner's suit shows extra values and is forcing, showing interest in slam and asking responder to cuebid controls
 6. A new suit accepts responder's trump fit with opener, initiating control showing cuebids.

Fit showing Jump bids examples:

LHO	Partner	RHO	You	Remarks
1 ♣	1 ♠	pass	3 ♦ /3 ♥	Shows 4 card support for ♠ and 5+ cards in bid suit
Pass	1 ♥	Dbl	3 ♣ /3 ♦	Shows 4 card support for ♥ and 5+ cards in bid suit
Pass	1 ♠	2 ♣	3 ♦ /3 ♥	Shows 4 card support for ♠ and 5+ cards in bid suit
1 ♦	1 ♥	1 ♠	3 ♣	Shows 4 card support for ♥ and 5+ cards in bid suit

Key Card Swiss:

Key Card Swiss is just one of the conventions used for Raising Partner's major suit opening. It is defined as jumps to 4♣/4♦ over partners 1♥/1♠ opening. It shows 12-15 HCP balanced hand with 4 card (can be 5 card) support for partner's Major. With a hand of 16+ points it's best to use the Jacoby 2NT convention. The distinction between the 4♣ and 4♦ bids is as follows: -

- 4♣ = Two key cards + a feature. The feature may be one of the following: -
1. A third key card
 2. A singleton
 3. The queen of trumps

After the 4♣ bid, opener may sign off in 4 of the agreed major with a minimum hand. With slam ambitions, opener enquires about responder's feature as follows: -

After a 1♥ > 4♣, 4♦ enquires: -	After a 1♠ > 4♣, 4♦ enquires: -
4♥ = ♥ Queen	4♥ = singleton ♥
4♠ = singleton ♠	4♠ = ♠ Queen
4NT = a third key card	4NT = a third key card
5♣ = singleton ♣	5♣ = singleton ♣
5♦ = singleton ♦	5♦ = singleton ♦

If responder has a game forcing hand with a singleton he would normally show it directly by splintering. However, should he happen to have 12-15 points and two key cards, it is more descriptive to use **Key Card Swiss**. Should he have a void, then it is better to show it directly by splintering (Ambiguous Splinter) whatever the point range, so, a shortage bid subsequently shown by Key Card Swiss is always a singleton.

4♦ = 4 card support, 12-15 HCP but lacking the requirements for 4♣ .
 After the 4♦ bid, opener may sign off in 4 of the agreed Major if he has a minimum hand. With slam ambitions, opener may cue bid or enquire about partner's key cards.

Opening 1 of ♥/♠ (10-21 HCP), 5 card suit: (3rd and 4th seat opening)

Responders bids	HCP	Remarks
1 ♠ over 1 ♥	6-11	4+ cards, pass able by partner
1NT	5-11	Semi forcing, Opener's Rebid by opener will be Forcing NT Response
2 ♣	10-11	Drury, 3 Card support for opener's Major
2 ♦	10-11	Drury, 4 card support for opener's Major
2 ♥ over 1 ♠	8-11	Natural 5+ card ♥ suit, passable by opener
2 ♠ over 1 ♥	3-5	6 card ♠ suit, passable by opener
2M	6-9	Constructive Raise
3 ♣	8-11	Fit raise with 5 card ♣ with 3 card support
3 ♦	8-11	Fit raise with 5 card ♦ with 3 card support
3 ♥ over 1 ♠	8-11	Fit raise with 5 card ♥ with 3 card support
3M/4M	5-7 pts	4+ card support, pre-emptive

Drury / Reverse Drury

Drury is a conventional 2 ♣ response by a passed hand after partner opens 1 ♥ or 1 ♠ in third or fourth seat. The 2 ♣ bid is artificial, showing a limit raise with 10-12 support points and 3+ card support. Opener's Rebid:	
2 ♦	A sub minimum hand (10-12HCP)
2M	Normal Opening (12+HCP)
2 ♥ after 1 ♠ > 2 ♣	4-card second suit and does not promise full opening hand
Any other bid	Natural, with normal opening values (12+ HCP)

Notes: If Playing Reverse Drury the meaning of 2 ♦ and 2M bids are reversed

2 Way Reverse Drury

Responders Bid	Opener's Rebid	Remarks
2 ♣ (4 card support) 10-11 HCP	2 ♦	Full opening
	2M	Light Opening
	2 ♥	4-card second suit and does not promise full opening hand in sequence 1 ♠ > 2 ♣
	All other Bids	Natural with Normal opening Values
2 ♦ (3 card support) 10-11 HCP	2M	Light Opening
	2 ♥	4-card second suit and does not promise full opening hand in sequence 1 ♠ > 2 ♦
	All other bids	Natural with Normal opening Values

Original 2-way Rev Drury envisages bid of 2 ♣ to show 3 card and 2 ♦ to show 4 card support. Partnerships may choose to reverse the meaning of 2 ♣ to show 3 card and 2 ♦ to show 4 card support.

CHAPTER 6: GAZZILLI CONVENTION:

How do you make a forcing 2/1 bid with the bidding sequences: 1M>1NT or 1♥>1♠.
2♣ rebid by opener shows two types of hands: – 17+HCP, any distribution or 12-16 HCP.

Opener' rebids after 1♥>1♠ with Gazzilli

1NT	12-14	Balanced hand	
2♣ Gazzilli	12-16	5♥ with 4+♣	
	17+	Any hand	
2♦	12-16	4+♦ with 5♥	
2♥	12-14	6♥	
2♠	12-14	3+♠ with 5♥, N. A. if playing Flannery	
2NT	14-16	Shows (3♠,6♥,0-2♦,0-2♣) or (4♠,5♥,1-3♦,1-3♣), Responder rebids 3♣=enquiry, Opener Rebids:	
		3♦	Shows (4♠,5♥,1♦,3♣)
		3♥	Shows (3♠,6♥,1-3♦,1-3♣)
		3♠	Shows (4♠,5♥,3♦,1♣)
3♣	14-16	5♣ with 5♥	
3♦	14-16	5♦ with 5♥	
3♥	15-16	6♥, less than 3♠	
4♥		Good suit quality, To play	
3♠	15-16	4♠ with 5♥, 2♦, 2♣ N. A. if playing Flannery	
3NT		N. A	
4♣/4♦	15-16	Shows 4♠+6♥, void or singleton in bid suit	

Responder bids after 1♥>1♠>2♣

2♦	8+	Relay bid, shows 8+ points. Any hand.
2♥	5-7	2+♥
2♠	5-7	5+♠
2NT	5-7	Shows 4♠ with 5♦ or 4-1-4-4 hand, short♥
3♣	5-7	5+♣, short♥, sign off
3♦	5-7	6+♦, short♥, sign off
3♥	10-11	3+♥
3♠	10-11	6+♠
3NT	10-11	5+♣, short♥

Opener's rebids after 1♥>1♠->2♣>2♦

2♥	12-16	5♥ and 3+♣
2♠	17+	3+♠ with 5♥, Balanced hand, GF
2NT	16-17	5-3-3-2 hand, GF
3♣	17+	4+♣ with 5♥, GF
3♦	17+	4+♦ with 5♥, GF
3♥	17+	6+♥, GF, denies 3 card♠ support, GF
3♠	15-16	3♠ -5♥ -1♦ - 4♣ exactly, GF,
3NT	18-19	Balanced Hand,2-5-3-3 shape
Note: all other bids except 2♥ are game forcing		

Responder Rebids after 1♥ > 1♠ > 2♣ > 2♦ > 2♥

Pass	Shows 2/3 card ♥ support, 8-9 HCP, balanced hand	
2♠	This is a Game Forcing relay bid, Opener Rebids	
	2NT	Shows a distribution of (2♠ -5♥ -2♦ - 4♣)
	3♣	Shows 5♥ and 5♣
	3♦	Shows 5♥, 4♣ and 3♦
	3♥	Shows 6♥ and 4♣
	3♠	Shows 3♠, 5♥ and 4♣
	3NT	To play, Shows a distribution of 5-3-3-2, and 14-15 high card points.
2NT	Shows 10-11 pts, invitational to 3NT	
3♣	To Play	
3♦	Shows 5+ ♠, This rebid by responder is Fourth Suit Forcing to game	
3♥	Shows 3+ card ♥ support with 10-11 HCP	
3♠	Shows 6 plus ♠, 8-9 HCP, Invitational	
3NT	To play, sign off	

Opener' rebids after 1♥ > 1NT with Gazzilli

2♣ Gazzilli	17+	Any hand	
	12-16	5♥ with 3+♣	
	12-14	Balanced hand	
	12-16	5♥ +4♠, open 2♦ instead, flannery opening	
2♦	12-16	3+♦ with 5♥	
2♥	12-14	6+ carder♥	
2♠	17+	5+♥ + 4+♠	
2NT	17+	5+♥ and 4♣ /4♦, Responder Rebids 3♣ = enquiry, Opener rebids:	
		3♦	Shows 4♦
		3♥	Shows 4♣
3♣	14-16	5♣ with 5♥	
3♦	14-16	5♦ with 5♥	
3♥	14-16	6+ carder♥	
3♠	14-16	5♠ with 6♥	
3NT		N. A	
4♣	14-16	5♣ with 6♥	
4♦	14-16	5♦ with 6♥	

Responder bids After 1♥ > 1NT > 2♣

2♦	8+	Relay bid, shows 8+ points. Any hand.
2♥	5-7	2+♥
2♠	5-7	short♥, shows 5♦ and 4♣
2NT	5-7	5-5 in minors or larger♣, short♥
3♣	5-7	5+♣, short♥, sign off
3♦	5-7	6♦, short♥, sign off
3♥	9-11	3♥, 8 losers
3♠	9-11	5+♣, singleton♠
3NT	9-11	5+♣, singleton♥
Bids 3♥, 3♠ and 3NT do not show weak hands		

Opener's rebids after 1♥ > 1NT > 2♣ > 2♦

2♥	12-16	5♥ with 3+♣, Responder Rebids:	
		2♠	10-11 HCP, shows 4+♣
		2NT	10-11 HCP, Balanced hand
		3♣	8-10 HCP, 5+♣
		3♦	8-10 HCP, 6+♦
2♠	17+	shows 5♥ + 4 card♣/♦, Responder Rebids 2NT= enquiry, Opener Rebids:	
		3♣	Shows 5♥ + 4♣
		3♦	Shows 5♥ + 4♦
		3♥	Shows 6♥ + 4♣
		3♠	Shows 6♥ + 4♦
2NT	17+	5♥ balanced hand, 5-3-3-2 distribution, Responder bids:	
		3♣	5 card♣ suit
		3♦	5 card♦ suit
		3♥	Doubleton Honor in♥
		3♠	5-5 in minors
3♣	17+	5+♣ with 5♥, GF	
3♦	17+	5+♦ with 5♥, GF	
3♥	17+	6+♥, GF	
3♠	17+	6♥ + 5♠	
3NT	18-19	5♥ balanced hand, 5-3-3-2 distribution	
4♣	17+	6♥ + 5♣	
4♦	17+	6♥ + 5♦	
Note: all other bids except 2♥ are game forcing			

Responder Rebids after 1♥ > 1NT > 2♣ > 2♦ > 2♥

Pass	Shows 2/3 card♥ support, 8-9 HCP, balanced hand
2♠	Shows 4+♣ with 10-11 HCP
2NT	Shows balanced with 10-11 pts, invitational to 3NT
3♣	Shows 5+♣ with 8-10 HCP
3♦	Shows 6+♦ with 8-10 HCP
3♥	Shows 3+ card♥ support with 10-11 HCP
3NT	To play, sign off

Opener' rebids after 1♠ > 1NT with Gazzilli

2♣	17+	Any hand
Gazzilli	12-16	5♠ with 3+♣
2♦	12-16	3+♦ with 5♠
2♥	12-16	4+♥ with 5♠
2♠	12-14	6+♠
2NT	17+	6 card ♠ plus 4 card side suit, Responder rebids 3♣ = enquiry, Opener rebids:
		3♦ 4 card ♦ suit
		3♥ 4 card ♥ suit
		3♠ 4 card ♣ suit
3♣	14-16	5♣ with 5♠
3♦	14-16	5♦ with 5♠
3♥	14-16	5♥ with 5♠
3♠	15-16	6+♠
3NT		Solid 6 = 7 card ♠ suit with all three top honors
4♣	12-16	5♣ with 6♠
4♦	12-16	5♦ with 6♠
4♥	12-16	5♥ with 6♠

Responder bids After 1♠ > 1NT > 2♣

2♦	8+	Relay bid, shows 8+ points. Any hand.
2♥	5-7	5+♥
2♠	5-7	2+♠ support
2NT	5-7	5/5 or 5/4 in minors or 1-4-4-4 hand, short ♠
3♣	5-7	5+♣, short ♠
3♦	5-7	6+♦, short ♠
3♥	9-11	5+♥
3♠	9-11	3♠, 8 losers
3NT	9-11	5+♣, singleton ♠
Bids 3♥, 3♠ and 3NT do not show weak hands		

Opener's rebids after 1 ♠ > 1NT > 2 ♣ > 2 ♦

2 ♥	15-16	Shows 5 ♠ + 4 ♣ or	
	17+	Shows 5 ♠ + 4 carder 2 nd suit, responder Bids 2 ♠ = enquiry, Opener rebids:	
		2NT	15-16HCP, 5 ♠ +4 ♣
		3 ♣	17+ HCP, 5 ♠ +4 ♣
		3 ♦	17+ HCP, 5 ♠ +4 ♦
		3 ♥	17+ HCP, 5 ♠ +4 ♥
3 ♠	17+ HCP, 6 ♠ +3 ♥		
2 ♠	12-14	5 ♠ + 3+ ♣	
2NT	16-17	5 ♠ balanced hand, 5-3-3-2 distribution	
3 ♣	17+	5 ♣ with 5 ♠, GF	
3 ♦	17+	5 ♦ with 5 ♠, GF	
3 ♥	17+	5 ♥ with 5 ♠, GF	
3 ♠	17+	6 ♠, denies 3 ♥ GF	
3NT	18-19	5 ♠ balanced hand, 5-3-3-2 distribution	
Note: all other bids except 2 ♠ are game forcing			

Responder Rebids after 1 ♠ > 1NT > 2 ♣ > 2 ♦ > 2 ♠

Pass	Shows 2/3 card ♠ support, 8-9 HCP, balanced hand
2NT	Shows balanced with 10-11 pts, invitational to 3NT
3 ♣	Shows 5+ ♣ with 8-10 HCP, To Play
3 ♦	Shows 6+ ♦ with 8-10 HCP, to play
3 ♥	Shows 6+ ♥, with 8-10 HCP to play
3 ♠	Shows 3+ card ♠ support with 10-11 HCP
3NT	To play, sign off

CHAPTER 7: MINOR SUIT OPENING AND RESPONSE

REQUIREMENT FOR OPENING:

- 12-21 HCP, Min 3-cards
- With 2-3 in ♣ and ♦ open 1 ♦
- With 3-3 in ♣ & ♦, always open 1 ♣
- With 4-4 in ♣ & ♦ open 1 ♦, else, generally open longer minor BUT with poor 5 ♣ & 4 ♦ open 1 ♦ and rebid 2 ♣ to show 5-4 either way

Response to 1 ♣/1 ♦ opening

Action	Bid	HCP	Remarks
	Pass	0-5	Any distribution but bid with good five points with an Ace or king.
New suit	At 1-level, 1 over 1	6+	4+card suit, bid up the line
	1 ♦ > 2 ♣	12+	GF, 4+card suit, denies 4 card major
Jump shift	1 ♣/1 ♦ > 2 ♥/2 ♠	3-5	6-card suit
	1 ♣ > 2 ♦	10-11	5+ ♣, invitational (Criss Cross)
	1 ♦ > 3 ♣	10-11	4+ ♦, invitational (Criss Cross)
Response in NT	1NT	6-9	Any distribution, no 4-card major
	2NT	10-12	Invitational, no 4-card major
	3NT	13-15	To play, no 4-card major
Raising opener's minor	1 ♣/1 ♦ > 2 ♣/2 ♦	12+	GF, 4+card support, (Inverted Minors), denies 4 card major
	1 ♣/1 ♦ > 3 ♣/3 ♦	6-9	5+card support. No 4-card major.
Splinter raise	1 ♣ > 3 ♦ / 3 ♥ / 3 ♠	13-15	5+card support, no 4-card major,
	1 ♦ > 3 ♥ / 3 ♠ / 4 ♣		
	Example		
	1 ♣ > 3 ♦, 3-3-1-6 hand		
	1 ♦ > 4 ♣, 3-3-6-1 hand		
1 ♣ > 3 ♥ / 3 ♠, 3-1-4-5 hand			
	1 ♦ > 3 ♥ / 3 ♠, 3-1-5-4 hand		

Notes on 1 ♣/1 ♦ Opening and response

- On 1 ♣ opening, with less than game force values, bid the 4-card major bypassing 4 card ♦ suit. with 5 carder ♦, and 4 card major, bid ♦ first.
- With 4-4 in major, bid the ♥ suit first, skipping the suit would deny that suit.
- With 5-5 in higher suits. bid higher suit first
- Bid a major rather than support minor with weak hand.
- NT responses to 1 ♣/1 ♦ opening categorically denies a 4-card major
- As NT is far greater worth than a minor suit, responder may hold 4-card support for partner in minor but prefer to respond NT.
- Partnerships may to choose to play inverted minors as Invitational and Criss cross as Game Force

Opener's re-bids after 1♣/1♦ > 2♥/2♠

Opener's re-bids	Remarks	Responder's bids
3-own suit	To play	Pass
Raising responder's major	Invitational	Bid game with extras
New suit	Forcing	As applicable

Opener's re-bids after 1♣/1♦ opening and 1-level response

Re-bid in no-trumps (Balanced hand)	12-14	Re-bid 1NT
	18-19	Re-bid 2NT
Re-bid original minor (6-card suit or 5-card with 4-card higher ranking suit)	12-15	Re-bid 5-card minor
	12-15	Re-bid 6-card minor over 1NT response
	16-17	Jump-bid 6+card minor
Raising responder's major (Balanced/unbalanced)	12-14	Single raise with 4-card support
	15-17	Jump raise with 4-card support
	18-19	Bid game with 4-card support
	Raise responder major with 4-card support rather bidding 1NT with balanced hand.	
Change of suit (Change of suit at 2-level or more promises 5-card in first suit and at least 4-card in second suit)	12-17	Bid 4-card major up the line below 1NT
	12-17	Below 2 level bid of original suit
	16-17	Above 2 level bid of original suit (Reverse)
		With 12-15, just re-bid 5-card minor rather than showing higher ranking suit.
	14-16	Jump shift in higher ranking new suit=6-5 in bid suits
	14-16	Jump shift in lower ranking new suit=5-5 in bid suits
18-19	Jump bid a new suit (High Reverse).	
Opener's Splinter re-bid after a major response	18-19	4+card support in bid major 1♣/1♦ > 1♠ > 4 of other minor/4♥, 1♣/1♦ > 1♥ > 3♠/4 of other minor
Opener's Splinter re-bid after a minor response	18-19	4+card support, 1♣ > 1♦ > 3♥/3♠
	16+	1♦ > 2♣ > 3♥/3♠

Opener's re-bids-examples

After	Re-bid	Points	Meaning
1m > 1M	4M	18-19	4-card support with 5-4-2-2 hand
1m > 1M > 2NT > 3x	4M	18-19	4-card support, balanced
1♣/1♦ > 1M	Splinter	18-19	5-4-3-1 or 4-4-4-1 hand
1♣ > 1♦	2♦	12-15	5-4 in minor
1♣ > 1♦	3♦	16-17	5-4 in minor
1♣ > 1♦	Splinter	18-19	5-4-3-1 or 4-4-4-1 hand

Opener's other re-bids

Sequence	Opener's re-bid		
1♣ > 1♦	3NT	18-19	With 6-card ♣
1m > 1M	3NT	18-19	With 6-card minor
1m > 1NT	2NT	16-17	Invitational to 3NT
	3NT	18-19	To play
1m > 1X > pass > pass	Double	Take-out up to 2-level and shows support to unbid suits, partner can penalty pass.	
1♦ > 2♣ > pass > pass	Double		
1m > 1X > pass > 2X	Double	Take-out, 16+ hand with support to unbid suits.	
1m > 1X > pass > pass	1NT	18-19, balanced.	

Opener's re-bids after game force 1♦ > 2♣

2♦	12-14	5+card suit
2NT	12-14	Balanced
3♣	15+	4-card support
3♦	16-17	6+card suit
2M	12+	4-card suit
Jump-shift (3M)	12-14	Splinter, 4+card support to ♣
3NT	18-19	Balanced
4♣	18-19	4+card support, RKCB (Minor wood)
5♣	*****	To play

Inverted Minors: There are 2 different versions of Inverted Minors

First Version: Where 1m > 2m is invitational and jump bid in other minor is Game Force

- After 1 of a minor, a simple raise to 2 of minor is inverted minors, showing 11+ HCP and 5 cards in the suit, but it is NOT a Game Force. This is played even with passed hands.
- A jump shift in the other minor shows 12+HCP. 1♣ > 2♦ shows min 5+card ♣ support, 1♦ > 3♣ shows min 4+card ♦ support (Criss Cross) and is Game Force. This is played only by passed hands
- A jump raise to 3 of minor is pre-emptive, showing 6-9 HCP and at least five card support.
- All above raises deny a four-card major suit.

Opener's rebids after partner has bid 2 of opening minor: BID STOPPERS UP THE LINE:

Opener's rebids	Remarks
2♦ over 2♣	shows a ♦ stopper
2♥	shows a ♥ stopper (usually 3+ ♥), denies ♦ stopper.
2♠	shows a ♠ stopper (usually 3+ ♠), denies ♦ or ♥ stopper.
2NT	shows a minimum balanced hand with both majors stopped.
3 of minor:	A bid denying the ability to make any other bid.
3NT	shows 16+ HCP with all unbid suits stopped.

Responder's second bid after opener bids a new suit at the 2 level are:

Responders Rebid	Remarks
2NT	Shows a minimum balanced hand with all un-bid suits stopped.
3 of minor	Denies stoppers in the unbid suits.
3NT	Shows 13-15 and a balanced hand
New suit	Shows a stopper in bid suit
4 of minor / 4 of next suit	1430 Minor wood/ kickback

Second Version: Where 1m>2m is Game Force and jump bid in other minor is Invitational

- After 1 of a minor, a simple raise to 2 is inverted, showing 12+ HCP and Game Force. This is played only by unpassed hand
- A jump shift in the other minor shows 10-11 HCP. 1♣>2♦ shows min 5+card ♣ support, 1♦>3♣ shows min 4+card ♦ support (Criss Cross) and is invitational. This is played even with passed hands.
- A jump raise to 3 of minor is pre-emptive, showing 6-9 HCP and at least five card support.
- All above raises deny a four-card major suit.

Opener's rebids after partner has bid 2 of opening minor: BID STOPPERS UP THE LINE

Opener's rebids	Remarks
2♦ over 2♣	shows a ♦ stopper
2♥	shows a ♥ stopper (usually 3+♥), denies ♦ stopper.
2♠	shows a ♠ stopper (usually 3+♠), denies ♦ or ♥ stopper.
2NT	shows a balanced hand with both majors stopped.
3 of minor:	A bid denying the ability to make any other bid.
3NT	shows 15+ HCP with all unbid suits stopped.
J/S in new suit	shows a Splinter in bid suit
4 of minor / 4 of next suit	1430 Minor wood/ kickback

Responder's second bid after opener bids a new suit at the 2 level are:

Responders Rebid	Remarks
2NT	Shows a minimum balanced hand with all un-bid suits stopped.
3 of minor	Denies stoppers in the unbid suits.
3NT	Shows 15+ HCP and a balanced hand
New suit	Shows a stopper in bid suit
4 of minor / 4 of next suit	1430 Minor wood/ kickback

Responder's rebids strategy (If bid is available)

Rebids	HCP	Remarks
NT	6-9	Bid 1NT
	10-11	Bid 2NT
	12-14	Bid 3NT
Rebidding own first suit	6-9	Rebid a good 5-card or 6+card suit at 2-level
	10-11	Rebid 6+card suit at 3-level
	10-11	Re-bid own suit SQ=10 above 3NT
	GF+	Bid 6-card suit using NMF, 3SF, 4SF. e.g 1♣ > 1♠ > 1NT > 2♦ > 2NT > 3♠ 1♣ > 1♠ > 2♣ > 2♦ > 2NT > 3♠ 1♦ > 1♠ > 2♣ > 2♥ > 2NT > 3♠
Raising opener's first minor	6-9	Raise at 2-level, 1♣ > 1♥ > 1♠ > 2♣
	10-11	Raise at 3-level, 1♣ > 1♠ > 1NT > 3♣ with 4-card ♠.
	GF+	Raise opener's minor at 3-level using NMF, 3SF, 4SF. 1♦ > 1♠ > 1NT > 2♣ > 2♦ > 3♦ 1♦ > 1♠ > 2♦ > 2♥ > 2NT > 3♦ 1♦ > 1♠ > 2♣ > 2♥ > 2NT > 3♦
Raising opener's second minor	8-9	Raise at 3-level, opener's rebid below 2m has range, 12-17. 1♦ > 1♥ > 2♣ > 3♣ (Constructive raise).
	GF+	Raise opener's minor at 3-level using 4SF, 1♦ > 1♠ > 2♣ > 2♥ > 2NT > 3♣
Raising opener's rebid major	6-9	Raise at 2-level. 1♦ > 1♥ > 1♠ > 2♠
	10-11	Raise at 3-level, 1♦ > 1♥ > 1♠ > 3♠
	12-14	Raise at 4-level, 1♦ > 1♥ > 1♠ > 4♠
Bidding any minor at 4-level	4m	Slam force and is RKCB (Minor wood)
New suit Bids	6-9	Bid 4+card ♥ after 1m > 1♠ > 1NT > 2♥, Shows 5 carder ♠ and 4 carder ♥
	6+	Bid new suit at 1-level, forcing, 1♣ > 1♦ > 1♥ > 1♠
	10-11 & 12+	Use NMF or 3SF or 4SF at 2-level. 5-5 hand with 10-11 hcp could also be bid via NMF, 3SF, 4SF. 1♦ > 1♠ > 1NT > 2♣ > 2NT > 3♥ 1♦ > 1♠ > 2♦ > 2♥ > 2NT > 3♥ 1♦ > 1♠ > 2♣ > 2♥ > 2NT > 3♥
	12+	Use NMF or 3SF or 4SF at 3-level, 1♦ > 1♠ > 2♦ > 3♣
	12+	Jump shift 4-card suit at 2-level of own first suit with 5-4 hand, 1♣ > 1♦ > 1♥ > 2♠
	12+	Jump shift 5-card suit with 5-5 hand, 1♦ > 1♠ > 1NT > 3♥ : 1♣ > 1♠ > 2♣ > 3♥
	12+	Use NMF or 3SF or 4SF at 3-level, 1♦ > 1♠ > 2♦ > 3♣

CHAPTER 8: NT OPENING AND RESPONSE

1 NT Opening

- Open 1NT with 15-17 HCP balanced hand, may have a 5-card suit, including major.
- At times when convenient rebid is not available, you may open 1NT with 5422 or 6322 also. 6-carder being a broken minor. Both doubletons should not be Majors
- Avoid opening 1NT with 5 card good quality major suit

1 NT Response and Rebids by opener

Responders		Remarks	Openers rebid
HCP	Bid		
0-7	2♣	Stayman Bid this only with short ♣/♦ and holding both majors, playing Garbage/ Crawling Stayman	Bid 4-card Major else 2♦ With Maximum hand can use Stayman Super accept
	2♦/2♥	Transfer to 2♥/2♠ 5+card suit	Accept Transfer or super accept
	2♠/2NT	Transfer to 3♣/3♦ with weak 6-card ♣/♦ suit	Bid 2NT/3♣ with minimum hand and 3♣/3♦ with maximum hand
8-9	2♣	Stayman. With invitational values and a 4-card major, start with Stayman. If partner bids 2♦, rebid 2NT. Raise partner's 2M response to 3♥ if you have 4♥'s; else rebid 2♠ with 4♠'s or 2NT with no 4 card Major. Raise partner's 2♠ response to 3♠ if you have 4♠'s; else rebid 2NT.	Bid 4-card Major else 2♦ With Maximum hand can use Stayman Super accept
	2♣ then 2NT	Playing 4-way transfers, a natural 2NT invitation has to go via a 2♣ bid.	pass or bid 3NT
	2♣ and 3♦/♥ next	Over a 2♦ response, these bids show an invitational or better hand with 4-5 or 5-4 in the Majors. (Quest transfers)	Accept transfer with Min hand. Super accept with Max hand.
	2♦/2♥	Transfer to 2♥/2♠, Bid 2NT after transfer or bid 3♥/3♠ with 6 card suit, Invitational	Pass with Min hand or bid game with Max hand
	2♠/2NT	Range Ask bid for Transfer to 3♣/3♦, After openers rebid, bid game with Super accept or play in 3♣/3♦	Bid 2NT with minimum hand and super accept with 3♣ with maximum hand
	3♣/3♦	Invitational with 6+ card suit and Min 2 top Honors	Pass with Min Hand, Bid game with Maximum Hand

1 NT Response and Rebids by opener: Continued

Responders			
HCP	Bid	Remarks	Openers rebid
10-14	2♣	Stayman. With a 4-card major and no other suit of 5 cards or more, start with Stayman, then force game	Bid 4-card Major else 2♦ With Maximum hand can use Stayman Super accept
	2♣, then 3♣	2♣ initial stayman, then 3♣ is SARS	
	2♦/2♥	Transfer to 2♥/2♠ 5+card suit and then force game	Accept Transfer or super accept
	2♠/2NT	Transfer to 3♣/♦. A transfer to a minor followed by another bid is game forcing, showing 5+ in the minor and 4 in the other suit.	Accept transfer with Min hand. Super accept with Max hand.
	3NT	Balanced hand with no 4 card Major	Pass
	4♦/4♥	Texas Transfer to 4♥/4♠, Weaker than a Jacoby transfer followed by 4 of the major.	Accept Transfer
	4♠	Distributional, 6-5 in minors	Sign-off in a minor
	5♣/5♦	Long minor	To play
15-17	2♣	Start with Stayman, then try slam	Bid 4-card Major else 2♦ With Maximum hand can use Stayman Super accept
	2♦/2♥	Transfer with 5+ card major and initiate slam	Accept Transfer or super accept
	2♠/2NT	Transfer with 6+ card minor and initiate slam	Accept transfer with Min hand. Super accept with Max hand.
	4♣	Gerber Ace Asking	Bid Aces in steps,0-4,1,2,3
	4NT	Quantitative, Slam try	Accept slam via Aces in step-0123
18+	4♣	Gerber Ace Asking	Bid Aces in steps,0-4,1,2,3
	5NT	Grand Slam Try	Accept slam via Aces in step-0123
	6NT/7NT	To play	Pass

Stayman After 1NT>2♣

Openers Rebid	Remarks
2♦	Denies 4 card major
2♥	Shows 4/5 carder ♥ suit, may have 4♠ also
2♠	Shows 4/5 ♠ carder ♠ suit, denies 4♥

(SARS) Shape Asking Relays after Stayman:

A bid of 3♣ as 2nd bid by Responder after bidding Stayman is SARS. It is used both after:

1. opener denies 4 card Major, (Minor suit SARS)
2. A Positive Stayman Response (Major Suit SARS)

(SARS) Shape Asking Relays after Stayman after 1NT>2♣>2♦>3♣

Opener rebids	Description	
3♦	Shows 5 carder ♣ or 5 carder ♦, Responder rebids 3♥ to enquire which minor, opener rebids	
	3♠	Shows 5 carder ♣ suit, Responder Rebids:
	3NT	To play, No fit
	4♣	Kickback/Minor wood agreeing ♣
	4♥	Quantitative showing 5-3 fit in ♣
	4♠	Quantitative showing 5-4 fit in ♣
	4NT	Quantitative, No fit
	3NT	Shows 5 carder ♦ suit, Responder Rebids:
	3NT	To play, No fit
	4♦	Kickback/Minor wood agreeing ♦
	4♥	Quantitative showing 5-3 fit in ♦
	4♠	Quantitative showing 5-4 fit in ♦
4NT	Quantitative, No fit	
3♥	Shows 4♣ but not 4♦, 3334 shape, Responder Rebids:	
	3NT	To play, No fit
	4♣	Kickback/Minor wood agreeing ♣
	4♥	Quantitative showing 4-4 fit in ♣
	4♠	Quantitative showing 5-4 fit in ♣
4NT	Quantitative, No fit	
3♠	Shows 4♦ but not 4♣, 3343 shape, Responder Rebids:	
	3NT	To play, No fit
	4♦	Kickback/Minor wood agreeing ♦
	4♥	Quantitative showing 4-4 fit in ♦
	4♠	Quantitative showing 5-4 fit in ♦
4NT	Quantitative, No fit	
3NT	Shows 4♦ and 4♣, 2344/3244 shape, Responder Rebids:	
	Pass	To play, No fit
	4♣	Kickback/Minor wood agreeing ♣
	4♦	Kickback/Minor wood agreeing ♦
	4♥	Quantitative showing a fit in ♣
	4♠	Quantitative showing a fit in ♦
4NT	Quantitative, No fit	
5♣	Shows 5♣ and 4♦ or 6♣	
5♦	Shows 5♦ and 4♣ or 6♦	

Shape Asking Relays after Stayman (SARS) – after a positive Stayman response.

Shape Asking Relay Stayman (SARS) after 1NT>2♣>2♥>3♣

Opener rebids	Description		
3♦	Shows 4♥ + 4♣ or 4♦, Responders rebids 3♥ asking which minor, Opener Rebids:		
	3♠	Shows 4♣ with 4♥ or possibly 2425 shape, Responder Rebids	
		3NT	To play, No fit
		4♣	Minor wood agreeing ♣
		4♥	To play, possibly a 4-3 Moysen fit
		4♠	Quantitative showing a fit in ♣
		4NT	Quantitative, No fit
	3NT	Shows 4♦ with 4♥ or possibly 2452 shape, Responder Rebids	
		Pass	To play, No fit
		4♦	Minor wood agreeing ♦
		4♥	To play, possibly a 4-3 Moysen fit
		4♠	Quantitative showing a fit in ♦
		4NT	Quantitative, No fit
	3♥	Shows 5 card ♥ suit, Responder Rebids:	
3NT		To play, No fit	
4♦		Quantitative, showing a 5-3♥ fit	
4♥		To Play	
4♠		Kickback 1430 agreeing ♥ as suit	
4NT		Quantitative, No fit	
3♠	Shows 4♥ + 4♠, Responder Rebids:		
	3NT	To play, No Fit	
	4♣	Quantitative shows 4-4 fit in ♠	
	4♦	Quantitative, No Fit	
	4♥	To play, possibly a 4-3 Moysen fit	
	4♠	To play	
	4NT	Kick back 1430 agreeing ♠ as suit	
3NT	Shows 3433 hand, , Responder rebids:		
	Pass	To Play	
	4♣	Minor wood agreeing ♣ as suit shows a 3-5 fit	
	4♦	Minor wood agreeing ♦ as suit shows a 3-5 fit	
	4♥	Quantitative indicating a 3-5 ♣ fit	
	4♠	Quantitative indicating a 3-5 ♦ fit	
	4NT	Quantitative, No fit	

Shape Asking Relay Stayman (SARS) after 1NT>2♣>2♠>3♣

Opener rebids	Description	
3♦	Shows 4♠ + 4♦, Responders rebids:	
	3NT	To Play, No fit
	4♦	Minor wood agreeing ♦ as trumps
	4♥	Quantitative, indicating a ♦ fit
	4♠	To play, possibly a 4-3 Moysen fit
4NT	Quantitative, No fit	
3♥	Shows 4♠ + 4♣, Responders rebids:	
	3NT	To play, No fit
	4♣	Minor wood agreeing ♣ as trumps
	4♥	Quantitative, indicating a ♣ fit
	4♠	To play, possibly a 4-3 Moysen fit
4NT	Quantitative, No fit	
3♠	Shows 5 card ♠ suit, Responder Rebids:	
	3NT	To play, No Fit
	4♦	Quantitative, showing a 5-3 ♠ fit
	4♥	Quantitative, No fit
	4♠	To play
4NT	Kick back 1430 agreeing ♠ as suit	
3NT	Shows 4333 hand, Responder rebids:	
	Pass	To Play
	4♣	Minor wood agreeing ♣ as suit shows a 3-5 fit
	4♦	Minor wood agreeing ♦ as suit shows a 3-5 fit
	4♥	Quantitative indicating a 3-5 ♣ fit
	4♠	Quantitative indicating a 3-5 ♦ fit
4NT	Quantitative, No fit	

Notes:

When using SARS, we often want 4NT (and other bids) as quantitative. Since Kickback uses the suit above trumps as the key card ask, i.e. 4NT when ♠'s are trumps and 4♠ when ♥'s are trumps etc. Here with SARS we use Kickback 1430 only for Major Suits and 4 of the minor as Minorwood 1430 for minor suits for Slam Bidding

Bidding after 1NT using 2♣/3♣ as Puppet Stayman asking for 5 card Major

Bid	Opener's Rebid	Remarks		
2♣	2♦	Denies 5-card Major, may have 4-card Major, Responder's rebid:		
		Pass	To Play	
		2♥	Shows 4 carder ♠, Invitational	
		2♠	Shows 4 carder ♥, Invitational	
		2NT	4/4 in both Majors, Invitational,	
		3♣	Shows unspecified Long Minor, opener relays 3♦	
		3♦	Shows 5♠ and 4♥, Invitational	
		3♥	Shows either 5♠ and 4♥ or 4♠ and 4♥, Game Forcing: Opener Rebids:	
			3♠	Shows 3 carder ♠ suit, Responder rebids 3NT or 4♠
			3NT	Shows no interest in Majors
			4♥	Shows 4 carder ♥
		4♠	Shows 4 carder ♠	
		3♠	Shows 4♠ and 5♥, Game Forcing	
		3NT	To Play, No 4 card Major	
	4♣	Shows 6♥ and 4♠, Game Forcing		
	4♦	Shows 6♠ and 4♥, Game Forcing		
	2♥	Shows 5 carder ♥ suit, Responders Rebid:		
		Pass	To play	
		3♣	Shows 6+ carder ♣ suit, Game forcing	
		3♦	Shows 6+ carder ♦ suit, Game forcing	
		3♥	Invitational	
		3NT	Sign Off, To Play	
		4♥	Sign Off, To Play	
		3♠/4♣/4♦	Splinter, confirming ♥ fit	
	2♠	Shows 5 carder ♠ suit, Responders Rebid:		
		Pass	To play	
		3♣	Shows 6+ carder ♣ suit, Game forcing	
3♦		Shows 6+ carder ♦ suit, Game forcing		
3♠		Invitational		
3NT		Sign Off, To Play		
4♠		Sign Off, To Play		
4♣/4♦/4♥		Splinter, confirming ♠ fit		
3♣	3♦	Denies 5-card Major, may have 4-card Major, Responder's rebid:		
		3♥	Shows 4 carder ♠	
		3♠	Shows 4 carder ♥	
		3NT	To play	
		4♣	4-4 in both Major, Slammish	
		4♦	4-4 in both Majors, GF	
	3♥	Shows 5 carder ♥ Suit		
	3♠	Shows 5 carder ♠ Suit		
	3NT	No 4 or 5 card major		

Super Accept after Stayman with Maximum opening hand

After 1NT>2♣, Opener Rebids:

Openers Rebid	Remarks
2NT	Shows 5 carder ♦ suit + a 4-card major, Responder's rebid:
	3♣ Transfer to ♦
	3♦ Enquiry about major
3♣	Shows 5 carder ♣ suit + a 4-card major, Responders rebid of 3♦ asks which Major?
3♦	Shows maximum Hand, Both Majors
3♥	Shows maximum Hand, 5 carder ♥
3♠	Shows maximum Hand, 5 carder ♠

Garbage Stayman:

Garbage Stayman is a variation of the Stayman convention. After a 1NT opening by partner, a 2♣ response shows a weak 3-suited hand that is short in ♣. Playing a strong 15-17 1NT, Garbage Stayman shows 0-7 points.

The ideal distribution is 4-4-4-1 or 4-4-5-0, although 3-4-5-1 or 4-3-5-1 is also okay. Note that a weak hand containing a 5-card major (e.g. 5-4-4-0 shape) should simply use a Jacoby Transfer instead.

Response to Garbage Stayman 2♣ bid

Openers Rebid	Meaning
2♦	Denies a 4 card Major
2♥	Shows 4+ ♥, may have 4 ♠ also
2♠	Shows 4+ ♠, denies 4 ♥

Playing Garbage Stayman Responder to pass the bids of 2♦ / 2♥ / 2♠.

Crawling Stayman is an extension of Garbage Stayman: It shows a weak 3 suited hand short in ♦ suit., The ideal distribution is 4-4-1-4 or 4-4-0-5, although 3-4-1-5 or 4-3-1-5 is also okay. Note that a weak hand containing a 5-card major (e.g. 5-4-0-4 shape) should simply use a Jacoby Transfer instead.

Response to Crawling Stayman 2♣ bid

Openers Rebid	Meaning
2♦	Denies a 4 card Major, Responder Rebids 2♥, Opener to Pass or correct to 2♠. In rare situations when Opener Rebids 2NT, Responder to correct to 3♣
2♥	Shows 4+ ♥, may have 4 ♠ also,
2♠	Shows 4+ ♠, denies 4 ♥

Playing Crawling Stayman Responder to pass the bids 2♥ / 2♠.

ASID: Advanced Stayman in Doubt:

It is extension to Stayman and is played after 1NT>2♣, Stayman bid asking for 4 card Major. After a response of either 2♥ or 2♠ by Opener, Responder Rebids 3♦ which is ASID.

- The 3♦ bid shows responder is agreeing with the trumps 2♥ or 2♠ as bid by the opener, but does not rule out 3NT as the final contract.
- Responder has exactly 4 trumps, may have any shape of hand and asks opener to define the shape of his hand. Opener's Rebids are:

ASID After 1NT>2♣>2♥>3♦

Opener's Rebids	Remarks
3♥	Shows 3-4-3-3- distribution, Minimum Hand
3♠	Shows doubleton ♠
3NT	Shows 3-4-3-3- distribution, Maximum Hand
4♣	Shows doubleton ♣
4♦	Shows doubleton ♦
4♥	Shows 5 carder ♥ suit

ASID After 1NT>2♣>2♠>3♦

Opener's Rebids	Remarks
3♥	Shows doubleton ♥
3♠	Shows 4-3-3-3- distribution, Minimum Hand
3NT	Shows 4-3-3-3- distribution, Maximum Hand
4♣	Shows doubleton ♣
4♦	Shows doubleton ♦
4♠	Shows 5 carder ♠ suit

Responder's bids After 1NT>2♣>2♦ (Stayman)

Responder's rebid	Remarks	Opener's Rebid	
2♥	Weak	5+ card ♥, 4 card ♠, pass or correct to ♠	
2♠	Weak	5+ card ♠, 4 card ♥, Invitational	
2NT	Invitational	Minimum	Pass
		Maximum	Bid 3NT
3♣	GF+	Shape asking Relay Stayman (SARS)	
3♦	Invitational	Quest Transfer to 3♥	
3♥	Invitational	Quest Transfer to 3♠	
3♠	GF+	4-4 in Majors, weak minors	
3NT	Game Values	To play, may have one or both 4 card majors	
4♣	Slam try	Delayed Gerber	
4♦	GF+	Delayed Texas transfer, 6♥ + 4♠ (Slammish)	
4♥	GF+	Delayed Texas transfer, 6♠ + 4♥ (Slammish)	
4NT/5NT	Quantitative	Accept slam via Aces in step, better to use Gerber	

Responder's bids After 1NT>2♣>2♥ (Stayman)

Resp Rebid	Remarks	Openers Rebid	
Pass	Weak hand	To play	
2♠	Invitational	2NT/3NT	Shows Min/Max hand, denies 4♠'s
		3♠ /4♠	shows Min/Max hand with 4 card ♠
2NT	Invitational	Pass	Minimum Hand
		3NT	Maximum Hand
3♣	GF+	Shape asking Relay Stayman (SARS)	
3♦	♥ Fit, (ASID)	See ASID Bidding	
3♥	Invitational	Pass with Minimum or bid 4♥ with Maximum Hand	
3♠	Ambiguous Splinter	3NT = Enquiry, Responder Rebids:	
		4♣/4♦	singleton / void in bid suit
		4♥	singleton / void in ♠
3NT	Game Values	Pass to play in NT or Bid 4♠ with 4 carder ♠	
4♣	RKC 1430 Gerber, Key card asking	♥ suit agreed, opener to respond in steps	
4♦	Slam try with ♥ fit. No shortage	Bid Game with minimum Hand, cuebid or use Kickback/RKCB for slam try	
4♥	Sign off	Pass	
4♠	Quantitative	shows 4 carder ♠ and 15-16HCP	
4NT	Quantitative	shows 4 carder ♠ and 17+HCP	

Responder's bids After 1NT>2♣>2♠ (Stayman)

Resp Rebid	Remarks	Openers Rebid	
Pass	Weak hand	To play	
2NT	Invitational	Pass/ 3NT	Minimum/ Maximum Hand
3♣	GF+	Shape asking Relay Stayman (SARS)	
3♦	♠ Fit, (ASID)	See ASID Bidding	
3♥	Ambiguous Splinter	3♠ = Enquiry, Responder Rebids:	
		3NT	Ambiguous Void: Opener Rebids
		4♣ = Enquiry: Responder Rebids:	
		4♦ /4♥	Void in ♦ / ♥
		4♠	Void in ♣
		4♣/4♦/4♥	Singleton in bid suit
3♠	Invitational	Pass with Minimum or bid 4♠ with Maximum Hand	
3NT	Sign off	Pass	
4♣	RKC 1430 Gerber, Key card asking	♠ suit agreed. opener to respond in steps	
4♦	Slam try with ♠ fit. No shortage	Bid Game with minimum Hand, cuebid or use Kickback/RKCB for slam try	
4♥	Quantitative	shows 4 carder ♥ and 15-16HCP	
4♠	Sign off	Pass	
4NT	Quantitative	shows 4 carder ♥ ♠ and 17+HCP	

Other 3 level responses on 1NT opening by Partner: Apart from 3 level bids mentioned earlier, partnerships can define different other meanings to 3 level bids as per agreement.

Bid	Description
3 ♣	Puppet stayman asking for 4 or 5 card majors
	Strong 6+ card ♣ suit, slam try
	Short ♣, game forcing Splinter
	5-5 in Minors, Invitational,
3 ♦	Strong 6+ card ♦ suit, slam try
	Short ♦, game forcing Splinter
	5-5 in Minors, Game Force
3 ♥	Strong 6+ card ♥ suit, slam try
	Broken ♥ suit with missing honors, slam try, asking partner to try slam with honor in suit, else bid game
	5-5 in majors weak
3 ♠	Strong 6+ card ♠ suit, slam try
	Broken ♠ suit with missing honors, slam try, asking partner to try slam with honor in suit, else bid game
	5-5 in majors strong GF

Responders Rebids after 1NT>2 ♦ >2 ♥ (Jacoby Transfer)

Responders rebid	Remarks		
2 ♠	Invitational/ GF+	Shows 5 ♥ and 5 ♠	
2NT	Invitational	Minimum	Pass/3 ♥
		Maximum	3NT/4 ♥
3-minor	GF+	shows 5 ♥ and 4+minor, opener's rebids:	
		3 ♥ /4 ♥ (Max/Min)	3 card ♥ support
		3NT	To play
		4m	Support to minor
3 ♥	Invitational	6 Carder ♥	
3 ♠	Ambiguous Splinter	3NT = Enquiry, Responder Rebids:	
		4 ♣ /4 ♦	singleton / void in bid suit
		4 ♥	singleton / void in ♠
3NT	Pass or correct	Pass/4 ♥	
4 ♣	RKC 1430 Gerber, Key card asking	Shows 6 carder ♥, slam Try, opener to respond in steps	
4 ♦	Slam Try	opener to initiate slam or bid 4 ♥	
4 ♥	Mild slam try	shows 6+ ♥'s	
4 ♠	Quantitative	shows 3-5-3-2 or 3-5-2-3 hand, showing 5 carder ♥ and 3 carder ♠ to find a 5-3 in other major if opener has opened with 5 card Major	
4NT	Quantitative	shows 5 ♥'s, Usually 2-5-3-3- hand	

Responders Rebids After 1NT>2♥>2♠ (Jacoby Transfer)

Resp rebid	Remarks		
2NT	Invitational	Minimum	Pass/3♠
		Maximum	3NT/4♠
3-minor	GF+	5♠ and 4+minor, opener's rebids:	
		3♠/4♠ (Max/Min)	3 card ♠ supp
		3NT 4m	To play Support to minor
3♥	Ambiguous Splinter	3♠ = Enquiry, Responder Rebids:	
		3NT	Ambiguous Void: Opener Rebids
			4♣ = Enquiry: Responder Rebids:
			4♦/4♥
4♠	Void in ♣		
4♣/4♦/4♥	Singleton in bid suit		
3♠	Invitational	6 Carder ♠	
3NT	Pass or correct	Pass/4♠	
4♣	RKC 1430 Gerber, Key card asking	Shows 6 carder ♠, slam Try, opener to respond in steps	
4♦	Slam Try	Opener to initiate slam or bid 4♠	
4♥	Quantitative	shows 5-3-3-2 or 5-3-2-3 hand, showing 5 carder ♠ and 3 carder ♥ to find a 5-3 in other major if opener has opened with 5 card Major	
4♠	Mild slam try	shows 6+ ♠'s	
4NT	Quantitative	shows 5 ♠'s, Usually 5-2-3-3- hand	

Super accept after transfer to major 1NT>2♦/2♥ (Transfer to♥/♠)

Super Accept with 4 Card support, maximum and good featured hand		
2M	2+card supp	Simple accept
Cheapest new suit	4-card support	Super accept, Maximum, Ax or xx in bid suit
2NT	4-card support	super accept, Maximum and 4-3-3-3 hand
3M	4-card support	Super accept Maximum without Ax or xx

Quest Transfers:

Quest transfers are used with 5-4 or (6-4) major suited hands opposite partner's 1NT opening. After 1NT>2♣>2♦, when the opener has denied a four-card major, responder uses Quest Transfers. This is very similar to Smolen transfers, but more useful since Smolen only applies to game-forcing auctions, while Quest transfers are used with both invitational and Game Forcing hands for transfers at 3 level.

After 1NT>2♣>2♦, Responder Rebids:

3♦ = Transfer to 3♥ with 5+♥, 4♠ and at least 8 HCP

3♥ = Transfer to 3♠ with 5+♠, 4♥ and at least 8 HCP

Openers Rebids after Quest Transfer:

- With 15-16 HCP (minimum opening), accept the transfer by bidding 3♥/♠.
- With 17 points (maximum) and a doubleton in partner's major, bypass the transfer by bidding 3NT. Partner will retransfer by bidding 4♦/♥ with a 6-card suit.
- With 17 points, 3 cards in partner's major, and an outside ace, bypass the transfer by cue-bidding the outside ace.

Openers Rebids after 1NT>2♣ >2♦ >3♦ (Quest Transfer to 3♥)

3♥	Normal Accept, Minimum hand with 2/3 card support
3♠	Super Accept, Maximum hand with 3 card support and ♠ Ace
3NT	Natural, Maximum hand with 3-2 in Majors
4♣	Super Accept, Maximum hand with 3 card support and ♣ Ace
4♦	Super Accept, Maximum hand with 3 card support and ♦ Ace
4♥	Super Accept, Maximum hand with 3 card support and no outside Ace

Openers Rebids after 1NT>2♣ >2♦ >3♥ (Quest Transfer to 3♠)

3♠	Normal Accept, Minimum hand with 2/3 card support
3NT	Natural, Maximum hand with 2-3 in Majors
4♣	Super Accept, Maximum hand with 3 card support and ♣ Ace
4♦	Super Accept, Maximum hand with 3 card support and ♦ Ace
4♥	Super Accept, Maximum hand with 3 card support and ♥ Ace
4♠	Super Accept, Maximum hand with 3 card support and no outside Ace

Responders action playing Quest Transfers with 5-4/6-4 in Majors

Hand Strength	Hand Pattern	Responders Action
Invitational	5-4	Stayman, then quest Transfer 3♦/3♥ after 2♦ reply
Invitational	6-4	Stayman, then quest Transfer 3♦/3♥ after 2♦ reply
Game Forcing	5-4	Stayman, Quest transfer, then bid Game
Game Forcing	6-4	Stayman, Quest Transfer, then Retransfer
GF with slam Try	5-4	Stayman, Quest transfer, and slam try on super accept
GF with slam Try	6-4	Stayman, Quest Transfer/Retransfer, slam interest
Slam Investigate	5-4	Stayman, Quest Transfer and slam bidding
Slam Investigate	6-4	Stayman, Quest Transfer/ Retransfer, and slam bidding

Smolen with 5-4 or 6-4 in majors after 1NT opening

Sequence	Responders Rebid	Description
1NT-2♣-2♦	3♥	4-♥ with 5-♠
1NT-2♣-2♦	3♠	4-♠ with 5-♥
1NT-2♣-2♦-3♥-3NT	4♦ (Delayed Texas transfer)	6-♥ with 4-♠
1NT-2♣-2♦-3♠-3NT	4♥ (Delayed Texas transfer)	6-♠ with 4-♥

Note: One can play either Quest Transfers or Smolen. Both of them cannot be played simultaneously.

Bidding After 1NT>2♦>2♥>2♠ (Showing 5-5 in majors Invitational/GF)

With Invitational hands	
After 1NT>2♦>2♥>2♠, opener to relay to 2NT: with invitational hands	
Responders Rebids	Remarks
3♦	Shows shortage in ♣
3♥	Shows shortage in ♦
After either of these invitational response's opener may pass (a 3♥ response) or bid 3♥, 3♠, 4♥, 4♠ or (very unlikely) 3NT to play	
With Game force+ hands	
After 1NT>2♦>2♥>2♠, opener to relay to 2NT: with GF+ hands	
Responders Rebids	Remarks
3♣	Game force hand, opener to relay to 3♦, Responder rebids:
3♥	Shows weak doubleton in ♣
3♠	Shows weak doubleton in ♦
3NT	DRKCB
4♣	Shows ♣ void with weak 3 card ♦
4♦	Shows ♦ void with weak 3 card ♣
3♠	Shows singleton in ♣
3NT	Shows singleton in ♦
4♣	Shows ♣ void
4♦	Shows ♦ void
4♥	Shows 6-5 or 5-6 in Majors
4NT	DKRCB (6 Aces RKCB)
5♣/5♦	EDKRCB

Notes:

- Both Invitational and Game force hands to go via bidding sequence 1NT>2♦>2♥>2♠ only and opener to relay to 2NT is a forced relay
- After 3♣ game force bid by responder and relay is complete, then next cheapest bid except 4 of either major by opener is DKRCB,
- After 3♣ game force bid by responder and relay is complete, bid of 3NT by Responder is also DKRCB asking Opener to give response in steps.
- For DKRCB (Double Roman Key Card Blackwood) and EDKCB (Exclusion DKCRB) see Slam bidding
- Showing singleton and void in ♣ and ♦ via 3♣ Game Force bid shows weak cards in other minor suit.
- Showing singleton and void in ♣ and ♦ directly shows at least A or K in other minor

Responders Action after 1NT opening with 5 card Major or (Major- Major) 2 Suited Hands

Hand Strength	Hand Pattern	Responders Action
Weak	5 card Major	Transfer to major and pass
	5 ♥ -4 ♠	Stayman and then bid 2 ♥ over openers 2 ♦
	5 ♠ -4 ♥	Stayman and then bid 2 ♠ over openers 2 ♦
	5 ♠ -5 ♥	Stayman and then bid 2 ♠ / 2 ♥ over openers 2 ♦
	6 ♠ -4 ♥	Transfer to ♠ and pass
	6 ♥ -4 ♠	Transfer to ♥ and pass
Invitational	5 card Major	Transfer to major and bid 2NT
	5 ♥ -4 ♠	Stayman and then quest transfer 3 ♦ over openers 2 ♦
	5 ♠ -4 ♥	Stayman and then quest transfer 3 ♥ over openers 2 ♦
	5 ♠ -5 ♥	Transfer to ♥ and bid ♠
	6 ♠ -4 ♥	Stayman and then quest transfer 3 ♥ over openers 2 ♦
	6 ♥ -4 ♠	Stayman and then quest transfer 3 ♥ over openers 2 ♦
Game Forcing	5 card Major	Transfer to major and bid 3NT
	5 ♥ -4 ♠	Stayman, quest transfer 3 ♦ over openers 2 ♦, then bid game or use Smolen
	5 ♠ -4 ♥	Stayman, quest transfer 3 ♥ over openers 2 ♦, then bid game or use Smolen
	5 ♠ -5 ♥	Transfer to ♥ and bid ♠
	6 ♠ -4 ♥	Stayman and Delayed Texas transfer 4 ♥
	6 ♥ -4 ♠	Stayman and Delayed Texas transfer 4 ♦
Slam Interest	5 card Major	Transfer to major and bid better minor
	All other bids same as Game Forcing bids, then initiate slam try	

Transfer Sequences with 6 card Majors after 1NT opening

Bidding Sequence	Responders Action
1NT-2 ♦ -2 ♥ -3 ♥	Game try to 4 ♥
1NT-4 ♦ -4 ♥ -Pass	To play, distributional
1NT-2 ♦ -2 ♥ -4 ♥	To play, stronger than 1NT-4 ♦
1NT-4 ♦ -4 ♥ -4NT	Slam try-quantitative
1NT-2 ♦ -2 ♥ - 3 ♠ /4m	Splinter, slam interest
Use Similar transfer sequences with ♠ suit	

Bidding After 1NT>3M: showing short Major with 3-card in other major and 5-4 in minors

After 1NT-3M	3NT	To play with stoppers in short major
	3-OM	Sets Trumps
	4-OM	To play either 5-3 or 4-3 Moysen fit in major
	4m	Shows the better minor and sets trumps

Minor Suit Transfers (4 Way Transfers): After 1NT opening by partner, Responder Bids:

2♠ = Range ask bid and Transfer to 3♣,

2NT= Transfer to 3♦

Opener bids the Gap showing Min hand and minimal support for the minor suit or Super accepts the transfer by completing the transfer.

Bidding After 1NT>2♠, Range ask bid and Transfer to 3♣ (4-way transfers)

Openers Rebid	Remarks	Responders Action	
2NT	Minimum Hand, Minimum support in ♣	Pass/3♣	To play
		3NT	To play
		3♦/3♥/3♠	GF, shows 5+ ♣ and 4 cards in bid suit
		3NT	Natural, Slam interest
		4♣/4♦	Big ♣ hand, Minorwood/ Kickback
		4♦/4♥/4♠	Splinter in bid suit
		4NT	Quantitative, 5+ ♣
		5♣	To Play
3♣	Maximum Hand (Super Accept)	pass	sign-off with weak 6-card suit
		3♦/3♥/3♠	GF, shows 5+ ♣ and 4 cards in bid suit
		3NT	To play
		4♣/4♦	Big ♣ hand, Minorwood/ Kickback
		4♦/4♥/4♠	Splinter in bid suit
		4NT	Quantitative
		5♣	To Play

Bidding After 1NT>2NT, transfer to 3♦ (4-way transfers)

Openers Rebid	Remarks	Responders Action	
3♣	Minimum Hand, Minimum support in ♦	3♦	sign-off with weak 6-card suit
		3NT	Natural, Slam interest
		3♥/3♠	GF, shows 5+ ♦ and 4 cards in bid suit
		4♣	GF, shows 6+ ♦ and 4+ cards in ♣ b
		4♦/4♥	Big ♦ hand, Minorwood/ Kickback
		4♥/4♠/5♣	Splinter in bid suit
		4NT	Quantitative
		5♦	To Play
3♦	Good Support with 3+card ♦ and 1 of top 3 honors (Super Accept)	Pass	sign-off with weak 6-card suit
		3NT	To play
		3♥/3♠	GF, shows 5+ ♦ and 4 cards in bid suit
		4♣	GF, shows 6+ ♦ and 4+ cards in ♣ b
		4♦/4♥	Big ♦ hand, Minorwood/ Kickback
		4♥/4♠/5♣	Splinter in bid suit
		4NT	Quantitative
		5♦	To Play

After 1NT opening Responders Action with (Major- minor) or (minor- Major) 2 Suited Hands

Hand Strength	Hand Pattern	Responders Action
Weak	5M-4m	Transfer to Major and pass
	4M-5m	Pass
	5M-5m	Transfer to Major and pass
	6M-4M	Transfer to Major and pass
	4M-6m	Transfer to minor and pass
Invitational	5M-4m	Transfer to Major and bid 2NT
	4M-5m	Stayman and 2NT if no fit
	5M-5m	Transfer to Major and bid 2NT
	6M-4M	Transfer to the major and then bid 3 of the major
	4M-6m	Transfer to the minor and pass if no super-accept. If opener super-accepts then bid 3 of the major.
Game Forcing	5M-4m	Transfer to the major and bid the minor
	4M-5m	Transfer to the minor and bid the major
	5M-5m	Transfer to the major and bid the minor
	6M-4M	Transfer to the major and bid the minor
	4M-6m	Transfer to the minor and bid the major
Slam Interest	same as Game Forcing bids, then initiate slam try	

Bidding Sequence after 1NT opening with 5-4/6-4 in minor Major (Game Force)

Bidding Sequence	Remarks
1NT>2♠>2NT/3♣>3♥	Shows 5+ card ♣ and 4 card ♥, Game force
1NT>2NT>3♣/3♦>3♥	Shows 5+ card ♦ and 4 card ♥, Game force
1NT>2♠>2NT/3♣>3♠	Shows 5+ card ♣ and 4 card ♠, Game force
1NT>2NT>3♣/3♦>3♠	Shows 5+ card ♦ and 4 card ♠, Game force

Opener's 3rd bid after responder shows a minor-major two suiter.

Bidding Sequence	Rebid	Remarks
1NT>2♠>2NT/3♣>3♥	3♠/4♦	Cue Bid Agreeing ♥ as trumps
	3NT	Natural
	4♣	Agreeing ♣ as trumps
	4♥	Agreeing ♥ as trumps. Sign off, To play
1NT>2NT>3♣/3♦>3♥	3♠/4♣	Cue Bid Agreeing ♥ as trumps
	3NT	Natural
	4♦	Agreeing ♦ as trumps
	4♥	Agreeing ♥ as trump. Sign off, To play
1NT>2♠>2NT/3♣>3♠	3NT	Natural
	4♣	Agreeing ♣ as trumps
	4♦/4♥	Cue Bid Agreeing ♠ as trumps
	4♠	Agreeing ♠ as trump. Sign off, To play
1NT>2NT>3♣/3♦>3♠	3NT	Natural
	4♣/4♥	Cue Bid Agreeing ♠ as trumps
	4♦	Agreeing ♦ as trumps
	4♠	Agreeing ♠ as trump. Sign off, To play

After 1NT opening Responders Action with Minor-Minor 2 Suited Hands

Strength	Hand Pattern	Responders Action
Weak	5-4/5-5 in minors	Pass
	6 ♦ -4 ♣	Transfer to ♦ and pass
	6 ♣ -4 ♦	Transfer to ♣ and pass
Invitational	5-4/5-5 in minors	1NT - 2NT (via 2 ♣ stayman)
	6 ♦ -4 ♣	Transfer to ♦ and bid 3NT if super-accept
	6 ♣ -4 ♦	Transfer to ♣ and bid 3NT if super-accept
Game Forcing	5 ♦ -4 ♣	Bid 2 ♣ Stayman, then 3 ♣ (SARS) or bid 3NT
	5 ♣ -4 ♦	Bid 2 ♣ Stayman, then 3 ♣ (SARS) or bid 3NT
	5 ♦ -5 ♣	Transfer to ♣ and rebid 3 ♦
	6 ♦ -4 ♣	Transfer to ♦ and rebid 3NT or 4 ♣
	6 ♣ -4 ♦	Transfer to ♣ and rebid 3 ♦
Slam Try	5 ♦ -4 ♣	Bid 2 ♣ Stayman and then use 3 ♣ (SARS)
	5 ♣ -4 ♦	Bid 2 ♣ Stayman and then use 3 ♣ (SARS)
	5 ♦ -5 ♣	Transfer to ♣ and rebid 3 ♦, then initiate slam try
	6 ♦ -4 ♣	Transfer to ♦ and rebid 4 ♣
	6 ♣ -4 ♦	Transfer to ♣ and rebid 3 ♦, then initiate slam try

After 1NT opening Responders Action with single suiter Minor hands

Strength	Hand Pattern	Responders Action
Weak	5/6 card minor	Pass without side suit entry. If unsuitable to pass 1NT, transfer to minor and pass
Invitational	5/6 card minor	Use sequence 1NT-2 ♠ /2NT, then raise to 3NT only on super accept
Game Forcing	5/6 card minor	Bid 3NT Direct
	6+ card minor	Transfer to minor and bid 5 of minor
GF+ slam try	5/6 card minor	Use sequence 1NT-2 ♠ /2NT, then raise to 3NT
		Transfer to minor and bid 4NT Quantitative
		Bid 4NT Quantitative directly
		Bid 4 ♣, Gerber
		Transfer to Minor and splinter with a singleton
		Transfer to minor, then initiate slam try with RKCB/ Minorwood/ Kickback

Bidding After 1NT>3m showing (5-5 in minors)

Bidding Sequence	Opener's Rebid	Description	
1NT>3 ♣	Pass/ 3 ♦	To Play	
	3NT	To Play	
1NT>3 ♦	3 ♥ /3 ♠	Shows support for ♣ / ♦ suit, Responder Rebids:	
		3NT	Offers choice of Games, no interest in slam
		4 ♣ /4 ♦	Minor wood in agreed suit
	Cue bid	Slam try	
	3NT	To Play, Min Hand	

Interference over 1NT opening (Summary)

After 1NT> Double (penalty)	See Run Out (Only when playing Weak NT opening)	
After 1NT> Double (conventional)	System on	Redouble shows 8hcp+
After 1NT>Suit bid	Double	Negative with at least invitational values
	Suit at 2-level	5-card suit and non-forcing
	Suit at 3-level	5-card suit and GF
	Cue-bid	Cue-bid Stayman, ask for cheapest un bid major
	2NT	Lebensohl, forces 3♣
	3NT	Without stopper
	4♦/4♥	Transfer to 4♥/4♠, on up to 3♣
After 2NT>3♣ (Lebensohl)	Pass or correct to 3level in lower rank suit	5+card suit and to play
	3NT	Stopper in opponent suit and no 4-card major
	Cue-bid	Stopper in opponent suit and 4-card other major
	Correct to 3 level -high rank suit	5-card suit and invitational values

Interference over 1NT opening after the transfer

Suit over transfer 1NT>pass>2♦>2♠*	Pass	2-card support, double by responder to accept the transfer, responder's re-bid of original suit will be non-forcing and new suit forcing to game.
	Double	Penalty
	Accept transfer	3+card support
Double of transfer bid 1NT>pass>2♥>Double*	Accept transfer	3+card support
	Pass	2-card support, redouble by responder to accept the transfer and new suit forcing to game
	Redouble	Super accept values
Responder's major over the transfer 1NT>pass.2♦>2♥	Pass	2-card support
	Double	3+card support
	New suit	Super accept values

LEBENSÖHL: Defense against opponent's intervention after Partner opens 1NT:

- When partner opens 1NT and an opponent overcalls at 2-level (2♣/2♦/2♥/2♠), then Stayman and transfers are off, except if the overcall is 2♣ then double of 2♣ by Responder is Stayman.
- If Opponents Double on partners 1NT opening then everything remains as usual.
- Lebensohl is a 2NT bid by Responder after opponents Overcall Intervention, forcing opener to relay to 3♣

Lebensohl Rules after opponents overcalls on 1NT:

1. All responder 2-level bids are sign-off, but if opener has 4 cards support, he may raise to level 3 in that suit with maximum opening hand
2. All doubles are penalty for that suit, except in the case of 2♣, where double by responder means Stayman
3. When interference occurs response of 2NT is undetermined and opener must bid 3♣ or pass if the other opponent bids at level 3. After opener bids 3♣, the second possible bids of the responder are:
 - a) Pass if he has long suit in ♣ and weak hand (< 8 hcp)
 - b) bid another suit at 3-level, which has a lower rank than opponent's suit, to show a sign-off at 3-level.
 - c) 3NT to show strong game hand, no interest in Majors, and at least one stopper in opponent's suit.
 - d) Responder, after bidding 2NT, bids the opponent's suit (cuebid) to show 4 cards in a Major (delayed Stayman) asking opener to bid his lower ranking major or to bid 3NT and is showing a stopper in opponent's suit.
 - e) Responder, after bidding 2NT, bids a suit ranking higher than opponent's suit at 3-level to show 5 cards and stop in opponent's suit. Game forcing
4. When responder directly cuebids in opponent's suit without going thru the 2NT Lebensohl bid, he denies a stopper in opponent's suit and shows 4 cards in one or both majors., opener having both major suits must bid his lowest ranking suit first.
5. When responder bids a suit at the 3-level, without going thru the 2NT Lebensohl bid, it shows 5 cards and enough strength for game, but denies a stopper in opponent's suit. Game Forcing
6. When responder, having minor suits, does not bid 3NT directly (denying stopper), he is showing Slam interest and Opener can bid 3NT to show values in opponent's suit and no interest in Slam, or without a stopper he can support partner's suit. Opener accepts Slam invitation by making cue-bids (Ace in opponent's suit) or bidding other suit to show controls (Ace or King).
7. When responder bids 3NT directly he denies a stopper in opponent's suit, shows no interest in major suits and enough HCP to bid game. So, the Opener, with no stopper in opponent's suit, must bid, as a first priority, his 4-card minor suit at the at 4-level or, secondly, his major suit, and only when he is maximum with the two minors bid at level 5. The responder will know what to do.
8. When the opponent overcalls at 3-level, any bidding by the responder is game forcing and shows a 5-card suit. Double is for takeout, denying a 5-card suit, and asking Opener to bid his lowest ranking major suit or NT with a stopper and interest in playing 3NT. The Opener can pass if he has the Opponent's suit and this is convenient. A cue-bid at the 4 level tends to show interest in Slam (the responder's second bid will explain) but normally is asking Opener to bid his best major even with 3 cards.

Responders bidding in Detail After Interference over 1NT

RHO Bid	Responders bid	Remarks
Dbl	Redouble	shows 8hcp+, Rest all bids as usual, all systems on
2 ♣	Double	Stayman, Rest all bids as usual, all systems on
2 ♦	Double	shows 7-8 points
	2 ♥	5+ ♥, to play
	2 ♠	5+ ♠, to play
	2NT	Lebensohl, relay to 3 ♣, See Lebensohl bidding
	3 ♣	5+good ♣, 10 plus points, forcing to 3NT or 5 ♣, may or may not have stopper in ♦
	3 ♦	Stayman without stopper, asking for 4 card major
	3 ♥	5+ ♥, 10+HCP, GF without stopper in ♦
	3 ♠	5+ ♠, 10+HCP, GF without stopper in ♦
	3NT	GF, without stopper in ♦
	4 ♣	Gerber, Ace Asking
	4 ♦	Transfer to 4 ♥
	4 ♥	Transfer to 4 ♠
	2 ♥	Double
2 ♠		5+ ♠, to play
2NT		Lebensohl, relay to 3 ♣, See Lebensohl bidding
3 ♣		5+good ♣, 10 plus points, forcing to 3NT or 5 ♣, may or may not have stopper in ♥
3 ♦		5+ ♦, 10+ points, forcing to 5 ♦ or 3nt, may or may not have stopper in ♥
3 ♥		Stayman without stopper, asking for 4 carder ♠
3 ♠		5+ ♠, 10+HCP, GF without stopper in ♥
3NT		GF, without stopper in ♥
4 ♣		Gerber, Ace Asking
4 ♥		Transfer to 4 ♠
2 ♠	Double	shows 7-8 points
	2NT	Lebensohl, relay to 3 ♣, See Lebensohl bidding
	3 ♣	5+good ♣, 10 plus points, forcing to 3NT or 5 ♣, may or may not have stopper in ♠
	3 ♦	5+ ♦, 10+ points, forcing to 5 ♦ or 3nt, may or may not have stopper in ♠
	3 ♥	5+ ♥, 10+HCP, game forcing without stopper in ♠
	3 ♠	Stayman without stopper, asking for 4 carder ♥
	3NT	GF, without stopper in ♥
	4 ♣	Gerber, Ace Asking
	4 ♦	Transfer to 4 ♥

Responders bidding in Detail After Interference over 1NT:

Continued

RHO Bid	Responders bid	Remarks
2NT	Double	Penalty with length in at least 1 minor suit
	3♣	stayman
	3♦	Transfer to ♥, 8+ HCP, invitational
	3♥	Transfer to ♠, 8+ HCP, invitational
	3NT	To play
	4♣	Gerber, both minors stopped
	4♦	Transfer to 4♥
	4♥	Transfer to 4♠
3♣	Double	Stayman, at-least one 4 card major,8+HCP
	3♦	5 + ♦, 10+HCP, forcing to 3nt or 5♦, may or may not have a stopper in ♣
	3♥	5+ ♥,10+HCP, GF, may or may not have a stopper in ♣
	3♠	5+ ♠, 10+HCP, GF, may or may not have a stopper in ♣
	3NT	GF, 10+HCP, may or may not have a stopper in ♣
	4♣	5,5 in majors, Michaels cuebid
	4♦	Transfer to 4♥
	4♥	Transfer to 4♠
3♦	Double	Takeout
	3♥	5+ ♥,10+HCP, game forcing, may or may not have a stopper in ♦
	3♠	5+ ♠, 10+HCP, GF, may or may not have a stopper in ♦
	3NT	GF, 10+HCP, may or may not have a stopper in ♦
	4♣	natural, 6+ ♣, 10+ points, invitational
	4♦	5-5 in Majors, Michaels cuebid
	4♥	Transfer to 4♠
3♥	Double	Take out
	3♠	5+ ♠, 10+HCP, GF, may or may not have a stopper in ♥
	3NT	GF, 10+HCP, may or may not have a stopper in ♥
	4♣	natural, 6+ ♣, 10+ HCP, invitational
	4♦	natural, 6+ ♦, 10+ HCP, invitational
	4♥	5,5 in ♠ and unspecified minor, Michaels cuebid
3♠	3NT	GF, 10+HCP, may or may not have a stopper in ♠
	4♣	natural, 6+ ♣, 10+ HCP, invitational
	4♦	natural, 6+ ♦, 10+ HCP, invitational
	4♥	natural, 6+ ♥, 10+ HCP, invitational
	4♠	5-5 in ♥ and unspecified minor, Slam Try

Bidding after Lebensohl 2NT bid by responder after interference on 1NT

Bidding sequence	Responder' rebid	Remarks
1NT >2♦>2NT>p>3♣	Pass	To play in 3♣
	3♦	Stayman with stopper, asking for 4 card major if 2♦ by opponents was natural To play in 3♦ if 2♦ by opponents was artificial
	3♥	5+♥, 10+HCP, GF with stopper in ♦
	3♠	5+♠, 10+HCP, GF with stopper in ♦
	3NT	GF, with stopper in ♦
	4♣	Gerber, Ace Asking
	1NT>2♥>2Nt>p>3♣	Pass
3♦		To play in 3♦
3♥		Stayman with stopper in ♥
3♠		5+♠, 10+HCP, GF with stopper in ♥
3NT		GF, with stopper in ♥
4♣		Gerber, Ace Asking
4♥		Transfer to 4♠
1nt >2♠>2nt>p>3♣	Pass	To play in 3♣
	3♦	To play in 3♦
	3♥	5+♥, 10+HCP, GF with stopper in ♠
	3♠	Stayman with stopper in ♠, asks for 4 carder ♥
	3NT	GF, with stopper in ♠
	4♣	Gerber, Ace Asking
	4♦	Transfer to 4♥

Run out after 1NT>Double (Only Played with Weak NT openings)

Pass	To play 1NT-Double
Redouble	An undisclosed 5+card suit, forces to bid 2♣ for pass or correct
2♣	At least 4-4 in ♣ and a high rank suit. Partner to pass with 3-card or bid 2♦ with 3+card up the line to find a 4-3 or 4-4 fit or better.
2♦	At least 4-4 in ♦ with a major. Partner to pass with 3-card or bid 2♥ with 3+card up the line to find a 4-3 or 4-4 fit or better.
2♥	At least 4-4 in ♥ and ♠. Partner to select 4-3 or 4-4 fit or better.
2♠	6-card suit.
2NT	5-5 in minors
3X	7-card suit, sign-off.
After 1NT-double -pass-pass, redouble by opener suggests to play 1NT-Dbl-Rdbl but not forcing. All bids from 2♣ to 3X is again applicable	

Minor Suit Stayman Over 1NT opening Bid:

Minor Suit Stayman is used to describe five distinct types of hands:

1. 5-5 in minors. 0 to 6 HCP. NO game interest.
2. Distributional 5-4/5-5 in minors. GF+ Hand: No four-card major. 9+ HCP.
3. Semi Balanced, Slam Interest Hand: 2-2-[5]-[4] distribution. 15 to 16 HCP. Game forcing. Slam invitational.
4. 6+ **♦**, 0 to 6 HCP. No game interest, to sign off 3 **♦**
5. 6+ **♣**, 0 to 6 HCP. No game interest, to sign off 3 **♣**

Notes:

- With a 4-card major always bid Regular stayman first.
- With hands of types 1,2, 3 and 4 above, responder bids 2 **♠** as MSS over Partners 1NT opening.
- With hand type 5, holding a long **♣** suit and weak values responder bids 2NT as MSS. Over partner's 1NT opening. 2NT is MSS specific bid for weak hand with 6+ card **♣** suit. 2NT is Forcing bid for relay to 3 **♣**.
- To bid invitational 2NT go through regular stayman irrespective of 4 card major, then bid 2NT, shows invitational values with balanced hand, Openers passes or bids 3NT with Maximum Hand.
- MSS is off after intervention by Opponents except 2 **♣** bid or Double.
- MSS is on regardless of whether or not responder is a passed hand.

1NT Response Structure with Minor Suit Stayman (MSS):

Responder's bid	Opener's Rebid	
2 ♠	2NT	Denies a 4-card minor. Implies stoppers in both major suits.
	3 ♣	Shows 4+ ♣ , May have 4 ♦ . Non-Forcing
	3 ♦	Shows 4+ ♦ , Denies 4 ♣ , else shows 5 ♦ and 4 ♣ . Non-Forcing
	3 ♥	Shows a ♥ stopper, and invites 3NT with a ♠ control. Forcing. Opener may have a 4-card minor with highly balanced shape and strength, and merely looking to see if 3NT is the best fit.
	3 ♠	Shows a ♠ stopper, and invites 3NT with a ♥ control. Forcing. Opener may have a 4-card minor with highly balanced shape and strength, and merely looking to see if 3NT is the best fit.
	3NT	Denies a 4-card minor. Shows maximum strength with stoppers in both major suits.
2NT	3 ♣	Forced relay to 3 ♣ . Responder to Pass with 6+ card ♣ suit or correct to 3 ♦ with 6+ card ♦ suit. To play, Opener is expected to Pass

MSS Responder's bids after 1NT>2♠ > 2NT

Bid	Remarks	
Pass	Minimum strength, 0-7 HCP, relatively balanced hand ,5-4 in minors.	
3♣	Natural with 5-5 in Minors,0-7 HCP, Opener's Rebid: Pass or correct to 3♦	
3♦	Shows 6+♦, 0-6 HCP, Opener is expected to pass.	
3♥/3♠	Splinter, Singleton or void in♥/♠, Min 5-4 in minors, GF+, Opener Rebids:	
	3NT	Heavy values in♥/♠, To play, Responder Rebids:
	Pass	No slam Interest, Signoff
	4♥/4♠	Void in♥/♠, Slam Try, Min 5-5 in minors, Opener Rebids: 4NT/ 5 or 6 of best minor, Signoff
	4♣/4♦	5+carder♣/5+carder♦, Slam Try, Opener Rebids:
	4♦/4♥/4♠/5♣	Control bid for slam, control bid of splinter suit promises Ace in that suit
	4NT/ 5♣ or 5♦	No Slam Interest, To play
3NT	9-11 HCP, Semi balanced hand 2-2-4-5 distribution, To play	
4NT	15-16 HCP, Quantitative, Slam Invite, non-forcing	

MSS Responder Rebids After 1NT>2♠ > 3♣/3♦

Bid	Remarks		
Pass	Min Hand		
3♦ over 3♣	Shows 6+♦, 0-6 HCP, Opener is expected to pass.		
3♥/3♠	Splinter, Singleton or void in♥/♠, Min 5-4 in minors, GF+		
	Opener Rebids: 3NT, shows heavy values in♥/♠, To play, Responder Rebids:		
	Pass	No slam Interest, Signoff	
	4♥/4♠	Void in♥/♠, Slam Try, Min 5-5 in minors, Opener Rebids: 4NT/ 5 or 6 of best minor, Signoff	
	4♣/4♦	5+carder♣/5+carder♦, Slam Try, Opener Rebids:	
		4♦/4♥/4♠/5♣	Control bid for slam, control bid of splinter suit promises Ace in that suit
		4NT/ 5♣ or 5♦	No Slam Interest, To play
	Opener Rebids: 4♣/4♦: Light values in responder's splinter suit. Game forcing. Note: Opener rebids his longest minor (or 4♣, if equal in the minors). Responder Rebids:		
	4♦/4♥/4♠	Control-bid up-the-line, Slam invitational: Opener Rebids:	
		4NT	RKCB 1430 (not Minor wood) for♣/♦suit
5♣/5♦		No Slam interest, to play	
3NT	Semi balanced hand 2-2-4-5 distribution,9-11 HCP, To play		
4♣/4♦	Minor wood: 1430 Minor Suit RKCB in♣/♦, Slam Try		

2NT opening and Response structure (open 2NT with 20-21HCP balanced hand)

Responder bids

3♣	Playing Regular stayman: Opener Rebids:		
	3♦	No four-card major	
	3♥	shows 4+ card ♥ suit	
	3♠	shows 4+ card ♠ suit	
	All further bids are same as per 1NT structure		
	Puppet Stayman asks for 4/5-card major, opener rebids:		
	3♦	Denies 5-card major but has a 4-card major, Responder's rebid	
		3♥	4 carder ♠
		3♠	4 carder ♥
		4♣	4-4 in both Major, Slammish
		4♦	4-4 in both Majors, GF, No slam Interest
		3NT	To play
	3M	5-card Major	
	3NT	Denies 4+card Major	
Muppet Stayman, shown in Next Table			
3♦	Transfer to ♥		
3♥	Transfer to ♠		
3♠	Minor suit Stayman, with at least a 4-card minor		
3NT	To play		
4♣	Gerber, Ace Asking, Bid Aces in step:		
	4♦ = 0/4 Aces,		
	4♥ = 1Ace,		
	4♠ = 2 Aces		
	4NT = 3Aces		
4♦	Transfer to 4♥, 6-card suit		
4♥	Transfer to 4♠, 6-card suit		
4♠	5-5 in minor to sign off in minor		
4NT	Quantitative, pass or accept slam via Aces in step, better to use Gerber		
5NT	Invitational to 7NT, bid 6NT or accept 7NT via Aces in step		
6NT	To play		
After transfer to major, new minor suit is natural			

Other sequences

Sequence	Responder	
2NT > 3♣ > 3NT	4♦ / 4♥	Delayed Texas Transfer, 6-4 in majors
2NT > 3♣ > 3♦ > 3M > 3NT	4♦ / 4♥	Delayed Texas Transfer, 6-4 in majors
2NT > 3♣ > 3M	Other major	Splinter
2NT > 3♥ > 3♠	4♥	5-5 in major, to play in 4M
2NT > 3♦ > 3♥	3♠	Slam try with 5-5 in majors

Muppet Stayman: Using 3♣ bid as Muppet instead of Puppet on 2NT opening

Responders Bid	Remarks
3♣	Muppet Stayman asks for 4/5-card major, opener rebids:
3♦	Denies 5-card major but has 4♥ and /or 4♠, Responder Rebids
3♥	Shows 4+♠, also asks opener how many♠, Opener Rebids:
3♠	Shows 3♠
3NT	Shows 2♠
4♣	Shows 4♠, slam try
4♠	Shows 4♠, no slam interest
3♠	Shows 4♥
3NT	To Play
4♣	Shows 4-4 in both Major, Slammish
4♦	Shows 4-4 in both Majors, GF, No slam Interest
4♥	Shows Slam interest in♣, Opener Rebids:
4♠	RKCB agreeing♣ suit
4NT/5♣	To Play
4♠	Shows Slam interest in♦
4NT/5♦	To play
5♣	RKCB agreeing♦ suit
3♥	No 4 or 5 Card Major, Responder bids
3♠	Relay to 3NT, after relay completes, Responder Rebids:
Pass	To play
4♣/4♦	Natural Slam try in♣/♦ (5+ card suit)
5NT	Pick a slam – looking for a 4-4 minor fit
3NT	Shows 5 Carder♠ suit
4♣	Shows 5-5 in both Majors, Slammish, Opener Rebids:
4♦	RKCB agreeing♥ suit
4♥/4♠	To Play
4NT	RKCB agreeing♠ suit
4♦	Shows 5-5 in both Majors, GF, No slam Interest
4♥/4♠	Slam interest in♣/♦ (6+ card suit)
3♠	Shows 5 Carder♠, Responder Rebids:
3NT	To play
4♥	Puppet to 4♠, after relay 4NT is Kickback / RKCB
4♠	To play
4NT	Quantitative
3NT	Shows 5 Carder♥, Responder Rebids
Pass	To play
4♦	Puppet to 4♥, after relay 4♠/4NT is Kickback / RKCB
4NT	Quantitative

Muppet Stayman: Continued

Responders Bid	Remarks	
3♦	Transfer to ♥, Opener Rebids:	
	3♥	Normal Acceptance: Responder Rebids:
	3♠	Shows 5♥ but not 4♠, Opener chooses between 3NT and 4♥
	3NT	Shows 5♥ and 4♠, Opener chooses between 3NT, 4♥ and 4♠
	3NT	Shows 5♠ and 2♥, Responder Rebids
	Pass	To play
	4♦/4♥	Transfer to ♥ and ♠ respectively
3♥	Transfer to ♠, Opener Rebids:	
	3♠	Normal Acceptance, Responder Bids
	3NT	To pass or bid 4♥
	Any other bid	Slam Try
	4NT	Quantitative
3NT	Shows 2♠ and 5♥, Responder chooses between 3NT, 4♥ and 4♠	
3NT	To play	
4♣	Gerber, Ace Asking, Bid Aces in step: 4♦ = 0/4 Aces, 4♥ = 1Ace, 4♠ = 2 Aces 4NT = 3Aces	
4♦	Transfer to 4♥, 6-card suit	
4♥	Transfer to 4♠, 6-card suit	
4♠	5-5 in minor to sign off in minor	
4NT	Quantitative, pass or accept slam via Aces in step, better to use Gerber	
5NT	Invitational to 7NT, bid 6NT or accept 7NT via Aces in step	
6NT	To play	
After transfer to major, new minor suit is natural		

Minor Suit Stayman Over 2NT opening Bid:

- With a 3 card Major, always use Puppet/Muppet Stayman instead of MSS
- Responder should hold a minimum distribution of 5-4 in minors for MSS over 2NT

2NT Response Structure with Minor Suit Stayman (MSS): Responder bids 3♠ = MSS,

Opener's Rebid	Remarks
3NT	Denies a 4-card minor. Implies stoppers in both major suits.
4♣	Shows 4+ ♣, May have 4♦.
4♦	Shows 4+ ♦, Denies 4♣, Non-Forcing

MSS Responders Rebids after 2NT>3♠>3NT

Responders rebid	Remarks
Pass	Minimum strength, 5-9 HCP, relatively balanced hand, 5-4 in minors.
4♣	Gerber, Ace Asking, Slam Try
4♦	Minor wood for 6+ carder ♦, Slam Try, Opener Rebids:
	5♦ To play, Responder may choose to bid Slam or Grand Slam
	Any other bid = Response to Minor wood for 4♦ bid by Responder
4♥/4♠	Splinter, shows a singleton or void in ♥/♠, Slam Try, Opener Rebids:
	4♠ over 4♥ Shows 5 carder ♠ suit, asks responder to bid 4♠ with 3 card support or try slam if slammish
	4NT Heavy values in ♥/♠, with stopper in other Major. To play or bid slam in NT
	5♣/5♦ 3 card support for ♣/♦, pass or bid 6♣/6♦
5♣/6♣	This is a sign-off. Opener must pass
5♦/6♦	This is a sign-off. Opener must pass

MSS Responder Bids after 2NT>3♠>4♣/4♦

Responders rebid	Remarks
4♥/4♠	Splinter, shows a singleton or void in ♥/♠, Slam Try, Opener Rebids:
	4♠ over 4♥ Shows 5 carder ♠ suit, asks responder to bid 4♠ with 3 card support or try slam if slammish
	4NT Heavy values in ♥/♠, with stopper in other Major. To play or bid slam in NT
	5♣/5♦ 3 card support for ♣/♦, pass or bid 6♣/6♦

CHAPTER 9: OPENING 2,3,4 LEVEL BIDS

2♣ opening (2/1 or SAYC: Strong 2♣) : The 2♣ opening bid is strong and artificial, promising either:

- 22+ HCP with a balanced hand, or
- 17+ HCP and no less than "a trick short of game" with an unbalanced hand
- A "trick short of game" means at least 9 playing tricks with a 5+ card major (i.e. one trick shy of making 4♥/♠), or at least 10 playing tricks with a 5+ card minor (i.e. one trick shy of making 5♣/♦). Some players relax this requirement to be 8 1/2 and 9 1/2 playing tricks, respectively.
- The opening 2♣ bid is forcing and cannot be passed

Various Response Structures to Strong 2♣ opening:

1. 2♦ waiting response,
2. Control showing Response
3. Point Showing Response
4. 2♦ waiting and 2♥ as Negative response
5. Kokish Relay Response

2♦ waiting response and bids

2♦	0-7 HCP, artificial. Called the "negative" or "waiting" response, However, responder will occasionally have 8+ points but no good bid, such as with 4441 distribution.
2♥	8+ points and 5+♥
2♠	8+ points and 5+♠
2NT	8+ points and a balanced hand
3♣	8+ points and 5+♣
3♦	8+ points and 5+♦
Except the artificial 2♦ bid, all other responses are positive and game-forcing.	

Opener's re-bids after 2♦ waiting response to 2♣ opening

2♥	17+ HCP and 5+♥
2♠	17+ HCP and 5+♠
2NT	22-24 points and a balanced hand. 2NT structure is used for further bids
3♣	17+ HCP and 5+♣
3♦	17+ HCP and 5+♦
3NT	25-27 HCP and a balanced hand.

Opener's re-bids after positive response to 2♣ opening

After positive response	A jump shift after positive response is splinter
	Bid longer suit first or support responder with 3-card support

Control Showing Responses to strong 2♣ opening:

Responders Bid	Remarks	Responders Bid	Remarks
2♦	0/1 controls	3♣	4 controls
2♥	2 controls	3♦	5 controls
2♠	3controls (1 Ace and 1 King)	3♥	6 controls
2NT	3 controls (3 Kings)	3♠	7 controls

Point Response to 2♣ opening

Responders Bid	Remarks
2♦	0-3 HCP
2♥	4-6 HCP
2♠	7-9 HCP
2NT	10-12 HCP
3♣	13+HCP

2♦ "Waiting", and 2♥ as "Negative" Response and Further Bids on 2♣ opening

2♦	Waiting 4-7 HCP, opener's re-bids:		
	2♥	♥ or balanced 24-25, forces responder to relay to 2♠, Opener Rebids	
		2NT	24-25, 2NT structure is used
		3♥	6-card ♥
		3m	4+card suit with 5-card ♥
	3♠	4-card ♠ with 5-card ♥	
	2♠	5+card ♠ suit	
	2NT	22-23, balanced/semi-balanced hand, 2NT structure is used	
	3m	5+card suit	
	3M	Suit with good SQ=10	
3NT	AKQxxxx in one minor, strong		
4m	Short in bid minor, 5-4-4-0 or 4-4-4-1 hand with 4/5-card in other minor		
4M	Long suit with broken honors		
2♥	Super negative, denies A or K or QJ or four points, opener's re-bids:		
	Pass	Minimum hand with ♥ suit	
	2♠	5+card suit, NF	
	2NT	22-23, balanced/semi-balanced hand, NF	
	3m	5+card minor, NF	
	3M	Suit with good SQ=10, GF	
3NT	To play		
2♠	8+	5+ card ♠ suit	
2NT	8+	Balanced Hand	
3♣/3♦	8+	5+ card ♣/♦ suit	
3♥	8+	5+ card ♥ suit	
3♠	8+	6+ card ♠ suit	

Responder's re-bids on 2♣ opening after 2♦ "Waiting", and 2♥ as " Negative" Response

After 2♣ > 2♥ > 2♠	Pass	To Play	
	Raise	3+support, preempt	
	New suit	6-card suit, Short in ♠	
After 2♣ > 2♦ > 2♠	3♠	5-7 HCP, 3+card support	
	4♠	3-5 HCP, 3+card support	
	New suit	3-7	5-card suit
	2NT	3-7	Without support
After 2♣ > 2♦ > 3M, or 2♣ > 2♥ > 3M	New suit	Shows Ace in the suit bid	
	3NT	Denies Ace but shows King in side suit, 4♣ =relay	
		New suit	Shows King in the suit bid
	4M	Shows Two Kings	
4M	No Ace or King		
After positive response	3NT	Minimum positive response and insufficient for slam	
	Raise below game	Shows slam prospects. Responder should envisage slam potential with three winners or more under trump fit	

Kokish Relay Response over strong 2♣ opening: Kokish relay is a convention played over strong 2♣ opening. Kokish is used to describe the following types of hands below 3NT level:

- Big (25+) & small (22-24) balanced hands
- All one-suited GF hands
- All two-suited GF hands (except ♣ & ♦)

Responders Bids after strong 2♣ opening in Kokish Relay

Bid	Remarks
2♦	Waiting positive
2♥	Negative, No Ace or King or two Queens, May be QJ, less than 3 HCP
2♠	Positive Response, 8+HCP, 5+ carder ♠ suit
2NT	Positive Response, 8+HCP, 5+ carder ♥ suit
3♣	Positive Response 6+ card ♣ suit, 8+HCP
3♦	Positive Response 6+ card ♦ suit, 8+HCP
3♥	Seven card ♥ suit, No outside Ace or King
3♠	Seven card ♠ suit, No outside Ace or King
3NT	Two aces, No kings, (4-3-3-3) distribution
4♣	Eight card ♣ suit with Ace, no outside A or K
4♦	Eight card ♦ suit with Ace, no outside A or K
4♥	Eight card ♥ suit without Ace, no outside A or K
4♠	Eight card ♠ suit without Ace, no outside A or K

Opener's Rebids after 2♣ > 2♦ waiting positive response in Kokish Relay

Bid	Remarks
2♥	Kokish relay, Responder to relay to 2♠
2♠	Kokish relay, Responder to relay to 2NT
2NT	22-24 HCP, Balanced hand, After 2NT Puppet stayman/MSS, transfers on
3♣	Natural, single suited hand in ♣, Game Forcing
3♦	Natural, single suited hand in ♦, Game Forcing
3♥	Shows Good ♥ suit; 9+ tricks or alternatively Shows hand in minor suits (♣ and ♦), longer ♣ than ♦
3♠	Shows Good ♠ suit; 9+ tricks or alternatively Shows hand in minor suits (♦ and ♣), longer ♦ than ♣
3NT	9 tricks, typically a long running minor
4♣	10+ tricks in ♣ suit
4♦	10+ tricks in ♦ suit
4♥	To play, poorer suit than bidding 3♥
4♠	To play, poorer suit than bidding 3♠
5♣	To Play
5♦	To Play

Kokish Relay sequence after 2♣ > 2♦ > 2♥

Opener's Bid	Remarks	Responder's Bid	Remarks
2♣	Opening bid	2♦	Positive waiting
2♥	Kokish Relay	2♠	Relay complete
2NT	25+HCP, balanced hand	Puppet stayman/ MSS and transfers on	
3♣	shows ♥ and ♣		
3♦	shows ♥ and ♦		
3♥	single suited hand in ♥		
3♠	Shows ♥ and ♠ ♥ longer than ♠		

Kokish Relay sequence after 2♣ > 2♦ > 2♠

Opener's Bid	Remarks	Responder's Bid	Remarks
2♣	Opening bid	2♦	Positive waiting
2♠	Kokish Relay	2NT	Relay complete
3♣	shows ♠ and ♣		
3♦	shows ♠ and ♦		
3♥	Shows ♠ and ♥		
3♠	single suited hand in ♠		

Kokish Relay After 2♣ > 2♦, Opener rebids 3♣/3♦/3♥/3♠: Showing single suited hands

Opener's bids	Description	Responders bid	Description
2♣	Opening bid	2♦	Waiting bid
3♣	shows single suited hand in ♣ with 9+ tricks		
3♦	shows single suited hand in ♦ with 9+ tricks		
3♥	shows single suited hand in ♥ with 9+ tricks		
3♠	shows single suited hand in ♠ with 9+ tricks		

Responders Continuations over the above bidding sequences:

1. If Opener shows a balanced hand: Use your normal 2NT conventions
2. If Opener shows a 2-suited hand: Name the trump suit, Opener can insist on his own suit
3. If Opener shows a single suited hand:
 - Raising trump suit is simple preference, to play
 - New minor accepts trump and is cue bid for slam
 - New Major either promises 5+ or is advance cue bid

Kokish Relay Another variation after opener Rebids 3♣/3♦/3♥/3♠: asking responder to bid Ace

Opener's Bid	Responders bid	Remarks
3♣/3♦/3♥/3♠	Bid suit in which ace is held	
	3NT	No ace but at least one King
	Opener's rebid 4♣: which King: If opener signs off after partner shows their K, responder can continue with a 2nd K or a singleton (including K).	
	4♣/4♦/4♥/4♠	No Ace or King

Breaking the Kokish Relay: When Responder has his own weak long suit and no outside controls he may break the relay to show his own suit. 7+ in a minor, 6+ in a major

Opener's bids	Description	Responders bid	Description
2♣	Opening bid	2♦	Waiting bid
2♥/2♠	Relay to 2♠/2NT	2NT/3♠	Breaks the Relay, transfer to 3/4♣
		3♣	Breaks the Relay, transfer to 3♦
		3♦	Breaks the Relay, transfer to 3♥
		3♥	Breaks the Relay, transfer to 3♠
All bids by responder are still transfers, 2NT/3♠ shows ♣, 3♣ shows ♦, 3♦ shows ♥ and 3♥ shows ♠.			
Opener accepts the transfer only with support in asked suit, otherwise he places the contract or bids his own suit.			

Opener's Rebids after 2♣ > 2♥ negative response in Kokish Relay

Opener's ReBid	Remarks
2♠	Puppet to 2NT, Responder to relay to 2NT
2NT	22-24 HCP, Balanced hand, After 2NT Puppet stayman/MSS, transfers on
3♣ / 3♦ / 3♥ 3♠	Natural 5+ cards in bid suit, Non Forcing
3NT	25-27 HCP, Balanced hand
4♣	Both Minors, ♣ longer
4♦	Both Minors, ♦ longer
4♥ / 4♠	Natural, To play,

Opener's Rebids after 2♣ > 2♥ > 2♠ > 2NT bidding sequence in Kokish Relay

Opener's Rebid	Remarks
3♣ / 3♦ / 3♥ 3♠	Natural 5+ cards in bid suit, Forcing
3NT	Shows both minors, equal length
4♣ / 4♦	5 cards in bid suit and 4-4 in majors
4♥ / 4♠	Natural, Slammish

3 level and above Preempt openings

Pre-empt opening	3-level	7+card suit headed by three of five honor, short of 2-tricks when vulnerable or 3-tricks if not vulnerable
	4♥ / 4♠	
	5♣ / 5♦	
	Point requirement	Less than 10 points for 3-level pre-empts and up to 12pts for higher level pre-empts.
Response to pre-empts	Support partner	Opposite a major suit pre-empts
	Try 3NT	Opposite a minor pre-empts with a fit in partner's suit and stopper in other suit plus two sure tricks if vulnerable, three if not vulnerable. Ace and King should be taken as sure tricks.
	Raise to game	To play
Pre-emptive opening at second seat should be stronger than first seat		

Weak 2♦ / 2♥ / 2♠ opening: A Weak 2♦ / 2♥ / 2♠ opening bid shows 6-10 HCP and exactly 6 cards in the bid suit. Not 5 or 7, but exactly 6. The bid is said to be preemptive. That is, it should pre-empt most of the bidding space away from the opponents. However, the bid is also meant to show your partner that you have some points and a good suit. Effectively it should have at least two of the top four honors (A, K, Q, J) and three of the top five (A, K, Q, J, T). In addition, you shouldn't have a four-card major or a good 3 card Major.

Response to weak 2 \heartsuit / \spadesuit opening

Responders hand	Responders Bids		
With a Singleton or void in opener's suit	Below 16 HCP	Pass	
	16-18 HCP	New suit	5-card suit, forcing, opener's rebids:
			Minimum
		Maximum	Bid side feature
		2NT	Feature / Ogust. Invite game with minimum weak two or bid game with maximum weak two
	19 or more	Bid a new suit or 3NT. Always bid game.	
	Openers Response to 2NT if playing Feature		
	3X	X= Any other suit, shows stopper in bid suit	
	3 of opening suit	No stopper in side suit	
	3NT	Strong suit with AKQ	
	Openers Response to 2NT if playing Ogust		
	3 \clubsuit	6-8 HCP one trump honor	
	3 \heartsuit	6-8HCP two trumps honor	
	3 \spadesuit	8-10 HCP one trump honor	
	3 \heartsuit	8-10 HCP two trumps honor	
3NT	Strong trump, AKQxxx or better		
With 2-card (tolerance) in opener's suit	With 3½ -4 tricks	Use Ogust 2NT	
		When minimum	Sign off in 3M
		When maximum	Bid game
	With 4½-5½ tricks	Bid game.	
	With 6 or more tricks	Use Ogust 2NT and explore slam possibilities.	
3-card support to opener's suit	Less than 2 ½ tricks	Raise to 3-level pre-emptive	
4+card support to opener's suit	Up to 3 tricks	Raise to game pre-emptive	
Jump bid	Splinters, Slam Try		
4NT	RKCB		
Tricks	A, K or Q of trump=1 trick, A-K=2, A-Q=1½, A=1, KQ=1, K,x= ½. With support for opener, one trick for single-ten and two tricks for a void		

Response to weak 2 \heartsuit / \spadesuit opening after opponents Overcall:

Double	Penalty
New Suit Bid	Non-Forcing
2NT	Is still Ogust / Feature
3 of opening suit	Further pre-empt
If fourth hand opponent overcalls after responder has bid Ogust 2NT. Opener should make normal reply if still available otherwise pass.	

Response to weak 2♦/2♥/2♠ opening after opponents Double: (McCabe Convention)

3 of Opening suit	Promises support with Ace or King of the suit
3X	Promises A or K in bid suit with support to opening suit, Opener to rebid his suit, but lead partners suit
Re-Double	Asks opener to make next cheapest bid including NT bid up the line, After Rebid by Opener, Responder either passes, bids another suit which is to play, or if he now bids three of partner's suit he is telling partner that he has support for opener's suit but does NOT have the A or K of opener's suit. He also does not have a lead directional bid. This is strictly further pre-emption.
2NT	Is still Ogust / Feature

NAMYATS (STAYMAN Backwards): Namyats is a convention for distinguishing weak and strong 4♥/4♠ opening bids. It uses 4♣ and 4♦ opening bids to show strong hands with ♥ and ♠, respectively. This can help responder gauge his hand when considering whether to bid. Since NAMYATS takes away the preempt of natural 4♣ and 4♦, so to replace 4♣ & 4♦, pre-empt opening 3NT is an artificial opening bid and shows a broken-suit pre-empt in one of the two minors.

Namyats opening and Response:

3NT	Shows a seven, eight or nine-card broken (non-running) minor suit. Could be either minor suit. Responder Bids:	
	4♣	No game interest, asks opener to pass with ♣ or bid 4♦
	4♦	No game interest in ♦ but wants to be in 5♣ if that is opener's minor.
	4♥/4♠	Natural and to play with a very long, stand-alone suit. Opener should pass.
	4NT	Shows a hand that wants to play in game in whichever minor partner has
	5♣	Willing to play 5♣ if opener has ♣—has strong slam interest if partner has ♦
	5♦	Willing to play 5♦ if opener has ♦—but wants to be in slam if partner has ♣
4♣	8 + Playing tricks with 7+ carder ♥ suit, max 4 losers, Responders Bids"	
	4♦	Artificial relay, showing slam interest in ♥. Opener can sign off in 4♥, or initiate slam
	4♥	Signoff, showing no interest in slam. Opener is expected to pass.
	4NT	RKCB, slam try, opener to show key cards
4♦	8 + Playing tricks with 7+ carder ♠ suit, max 4 losers, Responders Bids"	
	4♥	Artificial relay, showing slam interest in ♠. Opener can sign off in 4♠, or initiate slam
	4♠	Signoff, showing no interest in slam. Opener is expected to pass.
	4NT	RKCB, slam try, opener to show key cards

2♦ Flannery Opening and Response: open 2♦ with 5♥+4♠ (11-15 HCP)

Responders Bids	Remarks	Openers Rebid	
Pass	6+ card ♦ suit, Signoff		
2♥/2♠	Sign off		
3♥/3♠	Invitational	Bid game with max, pass with Min	
3♣/3♦	Invitational, suggesting 3NT with Stopper in other minor		
4♣/4♦	Trf to 4♥/4♠ Opener be declarer	Bid 4♥/4♠	
2NT	Asking opener to Further describe his hand	3♣/3♦	Singleton in ♣/♦
		3♥	4522 shape min opening
		3♠	4522 shape max opening
		3NT	4522 shape, both minors stopped
		4♣/4♦	Void in ♣/♦

Gambling 3NT opening

Solid 7+card minor suit, AKQxxx or better with no outside strength		
Pass	Shows stopper in the outside suits and a reasonable expectation of scoring two tricks. Responder will normally be able to tell which suit opener holds. If not, responder must be very weak in both minors and should not leave opener in 3NT.	
4♣/5♣/6♣	Pass or correct, unsuitable for 3NT	
4♦	Slam try, opener to bid single-ton	
	4NT	Short in any one minor
	4♥/4♠	Short in bid major
	5♣/5♦	Natural, 7-2-2-2 hand
4♥/4♠	To play	
4NT	Suit length and outside queen enquiry	
	5 of minor	7-card suit, no outside queen
	5 of other minor	7 card suit with Queen of other minor
	5♥	7 card suit with queen of ♥
	5♠	7 card suit with queen of ♠
	5NT	9 card suit
	6 of minor	8-card suit, no outside queen
	6 of other minor	8 card suit with Queen of other minor
	6♥	8 card suit with queen of ♥
6♠	8 card suit with queen of ♠	

Tartan 2 bids: Tartan 2 bid is a multi-purpose opening of 2♥ and 2♠; they are either weak (7-11) or very strong.

Tartan 2♥ opening and response:

Responders bid	Remarks	Opener's Rebid	Remarks
2♠	Compulsory relay	2NT	Shows 21-22 HCP, balanced hand
		3♣	Shows 5-5 in ♥ and ♣ 7-11 HCP
		3♦	Shows 5-5 in ♥ and ♦ 7-11 HCP
		3♥	Shows 6+ ♥, 16+ HCP
		4♣	Shows 5-5 in ♥ and ♣ 14+ HCP
		4♦	Shows 5-5 in ♥ and ♦ 14+ HCP

Tartan 2♠ opening and response:

Responders bid	Remarks	Opener's Rebid	Remarks
2NT	Compulsory relay	3♣	Shows 5-5 in ♠ and ♣ 7-11 HCP
		3♦	Shows 5-5 in ♠ and ♦ 7-11 HCP
		3♥	Shows 5-5 in ♠ and ♥ 7-11 HCP
		3♠	Shows 6+ ♠, 16+ HCP
		4♣	Shows 5-5 in ♠ and ♣ 14+ HCP
		4♦	Shows 5-5 in ♠ and ♦ 14+ HCP
		4♥	Shows 5-5 in ♠ and ♥ 14+ HCP
		3NT/4♠	To play

Benjamin 2's (ACOL bidding): Benjamin Twos use both 2♣ and 2♦ as strong artificial bids and 2♥/♠ are weak. Playing Benjamin twos, the traditional 2♣ opening (22+ or a game forcing hand) is replaced by 2♦. This then leaves 2♣ free to show a strong two in either major (partner normally relays with 2♦ and you then bid 2♥/♠).

2♣ : Strong but not game forcing. Either 8-9 playing tricks in an unspecified suit or a balanced 22-24 HCP

2♦ : Game forcing, 25+ if balanced.

2♥/2♠ : weak, 6 card suit, 6-10 HCP.

2NT : 20-21 HCP, balanced.

3NT : Pre-emptive (Gambling 3NT); long solid minor, nothing outside.

2♣ openings in this system are similar with the 2/1 or SAYC system as described earlier.

2♦ opening is always game forcing. There are many variations but we will stick to this one:

Responders bid	Remarks
2♥	0-7 HCP
2♠	8+ HCP, At least 5 carder ♠
2NT	8+ HCP, Balanced hand
3♣	8+ HCP, At least 5 carder ♣
3♦	8+ HCP, At least 5 carder ♦
3♥	8+ HCP, At least 5 carder ♥

CHAPTER 10: RULES OF NUMBERS IN BRIDGE

- **The Rule of 1:** - When there is just 1 Trump remaining outstanding higher than yours, it is normally best to simply leave it out, to ignore it and to take tricks in the other suits as available, assuming there is not a transportation problem accessing a long suit. To eliminate their single top Trump costs you two Trumps and gives up the initiative, possibly neither of which you can afford. Exception When you are planning to run a long side suit in an otherwise entry less Dummy, one should eliminate the master Trump first in order to prevent the Defender from killing the suit with a ruff.
- **The Rule of 2: (Interference over strong 1NT)**- When you are missing 2 non-touching honors, and hold fewer than 9 pieces of the suit, it is usually best to “deep finesse;” i.e., to first finesse for the lower missing honor, in a secondary finesse, once again for the higher. With 9 pieces, you should only use the “simple finesse.” Example: AQTX (finesse the “T” if holding 8-pieces or fewer, the Queen if holding 9-pieces)
- **The Rule of 2:** - (*Mel Colchamiro’s “Balancing Rule of 2”*) - When seated in the balancing (4th) seat following a 1-NT opening bid by one’s LHO, after RHO has passed the 4th seat Player should choose to enter the bidding if he/she has at least two shortness points, defined as either a void, a singleton or two doubletons - no matter what his/her high card point strength. Remember, the fewer high-card points one holds, the more one’s Partner has, because your side will have, on average, 20 HCP’s. (See “The Rule of Eight” for guidelines for competing in the direct (2nd) seat
- **The Rule of 2-3-4: (Level of Pre-empt)**, -When contemplating a pre-emptive call, Pre-emptive Bidder anticipates going down in his/her sacrifice attempt. The two steps are as follows:
 1. The number of presumed, winning tricks is computed by the Bidder by subtracting his/her losing trick count from 13.
 2. To this number of winning trick count, the would-be Pre-emptive Bidder adds either 2-3-or 4 additional tricks he/she is willing to go down based upon the relative vulnerabilities:
 - a: Unfavourable Vulnerability - Red (V) vs. White (NV) = An anticipated 2-Trick Set
 - b. Equal Vulnerability - Red (V) vs. Red (V) or White (NV) vs. White (NV) = An anticipated A 3-Trick Set
 - c. Favourable Vulnerability - White (NV) vs. Red (V) = An anticipated 4-Trick set
- **The Rule of 3:** - On a competitive part score deal, with the HCP's roughly evenly split between the Opponents and your side, once the bidding has reached the 3-level, tend to defend rather than to bid on; unless your side holds 9 trumps, in which case you can contemplate competing to the 3-level. This is based upon “THE LAW OF TOTAL TRICKS.”

- **The Rule of 4 and 4:** -This is the belief that it is usually better to play in the 4-4 fit rather than in a 5-3 or 6-3 fit (assuming both fits are of the same rank). This fit is presumably better since there you can use the longer side suit to sluff losers. This also affects the auction. For example, when holding ♠AQ5 ♥KJ74 ♦A863 ♣62, and partner opens the bidding with 1♠, it is usually better to show values (in this case by bidding 2♦) instead of immediately raising partner in spades. There is the possibility that the partner's rebid will be 2♥ and the partnership will be able to find the preferable 4-4 split in hearts instead of the known 5-3 spade fit.
- **The Rule of 5:** - When the bidding has reached the 5-level in a competitive auction, tend to defend rather than to bid on. "The 5-Level belongs to the Opponents". In wildly distributed hands the opposite is true.
- **The Rule of 6:** - A 6-card suit is revealed when Responder bids 1-NT and later follows with a change of suit. Example: 1♠ --- P --- 1-NT --- P 2♥ --- P ---- 3♣-----P
- **The Rule of 7:** - (*Holdup*):- In No-Trump Contracts, when having only one stopper in the enemy's led suit, add the number of cards held by both you and the Dummy hand in that suit and deduct that number from 7. The answer is the number of times you must duck or hold up before taking the trick. Examples: With five cards, duck twice! With six cards, duck once!
- **The Rule of 8:** - (*Interference over strong 1NT, Mel Colchamiro's "Rule of 8"*) - When considering a two-suited overcall after 1NT opening bid, instead of defending, (**applicable in direct seat**), if the number of losers you have (counting missing aces, kings and queens) subtracted from the number of cards in your two longest suits is no more than 2 and you have at least 6 high card points, (2 + 6 = 8 hence the rule name) then you may make a two-suited overcall with a five-four distribution. Thus, you could show the majors holding ♠Axxxx ♥Qxxx ♦xxxx ♣ - (9 cards in spades and hearts less 7 losers equals two plus six HCP's = eight).
- **The Rule of 8 ever 9 never:** - With 8 cards in a suit, including the Ace, King, and Jack, it is normally best to finesse for the Queen on the second round after playing the Ace; then play towards the Jack. If holding the King, Queen and ten, finesse after playing the King. This is to eliminate the loss to a possible singleton honor.
 - When finessing for the Queen with 9 cards in a suit including the Ace, King and Jack, it is normally better to play the two top honors hoping to drop the Queen; i.e., do not finesse on the second round; similarly, for the Jack when holding the King, Queen and ten of the suit: – ("**Nine never, Eight ever**").
- **The Rule of 10 ever 11 never:** - A similar rule applies when finessing for the king; with eleven cards, it is again better to play for the drop; however, with ten cards, finesse.

- **The Rule of 9:** - (*When to Db/ Bid? Mel Colchamiro's "Rule of 9"*) - When Partner makes a Take-Out Double or when trying to determine whether or not to double the final contract of the opponents.:
 - It works like this: add the numeric value of the opponent's contract to the number of trumps held in that suit and if the result equals 9 (or more), then that player should double for penalty or convert partners double into penalty.
 - If the result is 8 or fewer, then the defender should pass or bid. A simple example would be that if the contract is 4♠ and one defender holds 5 no's of ♠, then the total number equals 9 and that player should double or convert partner's for penalty.
- **The Rule of 10:** (*Pertains to opening leads.*) This rule applies when partner leads 5th best card versus NT and/or suit contracts. To determine the number of cards that are higher than the card led in the declarer's hand subtract the spot card number led from 10. Reduce this count by the number of cards you see in your hand and in the dummy and the result is the number of cards higher than the card led in declarers hand.
- **Another Rule of 10:** (*High Level Double's, Another guide to doubling.*) :-When contemplating a penalty double of a suit below game, add your expected trump tricks to the number of tricks the opponents are trying to win. If the answer is 10 or more you have the right number of trump tricks and doubling is OK.
- **The Rule of 11:** (*Pertains to opening leads.*) This rule applies when the partner leads fourth best card versus NT and/or suit contracts. To determine the number of cards that are higher than the card led in the declarer's hand, subtract the spot card number from 11. Reduce this count by the number of cards you can see in your hand and in the dummy and the result is the number of cards higher than the card led in declarer's hand.
- **The Rule of 12:** (*Pertains to opening leads.*) This rule applies when the partner leads third best card versus NT and/or suit contracts. To determine the number of cards that are higher than the card led in the declarer's hand, subtract the spot card number from 12. Reduce this count by the number of cards you can see in your hand and in the dummy and the result is the number of cards higher than the card led in declarer's hand.
- **The Rule of 13:** - If you have a strong Trump fit (or a self-sufficient Trump suit) with no losers in the first three rounds of any suit, you are likely to win all 13 tricks. If you are unable to account for the first three rounds of every suit, be content to try for a sound Small Slam; the Grand Slam will not likely be present.
- **The Rule of 13:** (*Interference over 2NT*); - Provided you have at least 11 Starting Points, you should interfere over 2NT= (20-21 HCP) if by adding your two longest suits – LTC =2+. Otherwise, do not interfere. Note 11HCP+ 2 Losers=13+. Example: ♠ AK ♥ KJ10987 ♦ 1093 ♣ K6 Here we have 14HCP> 11 and 9-6=3>2 and SST=2. You would interfere over 2NT in both seats, direct and balancing.
- **The Rule of 15:** (*Bidding in 4th Seat*):-The player in fourth position, in deciding whether or not to open the bidding, should add the number of HCP's to the number of spades held in his hand. If the resulting number is 15 or more, the bidding should be opened.

- **The Rule of 16: (Raising partners 1NT)**:- When contemplating raising a 1 NT opening to 3 NT, count the number of high card points and the number of cards 8 and greater. If the sum is greater than 16, you should raise to 3NT. This avoids the need for the use of 2NT as a bid showing 8 points and asking partner to raise if at the top of his 1NT bid. This method also frees up 2NT for use other than as an invitational bid.
- **The Rule of 17: - (Weak 2 Game bids, Mel Colchamiro's "Rule of 17")** - When Partner opens a weak 2-bid, If the number of high-card points in your hand plus the number of cards you hold in Partner's suit equals 17, or more, try for Game. Partner has opened 2♠. Should you, holding the following, try for game? ♠5, ♥KJ5, ♦KQ7532, ♣AQ7 (Pass! – The "Rule of 17" is not, here, satisfied) ♠K8, ♥AQ84, ♦A832, ♣QJ6 (Try for Game!)
- **The Rule of 20/22: - (When to Open)**:- To determine whether or not to open a hand, one often uses the rule of 20/22. If the number of high card points and the number of cards in your two longest suits add to twenty and you have two quick tricks, open the hand. In the third or fourth seats, one only needs 1 and one-half quick tricks (the rule of 21 ½).
- **The Rule of 24: - (Losing Trick Count)** - Losing trick count is a method of evaluating the hand to determine the proper bidding level. The method is most effective with unbalanced hands with an eight-card or better trump fit when the two hands have different distributional patterns. The Rule of 24 goes as follows:
 - a void = 0 losing tricks.
 - a singleton other than an A = 1 losing trick.
 - a doubleton AK = 0 losing tricks; Ax or Kx = 1 losing trick; Qx or xx = 2 losing tricks.
 - a three-card suit AKQ = 0 losing tricks; AKx, AQx or KQx = 1 losing trick. Axx, Kxx or Qxx = 2losing tricks; and xxx = 3 losing tricks

Only the first three cards in each suit are considered when counting losers in each suit. With three cards, only the A, K, and Q are not losers. With less than two cards, then AQ=½, Kx=½, KQ=1, K=1, Q=1, Qx=2 represent losers.

STEP 1: Count your losers and assume seven losers in your partner's hand.
 Rule: 24 minus 7 minus (Your losers) = Number of Tricks you can make.
 Deducting total losers (your hand Plus Partners hand) from 18, gives a direct estimate of the bidding level the partnership can bid to and expect to make.

STEP 2: Partner will correct the bid with fewer than seven losers.

Against a 1 of an opening hand from partner:

 - 9-10 losing tricks I your hand warrant a single raise to 2 level
 - 8 losing tricks in your hand warrant an invitational raise to 3 level
 - 7 losing tricks in your hand warrant a direct raise to game.
 - With only 5 losers and a fit, a slam is likely so responder may bid straight to 6 level if pre-emptive bidding seems appropriate or take a slower slam bidding approach

- **The Rule of 26:** - (*"The Twenty-Six Small-Slam Splinter Rule"*) - When opening one of a major, some partnerships play direct splinters or concealed/ambiguous splinters. In either case, a splinter bid usually shows four-card support for the major suit bid and 13+ HCP. When should the opening bidder consider slam? One may apply the Rule of 26. Opener merely adds his HCP in his suits outside the known splinter suit and if the total is 26+, you should consider slam in the major suit bid. This rule works because once the partnership can ignore an entire suit, you can expect to make a small slam with only 26+ game points; you do not need 33+ points which is required when you have to take into account all the suits.
- **The Rule of 30:** - When Partner reveals a void and you have a strong Trump fit (or self-sufficient suit), there are only 30 relevant points, not 40 in the deal in question. A Small Slam may then be bid on 23-24 high-card points, while a Grand Slam is feasible around the 26 high-card point mark.
- **The Rule of 44: (Strong Openings):** - When you open 2♣, should you bid 2NT or two of a major? If you intend to bid 2NT, you should have 22-24 HCP and notrump distribution. This is not the case when you bid a major 2♥ or 2♠. What are critical are losers and quick tricks, not points! What is needed? To open 2♣ and then bid a major requires at least five cards in the major, NO MORE THAN FOUR LOSERS and a minimum of FOUR QUICK TRICKS (A=1, K=½, KQ =1); the rule of 44. Given these two requirements, open TWO CLUBS, independent of points. Let's look at an example: You hold the hand ♠ AKQJ2 ♥ AKQ10 ♦ 76 ♣ 7. You have only 19 HCP + one length point or twenty starting points. But you have three losers in the minors (less than four losers) and four quick tricks (two aces and two KQ combinations); using the rule of 44, open the hand 2♣.
- **The Rule of 64: (Rebids):** - When opening a hand that is 6-4, show the four-card suit only if the number of HCP in the four-card suit is greater than or equal to the number of HCP in the six-card suit. If this is not the case, rebid the six-card suit and do not show the four-card suit. The only exception is when you are 6-4 in the majors. Show the other major.
- **The Rule of 88: (Stayman):** - You play 15-17 strong NT. one invites 2NT with 8-9 HCP. And the Stayman require 8HCP. What if you have only 7? If one has 8 HCP and at least eight cards higher than the 8, one can invite by bidding 2NT or you may use Stayman with only 7 HCP. Why? This is because 10's and 9's count in no-trump contracts.

- **The Rule of 210: (5 Level Bids):** - How many times have you heard bridge players say that the 5-level belongs to the opponents? THIS IS NOT THE CASE IN COMPETITIVE AUCTIONS! - If you are in a competitive auction and the opponents have bid to the 5-level, do you compete, double or pass.
 - You may use the rule of 210. With two (2) cards in the opponents bid suit you should DOUBLE for penalty. With ONE (1) card in their suit pass, and with ZERO (0) cards in their suit, compete to the five level.
 - For example, you are bidding \spadesuit and they are bidding \heartsuit . Use the rule to determine whether or not you should bid five \spadesuit over five \heartsuit , double, or pass. This is also the case for \clubsuit over \spadesuit or \diamondsuit over \heartsuit .
 - Remember the rule of 210; simple! The rule comes from Negative Slam Doubles, which are used to decide whether to sacrifice, or not. Over a slam bid, the second-hand doubles to show no defensive tricks but passes with one or more tricks. If the second-hand doubles, then the fourth hand passes with two or more defensive tricks but sacrifices with zero or one. If the second-hand passes, fourth hand also passes with one or more tricks but doubles with no tricks. Now the second-hand sacrifices if he has only one trick but passes with two or more.

- **The SST Rule: (Short Suit Total):**- When opening one of a major, a splinter bid shows 3/4 card support for the major suit bid and usually 13+ Working HCP and a SST=0-3 for both partners. One applies the SST Rule:
 - Opener adds his HCP to 13. With 19-21 HCP then $13 - \text{SST} = \text{No. of tricks possible}$.
 - If the SST in both hands = 2, then we have 11 tricks with a singleton in both hands, with a void and singleton $13 - (\text{SST}=1) = 12$. **A SLAM**
 - If the total HCP= 22-24 in both hands, you gain a trick. So, with singletons in both hands $13 - (\text{SST}=2) + 1 = 12!$ And with 25-27 you gain 2 tricks.
 - NOTE: For that unusual hand with 2 voids, $13 - 0 = 13$, **A Grand Slam!**

CHAPTER 11: SLAM BIDDING

Roman key card Blackwood (RKCB-1430)

4NT ask for five key-cards: The four Aces and the King of trumps.	5♣	1 or 4 Key cards
	5♦	0 or 3 Key Cards
	5♥	2 or 5 Key Cards, but no queen of trump
	5♠	2 or 5 Key Cards plus the queen of trump
	Void Showing Responses with unknown void, i.e when partner has no information of void so far.	
	5NT	2/4 keycards with a void
	6♣	1/3 keycards with void in ♣
	6♦	1/3 keycards with void in ♦
	6♥	1/3 keycards with void in ♠ if ♥ are trump 1/3 keycards with void in ♥ if ♠ are trump
	Void showing Responses with a known void, i.e when partner already knows about the void	
	5NT	1 Keycard
	6♣	2 Keycards
	6♦	3 Keycards
	After 5♣ / 5♦, cheapest non-trump suit will be asking for trump-queen with all key cards held. Responses:	
	5 of suit	No Trump Queen
	5NT	Queen of trump, but no side King
	New suit	Trump queen with King in the bid suit or two King other than in the bid suit
	6NT	Trump queen with 3 King
	After key card asking bid, 5NT will be king asking excluding trump-king. Responses are in steps;	
		6♣
6♦		1 King
6♥		2 kings
6♠		3kings
For Specific King Ask Refer Notes on Specific King Ask		
DOP1/ROP1: After interference by the opponent, when opponents double or their suit is lower ranking then your suit	Double/Redouble	1 or 4 Keycards
	Pass	0 or 3 Keycards
	Step-I	2 Key cards w/o Queen
	Step-II	2 Key cards with Queen
DEPO: After interference by the opponent at 5/6 level, when their suit is higher ranking then your suit	Double	Even no. of Keycards
	Pass	Odd no. of Keycards

Specific King Ask (Cheapest King): RKCB 1430

King Ask	Bid	Remarks	
5NT	6♣	Shows ♣ King, may possess one more king	
	6♦	shows ♦ king, denies ♣ king, may possess one more king	
	6♥	Shows ♥ king when ♠ is trump, denies ♣ and ♦ king May have ♠ when ♥ is trump	
	6♠	Denies any King when ♠ is trump	
	6NT	Shows all 3 kings	
Secondary King ask: when ♥ is trump		Secondary King ask: when ♠ is trump	
After 5NT>6♣>6♦		After 5NT>6♣>6♦	
6NT	Shows ♦ king	6NT	Shows ♦ king
6♥	Denies ♦ shows ♥ king when ♠ is trump	6♥	Denies ♦ shows ♥ king
Secondary King ask: when ♠ is trump		Secondary King ask: when ♠ is trump	
After 5NT>6♣>6♥, when ♠ is trump		After 5NT>6♦>6♥,	
6NT	Shows ♥ king	6NT	Shows ♥ king
6♠	Denies ♥ king	6♠	Denies ♥ king
Note : King ask is never used after you have used the Queen ask bid.			

Standard Blackwood: (Quantitative)

4NT asks for the four Aces	5♣	0 or 4 Aces
	5♦	1 Ace
	5♥	2 Aces
	5♠	3 Aces
5NT asks for the Kings	6♣	0 or 4 Kings
	6♦	1 King
	6♥	2 Kings
	6♠	3 Kings
Void Showing Responses on 4NT Ace asking bid: - When Trumps is agreed	6 of a side suit	1 Ace and void in the bid suit, bid suit is lower than the agreed trump suit
	6 of trump suit	1 Ace and void in a higher-ranking suit than the agreed trump suit
	5NT	2 Aces and a Void some where

Minorwood (1430) for Minor Suits

<p>4 ♣ /4 ♦ ask for five key-cards: The four Aces and the King of trumps. If ♣ are trump 4 ♣ is minor wood and if ♦ is trump 4 ♦ is minor wood</p>	Trump Suit		♣	♦
	Key card Ask		4 ♣	4 ♦
	1 st step(1or4)		4 ♦	4 ♥
	2 nd step (0 or 3)		4 ♥	4 ♠
	3 rd step 2/5 w/o Q		4 ♠	4NT
	4 th step 2/5 with Q		4NT	5 ♣
	Void showing response			
	2/4 keycards with a void		5NT	5NT
	1/3 keycards ♣ void		N. A	6 ♣
	1/3 keycards ♦ void		5 ♦	N. A
	1/3 keycards ♥ void		5 ♥	5 ♥
	1/3 keycards ♠ void		5 ♠	5 ♠
	Queen Ask :		4 ♥ /4 ♠,	4 ♠ /5 ♣
	5 of Trump suit	No queen of trump		
	New suit	Trump queen with King in the bid suit or two King other than in the bid suit		
	5NT	Trump queen with 0 side Kings		
	6NT	Trump queen with 3 Kings		
After Key card asking bid, 5 ♦ for ♣ suit and 5 ♥ for ♦ suit will be no of king asking bids for excluding trump-king. Responses are in steps;				
	Trump Suit		♣	♦
	King Ask		5 ♦	5 ♥
	0 Kings		5 ♥	5 ♠
	1 King		5 ♠	5NT
	2Kings		5NT	6 ♣
	3 Kings		6 ♣	6 ♦
	After hearing 3 Kings partner can bid 7 ♣ /7 ♦ or 7NT For Specific King Ask Refer Notes Below			
DOP1/ROP1: After interference when opponents double or their suit is lower ranking than your suit	Double/Redouble		1 or 4 Keycards	
	Pass		0 or 3 Keycards	
	Step-I		2 Key cards w/o Queen	
	Step-II		2 Key cards with Queen	
DEPO: After interference by the opponent at 5/6 level, when their suit is higher ranking than your suit	Double		Even no. of Keycards	
	Pass		Odd no. of Keycards	

Specific King Ask (Cheapest King): Minor wood 1430 for Minor Suits

When suit is ♣, king ask is 5♦ (order of response: 5♥, 5♠, (5NT=♦ king)			
5♥	Shows ♥ king, may have 1 more king		
5♠	Shows ♠ king, denies ♥ king, may have ♦ king		
5NT	Shows ♦ king, denies both ♥ and ♠ kings		
6♣	Denies any outside King		
6NT	Shows all 3 Kings		
Secondary King ask after 5♦ > 5♥ > 5♠		Secondary King ask after 5♦ > 5♥ / 5♠ > (5NT=♦ King)	
5NT	Denies ♠ king, shows ♦ king	6♣	Denies ♦ king
6♣	Denies ♠ king	6NT	Shows ♦ king
6NT	Shows ♠ king		
When suit is ♦, king ask is 5♥ (order of response: 5♠, (5NT=♥ king), 6♣			
5♠	Shows ♠ king may have 1 more king		
5NT	Shows ♥ king, denies ♠ king, may have ♣ king		
6♣	Shows ♣ king, denies both ♥ and ♠ kings		
6♦	Denies any outside King		
6NT	Shows all 3 Kings		
Secondary King ask after 5♥ > 5♠ > 5NT=♥ king		Secondary King ask after 5♥ > 5♠ / (5NT=♥ King) > 6♣	
6♣	Denies ♥ king, shows ♣ king	6♦	Denies ♣ king
6♦	Denies ♥ king	6NT	Shows ♣ king
6NT	Shows ♥ king		
Notes:			
<ul style="list-style-type: none"> • King ask is never used after you have used the Queen ask bid • Specific King ask in Minor wood is 5 level bid of next higher suit. For ♣ suit SKA is 5♦ and for ♦ suit SKA is 5♥ as 5 level of same suit it to play at 5 level • Surrogate 5NT: A response of 5NT is a specific King response for the King of the asking suit: e.g. If 5♦ is King ask for ♣ suit, 5NT reply shows possession of ♦ king 			

Gerber and its variations

1. Ace asking Gerber
2. Min Max or Key card Gerber
3. Romex Gerber

Gerber (Ace asking) over 1st or last NT bid

4 ♣ bid over 1 st or last NT bid is Ace asking for no of Aces	4 ♦	0 or 4 Aces
	4 ♥	1 Ace
	4 ♠	2 Aces
	4NT	3 Aces
5 ♣ bid after ace ask is for King ask for no of Kings	4 ♦	0 or 4 Kings
	4 ♥	1 King
	4 ♠	2 Kings
	4NT	3 Kings

Min Max Gerber or Key Card Gerber: (A Modern Approach)

4 ♣ bid over 1 st or last NT bid is Ace asking for no of Aces	4 ♦	1 or 4 Aces
	4 ♥	0 or 3 Aces
	4 ♠	2 Aces with a Minimum Hand
	4NT	2 Aces with a Maximum Hand
Min Max enquiry after a response of 4 ♦ / 4 ♥, Make the next available bid 4 ♥ / 4 ♠	Bidding cheapest King	Max hand
	4NT	Min Hand

Romex Gerber (Ace asking showing Location of Aces) after 1st or last NT bid

Bid	Response	Remarks
4 ♣	4 ♦	1 or 4 Aces
	4 ♥	0 or 3 Aces
	4 ♠	2 Aces of same color (black suits ♣ & ♠ or red suits ♦ & ♥)
	4NT	2 Aces of same rank (both Majors ♠ & ♥ or both minors ♦ & ♣)
	5 ♣	2 Aces of same shape, either both pointed suits (♠ & ♦) or both rounded suits (♥ & ♣)
<p>After the above response King ask in the next cheapest bid, i.e if the response is 4 ♦, king ask bid will be 4 ♥ and if the response is 4 ♥, king ask bid will be 4 ♠ and so on: King ask response is in steps, 1st step= 0 kings, 2nd step=1king, 3rd step = 2 kings, 4th step=3 kings and 5th step= 4 kings</p>		

Exclusion Key Card Blackwood (EKCB) or Void wood

Exclusion Blackwood (aka Void wood) is a variation of Roman Key card Blackwood. It may arise when a player wants to ask for key cards while holding a void.

After a trump suit is agreed, jumping to another suit at the 4- or 5-level says "Partner, I have a void in this suit. I'm interested in slam, and I don't care if you hold the ace of this suit. Please show me how many key cards (3 Aces and King of Trump) you hold excluding the ace in bid suit

Trump Suit	Key card ask	Responses are	
♣ agreed	4♦ /4♥ /4♠	1 st step	1 or 4 key cards
♦ agreed	4♦ /4♥ /5♣	2 nd step	3 or 0 key cards
♥ agreed	4♠ /5♣ /5♦	3 rd step	2 key cards w/o trump queen
♠ agreed	5♣ /5♦ /5♥	4 th Step	2 key cards with trump queen
		After 1 st step/2 nd step, next available bid will be trump queen ask with all 4 key cards held. Responses:	
		Bid trump suit	Denies the trump queen
		Bid 5NT	Shows trump queen, no outside King
		Bid side suit	Shows trump queen with king of bid suit
<u>DOP1/ROP1:</u> After interference when opponents double or their suit is lower ranking than your suit		Double/Redouble	1 or 4 Keycards
		Pass	0 or 3 Keycards
		Step-I	2 Key cards w/o Queen
		Step-II	2 Key cards with Queen
<u>DEPO:</u> After interference by the opponent at 5/6 level, when their suit is higher ranking than your suit		Double	Even no. of Keycards
		Pass	Odd no. of Keycards

KICK BACK SLAM BIDDING:

- When using RKCB 1430 or 0314, there are two difficulties associated with RKCB when a suit other than ♠ is agreed.
 1. There may not be room for a Queen-ask following a 2nd step response.
 2. A 3rd or 4th step response may force the contract beyond the safety level of 5 of the agreed suit especially with Minor suits
- The underlying source of the difficulties with both RKCB 1430 and RKCB 3014 Keycard responses is that the same asking bid, 4NT, is employed for all trump suits
- The Kickback method addresses this problem by providing a control-ask and response system that incorporates Useful space principle (USP)
- Overview of KICKBACK SLAM BIDDING:
 1. The key card ask is always the next higher suit after the agreed trump suit.
 2. The Keycard-ask is 4 level of the keycard asking suit.
 3. Responses are in steps, beginning at the next available bid.
 4. The King-ask is 5 level of the Keycard asking suit.

Kick Back Key card ask step responses 1430

Trump Suit	♠	♥	♦	♣
Key Card ask	4NT	4 ♠	4 ♥	4 ♦
Standard Responses: No. of key cards				
1 st step (1 or 4)	5 ♣	4NT	4 ♠	4 ♥
2 nd step (3 or 0)	5 ♦	5 ♣	4NT	4 ♠
3 rd step 2 w/o Q	5 ♥	5 ♦	5 ♣	4NT
4 th step 2 KC with Q or 5 KC	5 ♠	5 ♥	5 ♦	5 ♣
Void showing responses:				
0/2/4 key cards and a void somewhere	5NT	5 ♠	5 ♥	5 ♦
1/3 key cards and ♣ void	6 ♣	6 ♣	6 ♣	N. A
1/3 key cards and ♦ void	6 ♦	6 ♦	N. A.	5NT
1/3 key cards and ♥ void	6 ♥	N. A.	5NT	5 ♥
1/3 key cards and ♠ void	N. A.	5NT	5 ♠	5 ♠
Notes:				
<ul style="list-style-type: none"> • Response of 5 of the asking suit, shows an even number of Key cards with a useful void in any of the three side suits. For ♠ suit asking bid is 4NT • Response higher than the asking suit shows odd no. of Key cards and void in bid suit • 5NT is surrogate bid to show void in the asking suit except when ♠ is trump suit • With 0 Key cards don't show the void. Just bid the 2nd step showing 0 key cards. Ignore the void. 				

Kick Back King ask Structure:

The Kickback King-ask is 5 of the next higher suit after the trump suit, 5NT only when the trump suit is ♠. Note That king ask bid is not used if u have used the Queen ask bid.

King ask response showing no. of Kings:

Trump Suit	♠	♥	♦	♣
King Ask	5NT	5 ♠	5 ♥	5 ♦
Step Responses:				
1 st step=0 kings	6 ♣	5NT	5 ♠	5 ♥
2 nd step=1 king	6 ♦	6 ♣	5NT	5 ♠
3 rd step=2 kings	6 ♥	6 ♦	6 ♣	5NT
4 th step =3 kings	6 ♠	6 ♥	6 ♦	6 ♣

Kickback King ask Structure for Specific Kings: Specific King-ask is 5 of the next higher suit after the trump suit, 5NT only when the trump suit is ♠.

The responses show specific Kings: —

- A response of 6 of the trump suit denies any outside (non-trump) King.
- When holding at least one outside King, responder shows the cheapest King, that is, the King that can be shown by the lowest available cue-bid.
- A non-cheapest cue-bid denies possession of any cheaper King.
- 5N is a surrogate cue-bid for the King of the asking suit.
- When holding two kings, bid the cheapest king in order of trump suit as shown below:

FOR ♠ suit cheapest King order is: ♣, ♦, ♥

FOR ♥ suit cheapest King order is: ♠, ♣, ♦

FOR ♦ suit cheapest King order is: ♥, ♠, ♣

FOR ♣ suit cheapest King order is: ♦, ♥, ♠,

Secondary King ask: When there is space between the response to the King-ask and 6 of the trump suit, the asker may cue-bid 6 of an intervening strain to ask responder if he holds the indicated King in addition to the King already shown:

- A response of 6 of the trump suit denies possession of the asked King.
- A response of 6NT shows possession of the asked King.
- Responder may deny possession of the asked King, but show possession of the 3rd remaining King by cue-bidding the remaining King.

TRUMP SUIT ♠, King Ask: 5NT, ORDER OF RESPONSE: 6♣, 6♦, 6♥,

RESPONSE	(K) ♣	(K) ♦	(K) ♥
6♣	Yes	-	-
6♦	No	Yes	-
6♥	No	No	Yes
6♠	No	No	No
6NT	Yes	Yes	Yes
Secondary Ask	(K) ♣	(K) ♦	(K) ♥
5NT > 6♣ > 6♦	Yes	?	-
6♥	Yes	No	Yes
6♠	Yes	No	No
6NT	Yes	Yes	-
Secondary Ask	(K) ♣	(K) ♦	(K) ♥
5NT > 6♣ > 6♥	Yes	-	?
6♠	Yes	-	No
6NT	Yes	-	Yes
Secondary Ask	(K) ♣	(K) ♦	(K) ♥
5NT > 6♦ > 6♥	No	Yes	?
6♠	No	Yes	No
6NT	No	Yes	Yes

When the trump suit is other than ♠, the King-ask will be below 5NT. In each such case, a 5NT response is a surrogate bid to show the King of the asking suit.

TRUMP SUIT: ♥, King Ask: 5♠, ORDER OF RESPONSE: (5NT=K♠), 6♣, 6♦

RESPONSE	(K) ♠ = 5NT	(K) ♣	(K) ♦
5NT	Yes	-	-
6♣	No	Yes	-
6♦	No	No	Yes
6♥	No	No	No
6NT	Yes	Yes	Yes
Secondary Ask	(K) ♠	(K) ♣	(K) ♦
5♠ > 5NT > 6♣	Yes	?	-
6♦	Yes	No	Yes
6♥	Yes	No	No
6NT	Yes	Yes	No
Secondary Ask	(K) ♠	(K) ♣	(K) ♦
5♠ > 5NT > 6♦	Yes	No	?
6♥	Yes	No	No
6NT	Yes	No	Yes
Secondary Ask	(K) ♠	(K) ♣	(K) ♦
5♠ > 6♣ > 6♦	No	Yes	?
6♥	No	Yes	No
6NT	No	Yes	Yes

TRUMP SUIT: \spadesuit , King Ask: $5\heartsuit$, ORDER OF RESPONSE: $5\spadesuit$, (5NT=K \heartsuit), $6\clubsuit$

RESPONSE	(K) \spadesuit	(K) \heartsuit =5NT	(K) \clubsuit
$5\spadesuit$	Yes	-	
5NT	No	Yes	-
$6\clubsuit$	No	No	Yes
$6\heartsuit$	No	No	No
6NT	Yes	Yes	Yes
Secondary Ask	(K) \spadesuit	(K) \heartsuit =5NT	(K) \clubsuit
$5\heartsuit > 5\spadesuit > 5NT$:	Yes	?	-
$6\clubsuit$	Yes	No	Yes
$6\heartsuit$	Yes	No	No
6NT	Yes	Yes	No
Secondary Ask	(K) \spadesuit	(K) \heartsuit =5NT	(K) \clubsuit
$5\heartsuit > 5\spadesuit > 6\clubsuit$:	Yes	No	?
$6\heartsuit$	Yes	No	No
6NT	Yes	No	Yes
Secondary Ask	(K) \spadesuit	(K) \heartsuit =5NT	(K) \clubsuit
$5\spadesuit > 5NT > 6\clubsuit$	No	Yes	?
$6\heartsuit$	No	Yes	No
6NT	No	Yes	Yes

TRUMP SUIT: \clubsuit , King Ask: $5\diamondsuit$, ORDER OF RESPONSE: $5\heartsuit$, $5\spadesuit$, (5NT=K \diamondsuit)

RESPONSE	(K) \heartsuit	(K) \spadesuit	(K) \diamondsuit =5NT
$5\heartsuit$	Yes	-	-
$5\spadesuit$	No	Yes	-
5NT	No	No	Yes
$6\clubsuit$	No	No	No
6NT	Yes	Yes	YES
Secondary Ask	(K) \heartsuit	(K) \spadesuit	(K) \diamondsuit =5NT
$5\diamondsuit > 5\heartsuit > 5\spadesuit$:	Yes	?	-
5NT	Yes	No	Yes
$6\clubsuit$	Yes	No	No
6NT	Yes	Yes	No
Secondary Ask	(K) \heartsuit	(K) \spadesuit	(K) \diamondsuit =5NT
$5\diamondsuit > 5\heartsuit > 5NT$:	Yes	No	?
$6\clubsuit$	Yes	No	No
6NT	Yes	No	Yes
Secondary Ask	(K) \heartsuit	(K) \spadesuit	(K) \diamondsuit =5NT
$5\diamondsuit > 5\spadesuit > 5NT$:	No	Yes	?
$6\clubsuit$	No	Yes	No
6NT	No	Yes	Yes

Kickback Queen-Ask and Response Structure:

Following a 1st or 2nd step response to the key card-ask, the next available bid becomes the Queen-ask. The recommended response structure is:

- Bid 5 of the trump suit to deny possession of the trump Queen
- Bid 6 of the trump suit to show possession of the trump Queen, but to deny possession of any outside King.
- Make a specific King response to show possession of the trump Queen and possession of 1 or more outside King.
- Following a specific King response to the Queen-ask, the asker may continue with a secondary King-ask as described in the King ask section for secondary king.

TRUMP SUIT: ♠, QUEEN ASK: 5 ♦ OR 5 ♥

RESPONSE	♠ QUEEN	♣ KING	♦ KING	♥ KING
5 ♠	No	-	-	-
6 ♣	Yes	Yes	-	-
6 ♦	Yes	No	Yes	-
6 ♥	Yes	No	No	Yes
6 ♠	Yes	No	No	No
6NT	Yes	Yes	Yes	Yes

TRUMP SUIT: ♥, QUEEN ASK: 5 ♣ OR 5 ♦

RESPONSE	♥ QUEEN	♠ KING=5NT	♣ KING	♦ KING
5 ♥	No	-	-	-
5NT	Yes	Yes	-	-
6 ♣	Yes	No	Yes	-
6 ♦	Yes	No	No	Yes
6 ♥	Yes	No	No	No
6NT	Yes	Yes	Yes	Yes

TRUMP SUIT: ♦, QUEEN ASK: 4NT OR 5 ♣

RESPONSE	♦ QUEEN	♠ KING	♥ KING = 5NT	♣ KING
5 ♦	No	-	-	-
5 ♠	Yes	Yes	-	-
5NT	Yes	No	Yes	-
6 ♣	Yes	No	No	Yes
6 ♦	Yes	No	No	No
6NT	Yes	Yes	Yes	Yes

TRUMP SUIT: ♣, QUEEN ASK: 4 ♠ OR 4NT

RESPONSE	♣ QUEEN	♥ KING	♠ KING	♦ KING=5NT
5 ♣	No	-	-	-
5 ♥	Yes	Yes	-	-
5 ♠	Yes	No	Yes	-
5NT	Yes	No	No	Yes
6 ♣	Yes	No	No	No
6NT	Yes	Yes	Yes	Yes

Kick Back Exclusion Key card ask: Asking for Key cards when holding a void:

Trump Suit	Key card ask exclusion ♣	Key card ask exclusion ♦	Key card ask exclusion ♥	Key card ask exclusion ♠
♠	5 ♣	5 ♦	5 ♥	N. A.
♥	5 ♣	5 ♦	N. A.	4NT
♦	5 ♣	N. A.	4NT	4 ♠
♣	N. A.	4NT	4 ♥	4 ♠

Notes:

- The exclusionary Key card-ask is a jump beyond the standard ask.
- When the agreed trump suit is other than ♠, a jump bid of 4NT is a surrogate exclusionary ask for the standard asking suit
- Responses are in steps, 1st step=1 or 4 key cards, 2nd step= 3 or 0 key cards, 3rd step= 2 key cards without Q, 4th step= 2 key cards with Q

Kickback Exclusion King ask after After Exclusion Key Card Ask:

- The King-Ask is exactly one level higher than the key card-Ask, in the same denomination as the exclusionary key card-Ask, e.g. If Exclusion key card ask is 5 ♣ then Exclusion King ask is 6 ♣. Since a side suit has been excluded from consideration, there are now only 2 relevant Kings.
- The Negative King-Ask Response is bidding 6 of the agreed trump suit.
- The Positive King-Ask Response:
 1. Showing no of kings: 1st step=1 king, 2nd step=2 kings
 2. Showing specific kings: Bid the suit in which the king is held: E.g. If exclusion King ask bid is 6 ♣, bid 6 ♦ to show ♦ king, bid 6 ♥ to show ♥ king. Bidding ♥ king denies possession of ♦ king.

Kickback Exclusion Queen-ask and Response Structure

- The Queen-Ask is the next available bid following a 1st Step or 2nd Step response to an exclusionary Key Card-Ask
- The Negative Queen-Ask Response is returning to the trump suit at the cheapest level.
- The Positive Queen-Ask Responses along with an outside King is bidding the suit in which king is held at cheapest level, showing the Queen of trumps and specific Kings held (if any).
- With only the Trump queen and no outside kings return to the trump suit at 6 level

Kick Back Dealing with Interference

DOP1/ROP1: After interference when opponents double or their suit is lower ranking than your suit	Double/Redouble	1 or 4 Keycards
	Pass	0 or 3 Keycards
	Step-I	2 Key cards w/o Queen
	Step-II	2 Key cards with Queen
DEPO: After interference by the opponent at 5/6 level, when their suit is higher ranking than your suit	Double	Even no. of Keycards
	Pass	Odd no. of Keycards

When a King-ask is doubled, redouble shows the specific King of the asking suit, or willingness to play 4NT redoubled (when the King-ask is 4NT).

- bid 6 of the agreed trump suit to deny any side Kings
- pass to show all 3 side Kings
- redouble to show the specific King of the asking-suit
- make a higher specific King cue-bid to deny the King of the asking suit

Double Roman key card Blackwood or 6 Aces Key card Blackwood:

When two suits have been bid and raised by partners, there are 6 key cards: 4 Aces and 2 Kings. There are also 2 Queens. The convention is called 6-Ace because in responding, Kings of both suits bid and raised are equivalent to Aces.

Key card ask= 4NT

Response	Remarks
5 ♣	1 or 4 Keys
5 ♦	3 or 0 keys
5 ♥	2 key cards, No Queens
5 ♠	2 key cards Plus lower ranking queen in the agreed trump suits
5NT	2 key cards Plus higher-ranking queen in the agreed trump suits
6 ♣	2 key cards Plus both queens of the agreed trump suits

Following a 1st or 2nd step response of 5 ♣ or 5 ♦ the Queen ask bids are:

1. If Response is 5 ♣ then Queen Ask bid is:

- 5 ♦ if ♦ is not one of the Agreed suits
- 5 ♥ if ♦ is one of the agreed suits but ♥ is not one of the agreed suits
- 5 ♠ if both ♦ and ♥ are the agreed suits

a) Queen Ask response: after a 5 ♣ reply when Queen ask is 5 ♦

5 ♥	Shows no queens
5 ♠	Shows lower ranking Queen of the 2 agreed suits
5NT	Shows higher Ranking queen of the 2 agreed suits
6 ♣	Shows both queens

b) Queen Ask response: after a 5♣ reply when Queen ask is 5♥

5♠	Shows no queens
5NT	Shows lower ranking Queen of the 2 agreed suits
6♣	Shows higher Ranking queen of the 2 agreed suits
6♦	Shows both queens

c) Queen Ask response: after a 5♣ reply when Queen ask is 5♠

5NT	Shows no queens
6♣	Shows lower ranking Queen of the 2 agreed suits
6♦	Shows higher Ranking queen of the 2 agreed suits
6♥	Shows both queens

2. If Response is 5♦ then Queen Ask Bid is

- a) 5♥ if ♥ is not one of the Agreed suits
- b) 5♠ if ♥ is one of the agreed suits but ♠ is not one of the agreed suits
- c) 6♣ if both ♥ and ♠ are the agreed suits

a) Queen Ask response: after a 5♦ reply when Queen ask is 5♥

5♠	Shows no queens
5NT	Shows lower ranking Queen of the 2 agreed suits
6♣	Shows higher Ranking queen of the 2 agreed suits
6♦	Shows both queens

b) Queen Ask response: after a 5♦ reply when Queen ask is 5♠

5NT	Shows no queens
6♣	Shows lower ranking Queen of the 2 agreed suits
6♦	Shows higher Ranking queen of the 2 agreed suits
6♥	Shows both queens

c) Queen Ask response: after a 5♦ reply when Queen ask is 6♣

6♦	Shows no queens
6♥	Shows lower ranking Queen of the 2 agreed suits
6♠	Shows higher Ranking queen of the 2 agreed suits
6NT	Shows both queens

King ask Bid is 5NT after the initial 4NT key card ask, King ask response is:

6♣	No Outside king
6♦	1 of the 2 outside kings
6♥	Both outside kings

Note:

- 5NT is Never used as Queen Ask bid as it Reserved for King ask
- King ask bid is not used if the Queen ask bid is used first

Exclusion Double Roman Key card Blackwood (EDKRCB)

Exclusion DKRCB is a variation of DKRCB. It may arise when a player wants to ask for key cards while holding a void. Responder to show his key cards now only 3 Aces and 2 kings, excluding the ace of the void suit

EDKRCB Key card ask: Asking for Key cards when holding a void:

Trump Suits	Key card ask exclusion ♣	Key card ask exclusion ♦	Key card ask exclusion ♥	Key card ask exclusion ♠
♣ & ♦	N. A	N. A	4 ♥	4 ♠
♣ & ♥	N. A	5 ♦	N. A.	4 ♠
♣ & ♠	N. A	5 ♦	4 ♥	N. A
♦ & ♥	5 ♣	N. A	N. A	4 ♠
♦ & ♠	5 ♣	N. A	4 ♥	N. A
♥ & ♠	5 ♣	5 ♦	N. A	N. A

Note:

- Responses are in steps, 1st step=1 or 4 key cards, 2nd step= 3 or 0 key cards, 3rd step= 2 key cards without Q, 4th step= 2 key cards plus lower ranking Queen, 5th step = 2 key cards plus higher-ranking Queen, 6th step = 2 key cards plus both Queens
- The Queen-Ask is the next available bid following a 1st Step or 2nd Step response to an EDKRCB, Responses are same as shown earlier for DKRCB

Since there is only 1 outside King left the King ask structure is not used with EDKRCB

Cue-bidding for Slam:

When the trump suit has been agreed upon, the partnership may cue-bid for controls to investigate slam possibilities. Major-suit control cue-bidding is easier than minor-suit cue-bidding. Minor-suit cue-bidding rules are slightly different due to the fact that there is less bidding room.

- The first cuebid cannot take place until the Trump suit has been agreed either actually or implied
- First round Controls or primary controls are (Aces or Voids) . Bidding a 1st round control announces that you can take the first trick in the bid suit by either ruffing or playing the ace.
- Second round Controls or secondary controls are (Kings and singletons). Bidding a 2nd round control announces that you can take the second trick in the bid suit by either ruffing or playing the king.
- Third round controls are (void, doubleton or queen). Bidding a 3rd round control announces that you can take the third trick in the bid suit by either ruffing or playing the queen. 3rd round controls are rarely bid.
- Since trump controls are never cue-bid, there are three common ways to check on the top trumps after the cue-bidding has ended.
 1. RKC Blackwood or Kick back
 2. Jumps Or Raises To Five Of The Agreed Major
 3. 5NT Trump Ask

Cue Bidding with Major suits as Trumps:

Cue-bidding almost always starts at the four-level. The exception is after **♥ suit** have been bid and raised when 3♠ is available as the first cue-bid. The first cue-bid says, "I am interested in slam and have first-round control in this suit." Controls are always bid 'up the line'.

1. Bid 1st round controls before 2nd round controls.
2. Bid 2nd round controls before 3rd round controls.
3. With two or more 1st round controls, bid the cheapest first (not necessarily the lowest ranking suit).
4. Where the choice is to cue-bid an ace or a void as a 1st round control, the "cheapest first" rule applies. The same decision is king versus singleton or queen versus doubleton
5. A cue-bid shows 2nd round control only if: 1st round control in that suit has already been shown by either partner, OR 1st round control in that suit has already been denied by the bidder.
6. A cue-bid shows 3rd round control only if: 2nd round control in that suit has already been shown by either partner, OR 2nd round control in that suit has already been denied by the bidder.
7. Cue-bids, whether showing first or second-round controls, are always made at the lowest available level, except when the next level of the trump suit has been bypassed. If the cue bid is made that bypasses both the trump suit and one or more outside suits then all the missing controls are being promised.
8. The first cue-bid made by both partners also promises one of the top two honours in the trump suit. This rule is in place because it can be very annoying to be playing in a slam missing both of the top two trumps. Without one of the top two trumps you must be disciplined and simply rebid the trump suit. If partner now cuebids, he is promising both of the top two honours and you can continue your cue-bidding sequence in comfort.
9. Once cue-bidding has commenced, it continues until one partner signs off by reverting to the trump suit at the appropriate level. A bid of the agreed trump suit in a cue-bidding auction is a denial bid. It denies the ability or the willingness to cue-bid anything more meaning you have no further controls to show
10. Even though one partner signs off in the agreed trump suit, the other is entitled to keep on bidding and again a further cue-bid is forcing. no bid may be passed except in the agreed trump suit or 6NT.
11. Since trump controls are never cue-bid, there are three common ways to check on the top trumps after the cue-bidding has ended. Trump Asking Bids:
 - Jumps or Raises to Five of the agreed Major (For Small Slam Try): The jump to five of the agreed major or raising the agreed major suit from four to five says: "The controls in the outside suit are all right but I am concerned about the trump suit. Please bid six if you hold two of the top three trump honors, otherwise pass."
 - The 5NT Trump Ask (For Grand Slam Try) Used when 4NT has not been bid and indicates that there are no losers outside of the trump suit. The 5NT bid inquires about the ace, king and queen of the trump suit. This is a grand slam try. The simplest scheme is: 6♣ = No top trump honor, 6♦ = 1 top trump honor, 6♥ = 2 top trump honors and 6♠ = All 3-top trump honors

Cue Bidding with Minor suits as Trumps:

Almost all the principles that applies for major suit cue-bidding apply also to minor suit bidding but there are some important differences:

1. With ♣ as trumps, the first available cue-bid is 4♦. With ♦ as trumps, 4♣ may be available as the first cue-bid.
2. Raising a minor suit to the four level in an unlimited auction is forcing to game (not an invitation) and requests partner to start cue-bidding or take control with 4NT (Blackwood, not quantitative) or Kickback
3. A jump bid to five of the agreed minor is always a sign off, not a trump ask bid as with a major suit.
4. The most important difference is this: If one partner makes a four-level cue-bid and partner replies with a cue-bid, then a sign-off in five of the minor suit indicates no 1st OR 2nd round control in the unbid suit rather than merely a general slam try
5. **Stopper Bids at The Three Level:** Where a minor suit has been agreed at the three-level and a stopper has been shown, angling for 3NT, definite principles apply to subsequent bidding which affect decisions on slam bidding. These principles apply for minor suit fits. The goal of the partnership is to explore for a 3NT contract rather than playing at five of a minor. If slam possibilities are evident early-on, the partnership may bypass using stopper bids and commence with cue-bidding and/or ace asking bids. However, using stopper bids at the three level while probing for 3NT may result in revealing features and values that encourage the partnership to explore slam using cue-bidding and/or 4NT Blackwood/kickback. Bidding after Stopper showing bids:
 - If a partner has a stopper in the missing suit, partner is expected to bid 3NT unless strong enough to bid for slam.
 - Over 3NT, raising a minor suit to the four level in an unlimited auction is forcing to game in the minor suit (not an invitation) and requests partner to start cue-bidding or take control with 4NT (Blackwood, not quantitative)/ Kickback
 - A reversion to four of the agreed minor suit says: "I have no stopper in the critical suit and I have two or more losers in that suit".
 - A jump to five of the agreed minor says: "I have no stopper in the critical suit but I do have a singleton there". A bid at the four level in the critical suit shows a void in that suit. This is essentially a cue-bid. Partners Rebids:
 1. A five-level response in the agreed suit would be a sign-off.
 2. Any other suit response would be a cue-bid showing 1st round control and slam interest.
 3. 4NT response would be Blackwood/ Kickback
 4. 5NT response would be a "trump ask"

4NT opening: Specific Ace asking

Responses	No Ace	5 ♣
	One Ace	Bid suit where Ace is held
	♣ Ace	5NT
	Two Aces	6 ♣

Serious 3NT after 2/1 response:

3NT bridge bidding is used in game-forcing auctions where a major suit has been agreed upon. Serious 3NT bid indicates to partner that you interested in slam with extra values but not strong enough to commit to slam alone.

- Serious 3NT only applies with a major suit fit and at least a 4-4 fit in trump.
- In case of ♥ as agreed suit a bid of 3♠ is to be treated as serious 3NT as well as cuebid in ♠ showing both extra values and slam interest, asking partner to give cuebids.
- Having been supported at the 2/3-level either in opener's major or in responder's major in game forcing auctions, 3♠/3NT will be a slam try. Cue-bid shows first or second round control in any unbid suit. Cue-bid in own suit shows two of top three honors in the suit and cue-bid in partner's suit shows one of top three honors in the suit. Cue-bid will be played up to 4-level and not above that. 4NT by either partner will be RKCB.

Bidding example with ♥ as agreed trump

Openers bid	Remarks	Responders bid	Remarks
1♥	Opening bid	2♦	2/1 Game Force response
2♥	Shows 6 carder ♥ suit	3♥	♥ suit agreed
3♠	Equal to Serious 3NT, shows extra values, slam try	3NT	Shows ♠ control
		4♣/4♦	Shows ♣/♦ cuebid,
		4NT	Slam try
3NT	Shows ♠ cuebid, with no extra values, no slam interest		
4♣/4♦	Shows ♣/♦ cuebid, with no extra values, no slam interest,		

Bidding example with ♠ as agreed trump

Openers bid	Remarks	Responders bid	Remarks
1♠	Opening bid	2♦	2/1 Game Force response
2♥	Shows 2 nd suit	2♠	♠ suit agreed
3NT	Shows extra values, slam try	4♣/4♦/4♥	Shows ♣/♦/♥ cuebid,
		4NT	Slam try
4♣/4♦/4♥	Shows cuebid, with no extra values, no slam interest,		

- 3♠/3NT is never to play once a major fit has been established. It makes the raise below game to show extra values. 3♠/3NT asks for a cuebid.
- Cuebids by responder do not show extra when the other hand is unlimited.
- By passing lower suit and cue bidding higher suit denies control in lower suit
- Failure to bid 3♠/3NT and cue bidding directly shows nothing extra and no slam interest

5NT, Pick a Slam,

5NT Pick a Slam bid is used bypassing the 4NT bid when you are certain and want to play in a small slam, but are not sure where to play it, a Jump to 5NT - Asks partner for Assistance.

- Partner is expected to use his best judgment based on the bidding up to that point:
 1. Bid a new suit
 2. Show mild support for a suit you have bid
 3. Rebid one of his suits with extra length or strength
 4. Bid 6NT if he has nothing worth mentioning
- After Partner bids a Suit, 5NT bidder can:
 1. Go along with his suggestion & pass
 2. Suggest some Other suit at 6-level
 3. Bid 6NT

When playing 5NT Pick a Slam, you must remember:

- The 5NT bid is forcing;
- 5NT denies interest in a grand slam
- The only exception to the 5NT Pick a Slam convention is a 5NT RKCB/ Kickback rebid which asks for kings.
- 5NT Pick a Slam conflicts with the Grand Slam Force convention, which asks partner to bid a grand slam with 2 of the top 3 honors in the agreed trump suit.

Grand Slam Force (GSF)

The Grand Slam Force is an artificial 5NT bid asking partner how many top trump honors you hold. It is only used for suit contracts once a trump suit has been agreed or implied. It is a forcing bid. Responder to bid as under:

- Sign-off at 6 of the agreed trump suit when holding 0/1 of top three honors [when not holding AK, AQ, or KQ of that suit. i.e 2 of the top 3 honors]
- Bid a Grand Slam 7 of the agreed trump suit (regardless of the strength or weakness of the hand) when holding 2 of the top 3 honors [i.e , when holding AK, AQ, or KQ of that suit.]e.g.

If opener bids 1♥ and partner bids 5NT it is implied that ♥ are trumps. The original bidder will sign off with 6♥ with 0/1 of the top three ♥ honors, and bid 7♥ with two of the top three ♥ honors

GSF Bidding Table when ♥ are trump

Bidding Sequence	Remarks
1♥ > 5NT > 6♣	Shows ♥ King and extra trump length.
1♥ > 5NT > 6♦	Shows ♥ Ace and extra trump length.
1♥ > 5NT > 6♥	Denies 2 top ♥ honors or the above.
1♥ > 5NT > 7♥	Shows 2 Top ♥ honors.

GSF Bidding table when ♠ are trump

Bidding Sequence	Remarks
1♠ > 5NT > 6♣	No Ace or King of ♠ but two or more extra trumps.
1♠ > 5NT > 6♦	Shows ♠ King and extra trump length.
1♠ > 5NT > 6♥	Shows ♠ Ace and extra trump length.
1♠ > 5NT > 7♥	Denies 2 top ♠ honors or the above.
1♠ > 5NT > 6♣	Shows 2 Top ♠ honors.

GSF Bidding table when \heartsuit are trump

Bidding Sequence	Remarks
1 \heartsuit > 5NT > 6 \clubsuit	Shows Ace or King of \heartsuit with extra trump length
1 \heartsuit > 5NT > 6 \heartsuit	Denies 2 top Denies 2 top \heartsuit honors or the above.
1 \heartsuit > 5NT > 7 \heartsuit	Shows 2 Top \heartsuit honors.

GSF Bidding table when \clubsuit are trump

Bidding Sequence	Remarks
1 \clubsuit > 5NT > 7 \clubsuit	Shows two top \clubsuit honors
1 \clubsuit > 5NT > 6 \heartsuit	Shows \clubsuit King and one extra trump
1 \clubsuit > 5NT > 6 \heartsuit	Shows \clubsuit King and two extra trumps
1 \clubsuit > 5NT > 6 \spadesuit	Shows \clubsuit ace and one extra trump
1 \clubsuit > 5NT > 6NT	Shows \clubsuit Ace and two extra trumps
1 \clubsuit > 5NT > 6 \clubsuit	Denies any of the above

Notes:

- If no suit has been agreed so far Partners last bid suit is the implied agreed suit
- GSF cannot be used after RKCB or Kickback since 5NT in those conditions asks for Kings
- You cannot use GSF directly over Partners No trump opening bid or rebid. A 5 NT response to a notrump opening bid is to invite a Grand slam. Opener is supposed to bid 6 NT if minimum or 7 NT if maximum
- **The GSF is better replaced by employing Roman Key Card Blackwood/ Kick Back slam bidding conventions which are more accurate.**

CHAPTER 12: DEFENSIVE BIDDING

Summary of defensive bidding

Balanced hands and stopper in opponent's suit with 3+card	Up to 14	Pass	
	15-18	Overcall 1NT Overcall 2NT over weak 2M opening	
	19-21	Double and re-bid no-trump at minimum level	
	22+	Bid 3NT	
Balanced hands and no stopper in opponent's suit with 3+card	Up to 14	Pass	
	15-16	Double and pass partner's simple response	
	17-18	Double and raise partner's simple response	
	19-21	Double and then cue-bid opponent's suit over partner's simple response	
22+	Double, then cue-bid and then bid on		
Single suited hands (5+card suit)	8-15	Simple overcall at 1-level	
	11-16	Simple overcall at 2-level	
	16-18	Double and bid own suit or raise partner's suit	
	19+	Double and jump bid own/jump raise partner's suit or cue-bid opponent suit	
Two-suited hands	7-15	Make a simple overcall preparing to bid second suit later	
	16+	Double and bid one suit preparing to bid second suit later	
	6-10, or 17+	Michaels in majors or in major/minor Unusual 2NT	
Three suited hands-short in opponent suit	10-12	Double and pass partner's simple response	
	13-15	Double and raise partner's simple response	
	16+	Double and jump raise partner's simple response	
Three suited hands-double-ton opponent suit	12-13	Double and pass partner's simple response	
	14-15	Double and raise partner's simple response	
	16+	Double and jump raise partner's simple response	
Others overcalls	6-10	2 ♥ / 2 ♠	Weak 6+card suit
	6-10	3 ♣ / 3 ♦ / 3 ♥ / 3 ♠	Pre-emptive, 7+card suit
	4-losers	4 ♣ / 4 ♦	Namyats (over minor opening), ♥ / ♠ with SQ=10
	6-10	4H/4S	Pre-emptive, 7+card suit
The artificial 1 ♣ or 1 ♦ opening can also be used for cue-bid			
With 6-10 or 17+, refer two suited overcalls, unusual NT, Michaels.			

Take-out double

A direct double of suit shows opening values with following type of hand, may be shaded with ideal shape:	
12-15	With shortage in the opponent suit and support for other unbid suits. The 4-4-4-1, 5-4-3-1 and 4-4-3-2 hands are suitable for take-out double. Double of minor opening generally shows 4-4 in major but 4-3 in major shows max values Double of major opening generally shows 4-card in other major
16+	Balanced or unbalanced hand with 5+ suit, intended rebid own suit or raising partner's suit.
19-21	Balanced, intended rebid non-jump NT, cue-bid, NJNT=19-21, JNT=22+
4 ♠ dbl	Penalty
4 ♠ >4NT	Take-out of ♠

Response to take-out double

With a 5-card suit, add three points for additional playing strength in that suit.			
After 1X-dbl-pass or 1X-dbl-bid	New suit	0-8	Bid the longest un-bid suit. Prefer 4-card major even if it is not longest.
	Jump-shift	9-11	Jump-bid longest unbid suit but prefer a 4-card major even if it is not longest.
	Double jump-shift	3-6	Weak, 6-card suit
	Bidding NT	8-10	1NT, without major
		11-12	2NT, without major
		13-15	J3NT, without major
Cue-bid	12+	Start with cue-bid. The artificial 1 ♣ or 1 ♦ opening can also be used for cue-bid.	
After 1X-dbl-rdbl	New suit	***	Sign off, 5-card suit
	Jump-shift	***	Sign off, 6-card suit
Re-bid by doubler over simple response	12-15	Pass	
	16-17	Bid own 5+ suit or simple raise partner suit	
	18-19	Bid cheapest NT with stopper in opponents suit	
	20+	Cue-bid or jump raise partner suit or jump bid own 5+ card suit.	

Responsive double

After take-out double	The double of new suit up to 2 Level is take-out for unbid suits		
	The double of major raise thru 3 ♠ is take out for minors		
	The double of 1NT is for penalty		
1 ♥ >dbl>1 ♠	Double	6-9	Minors
1 ♦ >dbl>2 ♣	Double	6-9	Majors
1 ♦ >dbl>2 ♥	Double	6-9	♠ and ♣
1 ♠ >dbl>3 ♠	Double	10+	Minors
1 ♣ >dbl>3 ♣	Double	10+	Majors
1 ♥ >dbl>1NT	Double	8+	Penalty
Note	(1X)>dbl>(1Y)>2Y, 2Y is natural, 1Y could be Psych		

Responders bids on 1X opening after take-out double

	Pass	*****	Weak or waiting
	Redouble	10+	Defensive, may have support
New suit	Non-jump	6+	4+card suit, forcing
	Jump shift	9-11	Fit raise, 5-card suit with support to X
Response in NT	1NT	8-10	Balanced, no 4-card major
	2NT***	10-11	Invitational to 3NT after minor opening, no 4-card major
	3NT	*****	To play
Raising opening suit	Simple raise	6-9	Competitive
	Jump raise	6-9	Pre-emptive
	Higher raise	6-9	Pre-emptive
	2NT***	10-14	With 4-card support to opening major
Opener's re-bid after re-double	When RHO passes		Pass or re-bid as usual
	When RHO bids a suit		Double for penalty with 4-card in opponent suit. Responder will decide either to play for penalty or in another contract
			Cue-bid shows 16 hcp+

The overcall

At 1-level	8-16	5+card suit, at least SQ=7 when minimum
At 2-level	11-16	5+card suit, at least SQ=7 when minimum
With two-suited hand, bid the longer suit, or higher ranking when of equal length.		
1m-2m	5-9	Michaels, 5-5 in majors, HCP mostly in two suits
	17+	Michaels, 5-5 in majors
1m-3m	***	Natural and pre-emptive
1m-2NT	8-11	5-5 in minors on natural/artificial minor, HCP mostly in two suits
1m>4♣/4♦	***	Namyats
1♠>2♠	8-11	5♥ and 5-minor, HCP mostly in two suits
1♥>2♥	8-11	5♠ and 5-minor, HCP mostly in two suits
1M>2NT	8-11	5-5 in minors, HCP mostly in two suits
1M>3m	***	Natural and pre-emptive

Response to overcall after responder's bid

Redouble over double	Ax or Kx in suit overcalled
Double of 1NT	To play with support to overcalled suit
Double of suit bid	Fourth unbid suit with partial support to suit overcalled
Double of opponent raise	Competitive, take-out for unbid suits
Raises of suit overcalled	As usual
New suit	As usual
First cue-bid	3-card support, 9-11 HCP
Second cue-bid below 3X	4-card support, 9-11 HCP

Response to overcall after responder's pass

Raise	5-8	3+card support
Jump raise	5-8	4+card support
Higher raise	***	Pre-emptive
Jump-shift=fit raise	9-11	5+card suit with 3+card support
New suit, one over one	8+	5-card suit, forcing for one round
New suit, two over one	10+	5-card suit, forcing for one round
New suit, two over two	8-10	5-card suit, non-forcing, constructive
New suit, three over two	10+	6-card suit, forcing for one round
1NT	8-10	Balanced, no major fit
2NT-Non-jump	9-11	Balance, no major fit
J2NT	12-13	Balanced, no major fit
First cue-bid	9+	With 3+card support, 1♦ > 1♥ > P > 2♦ ; 1♠ > 2♣ > P > 2♠
	13+	Without support, may have own 5+card suit
Second cue-bid below 3X	9-11	4+card support; 1♣ > 1♠ > P > 3♣
Jump cue-bid below 4X	12-14	Splinter
The artificial 1C or 1D opening can also be used for cue-bid		
New suit response to major suit overcall denies 3-card support to overcalled major		
Over caller's rebid on cheapest cue-bid	Re-bid	Minimum values
	2NT	Maximum values
	New suit	Natural and forcing

Other responses to take-out double or overcall

1♠ > dbl > 2♠ > ??	2NT	6-8	Good-bad 2NT forces 3♣ to sign off in lower rank suit
	3X	9-11	5+card suit
1♦ > dbl > 1♠ > pass > 2♠ > ??	2NT	16-18	Good-bad 2NT forces 3♣ to sign off in lower rank suit
	3X	19+	5+card suit
1♠ > 2X > 2♠	2NT	6-9	Good-bad 2NT forces 3♣ to sign off in lower rank suit or weak support
	3Y	10-12	5-card suit
	3X	10-12	3-card support
4♠ > dbl > Pass > ??	4NT	***	5-5 in any two unbid suit
1♠ > 2♦ > Pass > Pass; 2♥ > dbl > Pass > ??	Pass	***	Penalty pass
	2NT	***	Good-bad 2NT forces 3♣ to sign off
	Bid	6-8	5+card suit

The no-trump overcall

Over 1X	15-18	Overcall 1NT, the 1NT structure is used, all system on
	19-21	Double and re-bid NT at minimum level
	22+	Overcall 3NT, the 1NT structure is used
Over 2X	15-18	Overcall 2NT, the 2NT structure is used
	19+	Overcall 3NT, the 1NT structure is used
Over 3X	19+	Overcall 3NT, the 1NT structure is used

Responders bid after 1X opening and 1NT overcall

Double	***	10+	Penalty
New suit	Non-jump	6-9	5-card suit, non-forcing
	Jump shift	9-11	Fit raise, 5-card suit with support to X
Raising opening suit	Simple raise	6-9	Non-forcing
	Jump raise	6-9	Pre-emptive
	Higher raise	6-9	Pre-emptive
Response in NT	2NT forces	Raise of X	Invitational below game.
	3♣	New suit	5+card suit, forcing
	3NT	*****	To play

Responder's bids after overcall by opponents

Action	Bids	HCP	Remarks
Change of suit	One over one	8+	5+card suit, forcing
	Two over one	11+	5+card suit, forcing
	Two over two	8-10	5+card suit, non-forcing
	Three over two	11+	5+card suit, forcing
Response in NT	1NT	8-10	Balanced with stopper
	2NT	11-12	Balanced with stopper
	3NT	*****	To play with stopper
Raising opening suit	Simple raise	6-9	Simple raise
	Jump raise	6-9	Pre-emptive
	Higher raise	6-9	Pre-emptive
Cue bid	First cue-bid	10+	With support to opening suit
		GF	Without support to opening suit. Opener to bid NT with stopper or other bids assuming without support first.
	Second cue-bid	11-14	Splinter after major opening
		GF	Ask for stopper to play 3NT with support to opening minor
		9-11	Fit raise, 5+card suit with support to opening suit
Jump shift	Invitational	9-11	Fit raise, 5+card suit with support to opening suit
Double	Negative below game		See Below in Negative DBL

Negative double

At 1-level	6+	Negative double below game, shows unbid suits. Double of major shows other major, may have 3-card major in game force hand.
At 2-level	8+	
At 3-level	10+	
At 4-level	GF	
Normal negative double after one or three level overcall	Shows unbid suits with enough values to force opener to bid unbid suit at that level.	
Three-way negative double after two level overcall	Normal negative double as above, or	
	Invitational values with partial fit to opening major, or GF values with a 5+card suit. The direct bid of that suit at overcalled level, shows 8-10 hcp and non-forcing.	
Negative double above 3NT	Normal negative double as above.	

Opener's rebid after negative double

Opener should first presume normal negative double and bid accordingly:	
12-15	Show simple preference to implied suit, or rebid opening 6-card suit, or bid no-trump (non-jump) with 12-14 hcp and stopper.
16-18	Jump bid implied suit as preference, or jump rebid opening 6-card suit, or cue-bid, or penalty pass.
19-21	Cue-bid and always bid game or penalty pass or jump bid no-trump with 18-19 hcp and stopper

Support double/redouble by opener after 1X-P-1Y and 4th hand interference

Direct raise	4-card support
Redouble after double	Shows 3-card support to responder's suit, 12-17
Double below 2Y	
Cue-bid	19-21pts+
Examples	1♣ > Pass > 1♥ > 2♦ > 2♥ shows 4-card support
	1♣ > Pass > 1♥ > 2♦ > Dbl, shows 3-card support
	1♣ > Pass > 1♥ > Dbl > 2♥, shows 4-card support
	1♣ > Pass > 1♥ > Dbl > Rdbl, shows 3-card support

Other unusual sequences

The difference between take-out double and unusual no-trump is that take-out double shows high card strength and unusual no-trump shows shape:	
1M-Pass-2M-Pass; Pass-2NT!	Shows 5-5 in minors
1♥ > Pass > 1♠ > Pass > 2♠ > 2NT!	Shows 5-5 in minors
1♥ > 1♠ > 2♦ > 3♠ > Pass > 4♠ > 4NT!	Shows 5-5 in minors
1♥ > 2♦ > 4♥ > Pass > Pass > 4NT!	Shows 5-5 in minors
Pass > Pass > Pass > 1M > 1NT!	Not unusual NT, 1NT is normal protection (Balancing NT). Overcall of 2NT would be unusual.
Pass > 1X > Pass.Pass > 1NT!	Not unusual NT, 1NT is normal protection (Balancing NT). Overcall of 2NT would be unusual.

Other doubles for take-out

A direct double after three opponent bids is for take-out thru 2D even if just one unbid suit exists (in that event the suit opened is for take-out)	
1♦ >P>1♥ >P>1NT>dbl	Take-out to ♠ and ♣
1♥ >P>1♠ >P>2♣ >dbl	Take-out to ♦, ♣
1♦ >P>1NT>P>P>dbl	Take-out to majors and ♣
1♥ >P>1NT>P>P>dbl	Take-out to ♠ and minors
1♣ >P>1♠ >P>1NT>P>P>dbl	Take-out to ♦ and ♥

Other sequences

After opener's support double	Redouble	Values with support to partner's suit	
	Direct raise	Competitive	
1♠ >P.2♠.dbl>P: ???	2NT	0-8	Lebenshol forces 3♣
	3X	9-11	5-card suit
1♠ >P>2♠ >dbl>3♠: ???	3NT	5-5 in any two unbid suits	
1♠ >dbl>3♠: ???	3NT		
1♠ >dbl>4♠: ???	4NT		
1M>2m>3M: ???	Double	Shows 4-other major with minor support over pre-emptive 3M	
1♣ >P>1NT>P>P-???	2♦	Natural	
	2♣	Majors	
1♦ >P>1NT>P> P: ???	2♣	Natural	
	2♦	Majors	

Balancing Seat bidding: When your LHO opens the bidding at the one level followed by two passes, any bid you make is called a balancing bid, and can be a suit overcall, no trump, a double, or a cue bid. The difference between bidding in the pass out seat, as opposed to the direct seat, is that you are reasonably certain opener's partner has fewer than 6 points, so your partner will have something. Now you are able to "stretch" your values and make bids with fewer points than you might otherwise.

When to Balance:

- You are short in opponent's suit
- You have a good 5+ card suit of your own
- You have strength and good support for unbid suits
- When opponents have stopped in 1NT or a two-level contract

When Not to Balance:

- You have a weak hand (under 8 points) and/or a weak suit
- You have length in opener's suit (harder to find a fit and better to defend)

Evaluate Partner's Hand: The weaker your hand is, the more likely it is that partner has a strong hand, but couldn't bid in 2nd seat (no suit to overcall or no support for all unbid suits for a takeout double). Opener may have bid partner's suit!

- Subtract your high card points from 20 to estimate partner's points
- Subtract your holding of opponent's suit from 6 to estimate partner's holding

Balancing seat bidding-BSB after Opponents 1 level suit bid

Which seat?	1X>P>P>BSB; P>1X>P>P>BSB	
Take-out double	Double for take-out with 10+ points and reasonable support for unbid suits. A new suit (or NT) by you after partner's response shows a stronger hand (14+). Partner can also convert his/her "trap pass" into a penalty double by passing.	
Overcall	Bid a suit with three less points than required for second seat (bidding with borrowed King). You "borrow" a king (3 points) from partner's hand when making your own bid: Partner to subtract three points while responding the balancing seat overcalls	
Balanced hand	11-14	Overcall 1NT, but does not promise stopper. The 1NT structure is used
	15-18	Double and re-bid NT at minimum level
	19-21	Double and jump rebid 2NT or 3NT with stopper in opponents' suit,
	22+	Overcall 3NT. The 1NT structure is used
Strong 2/3-suiter	16+	Cue-bid with short in opponent suit
1X>P>P>2M/3m	12-14	6+card suit, strong jump overcall, this bid in balancing seat is not preempt. (No preempts in balancing seat)
2X>P>P>2NT	15-18	Balanced, the 2NT structure is used
2X>P>P>3NT	19+	Balanced, the 1NT structure is used

Balancing seat bidding after 1X-P-nX

Double	Take-out of X
New suit	Natural
2NT, 4NT	Unusual
3NT	Unusual over 3X limit raise, to play over 3X weak raise
Jump 4m	Leaping Michaels
Cue-bid	Michaels
Other jump shift	Strong jump overcall

Balancing seat bidding after 1X-P-nY

	After 1X-P-1Y	After 1X-P-2Y
Double	Take-out to unbid suit	Take-out to unbid suit
1NT	15-18, system on	NA
2X	Unbid suits, 5-5 or 6-5	Unbid suits, 5-5 or 6-5
2Y	Natural overcall, Y could be Psych	NA
New suit	Natural overcall	Natural overcall
2NT	Unusual 2NT, 5-5 in unbid suits	Unusual 2NT over forcing Y 15-18 NT over non-forcing Y
3X,3Y	Cue-bid overcall	Cue-bid overcall
Jump shift	12-14, Strong jump shift overcall	12-14, Strong jump overcall
3NT	To play, 1NT structure is used	To play, 1NT structure is used

Balancing seat bidding after 1X-P-nNT-?

Double	Take-out of X
2X,3X,4X	Michaels
New suit	Natural, may be shaded
Any NT	Unusual
Jump shift	Strong jump overcall

Balancing seat Bidding after Opponent's opening 1NT:

This is generally riskier, since the strong hand is sitting behind you. It is generally best to have a distributional hand, it depends on partnership agreements what no-trump defense system you prefer.

Partner's Bids (After a Balancing seat Bid): Remember, your partner may have stretched to balance, so don't get carried away. The goal is to find a fit, not game. If balancer has extra strength, you will find out on the next round.

Response	Remarks
On Partners Suit overcall	Generally, pass with support for partner's suit, unless you have 8+ HCP <ul style="list-style-type: none"> • If opener rebids, support with as few as 5 points (at 2 level) • Cue bid with a strong, game invitational hand
	A new suit bid shows 8+HCP, a 5+ card suit, and no support for partners suit
	No trump response shows 8+ HCP and reasonable stoppers in opponent's suit
On Partners NT overcall	Systems on to Partners NT Bid
	Bid invitational 2NT with 10-12 HCP
	Bid 3NT with 13+ HCP
On Partners Take out Double	<ul style="list-style-type: none"> • Simple response at minimum level with less than 10 HCP • Jump Response with 10-12 HCP • Double jump response with 12+HCP

Forcing Pass

When a clear game force has been established by partnership.

When bidding is forced to certain level and that level is not reached yet.

Hand good enough to pass for penalties when likely to be reopened by opener.

Convention when opponents bid for sacrifice above game level

In highly contested auction when both sides have one suit fit and opponents have bid above our game level for sacrifice or in competition when our side has clear game force values:	
Double by direct seat	Shows losers in opponent suit, partner could choose the contract, either to pass or to contest.
Pass by direct seat	Short in opponent suit but does not promises extra values above game what is shown by partnership bidding. Partner could double for penalties or to contest.
Our suit by direct seat	Short in opponent suit with extra values. Partner could pass or try slam with extra values.

Competitive double

<p>With the following basic conditions, a double is not for penalty but to compete:</p> <ul style="list-style-type: none"> • Partner must have bid • Our side has not found a fit • Our side has not bid no-trump • A forcing action does not exist 				
All double at one level	1 ♣	P	1 ♦	1 ♠
	Dbl**			
	1 ♣	P	1 ♥	1 ♠
	P	P	Dbl**	
	1 ♣	1 ♥	P	1 ♠
	P	P	Dbl**	
When opponent have raised their suit thru 3 ♠	1 ♦	1 ♥	1 ♠	2 ♥
	Dbl**			
	1 ♣	1 ♠	Dbl	2 ♠
	P	P	Dbl**	
When a bid is made in response to take out double	1 ♣	Dbl	1 ♠	3 ♥
	Dbl**			
When a fit showing bid, cue-bid or jump cue-bid is made at 2-level or 3-level	1 ♣	1 ♠	Dbl	2 ♣
	Dbl**			
	1 ♦	1 ♥	1 ♠	3 ♦
	Dbl**			
	1 ♣	P	1 ♥	1S
	P	2 ♥	Dbl**	
<p>Minimum requirement for competitive double at 1-level or 2-level is slightly more than previously shown, at 3-level, an ace extra. There is no upper limit, the double might be first step with game going hand.</p>				
<p>The partner of the competitive doubler should choose the contract from alternatives suggested by the previous biddings. Any non-jump bid (even a new suit) is non-forcing; jump below the game is invitational. Passing a double is real possibility with a defensive hand and 4-trump at 3-level.</p>				

Co-operative double

Double in following conditions suggest for penalty with 3-card and all-around values, no fit in partner suit.				
A double by the partner who bypassed the opportunity to redouble or value showing double. The doubler may have 4-4-3-2 hand with not more than 2-card in partner's suit.	1 ♠	Dbl	P	2 ♣
	P	P	Dbl**	
	1 ♥	2 ♥	P	2 ♠
	P	P	Dbl**	
Double of a suit in which 4-card is denied	1 ♦	P	1NT	2 ♥
	P	P	Dbl**	
	1 ♣	P	1 ♥	P
	2 ♣	P	P	2 ♠
	Dbl**			
	1 ♠	P	1NT	P
	2 ♦	P	P	2 ♥
	Dbl**			
A double after competitive double	1 ♣	1 ♦	1 ♠	2 ♦
	Dbl	P	2 ♠	3 ♦
	Dbl**			
	1 ♦	1 ♥	1 ♠	2 ♥
	P	P	Dbl	3 ♥
	P	P	Dbl**	
The double thru 3 ♠ is co-operative (higher doubles are penalty). The double should be removed with less than 3-card in opponent suit or with a hand unsuitable for penalty.				

Doubles Summary:

Type of Double	Remarks
Penalty Double	<ul style="list-style-type: none"> • If the opponents make a bid, you don't think they can make, you may "Double" at your turn to call (you may have a trump stack, know cards are unfavourably placed for declarer or simply have a preponderance of points) <ul style="list-style-type: none"> ➤ increases the penalty if the contract fails ➤ opponents receive additional points if the contract makes • At the 1 or 2 level, doubles are often used for something other than penalty • You only double the opponents' contract • You double only when it is your turn to call • A double does not end the auction—3 consecutive passes are still needed
Take-Out Double	<ul style="list-style-type: none"> • Made by the non-opening side in an attempt to enter the bidding • Partner is expected to take the double out into one of the unbid suits or NT • Neither doubler (Intervenor) nor doubler's partner (Advancer) have made a prior bid (prior passes are OK); see, however, Negative Double • The opposing partnership has bid 1 or 2 suits (NT is not a suit) • It is doubler's (Intervenor's) 1st or 2nd turn to bid • Doubler (Intervenor) should have a hand of 13 or more total points • Doubler should hold 3-card or longer support for all unbid suits <ul style="list-style-type: none"> ➤ If the doubler has 17+ points and a long suit (at least 5 cards long), support for all unbid suits is not necessary
Opener's Takeout Double	<ul style="list-style-type: none"> • If you open the bidding, the opponents intervene (at a low level), and partner passes, your double of a parts core contract would be for takeout • When playing negative doubles, if your Left Hand Opponent (LHO) overcalls a suit followed by 2 passes, you should reopen with a double when short in the opponent's suit even with a minimum opening bid; you do so in case partner had a normal penalty double of the opponent's bid
Overcaller's Takeout Double	<ul style="list-style-type: none"> • If you've overcalled (presumably on a 5+ card suit) and the bidding dies at a low level, if you have support for the unbid suits, you probably should double back in (rather than rebidding a 5-card suit) with the possible exception of a very strong 5-card suit and very weak holdings in the unbid suits; then you may rebid your 5-card suit rather than sell out at a low level

Doubles Summary: Contd.

<p>Negative Double</p>	<ul style="list-style-type: none"> • A takeout double made by the opening side <ul style="list-style-type: none"> ➤ After partner opens and the next player overcalls in another suit(through, say, 3♠, but subject to partnership agreement), Responder's double is a negative double meant for takeout • Shows 4+ cards in all unbid major suits <ul style="list-style-type: none"> ➤ In particular, 1♣-1♦-Dbl shows exactly 4-4 in the majors ➤ After 1♣-1♦, a 1♥ or 1♠ response can be made on a 4-card suit • If no unbid major, suggests at least 4 cards in each minor • After 1♣ or 1♦ opening and a 1♥ overcall, a negative double shows exactly 4♠'s and a 1♠ response promises at least 5♠'s • Negative double at the 1-level promises: 6+ total points; at the 2-level, 8+ total points; at the 3-level, 10+ total points • Without the strength to bid a 5+card suit at the required level, Responder starts with a negative double, planning to bid the suit the next round • Playing negative doubles precludes responder making an immediate penalty double unless the interference is above the negative double level <ul style="list-style-type: none"> ➤ If you wish to make a penalty double, you must pass and wait for partner to reopen the bidding with a double, which you will then pass.
<p>Competitive Double also called D.S.I.P (Do Something Intelligent Partner)</p>	<ul style="list-style-type: none"> • Double of a low level suit contract (usually 2, maybe upto 3♥) after partner has already bid or doubled, shows values necessary to compete but no clear-cut bid. i.e <ul style="list-style-type: none"> ➤ Our side has not found a fit ➤ Our side has not bid no-trump ➤ A forcing action does not exist • Competitive double is not for penalty but to compete • Partner of the doubler is expected to pull out from the Double, however with good defensive tricks he may choose to convert it to penalty Double at 3 level
<p>Cooperative Double</p>	<ul style="list-style-type: none"> • These doubles typically occur in the 2nd round or later of the bidding • They tend to be a bit penalty oriented at the 3 and 4 level, but still generally express doubt whether to defend or bid –or– what to bid • The double thru 3♠ is co-operative (higher doubles are penalty). The double should be removed with less than 3-card in opponent suit or with a hand unsuitable for penalty
<p>Delayed Takeout Double</p>	<ul style="list-style-type: none"> • When opponents open and you have opening bid values, but lack support for an unbid suit and also a good suit to bid yourself, you pass. If opponents subsequently bid your short suit and bidding comes to you at a low level, you may now double for takeout into one of the unbid suits. (This delayed takeout double implies you have some length in the suit originally opened by the opponents)

Doubles Summary: Contd.

Doubling a Conventional Bid	<ul style="list-style-type: none"> Without specific agreements otherwise, the double of an opponent's conventional (i.e. artificial) suit bid is penalty-oriented, showing strength in the bid suit. If the opponents are likely to play the eventual contract, the double is lead directing
Lead-directing Double	<ul style="list-style-type: none"> As noted above, doubling artificial bids (such as Stayman 2♣, or Jacoby Transfer, or ace-asking responses) tends to be lead directing as well as strength showing The Lightner Double of a voluntarily bid slam, asks for an unusual opening lead, not a trump, not a suit bid by the defenders. Typically, doubler has a void and opening leader is expected to work out where it is The double of a freely bid 3NT by the partner of the opening leader calls for an unusual lead, which often turns out to be dummy's first bid suit
Responsive Double	<ul style="list-style-type: none"> A responsive double is used by the partner of a doubling or overcalling partner and tends to show the two unbid suits with minimal (1 or 2 card) support for partner's suit.
Redouble	<ul style="list-style-type: none"> After 1 of a suit and double by Intervenor, Responder's redouble shows 10+ points and interest in doubling the opponents for penalty <ul style="list-style-type: none"> ➤ Responder usually lacks a fit for opener's suit ➤ Opener usually passes to allow Responder to describe his hand, but may bid with a weak distributional hand not suitable for defending ➤ Responder's new suit after redoubling is forcing
Responder Bids Rather Than Redoubling	<ul style="list-style-type: none"> A bid of a new suit at the 1 level shows 6+ points (and may, in fact, have 10+) and is forcing A bid of a new suit at the 2 level is non-forcing and shows a 5+ card suit with < 10 points A jump in a new suit is weak and non-forcing. Shows a good 6+ card suit with < 10 points A jump raise to the 3 level in opener's suit shows 4+ card support and is weak (pre-emptive) A jump to 2NT shows 4+ card support for opener's Major and 10+ HCP if playing (Jordan 2NT) and 12+ HCP if playing (Jacoby 2NT). A jump to 2NT on openers Minor shows 10-12 HCP and a balanced hand denying a 4 card Major.
SOS Redouble	<ul style="list-style-type: none"> When your side has been doubled for penalty in a low-level suit contract, then redouble asks partner to seek a better contract
Maximal Double	<ul style="list-style-type: none"> In a competitive auction, normally, if the partnership has found a fit, double of an opponent's bid is for penalty. Playing maximal doubles, in one particular situation, double is, instead, a game try, freeing a bid of three (3) of the agreed upon suit to be to play rather than a game try. The particular situation is when the opponent's suit is immediately below your suit and there is no suit to bid (at that level) as a game try.

Doubles Summary: Contd.

Support Double/ ReDouble	<ul style="list-style-type: none"> • If partner's response to your opening bid is overcalled (or doubled), a double (or redouble) by you shows exactly 3-card support. With 4-card support, you raise Responder's suit. This treatment allows partner to know whether you have 3-card or 4-card support. • As with Negative Doubles, the level through which Support Doubles apply must be discussed and agreed upon
Penalty Double	<ul style="list-style-type: none"> • If Opener bids 1NT (say 15-17 HCP) and the Intervenor makes a natural overcall in a suit, in the absence of a specific agreement otherwise, Responder's double is for penalty (showing 9+ HCP) • If partner opens at the 2 level or higher and the next opponent overcalls, double is for penalty • In the absence of a conventional defense to a 1NT opening, a direct double is for penalty • The negative double takes precedence over the penalty double through the level you play negative doubles; beyond that level, double is for penalty • If the partnership has found a fit, double of an opponent's bid is for penalty <ul style="list-style-type: none"> ➢ Exception: You're playing Maximal Doubles • If there is only 1 unbid suit, double is for penalty
Classic Takeout Double	<ul style="list-style-type: none"> • Doubles of opening preempts through 4♥ are typically for takeout • The higher the level, the more points Intervenor needs to double <ul style="list-style-type: none"> ➢ The higher the level, the easier it is for Advancer to convert the double to penalties
Balancing Double, aka a Reopening Double	<ul style="list-style-type: none"> • Made in the pass out seat (by either side); since a pass would end the auction, this double re-opens the bidding • Usually made at a low level when the opponents are in a contract that will be easy to make, often because they've found a fit • Doubler may hold slightly fewer values than normal, about a King lighter. Doubler's partner should mentally subtract about 3 points in deciding what to bid after a balancing double • In an auction such as 1♦-P-P-?, 1NT shows a balanced 11-14/15 HCP, lack of a suit to bid and some semblance of a stopper. Lacking a stopper and with support for all unbid suits, double with 10+ HCP, even with 3 or 4 cards in the opponent's suit.
Negative Double	<ul style="list-style-type: none"> • 1♣-1♦-Dbl shows exactly 4-4 in the majors, no exceptions • 1♣/1♦-1♥-Dbl shows a 4-card♠ suit and support for the other minor or a retreat to partner's minor (a 1♠ response promises at least 5♠'s)

Cue Bidding:

Michaels Cue bid

1 ♣ / 1 ♦ > 2 ♣ / 2 ♦	Michaels cue bid: 5-5 in both Majors
1 ♥ / 1 ♠ > 2 ♥ / 2 ♠	Michaels cue bid: shows 5-5 in unbid major and unspecified minor,

Michaels cuebid when opponents open with a preempt at 2 level:

2 ♣ / 2 ♦ > 3 ♣ / 3 ♦	Michaels cue bid: 5-5 in both Majors
2 ♥ / 2 ♠ > 3 ♥ / 3 ♠	Michaels cue bid: shows 5-5 in unbid major and unspecified minor,
Michaels cuebid on opening 2 level preempt shows a strong two suited hand	

UNUSUAL 2NT: Shows 5, 5 in two lowest unbid Suits

1 ♠ / 1 ♥ > 2NT	UNUSUAL 2NT: At least 5,5 in both minors,
1 ♦ / 1 ♣ > 2NT	UNUSUAL 2NT: At least 5-5 in ♥ and unbid minor

UNUSUAL 4NT

Unusual 4NT is played over weak preempts by opponents showing an extreme two suiter (usually at least 6-5, often 6-6 or 7-6) and enough trick-taking potential so that a 5-level contract can be made, or a sacrifice will likely be profitable. It shows the same two suits as UNUSUAL 2NT would show. 4NT is "unusual" only when the opponents open the bidding.

QUESTEM or (INVERTED GHESTEM): Playing UN2NT/Michaels we have the following problem:

1. We cannot show all hand types. Specifically, we cannot show a hand with ♠'s and a minor if the other minor is opened.
2. To overcome this new convention is QUESTEM.
 - Direct cue bid = 2 highest suits
 - 2NT = 2 lowest suits
 - 3 ♣ = highest + lowest suits

Bidding sequence Using QUESTEM

Opening Bid	Overcall	Remarks
1 ♣	2 ♣	Shows ♥ and ♠ (Two Highest Suits)
1 ♣	2NT	Shows ♥ and ♦ (Two Lowest Suits)
1 ♣	3 ♣	Shows ♠ and ♦ (Highest + Lowest Suits)
1 ♦	2 ♦	Shows ♥ and ♠ (Two Highest Suits)
1 ♦	2NT	Shows ♥ and ♣ (Two Lowest Suits)
1 ♦	3 ♣	Shows ♠ and ♣ (Highest + Lowest Suits)
1 ♥	2 ♥	Shows ♠ and ♦ (Two Highest Suits)
1 ♥	2NT	Shows ♦ and ♣ (Two Lowest Suits)
1 ♥	3 ♣	Shows ♠ and ♣ (Highest + Lowest Suits)
1 ♠	2 ♠	Shows ♥ and ♦ (Two Highest Suits)
1 ♠	2NT	Shows ♦ and ♣ (Two Lowest Suits)
1 ♠	3 ♣	Shows ♥ and ♣ (Highest + Lowest Suits)

1. UN2NT/Michaels or Questem) are all basically pre-emptive bids
2. Do not use 3 ♣ as Questem when you have a very strong hand type (because partner may pass). Use Take out Double with strong Hands
3. Use it with only 5-5 (or 4-5 or 5-4 with both majors), with 6-4 make direct bids

Leaping Michaels Cue bid:

Bidding sequence	Remarks
2♦ > 4♣	Shows 5♣ and 5 of any un-specified major
2♦ > 4♦	Shows 5-5 in ♥ and ♠
2♥ > 4♣	Shows 5-5 in ♣ and ♠
2♥ > 4♦	Shows 5-5 in ♦ and ♠
2♠ > 4♣	Shows 5-5 in ♣ and ♥
2♠ > 4♦	Shows 5-5 in ♦ and ♥
3♣ > 4♣	Shows 5-5 in ♥ and ♠
3♣ > 4♦	Shows 5♦ and 5 of any un-specified Major
3♦ > 4♦	Shows 5-5 in ♥ and ♠

Cue bid= Limit Raise or Better:

When partner opens with 1 of a suit and the next hand overcalls, a cue bid of opponent's suit promises a limit raise or better (10+ points)

1. When partners opening bid is major responders cue bid may be made with 3 card support or better
2. When partners opening bid is minor the cue bidder would ideally have a 5-card support but sometimes may have only a 4-card support and no other descriptive bid.

The Unassuming Cue bid: Cue bidding in response to partners overcall:

When partner overcalls a 1 level opening, he does not promise an opening hand. In fact he could have anything from 7 to 16 HCP. A new suit bid is non-forcing. therefore, cue bid is the only way to force

1. Cue bidding opponents' suit at 2 level is limit raise or better in partners suit. (usually 10+HCP) asking partner how good his overcall is
2. Partner rebids 2 of his suit means he has no interest in going to game. Partner rebids 3 level means he has an opening hand and interested in game

Western Cue Bids: Cue bidding to ask for a stopper:

1. In an auction when both sides are bidding, cue bid of an opponent's suit at 3 level is an attempt to get to 3NT asking partner if he has a stopper.
2. If opponents have bid two suits, your cue bid of opponent's suit shows stopper in that suit asking partner to bid 3nt if he has the other suit covered

Western Cue bids examples:

Bidding Sequence 1				Remarks
Opener	Opp1	Responder	Opp 2	
1♣	1♥	1♠	2♥	3♥ is a western cue bid asking responder to bid 3NT with stopper in ♥
3♥	Pass	3NT		
Bidding sequence 2				Remarks
Opener	Opp1	Responder	Opp 2	
1♦	pass	1♠	2♥	3♥ is a western cue bid asking responder to bid 3NT with stopper in ♥, 4♦ denies a ♥ stopper or ♠ support
3♦	pass	3♥	pass	
4♦				

Western Cue bid Rules:

Rule no. 1: Western cue bids only occur at 3 level: e.g.

Bidding sequence 3				Remarks
Opener	Opp1	Responder	Opp 2	
1 ♥	1 ♠	2 ♠		2 ♠ is not a western cue bid. It is a limit raise or better in ♥

Rule no. 2: Western cue bids don't replace Limit Raises: e.g

Bidding sequence 4				Remarks
Opener	Opp1	Responder	Opp 2	
1 ♠	2 ♥	3 ♥		3 ♥ is a limit raise or better in ♠, not a western cue bid

Rule no. 3: Western cue bids are not jump cue bids: e.g

Bidding sequence 5				Remarks
Opener	Opp1	Responder	Opp 2	
1 ♥	1 ♠	3 ♠		3 ♠ is splinter showing singleton/void in ♠ and slam interest, A jump cue bid is never a western cue bid

Rule no. 4: Western cue bids are off if you agreed to a Major Suit Fit : e.g.

Bidding sequence 6				Remarks
Opener	Opp1	Responder	Opp 2	
1 ♥	1 ♠	2 ♥	2 ♠	3 ♠ shows first round control of ♠, ♥ has already been agreed as trumps, so 3 ♠ is not a western cue bid
3 ♠				

Western Cue bidding when opponents have bid 2 Suits

Bidding Sequence 7				Remarks
Opener	Opp1	Responder	Opp 2	
1 ♣	1 ♦	1 ♠	2 ♥	Here when opponents have bid 2 suits, 3 ♥ by responder shows stopper in ♥, asking partner to bid 3nt with ♦ covered else bid 3 ♠ or 4 ♣
3 ♣	pass	3 ♥		

Western Cue bid: Jump cue bid overcall

Bidding Sequence 8				Remarks
Opener	Opp1	Responder	Opp 2	
1 ♥	3 ♥			Here 3 ♥ by OPP 1 is a jump cuebid asking partner to bid 3NT with a ♥ stopper. It promises a long solid minor with both other suits stopped. With no stopper advancer would normally bid 4 ♣ or 5 ♣ (pass or correct) to play in your suit.

Response to Michaels cue bid of 2 minor by partner (1m-2m) showing both Majors

Pass	To play	
2 of other minor	Natural, showing a good suit, Non-Forcing	
2 ♥ /2 ♠	Nor Forcing signoff	
3 ♥ /3 ♠	Preemptive with 3+support	
3 of other minor	6+ cards very strong suit, Forcing	
Cue-bid (3 of m)	Game try in one major, partner Rebids	
	3 ♥	Minimum Hand
	3 ♠	Maximum Hand
2NT	Invitational to 3NT showing stoppers in both minors or Relay bid asking partner to describe further (Depends on Partnership agreement. Partner rebids:	
	3 ♣	Shows 5 ♥ and 5 ♠, minimum hand
	3 ♦	Shows 5 ♥ and 5 ♠, maximum hand
	3 ♥	6 ♥ with 5 ♠
	3 ♠	6 ♠ with 5 ♥
3NT	To play, Natural signoff	

Response to Michaels cue bid of 2 Major by partner (1M-2M) showing other major and either minor

Direct major raise	Preemptive with 3+support, Non forcing signoff	
Cue bid (3 Major)	Artificial, shows game or slam interest in Major or minor. Forcing.	
3 ♣ /3 ♦	6-card own suit and to play, short in partner's major, Non-Forcing	
2NT	Relay, asks partner to bid his minor. Partner Rebids:	
	3 ♣	4+card ♣ suit with 5-card major
	3 ♦	4+card ♦ suit with 5-card major
	3M	6-card major
3NT	To play, Natural signoff	

Defense to Precision Strong 1 ♣ opening: (MATHE)

Pass	May have values with no suitable bids	
Double	Shows both Majors (min 5-4 Non Vul), (5-5 Vul)	
1NT	Shows Both Minors (min 5-4 Non Vul), (5-5 Vul)	
All Other bids	Natural, shows 5+ card suits	
3X	Standard preemptive	
Balancing Seat After 1 ♣	-P-1 ♦	
Double/1 ♥ /1 ♠ /2 ♣	Natural and shows suit	
1NT	Shows Both Minors (min 5-4 Non Vul), (5-5 Vul)	
2 ♦	Shows Both Majors (min 5-4 Non Vul), (5-5 Vul)	

Defense to precision 2 ♣ opening

2 ♣ >double	Opening values	Take-out
2 ♣ >2X	11-16	Overcall, 5+card suit
2 ♣ >2NT	15-18	Balanced, 2NT structure is used
2 ♣ >3 ♣	***	Michaels

Defense to Precision 2NT opening showing both minors

Pass	May have values with no suitable bid for take-out.			
Double	16+	Any hand, may have 5-card major, advancer bids:		
		Pass	Penalty pass	
		3♣	6-8	With a major, 3♦ by doubler to bid the major
		3♦	9+	With a major, partner's 4♥ is pass or correct.
		3M	0-5	4+card suit
		If RHO gave preference:		
		Double	6-8	With a major, partner's 3♥/4♥ is pass or correct
		3M	0-5	4+card suit
3♣	12-15	Majors, advancer's bids;		
		3♦	9+	Support to a major, partner's 3♥/4♥ is pass or correct
		3M	0-8	4+suit
3♦	8-11	5-5 in majors, or		
	16+	5-5 in majors		
3M	12-15	6-card or 5-card good suit		

Defense over 1NT opening: Against 1NT the following defense conventions can be played depending upon Partnership agreement. It is advisable to play these conventions only in Direct Seat. In Balancing seat if partner has passed it is best to play a Natural defense.

1. Cappelletti
2. DONT (Disturbing opponents no trump)
3. Multi Landy (Woolsey)
4. Brozel
5. Meckwell

1. Cappelletti

Bid	HCP	Remarks
Double	15+	Penalty oriented double
2♣	10+	Undefined long suit, Responder to relay to 2♦. over-caller will either pass / correct or raise with a single-suiter in ♦
2♦		At least 5-5 in majors when vulnerable, 5-4 if non-vulnerable
2♥		♥ + any minor suit
2♠		♠ + any minor suit
2NT		5-5 in minors
3-level+		Pre-emptive

Responses to Cappelletti by advancer

After 1NT>Double	Pass	Penalty pass	
	2X	5+card suit, non-forcing	
	2NT	Stayman	
	3 X	Natural, Game Forcing.	
After 1NT>2 ♣	Pass	Long ♣ suit	
	2 ♦	Relay for pass or correct to 3 ♣ or 2 of Major	
	2NT	Shows good hand with game interest. Over callers' rebids are now natural	
After 1NT>2 ♦	Pass	Long ♦ suit, short in majors	
	3 ♣	Long ♣ suit, short in majors	
	2NT	Game try relay: over caller rebids:	
		3 ♣	shows better ♥ than ♠
		3 ♦	shows better ♠ than ♥
		3 ♥	Weak hand, 5-5 in both majors
	3 ♠	Strong hand, 5-5 in both majors	
	2 ♥/2 ♠	Preferred Major	
	3 ♥/3 ♠	Pre-emptive	
	4 ♥/4 ♠	To play	
After 1NT>2 ♥/2 ♠	Pass	Weak hand, 2+card support	
	2 ♠ over	6-card suit, to play, short in opener's major	
	2 ♥		
	2NT	Game try relay, Response by over caller:	
		3 ♣	5 card major with 4+ ♣, Weak hand
		3 ♦	5 card major with 4+ ♦, weak hand
		3 ♥	5 card major with 5 ♣, strong hand
	3 ♠	5 card major with 5 ♦, strong hand	
	3 ♣, 3 ♦	6-card suit, to play, short in partner's major	
	3NT	To Play	
	4 ♣/4 ♦	Fit jump, 5+ card ♣/♦ suit with 3+card support in Major	
4-OM	To Play		
4M	Pre-emptive		
After 1NT>2NT	Pass	To play with stopper in majors	
	3 ♣/3 ♦	Better minor	
	3 ♥/3 ♠	A good 6+card suit, non-forcing	
	3NT	To play with stoppers	

2. DONT: (Disturbing opponents No Trump)

Bid	HCP	Remarks
Double	10+	Shows any single suited hand, Normally 6+ cards
2 ♣	10+	♣ and a higher suit (at least 5-4 or 4-5).
2 ♦	10+	♦ and a higher suit (at least 5-4 or 4-5).
2 ♥	10+	♥ and ♠ (at least 5-4 or 4-5).
2 ♠	10+	♠ (normally 6+ cards), weaker than a double followed by a 2 rebid.
2NT		Both Minors

Responses to DONT by advancer:

After 1NT>DbI	Pass	Good hand, converting to penalty double	
	2 ♣	Asks partner to pass or correct.	
	2 ♦ /2 ♥ /2 ♠	Good 6+ card suit, non-forcing.	
After 1NT>2 ♣	Pass	To Play	
	2 ♦	Denies ♣ support. Asks over caller to pass or correct.	
	2 ♥ /2 ♠	6+ card suit, non-forcing.	
	2NT	Asks for the description of the hand. Over caller rebids	
		3 ♣	Shows minimum hand
		3 ♦ /3 ♥ /3 ♠	shows ♣ with ♦ / ♥ / ♠ maximum hand
3 ♣	Pre-emptive raise, non-forcing.		
After 1NT>2 ♦	Pass	To play, says	
	2 ♥	Denies ♦ support. Asks over caller to pass or correct.	
	2 ♠	6+ card ♠ suit, non-forcing.	
	2NT	asks for the description of the hand. Over caller rebids	
		3 ♣	minimum hand with ♦ and ♥
		3 ♦	minimum hand with ♦ and ♠
		3 ♥	maximum hand with ♦ and ♥
		3 ♠	Maximum hand with ♦ and ♠
	3 ♦	Pre-emptive raise, non-forcing.	
After 1NT>2 ♥	Pass	To Play	
	2 ♠	To Play, denies ♥ support	
	2NT	asks for the description of the hand. Over caller rebids	
		3 ♣	Minimum hand with better or longer ♥
		3 ♦	Minimum hand with better or longer ♠
		3 ♥	Maximum hand with better or longer ♥
	3 ♠	Maximum hand with better or longer ♠	
	3 ♣	6+ good ♣, non-forcing.	
3 ♦	6+ good ♦, non-forcing.		
After 1NT>2 ♠	Pass	To Play	
	3 ♣ /3 ♦ /3 ♥	Good 6+ card suit, non-forcing.	
	3 ♠	Pre-emptive raise, non-forcing.	
After 1NT>2NT	Pass	To play with stopper in majors	
	3 ♣ /3 ♦	Better minor	
	3 ♥ /3 ♠	A good 6+ card suit, non-forcing	
	3NT	To play with stoppers	

Notes: If RHO bids/doubles over callers bid, then dbl/rdbl asks partner to bid his 2nd suit, any new 6+ card suit of his own is non-forcing. However, after DONT overcall of 2H as both suits are known, the double by over caller's partner is for penalty.

3. Multi-Landy (Woolsey)

Double	Shows a 4-card major with a 5+ card minor or a 6+ card minor or a 5+ card major or a strong balanced hand of 16+HCP
2 ♣	At least 5-5 in major suits
2 ♦	Shows 6+ carder ♥ or ♠ without a side suit
2 ♥	Shows 5 carder ♥ and a 4+ card minor
2 ♠	Shows 5 carder ♠ and a 4+ card minor
2NT	At least 5-5 in minors

Response to Multi-Landy (Woolsey) by advancer

After 1NT>Dbl	Pass	Good hand, converting to penalty double		
	2 ♣	Tolerance for both minors Partner to pass or correct, Rebids:		
		Pass	To play	
		2 ♦	Shows long ♦ suit or ♦ with a 4-card major	
		2 ♥ /2 ♠	Shows strong single suiter	
		2NT	Shows a strong balanced hand	
	2 ♦	Tolerance for both majors. Partner to pass or correct, Rebids:		
		Pass / 3 ♦	To play, Shows a one suiter in ♦	
		2 ♥ /2 ♠	Natural, to play	
		3 ♣	To play, Shows a one suiter in ♣	
		3 ♥ /3 ♠	Good suit, invitational to game	
		2NT	Shows a strong balanced hand	
	2 ♥	Natural, 6+ ♥, nonforcing.		
	2 ♠	Natural, 6+ ♠, nonforcing.		
	2NT	Asks for the description of the hand. Over caller rebids		
		3 ♣ /3 ♦	Shows minimum hand with the minor suit	
		3 ♥ /3 ♠	Shows maximum hand with the major suit	
		Notes: If 1NT opener's partner intervenes, 2NT bid asks for the minor suit and double/ redouble says desire to defend		
	After 1NT>2 ♣	Pass	Natural, 6+ good ♣, nonforcing.	
		2 ♦	Shows equal length in the majors. Asks partner to pick one.	
2 ♥		Natural, sign off. showing a preference for ♥		
2 ♠		Natural, sign off. showing a preference for ♠		
2NT		Asks for the description of the hand. Over caller rebids		
		3 ♣	Minimum hand with 5-4 in majors	
		3 ♦	Minimum hand with 5-5 in majors	
		3 ♥	Shows better hand with 5 ♥ and 4 ♠	
		3 ♠	Shows better hand with 5 ♠ and 4 ♥	
		3NT	Shows good hand with 5-5 in majors	
		4 ♣	Shows 6 ♥ and 5 ♠	
		4 ♦	Shows 6 ♠ and 5 ♥	
		4 ♠ /4 ♥	Sign off, to play	
		3NT	Sign off, to play	
4 ♣		Transfer to ♥		
4 ♦		Transfer to ♠		

Response to Multi-Landy (Woolsey) by advancer, Contd.:

After 1NT>2♦	2♥	Partner to pass or correct to 2♠
	2♠	Partner to pass or correct to 3♥
	2NT	Asks for the description of the hand. Over caller rebids
	3♣	Shows 5+♥, maximum hand
	3♦	Shows 5+♠, maximum hand
	3♥	Shows 5+♥, minimum hand, fast arrival
After 1NT>2♥	3♠	Shows 5+♠, minimum hand, fast arrival
	Pass	To play
	2♠	Natural, 6+ carder good ♠, no ♥ support, not forcing.
	2NT	Artificial, no ♥ support, asks partner to bid his minor.
	3♣	Natural, 6+ carder good ♣, no ♥ support, not forcing.
	3♦	Natural, 6+ carder good ♦, no ♥ support, not forcing
	3♥	Preemptive, 3+ carder ♥, not forcing.
	3♠	Preemptive, 6+ carder good ♠, no ♥ support, not forcing.
	3NT	To play
After 1NT>2♠	4♥/4♠	To play
	Pass	To play
	2NT	Artificial, no ♠ support, asks partner to bid his minor.
	3♣	Natural, 6+ carder good ♣, no ♠ support, not forcing.
	3♦	Natural, 6+ carder good ♦, no ♠ support, not forcing
	3♥	Preemptive, 6+ carder good ♥, no ♠ support, Not forcing.
	3♠	Preemptive, 3+ carder ♠, not forcing.
	3NT	To play
	4♥/4♠	To play
After 1NT>2NT	3♣	To Play
	3♦	To play, denies ♣ support
	3♥	Natural, 6+ good ♥, no support for any minor, not forcing.
	3♠	Natural, 6+ good ♠, no support for any minor, not forcing.
	3NT	To Play
	4♣	3+ ♣, invitational to 5♣
	4♦	3+ ♦, invitational to 5♦
	4♥/4♠	To play
Response by advancer to overcall in competition if RHO bids		
1NT>dbl>rdbl	Pass, To play or waiting for over callers further action	
	2♣, artificial relay to partners major or 2♦	
	2♦, Natural, Non-Forcing	
1NT>dbl >bid	2NT asks partner to show his minor suit	
	Double shows desire to defend	
1NT> bid>bid	Raise of partners suit. Natural, Non forcing	
	New Suit, Natural, Non forcing	
	Double/Redouble -shows interest in partners suit, specifically major suit	
	2NT asks for over callers' strength	

4. Brozel Convention against 1NT opening:

A double shows a one-suited overcall, and all 2-level bids show specific 2-suited hands. The 2-level overcalls emphasize the heart suit, with 2♣, 2♦, and 2♥, all showing some kind of two-suiter that includes ♥

Bid	Description
Double	Artificial. Shows any good single suit of 5+ cards (normally 6+), and sufficient values to overcall at the 2-level. Requires partner to make an artificial 2♣ bid. After the 2♣ relay, pass with ♣ or correct if holding a higher suit.
2♣	Shows ♣ and ♥ (at least 5-4 shape). Partner can pass with ♣ tolerance, or correct to 2♥ with longer ♥
2♦	Shows ♦ and ♥ (at least 5-4).
2♥	Shows ♥ and ♠ (at least 5-4).
2♠	Shows ♠ and a minor (at least 5-4). Partner can pass with ♠ tolerance, or bid 2NT to ask for the minor suit.
2NT	Shows ♣ and ♦ (at least 5-4, usually 5-5 or better). Partner should take his preference by replying 3♣ or 3♦
3♣	Shows a 3-suiter short in ♣
3♦	Shows a 3-suiter short in ♦
3♥	Shows a 3-suiter short in ♥
3♠	Shows a 3-suiter short in ♠

Response to Brozel By Advancer:

After 1NT>Dbl	Pass	Good hand, converting to penalty double
	2♣	Asking partner to pass if his suit is ♣ or correct to his suit
After 1NT>2♣	Pass	With a ♣ fit and weak values
	2♦	Shows min 5+ card ♦ suit and denies support for ♣/♥
	2♥	Denies a ♣ fit and corrects to ♥ weak hand
	2♠	Shows min 5+ card ♠ suit and denies support for ♣/♥
	2NT	Shows a balanced hand with stoppers in both ♦ and ♠, Inviting to 3NT, partner may pass /correct to his suit or bid 3NT
	3♣/4♣	Shows min 4+ card support in ♣, invitational
	3♦	Shows min 6+ card ♦ suit, invitational, Non-Forcing
	3♥	Shows min 4+ card support in ♥, invitational
	3♠	Shows min 6+ card ♠ suit, invitational, Non-Forcing
3NT/4♥/4♠	To play	

Response to Brozel By Advancer: Continued

After 1NT>2♦	Pass	With a ♦ fit and weak values
	2♥	Denies a ♦ fit and corrects to ♥ weak hand
	2♠	Shows min 5+card ♠ suit and denies support for ♦/♥
	2NT	Shows a balanced hand with stoppers in both ♣ and ♠, Inviting to 3NT, partner may pass /correct to his suit or bid 3NT
	3♣/4♣	Shows min 6+ card ♣ suit, invitational
	3♦	Shows min 4+ card ♦ support, invitational,
	3♥	Shows min 4+ card support in ♥, invitational
	3♠	Shows min 6+ card ♠ suit, invitational, Non-Forcing
	3NT/4♥/4♠	To play
After 1NT>2♥	Pass	With a ♥ fit and weak values
	2♠	Denies a ♥ fit and corrects to ♠ weak hand
	2NT	Shows a balanced hand with stoppers in minors, inviting to 3NT, partner may pass /correct to his suit or bid 3NT
	3♣/3♦	Shows min 6+ card ♣/♦ suit, invitational
	3♥/3♠	Shows min 4+ card support in ♥/♠, invitational
	3NT/4♥/4♠	To play
After 1NT>2♠	Pass	With a ♠ fit and weak values
	2NT	Denies a ♠ fit and asks partner to bid his minor
	3♥	Shows min 6+ card ♥ suit, invitational
	3♣	Shows min 4+ card ♣ support, invitational,
	3NT/4♥/4♠	To play
After 1NT>2NT	3♣/3♦	To Play
	3♥	Natural, 6+ good ♥, no support for any minor, not forcing.
	3♠	Natural, 6+ good ♠, no support for any minor, not forcing.
	3NT/4♥/4♠	To Play
	4♣	3+ ♣, invitational to 5♣
	4♦	3+ ♦, invitational to 5♦
After 1NT>3♣	3♦/3♥/3♠	Bids his best suit,
	4♦	Invitational
	3NT/4♥/4♠	To Play
After 1NT>3♦	3♥/3♠/4♣	Bids his best suit
	3NT/4♥/4♠/4♣	To play
After 1NT>3♥	3♠/4♣/4♦	Bids his best suit
	3NT/4♠/5♣/5♦	To play
After 1NT>3♠	3NT/4♣/4♦/4♥/ 5♣/5♦	To play

5. Meckwell Convention against 1NT opening

Bid	Remarks
Double	Shows single -suited minor (♣ or ♦), or both Majors, (Usually 5 cards in each major suit, can be 5-4 also depending on HCP and Vulnerability)
2♣	Shows ♣ and a Major suit (At least 4 cards in each suit)
2♦	Shows ♦ and a Major suit (At least 4 cards in each suit)
2♥	Shows natural ♥ suit
2♠	Shows natural ♠ suit
2NT	Shows both minors (usually five cards in each minor)

Response to Meckwell by Advancer

After 1NT>Dbl	Pass	Good hand, converting to penalty double	
	2♣	Asks partner to pass or correct.	
	2♦/2♥/2♠	Good 6+ card suit, non-forcing.	
After 1NT>2♣	Pass	To Play	
	2♥	Denies ♣ support. Asks over caller to pass or correct.	
	2♠	6+ card suit, non-forcing.	
	2NT	Asks for the description of the hand. Over caller rebids	
		3♣	Shows minimum hand
		3♥/3♠	shows ♣ with ♥/♠ maximum hand
3♣	Pre-emptive raise, non-forcing.		
After 1NT>2♦	Pass	To Play	
	2♥	Denies ♦ support. Asks over caller to pass or correct.	
	2♠	6+ card suit, non-forcing.	
	2NT	Asks for the description of the hand. Over caller rebids	
		3♣	minimum hand with ♦ and ♥
		3♦	minimum hand with ♦ and ♠
		3♥	maximum hand with ♦ and ♥
	3♠	Maximum hand with ♦ and ♠	
3♦	Pre-emptive raise, non-forcing.		
After 1NT>2♥	Pass	To play	
	2♠	6+ card suit, non-forcing.	
	3♥	Pre-emptive raise, non-forcing.	
After 1NT>2♠	Pass	To play	
	3♠	Pre-emptive raise, non-forcing.	
After 1NT>2NT	Pass	To play with stopper in majors	
	3♣/3♦	Better minor	
	3♥/3♠	A good 6+card suit, non-forcing	
	3NT	To play with stoppers	

Comparison table between cappelletti/ DON'T/ Meckwell

Bid	Cappelletti	DONT	Meckwell
Double	Penalty or Equal Hand	Single suiter (6+ card suit)	Long minor or both Majors
2♣	Single suiter(6+ card suit)	♣ +higher suit	♣ +Major
2♦	Both majors	♦ +Higher suit	♦ + Major
2♥	♥ +minor	♥ + ♠	Natural ♥
2♠	♠ +minor	Weak 6+ ♠	Natural ♠
2NT	Both minors	Both minors	Both minors

Defense to weak 2 ♦ /2 ♥ /2 ♠ opening by opponents

Balanced hand with stopper	Up-to 14	Pass	
	15-18	Overcall 2NT	
	19+	Overcall 3NT	
Short in opponent suit, support to unbid suits	12-15	Double for takeout with support to unbid suits	
	16+	Any hand, start with double	
Overcall	12-15	2 level overcall shows 5+ card suit 6/7-losers	
		3 level overcall shows 6+card suit 5-losers	
Cue-bid (2X-3X)	*****	Asks partner to bid 3NT with stopper in opponents' suit, else bid 4♣. Cue bidder will correct to his suit. Normally holds AKQxxxx in any suit.	
4♣ over 2♥/2♠	5-losers or better	Leaping Michaels, 5-card ♣ suit with 5-card in other major	
4♣ over 2♦	5-losers or better	Leaping Michaels, 5-card ♣ suit with 5-card in any unspecified major	
4♦ over 2♥/2♠	5-losers or better	Leaping Michaels, 5-card ♦ suit with 5-card in other major	
4♦ over 2♦	5-losers or better	Leaping Michaels, shows 5-5 in both majors	
4NT	4-losers or better	5-5 in two lowest unbid suits	
Advancer action after 2X-2NT	3♣	Stayman	
	3♦	Transfer to other major	
	3♥	3-1-5-4 or 2-1-5-5 hand, short ♥	
	3♠	1-3-5-4 or 1-2-5-5 hand, short ♠	
	4♣/4♦	6-card suit, slam interest	
Advancer action after 2X-Double	2 level bids	0-7	4+card suit
	2NT	0-7	Lebensohl, transfer to 3♣ for pass or correct. Reject 3♣ with strong or 4-losers hand.
	3 level bids	8-11	5+card suit
	3♣/3♦/3♥	7-10	5+card suit
	Cue-bid	GF	Short in opponent's major
	3NT	***	To play with stopper
After 2X-Pass-3X	3NT	19+	1NT structure is used
After 2X-pass-pass	2NT	15-18	2NT structure is used
	3NT	19+	1NT structure is used

Defense against pre-empts opening by opponents

Over call shows one suited hand with opening hand
 Take-out double shows 16pts+ with support for other three suits
 3NT Bid is to play with stopper in pre-empted suit

Defense to Multi 2♦ opening by opponents:

Pass	May have values with no suitable bids	
Double	12-15 HCP	Take out of ♠ suit
	16+ HCP	Any Hand
	19-21 HCP	Balanced
2M/3m	12-15 HCP	5 card suit
2NT	15-18 HCP	Balanced
3M/4m	*****	Pre-emptive
3NT	22+ HCP	Balanced

DEFENSE AGAINST TWO SUITED OVERCALLS: BOTH SUITS KNOWN

1. UNUSUAL VS UNUSUAL NT:

- Cue bid of the over caller's LOWER-ranking suit (1♥ > 2NT > 3♣) = Length in our lower-ranking suit. In this auction, the 3♣ cue bid would show ♥ support and at least invitational strength.
- Cuebid of the over caller's Higher-ranking suit (1♥ > 2NT > 3♦) = Length in our higher-ranking suit. In this auction, the higher-ranking suit is the "unbid" suit, so your cue bid shows 5+ ♠ and game values.
- Using this system, if partner opens a major and the opponent overcalls 2NT, your 3♣ cue bid always shows ♥; a 3♦ cue bid always shows ♠
- The cue bid in support of partner's suit (1♥ - 2NT - 3♣ or 1♠ - 2NT - 3♦) shows limit-raise or better strength and enough length to make his suit trumps (3+ cards). The cue bid for the unbid suit (1♥ > 2NT > 3♦ or 1♠ > 2NT > 3♣) promises game-forcing strength and enough length to suggest that suit as trumps (5+ cards).
- Cue bids operate the same way when partner opens a minor. After 1♣ by partner, 2NT by LHO (♦ and ♥), your bid of 3♦ (the lower cue bid) shows ♣ support; 3♥ (the higher cue bid) shows ♠ support.

Response by 3rd hand against unusual 2NT showing both minor, 1M > 2NT

Pass	****	Weak or waiting
Double	10+	With length in one or both of opponents suits
3♣	10+	Game try with ♥
3♦	10+	Game try with ♠
Raise	7-9	Simple raise of opening suit
Higher raises	7-9	Pre-emptive
Raise to game		Long trump support, with less than limit raise values
New major	7-9	6+card suit, non-forcing
2NT	10-11	Balanced, Invitational with stoppers in both minors
3NT	****	To play with stopper in minors
Jump cue bid 1M > 2NT > 4♣/4♦	Game force	Splinter, showing a singleton and slam try in partners suit.

Response by 3rd hand against unusual 2NT showing ♥ and other minor, 1m-2NT

Pass	****	Weak or waiting
Double	10+	With length in one or both of opponent's suits
3 of other minor	10+	Support to opened minor suit
3 ♥	10+	Shows ♠ suit
Raise	7-9	Simple raise of opening suit
Higher raises	7-9	Pre-emptive
3 ♠	7-9	6+card suit, non-forcing
2NT	10-11	Balanced, Invitational with stoppers in both
3NT	****	To play with stopper in minors
Jump cue bid 1m>2NT>4 ♥ /4 ♠ / 4 of other minor	Game force	Splinter, showing a singleton and slam try in partners suit.

DEFENSE AGAINST TWO SUITED OVERCALLS: BOTH SUITS KNOWN

2. UNUSUAL VS MICHAELS CUEBID:

- If the overcall shows both majors (1 ♣ > 2 ♣ or 1 ♦ > 2 ♦), responder's cue bids describe his length in the minors. The meanings of the cue bids are:
 - Cue bid of the opponent's LOWER-ranking suit (1 ♣ > 2 ♣ > 2 ♥) = Length in our lower-ranking suit. In this auction, the 2 ♥ -cue bid would show ♣ support and at least invitational strength.
 - Cue bid of the opponent's Higher-ranking suit (1 ♣ > 2 ♣ > 2 ♠) = Length in our higher-ranking suit. In this auction, the higher-ranking suit is the unbid suit, so your cue bid shows 5+ ♦ and game values.

Response by 3rd hand against Michaels cue-bid 1m-2m

Pass	****	Weak or waiting
Double	10+	Penalty with no support to partners suit
2 ♥	10+	Game try with ♣
2 ♠	10+	Game try with ♦
Raise	7-10	4+ card support
Other minor	7-9	6+card suit, non forcing
2NT	10-11	Both major stop, invitational
Jump cue bid 1m-2m-3 ♥ /3 ♠	Game force	Splinter, showing a singleton in bid suit, slam try in partners suit.
3NT	****	Both majors stopped, to play
4m/5m	****	Pre-emptive

DEFENSE AGAINST TWO SUITED OVERCALLS: ONLY ONE SUIT KNOWN

3. MICHAELS CUEBID OVER MAJORS (1 ♠ > 2 ♠, 1 ♥ > 2 ♥)

- A cue bid of the over caller's known suit always shows limit-raise or better support for partner's major.
- A jump cue bid (or a jump to 4 ♣ or 4 ♦) shows a singleton and a slam try in partner's suit.
- A double or notrump response is used to describe all non-supporting hands of 10+ pts.
- All other bids /raises of partner's suit and free bids of new suits are non-forcing.

Response by 3rd hand against Michaels cue-bid 1M-2M

Pass	****	Weak or waiting
Double	10+	No support in opener's major
Raise	7-9	Simple raise
Higher raise	7-9	Preemptive
2NT	10-11	Invitational to 3NT with stoppers in unbid suits
3 ♣ / 3 ♦	10+	5+card suit, Non forcing
3 ♥ / 2 ♠	10+	Limit raise or better in partner's suit
3NT		Balanced hand, To play
Jump Cue bid 1M > 2M > 4 ♣ / 4 ♦ / 4 ♥ / 3 ♠	Game force	Splinter, showing a singleton and slam try in partner's suit.

Défense against 2 ♦ Flannery opening

Overcall	Remarks
2 ♥	Indicates a three suit take out with shortness in ♥
Double	Indicates the equivalent of a strong 1 NT opening, 15 plus HCP
2NT	Indicates the Unusual No-Trump convention signifying both Minor suits.
Any other bid	Natural

CHAPTER 13: MISCELLANEOUS CONVENTIONS

Help Suit Game Try (HSGT): HSGT is played in 2 different ways

1. Standalone HSGT:

After 1M>2M, 1♥>1♠>2♠, 1m>1M>2M, 1m>1♥>1♠>2♠

A re-bid in any other suit by opener says that he is holding game invitational values (15-17) HCP and interested in bidding game, but worried about losers in re-bid suit. Responder re-bids as follows:	
With three losers in the re-bid suit	3-of agreed suit
With two losers in re-bid suit and minimum	3-of agreed suit
With two losers in re-bid suit and maximum	Game in agreed suit
With 0 or 1 loser in re-bid suit	Game in agreed suit

2. HSGT combined with SSGT: It is played only on major suit openings when opener holds game invitational values, (15-17) HCP

After 1♥>2♥

Opener's Rebid	Remarks	Responder's Rebid
2♠	Reserved for SSGT as puppet to 2NT by Responder	2NT, thereafter opener rebids 3♣/3♦/3♥ showing shortness in ♣/♦/♥ respectively. 3♥ shows shortness in ♠ since 2♠ bid is reserved for SSGT. Without any wasted values is short suit responder to bid game or else bid 3 of agreed suit, i.e. 3♥
2NT	Asking help in ♠ suit	With 3 losers in the help suit bid 3-of agreed suit i.e. 3♥
3♣	Asking help in ♣ suit	With 2 losers in help suit and minimum 3-of agreed suit i.e. 3♥
3♦	Asking help in ♦ suit	With two losers in re-bid suit and maximum or with 0/1 loser in re-bid suit bid game, i.e. 4♥

After 1♠>2♠

Opener's Rebid	Remarks	Responder's Rebid
2NT	Reserved for SSGT as puppet to 3♣ by Responder	3♣, thereafter opener rebids 3♦/3♥/3♠ showing shortness in ♦/♥/♠ respectively. 3♠ shows shortness in ♣ since 3♣ bid is reserved for SSGT. Without any wasted values is short suit responder to bid game or else bid 3 of agreed suit, i.e. 3♠
3♣	Asking help in ♣ suit	With 3 losers in the help suit bid 3-of agreed suit i.e. 3♠
3♦	Asking help in ♦ suit	With 2 losers in help suit and minimum 3-of agreed suit i.e. 3♠
3♥	Asking help in ♥ suit	With two losers in re-bid suit and maximum or with 0/1 loser in re-bid suit bid game, i.e. 4♠

Short Suit Game Try:

Short Suit Game try is played in 2 different ways.

1. Along with HSGT: as mentioned in HSGT earlier
2. Standalone SSGT: with game invitational values (15-17) HCP opener directly bids his short suit asking partner to bid game without any wasted values in that suit
3. SSGT in Kokish game try as detailed below.

Kokish Game Tries: (Three -way game Tries):

It is played only on major suit openings when opener holds game invitational values, (15-17) HCP. Kokish Game Tries combine Help suit Game Try (HSGT) and short-suit game tries (SST). They come after partner has raised 1 of a Major to 2 of a Major.

- After 1♥ > 2♥, 2♠ asks partner where they would accept a help-suit game try and 2NT/3♣/3♦ are short-suit game tries, where 2NT shows shortness in ♠. To show shortness in ♠'s, responder bids 2NT and for ♣/♦, respective suits at 3 level.
- After 1♠ > 2♠, 2NT asks partner where they would accept a help-suit game try and 3♣/3♦/3♥ are short-suit game tries, where bid suit shows shortness in that suit.
- After 1M-2M, 3 of Major is Trump Suit Game Try asking partner to bid game with good trump quality.

Kokish HSGT After 1♥ > 2♥

Opener's Rebid	Responder's rebid	Description	
2♠	2NT	Can help in ♠ suit, Opener Rebids	
		4♥ ♠ suit help accepted	
		3♣/3♦ Denies ♠ suit GT, asks help in ♣ / ♦ suit	
		Responder Rebids:	
		3♦ over 3♣	can't help in ♣, but can help in ♦ suit
		3♥	can't help in either ♣ or ♦
		4♥	♣/♦ suit game try accepted
	3♣	Denies ♠ suit help, shows help in ♣ suit, opener rebids	
		4♥	♣ suit help accepted
		3♦	Denies ♣ suit GT, asks help in ♦ suit
		Responder Rebids:	
		3♥	can't help in ♦ suit
4♥		♦ suit game try accepted	
3♦	Denies both ♠ and ♣ suit help, shows help in ♦ suit only		
3♥	HSGT not accepted		

Kokish SST after 1♥ > 2♥: opener bids 2NT/3♣/3♦ showing shortness in suits. 2NT shows shortness in ♠, whereas 3♣/3♦ shows shortness in ♣/♦ suits respectively. Responder then can evaluate if they have wasted values (honors in that suit) or if their values fit well because they are in the other 3-suits.

Kokish HSGT after 1♠ > 2♠

Opener's Rebid	Responder's rebid	Description	
2NT	3♣	Can help in ♣ suit, Opener Rebids	
		4♠ ♣ suit help accepted	
		3♦/3♥ Denies ♣ suit GT, asks help in ♦/♥ suit	
		Responder Rebids:	
		3♥ over 3♦ can't help ♦ in, but can help in ♥ suit	
		3♠ can't help in either ♦ or ♥ suit	
		4♠ ♦/♥ suit game try accepted	
	3♦	Denies ♣ suit help, shows help in ♦ suit, opener rebids	
		4♠ ♦ suit help accepted	
		3♥ Denies ♦ suit GT, asks help in ♥ suit	
		Responder Rebids:	
		3♠ can't help in ♥ suit	
		4♠ ♥ suit game try accepted	
	3♥	Denies both ♣ and ♦ suit help, shows help in ♥ suit only	
3♠	HSGT not accepted		

Kokish SST after 1♠ > 2♠: opener bids 3♣/3♦/3♥ showing shortness in ♣/♦/♥ suits respectively. Responder then can evaluate if they have wasted values (honors in that suit) or if their values fit well because they are in the other 3-suits.

Ogust: Convention played over weak 2 opening of a Major suit by partner

Opener rebids after 2♥/2♠ > 2NT

Bid	HCP	Remarks
3♣	5-7	Bad hand with one of the top three honors in pre-empt suit
3♦	5-7	Bad hand with two of the top three honors in pre-empt suit
3♥	8-10	Good hand with one of the top three honors in pre-empt suit
3♠	8-10	Good hand with two of the top three honors in pre-empt suit
3NT	8-10	Good hand with all three top honors in pre-empt suit

Note: Ogust is played with only major suit 2 level pre-empt openings, for ♦ suit on a weak 2 level pre-empt opening 2NT is asked to used feature (Ace or King) in any side suit.

RONF: (Raise only Non Forcing) : RONF is a standard style of responding to an opening weak two bid. The responses are

Bid	Remarks
2NT	Forcing for one round, Responder to bid as per Ogust/Feature
Single raise	Natural signoff. The response from which RONF gets its name.
New Suit	Natural, Forcing for one round

SPLINTER BIDS:

It is a double-jump response in a new suit after a one-level Major suit bid by either the responder or opener. A splinter bid shows:

1. The strength for game (at least 12 HCP for the responder who splinters or at least 18 HCP if opener makes a splinter bid.)
2. 4+ card support for partner's suit. 3 card support Splinters are acceptable when:
 - Partner has shown a 6-card suit
 - Partner opens with a Strong 2♣ bid and rebids a suit
 - Bidding begins: 1♠ > 2♥, then 4♣/4♦ are splinter bids
3. A singleton/void in the bid suit.
4. The singleton should not be an Ace
5. Hands with strong slam interest should not use splinters. It might be better to bid Jacoby 2NT instead of a splinter.
6. Where a game force is already established, a single jump shift is also a splinter, e.g. 2♣ > 2♦ > 2♥ -> 3♠. That 3♠ bid is a splinter showing a ♥ fit and a ♠ singleton or void. The 2♦ responder has no other reason to jump!
7. Where a simple change of suit bid would be forcing, a single jump-shift is a splinter e.g. 1♠ > 2♥ > 3♦ is a forcing sequence since the 3♦ bid, a new suit at the 3 level, is forcing; therefore 1♠ > 2♥ > 4♦ is a splinter showing support for ♥ and a ♦ singleton/void i.e. a jump in a new suit one higher than is needed to establish a force.
8. This also applies on responder's side. The sequence 1♦ -1♥ -1♠ -2♣ is forcing since the 2♣ bid is 4SF, therefore 1♦ > 1♥ > 1♠ > 3♣ is a splinter, a jump in a new suit one higher than is needed to establish a force, showing support for ♠ and a ♣ singleton / void

Splinter Bids by Responder after 1-Major Openings:

On Opening of 1♠ > 4♣/4♦/4♥ are all splinter bids showing singleton / void in bid suit.
On opening of 1♥ > 3♠/4♣/4♦ are all splinter bids showing singleton/void in bid suit.

Splinter bids by Responder after 1♣ Opening:

1♣ > 3♦/3♥/3♠ are all splinter bids showing singleton /void in bid suit, 12+ HCP, and a large fit for Opener's suit – usually a 6+card ♣ suit and denies a 4-card Major.

Splinter Bids by Responder after 1♦ Opening:

1♦ > 3♥/3♠ are all splinter bids showing singleton or void in bid suit, 12+ HCP, and a large fit for Opener's suit – usually a 5+card ♦ suit and denies a 4-card Major.

These splinter bids show a large minor suit fit and game forcing values. With a large minor suit fit, 3NT is still a likely final contract – if Opener has lots of values opposite Responder's shortness. Thus, these splinters opposite a 1-minor opening happen below 3NT.

There is another splinter bid after a 1♦ opening bid that goes beyond 3NT. 1♦ > 4♣. This can also be used as a splinter – denying a 4-card Major and showing a fit, values, and shortness. This is usually something like a 3-3-6-1 shape with no interest in playing 3NT – a rare hand, often actually having a 6+card ♦ suit.

Splinter Bids by Opener:

When Responder makes a splinter bid it shows 12+ HCP. Opener can also make a double jump shift on their first rebid to imply a similar situation – fit, shortness, and enough combined values to insist on game.

Splinter Auction by Opener:

1♣ > 1♠ > 4♦ / 4♥ is splinter bid by opener showing singleton/void in bid suit

1♦ > 1♠ > 4♣ / 4♥ is splinter bid by opener showing singleton/void in bid suit

1♣ > 1♥ > 3♠ / 4♦ is splinter bid by opener showing singleton/void in bid suit

1♦ > 1♥ > 3♠ / 4♣ is splinter bid by opener showing singleton/void in bid suit

One major difference in a splinter by Opener is that they are forcing to game opposite a simple response from partner, showing as few as 6+ HCP. Thus, Opener's splinter bid shows a strong hand, about 18+ HCP. These bids show 4-card support for Responder's Major suit, a singleton /void in the new suit bid, and a powerful hand (18+ HCP). This splinter is game forcing and drives the auction to at least 4-Major

Mini-Splinters by Opener:

Opener can use other bids to show special splinters that promise a fit and shortness, but fewer values or not enough values to insist on game. These bids are called Mini-Splinters by Opener and are only forcing to the 3-level in Responder's suit, but hoping that Responder has enough value to reach game.

Mini-Splinter Auctions by Opener:

1♣ > 1♠ > 3♦ * / 3♥ *

1♣ > 1♥ > 3♦ *

1♦ > 1♠ > 3♥ *

These bids are all raises to the 3-level in Responder's suit, showing 15-17 HCP, with 4-card support for Responder's Major suit, but also showing a Singleton/void in the suit jumped into.

Note:

These Mini Splinter bids are distinguishable from traditional jump shifts, natural bids showing length and strength, by the fact that they are "jump reverses". In each of these cases, bidding the same suit one level lower (at the 2-level) would be a reverse showing length, a strong hand, and forcing values. Thus, this jump reverse is not needed for that kind of strong hand and can be used to show shortness – as a mini-splinter.

Splinter Bids in Competition:

- If the opponents double the opening bid, splinter bids are still on.
- If the opponents make a suit overcall, splinters are off – except if you splinter in the opponent's suit

Response after Splinter Bids:

Is the splinter response: "Enough for game only or is a slam possible"

If you exclude the suit with the singleton or void, there are 30 high card points in the other 3 suits. If you have 27 points in the other three suits, you have a good play for slam. To determine this, count your points excluding the K,Q,J of partner's short suit. If you reach 15 HCP as opener or 12 HCP as responder consider trying for slam:

- If partner's short suit corresponds to a very poor suit full of losers, (e.g. 974), then great, explore Slam! The problem of your losers has been removed.
- with Ace plus losers, Axxxx, even better !
- If the short suit is opposite winners (e.g. KQJ), you have wasted values. These cards will win anyway, and so your hand is not promoted to greater strength by the ability to ruff that suit. It would be better to have that strength somewhere else. Just bid Game

If a splinter is rejected and partner bids game without exploring Slam, you can rebid the splinter if you have a **void**. Partner can then re-evaluate.

Splinters after Stayman and Transfers:

1. Direct splinters after Stayman and Transfers:

After 1NT > 2♣ > 2♥	3♠/4♣/4♦ are all direct splinters conforming ♥ Fit
After 1NT > 2♣ > 2♠	4♣/4♦/4♥ are all direct splinters conforming ♠ Fit
After 1NT > 2♦ > 2♥	3♠/4♣/4♦ are all direct splinters with 6+ carder ♥ suit
After 1NT > 2♥ > 2♠	4♣/4♦/4♥ are all direct splinters with 6+ carder ♠ suit

2. Ambiguous Splinters after Stayman and Transfers: Ambiguous Splinters are played when u still want to Reserve the 4♣ bid for Gerber after the Stayman response.

After 1NT > 2♣ > 2♥ or 1NT > 2♦ > 2♥,

3♠	Shows ambiguous splinter, Opener to relay to 3NT, Responder Rebids:	
	4♣	Shows singleton/ void in ♣
	4♦	Shows singleton/ void in ♦
	4♥	Shows singleton/ void in ♠
4♣	Gerber ace Asking,	
4♦	Slam Try, No shortage	

After 1NT > 2♣ > 2♠ or 1NT > 2♥ > 2♠

3♥	Shows ambiguous splinter, Opener to relay to 3♠, Responder Rebids:	
	3NT	Shows Ambiguous Void, Opener bids 4♣, Relay, Responder Rebids
		4♦ Shows void in ♦
		4♥ Shows void in ♥
		4♠ Shows void in ♣
	4♣	Shows singleton in ♣
	4♦	Shows singleton in ♦
	4♥	Shows singleton in ♥
4♣	Gerber ace Asking,	
4♦	Slam Try, No shortage	

New Minor Forcing (NMF): After 1m-1M-1NT

The bid of other minor in uncontested auction shows at least invitational values and asks for:	4-card ♥ suit, or	Waiting
	3-card support to responder's major-2M-3M	Min-Max
	Bidding NT with stopper in unbid suit-2NT-3NT	Min-Max
	Raising new minor with 4-card	Waiting
	Rebidding first suit without above condition	Waiting
The bid of ♥ suit does not deny 3-card support to responder's ♠ suit.		

Opener's rebid after NMF

Sequences	Responder	Opener	Remarks
1♦ > 1♥ > 1NT	2♣	2♥ / 3♥	Shows 3-card support and min/max 1NT rebid
1♣ > 1♠ > 1NT	2♦	2♥	Responder may have 4-card ♥ after response of 1♠. The 4-4 fit is located first. 2♥ shows 4-card ♥ but does not deny 3-card ♠, over which responder can bid 2♠ with 5-card ♠ and no 4-card ♥ suit.
1♣ > 1♠ > 1NT	2♦	2NT/3NT	Denies 3-card ♠ and 4-card ♥ and min/max 1NT rebid.
1♦ > 1♥ > 1NT	2♣	3♣!	Denies 3-card ♥ and shows 4-card ♣ with max 1NT re-bid
1m > 1M > 1NT	2 of other minor	2/3 of minor	5+card opening suit and min 1NT re-bid (2m) or max 1NT re-bid (3m), 1♣ > 1♠ > 1NT > 2♦ > 3♣, max 1NT re-bid 1♦ > 1♠ > 1NT > 2♣ > 2♦, min 1NT re-bid 1♦ > 1♠ > 1NT > 2♣ > 3♦, max 1NT re-bid

2 Way New Minor Forcing (NMF) : After 1m > 1M > 1NT :

In 2-Way NMF all auctions that begin 1X > 1Y > 1NT (where X and Y are any bids by our side), both 2♣ and 2♦ now become artificial bids. 2♣ = Invitational values, 10+HCP and a forced relay to 2♦, after which Responder will further describe their hand.

2♦ = Game Forcing New Minor 12+ HCP, 2NT = puppet to 3♣ .

XYZ Check Back:

XYZ check back is somewhat similar to Two-way New Minor Forcing, except for the fact that it works over any (X-Y-Z) sequence of bids when opener rebids at the 1-level, while NMF comes into play only after opener rebids 1NT. XYZ by bidding an artificial 2♣ to show all invitational hands of 10+HCP and 2♦ with most game-forcing hands with 12+HCP., XYZ can be used after any 1 level rebid by opener, XYZ has 10 possible bidding sequences:

1♣ > 1♦ > ♥	1♣ > 1♦ > 1♠	1♣ > 1♦ > 1NT	1♣ > 1♥ 1♠	1♣ > 1♥ > 1NT
1♣ > 1♠ > 1N	1♦ > 1♥ > ♠	1♦ > 1♥ > 1NT	1♦ > 1♠ > 1NT	1♥ > 1♠ > 1NT

Common bidding in both 2 Way NMF and XYZ Check back:

1. Bidding structure: Rebids By Responder:

- 2♣ = Forces opener to bid 2♦ which responder may pass or follow up with an invitational bid showing 10+ HCP
- 2♦ = Game forcing, 12+ HCP, Opener's rebid Priorities are:
 1. Show 3-card support for Responder's suit
 2. Show 4-cards in the other Major.
 3. Show 5-cards in a minor.
 4. Bidding NT shows no other 4 card major and no support to responders suit.
- Second Turn non-Reverse bids of 2♥ or 2♠ are Non-Forcing.
- 2NT = Puppet to 3♣, Forces opener to bid 3♣
- Direct 3 level bids of 3♣, 3♦, 3♥, 3♠ = Game forcing, good suit quality with slam potential whether a new suit or a suit rebid.

2. Basic Agreements for both 2 Way NMF and XYZ check back:

- The 2♦ game forcing bid is off by a passed hand, only 2♣ invitational bid is applicable.
- Both 2 Way NMF and XYZ are off if responder passes at the 1st turn, whether or not the opponents intervene.
- Both 2 Way NMF and XYZ are still on if the opponents intervene, so long as opener's 2nd bid is at the 1-level, (optionally) including sequences where responder's 1st bid was either double or redouble
- Both 2 Way NMF and XYZ replaces 4th Suit-Forcing whenever it is applicable. 4th Suit-Forcing still apply otherwise (when x-y-z is not applicable).
- Both 2 Way NMF and XYZ are invoked by responder at his 2nd turn by bidding either 2♣ or 2♦
- Responder's 2♣ bid is artificial and is the only means of initiating an invitation-to-game sequence. Opener is obligated to relay to 2♦, also artificial, after which responder indicates the nature of his invitation. **Note: 2♣ is artificial even if opener's first bid was 1♣**
- Responder's 2♦ bid is artificial and is unconditionally forcing to game. Subsequent bidding is usually natural until game is reached. **Note: 2♦ is artificial even if either partner's 1st bid was 1♦.**

3. Corollaries for both 2 Way NMF and XYZ check back:

- Since 2♣ initiates an invitational sequence it is not possible to sign off in 2♣ by responder
- To invite game in NT, responder must start an invitational sequence via 2♣, and follow the forced 2♦ by bidding 2NT. (Remember: All invitational sequences start with 2♣)
- Responder's 2nd turn 2NT is a Lebensohl-like relay to 3♣. For example: 1♣ > 1♥; 1NT > 2NT; 3♣: pass. (The 2NT bid is not an invitation since all invitations begin with 2♣.)
- Since responder's second turn 2♦ bid is forcing, responder cannot sign off in 2♦ directly; he must relay through 2♣, then pass the forced 2♦ response:
1♦ > 1♠ > 1NT > 2♣ > 2♦ > pass.

4. Bidding sequences and continuations after XYZ and 2-way NMF

Bidding Sequence	Remarks
1m>1Y>1M>1NT	Sign-off, balanced 7-10 HCP, denying 4-card support for opener's Major.
1m>1Y>1M.2M	Weak raise of opener's major, 7-10 HCP, denying invitational strength
1m>1Y>1Z>2NT>3♣>Pass	After Relay to 3♣, Responders pass is weak sign off showing 5+ card ♣ suit
1m>1Y>1Z>2♣>2♦	Responder must employ the x-y-z invitational relay to sign off in 2♦
1m>1♠>1NT>2♥	Not forcing; suggesting a part-score in either of 2♥, 2♠ or 2NT
1m>1M>1NT>2M	Not forcing; suggesting a part-score in 2M or 2NT
1m>1Y>1M>2♣>2♦>2M	Inviting game in opener's major
1m>1M>1Y>2♣>2♦>2M	Inviting game in responder's major, usually with a suit of 5 or more cards
1m>1Y>1Z>2♣>2♦>2NT	Inviting game in No-Trump, usually a balanced good 10 to a poor 12 HCP
1m>1Y>1Z>2♣>2♦>3m	Invitational with at least 5-card support for opener's minor, No stopper in unbid suits
1X>1M>1NT>2♣>2♦>3♦	Shows 5 of major and five ♦, invitational
1m>1♠>1NT>2♣>2♦>2♥	Shows five ♠ and four ♥, invitational values
1m>1♠>1NT>2♣>2♦>3♥	Shows 5-5 in Majors, invitational values.
1m>1M>1Z>3NT	To play, and doesn't show a five-card major
1♣>1♦>1♠/1NT>2♥	Game forcing with four ♥ and five or more ♦
1♣>1♦>1♠/1NT>2♣>2♦>2♥	Invitational with four ♥ and six ♦
1♣>1♦>1Z>2♦	Game forcing and can have various hands
1X>1Y>1Z>3Y	Game force, with a solid suit of 6+ cards

5. 2 Way NMF and XYZ checkback after bidding sequence 1X>1Y>1NT>2NT,

Here 2NT by Responder is not invitational but conventional, it is Puppet to 3♣. 2NT is relay bid to show 5-4-3-1, or 5-4-2-2 distribution by responder.

If Responder rebids his suit is shows a 6-card suit with 4 card support in openers minor. After 2NT-3♣. Responder bids are:

Responders Rebids after Bidding sequence 1♣>1♦>1NT>2NT>3♣

Responders Rebid	Remarks
pass	To play
3♦	Shows 6♦, 4♣ and a singleton major
3♥	Shows 5♦, 4♣ and a singleton ♥
3♠	Shows 5♦, 4♣ and a singleton ♠
3NT	Shows 5♦, 4♣ and 2-2 in majors

Responders Rebids after Bidding sequence 1♣ > 1♥ > 1NT > 2NT > 3♣

Responders Rebid	Remarks
pass	To play
3♦	Shows 5♥, 4♣ and a singleton♦
3♥	Shows 6♥, 4♣ and a singleton
3♠	Shows 5♥, 4♣ and a singleton♠
3NT	Shows 5♥, 4♣ and 2-2

Responders Rebids after Bidding sequence 1♣ > 1♠ > 1NT > 2NT > 3♣

Responders Rebid	Remarks
pass	To Play
3♦	Shows 5♠, 4♣ and a singleton♦
3♥	Shows 5♠, 4♣ and a singleton♥
3♠	Shows 6♠, 4♣ and a singleton
3NT	Shows 5♠, 4♣ and 2-2

Responders Rebids after Bidding sequence 1♦ > 1♥ > 1NT > 2NT > 3♣

Responders Rebid	Remarks
Pass	To play
3♦	Shows 5♥, 4♦ and a singleton♣
3♥	Shows 6♥, 4♦ and a singleton
3♠	Shows 5♥, 4♦ and a singleton♠
3NT	Shows 5♥, 4♦ and 2-2

Responders Rebids after Bidding sequence 1♦ > 1♠ > 1NT > 2NT > 3♣

Responders Rebid	Remarks
Pass	To play
3♦	Shows 5♠, 4♦ and a singleton♣
3♥	Shows 5♠, 4♦ and a singleton♥
3♠	Shows 6♠, 4♦ and a singleton
3NT	Shows 5♠, 4♦ and 2-2

6. 2 Way NMF and XYZ check back after bidding sequence 1X>1Y>2NT: showing 18-19 HCP called (Modified Wolff Signoff: WSOM):

After a 2NT rebid from opener, responder's choices are

- Corrective - Wanting to play a different part score than 2NT.
- Game Forcing – Looking for the best game.
- Slammish – Wanting to explore for more than game.
- Responders Rebids are:
 1. 3♣, opener to bid responders major with 3 card support else bid 3♦. Used to signoff in 3♦/3♥/3♠/4♣
 2. 3♦ Artificial Game Force
 3. 3♥/3♠/3NT, or any other bid, Natural and Forcing

7. **Splinters by Responder:** A direct splinter by responder when opener rebids 1NT is always in support of opener's suit. Responder must go through the 2♣ > 2♦ relay in order to make a splinter with his own suit as trumps. Examples:

- 1♣ > 1♥ > 1NT > 3♠ = A splinter raise of opener's suit (♣ in this case).
- 1♣ > 1♥ > 1NT > 2♣ > 2♦ > 3♠ = A splinter raise of responder's own suit (♥).

If opener rebids one of a suit (**not 1NT**), a direct splinter by responder is in support of opener's 2nd suit. To make a splinter in opener's first suit, responder must go through fourth suit first. Examples:

- 1♦ > 1♥ > 1♠ > 4♣ = This is a splinter in support of ♠.
- 1♦ > 1♥ > 1♠ > 2♣ > 2♦ > 4♣ = This would be a splinter in support of ♦.

8. **Breaking the 2♣ > 2♦ Relay:**

When you could choose to break the 2♣ > 2♦ relay and what it might show:

- 1♣ > 1♥ > 1♠ > 2♣ > 3♣ = Shows a solid 6-card ♣ with 4 cards ♠ and is an offer to play.
- 1m-1♥ > 1♠ > 2♣ > 2♥ = Shows jump-shift strength and 4-3-1-5 or 4-3-5-1 distribution.
- 1m-1♥ > 1♠ > 2♣ > 2♠ = Shows 6-5 hand in minor and ♠ and no extra values.
- 1m-1♥ > 1♠ > 2♣ > 3♠ = Shows 6-5 hand in minor and ♠ looking for honors in those suits.

Third suit forcing after 1m > 1M > 2m-? or 1♥ > 1♠ > 2♥ > ?

The responder's second suit is generally natural except on certain bidding sequence when opening suit is a minor and responder's second suit is one level higher than opening suit, promising nothing in the suit (e.g. 1♣ > 1♥ > 2♣ > 2♦). The direct raise of opener's minor at 3-level is forced to 4-level of opening minor and suggests for 3NT. A direct 2NT bid is invitational without fit in opening minor. The bid of third suit at 2-level is forcing for one round and forcing to game at 3-level to show invitational-strength hand based on fit or strong hand. The responder would not cross three of the opening minor with invitational hand. The third suit forcing is used:

- When no bid is available to show strength,
- To show slam interest in opener's minor,
- To find out 3-card fit in responder's first suit,
- To locate 4-4 fit in unbid suit.
- Cannot bid NT to protect honor in opposite hand for right side of NT.

The opener's priorities are:

- Should first show 3-card support to responder's first suit,
- Bid NT with stopper in unbid suits.
- Rebid again first 6-card suit with minimum hand without stopper in unbid suits.
- Raising third suit to 3-level with 4-card with extra values.
- Bidding fourth suit with 4-card with extra values.

The rebid of 6-card responder's major at 3-level after third suit forcing bid is game force. The 4M could be played with 6+1 fit. The raising of opener's minor at 3-level after third suit forcing, is forced to game with slam interest.

Fourth Suit Forcing (4SF)

Bid of fourth suit in uncontested auction is forcing partner to describe his hand. At 2-level, suit may be just small card and at 3-level, partner will assume a stopper in that suit. Bid of lower ranking suit at 2-level shows invitational values and more. The bid of lower ranking suit at 3-level or higher-ranking suit at 2-level shows game force values. The fourth suit is bid when following bids are not available:

- Rebid-able own 6-card suit not available,
- 3-card support to opener's first suit not available,
- 4-card support to opener's second suit not available,
- Stopper in fourth suit not available,

Responder should initiate fourth suit bid to locate 3-card support to own major in first priority. Opener's re-bid as:

Raise of responder's first suit	3-card support, minimum hand
Jump raise of responder's first suit	3-card support, extra values
Re-bid of own first suit	5-card suit, waiting
Re-bid of own second suit	5-card suit, waiting
NT over 4 th suit	Shows stopper in 4 th suit, waiting
Raise of 4 th suit	4-card in 4 th suit, waiting
Jump re-bid opening suit	6-card suit and extra values
Such sequences are not 4SF	1 ♣ > 1 ♦ > 1 ♥ > 1 ♠, shows natural suit
	1 ♦ > 1 ♠ > 2 ♣ .3 ♥ ! with 5-5 in suit,
	1 ♣ > 1 ♠ > 2 ♦ > 3 ♥ ! with 5-5 in suit,

The fourth suit forcing is off if: Responder is a pass hand or

- RHO makes overcall or take-out double,
- Partnership bids all suit at one level,
- Opener has made a reverse,
- Responder has made a jump shift,
- Responder has made a 2/1 response initially. His second bid (the fourth suit) is natural, not Fourth Suit Forcing

DOPI / ROPI: (Double/Redouble=0, Pass=1)

Bid	Meaning showing 0,1,2,3,4 Aces	Meaning with RKCB 1430
Dbl/ Rdbl	0 aces	1 or 4 keycards
Pass	1 Ace	0, 3 or 5 keycards
1 st step after overcall	2 Aces	2 key cards w/o trump queen
2 nd step after overcall	3 Aces	2 key cards with trump queen
3 rd step after overcall	4 Aces	N. A.

DOPI / ROPI are conventional treatments to deal with interference by opponents over slam bidding. DOPI / ROPI is better when interference is at 5 level and opponents suit is lower ranking.

DEPO/REPO: (Double / Redouble=Even, Pass=Odd): -

Double / Redouble	0, 2 or 4 Keycards
Pass	1, 3 or 5 Keycards

Notes: DEPO is better when interference is at 6 level and/or opponents' suit is higher ranking.

Wolff sign off:

- Wolff sign off applies any time opener opens with one of a suit, and rebids 2NT after a 1 level bid by responder. When opener rebids 2NT, responders 3♣ bid forces opener to bid 3♦, after which responder will clarify his hand. With all game force hands 3♦ bid by responder over the 2NT rebid is a major suit check-back.
- All other 3 level bids by responder other than 3♣ are natural and game forcing. When responder does bid 3♣, and then over opener's forced 3♦ rebid repeats his suit or bids a lower ranking suit (specifically, he now bids 3♥ after responding 1♠), he shows a hand that wishes to stop at the 3 level even though opener has shown 18-19 high card points.
- This is the "signoff" portion of Wolff signoff, although opener will often override the signoff attempt if he fits responders' suit(s) well. The following sequences are both signoffs:
 - Sequence 1: 1♣ > 1♥ > 2NT > 3♣ > 3♦ > 3♥
 - Sequence 2: 1♣ > 1♠ > 2NT > 3♣ > 3♦ > 3♥

In the second sequence, responder is not necessarily asking opener to pass 3♥. He is asking opener to prefer to 3♠ with equal length in majors, or to pass 3♥ with longer ♥ than ♠

Following are bidding sequences where Wolff signoff may be applied

Opener's bid	Responders bid	Opener's rebid and Remarks
1♣	1♦ / 1♥ / 1♠	2NT: shows balanced hand with 18-19 HCP
1♦	1♥ / 1♠	2NT: shows balanced hand with 18-19 HCP
1♥	1♠	2NT: shows balanced hand with 18-19 HCP
1♥	1NT	2NT: shows balanced hand with 18-19 HCP
1♠	1NT	2NT: shows balanced hand with 18-19 HCP

Wolff sign off is played in 3 different situations:

- 1) After a forcing notrump response: Say 1M > 1NT > 2NT
- 2) After 1X > 1Y > 2NT, where X and Y are any suits
- 3) When opener makes a 2NT bid in competition showing 18-19 HCP.

Basic features of the Wolff Sign-off used in conjunction with Check-back after 2NT rebid by opener:

- Pass - Responder has no interest in continuing.
- 3♣ is always an artificial relay forcing Opener to re-rebid 3♦. After Opener puppets to 3♦ Responder may:
 - Pass
 - If Responder re-rebids original suit, Opener must pass.
 - If Responder initially bid 1♠ and re-rebid 3♥, Opener passes or corrects to 3♠.
 - If Responder bids 3NT it is a slam try in Opener's minor suit.

- 3♦ is Game forcing Check-back. Opener's prioritized 3 level rebids are:
 - 3 level in the other Major (4 cards in unbid major). If Responder now bids 3NT it is obvious that they were looking for 3 card support in their major. Opener then corrects 3NT to 4 of that Major.
 - Without 4 cards in the other Major, show 3 card support of Responder's Major.
 - 3NT (with neither of the above.)
- Responder's 3 level bid in original major promises 5+, showing extra values with some slam interest
- Responder's 3♥ rebid after 1♠ promises 5-5 or more in the majors. Forcing.
- 3NT is to play
- 4♥/4♠ in Responder's original major suit are sign-off bids.

When Responder has a shapely 5-5 in the majors with a weak hand and no interest in game, after the initial 1minor > 1♠ > 2NT response, Responder begins with the 3♣ Wolff relay rebid. After Opener rebids 3♦, Responder rebids 3♥ asking Opener to "pass or correct" to 3♠. Note the Responder is captain, thus the Opener may not bid 3NT or 4♥/4♠.

- Wolff employs one gadget for Responder to explore slam in Opener's minor suit. If after Responder begins with the normal 3♣ sign-off sequence appearing to stop below game but then makes an unanticipated rebid of 3NT some players use this treatment to show slam interest in the Opener's minor.
- Using the "slow-shows, fast denies" approach, Responder bids 4 Major to sign-off, or 3 Major to show slam interest.
- Conversely, when Responder does not use the Wolff Sign-off but instead begins with 1♠ and rebids 3♥, Responder promises 5-5 or longer in the majors with game-going values:
- When Responder directly rebids an artificial 3♦ (without going through 3♣ Wolff sign-off) it is "check-back" (similar to New Minor Forcing). This is an inquiry to discover a major suit fit with Opener. Consider the various major suit shape holdings when Responder has game-going values:
 - 5 cards in initially bid major suit
 - 4♠'s and 4♥'s
 - 5♥'s Hearts and 4♠'s Spades (or 5♠'s and 4♥'s)
 - Since Responder's 4 of Major rebid would be a sign-off, when Responder begins with a 3♣ Wolff sign-off but then rebids 4 of Major after Opener puppets to 3♦ it shows serious slam interest (likely a broken 6 card suit, otherwise Responder could simply rebid 3 of the major suit).

Garbage Stayman:

After strong 1NT opening by partner, Garbage Stayman is a 2♣ response showing a weak 3-suited hand with 0-7 HCP that is short in ♣ suit.

The ideal distribution is 4-4-4-1 or 4-4-5-0, although 3-4-5-1 or 4-3-5-1 is also okay. Note that a weak hand containing a 5-card major should simply use a Jacoby Transfer instead.

Crawling Stayman is an extension of Garbage Stayman: With everything else same as Garbage Stayman it shows a weak 3 suited hand short in ♦ suit. With short ♦, over a 2♦ response by opener Responder bids 2♥. Opener to pass or correct to 2♠. If opener Rebids 2NT responder to correct to 3♣, where you must have an eight-card fit or more.

Response to Garbage and Crawling Stayman 2♣ bid are the same as Regular Stayman

Openers Rebid	Meaning
2♦	Denies a 4 card Major
2♥	Shows 4+ ♥, may have 4 ♠ also
2♠	Shows 4+ ♠, denies 4 ♥

- Playing Garbage Stayman Responder to pass the bids of 2♦/2♥/2♠.
- Playing Crawling Stayman Responder to pass the bids 2♥/2♠.

Sandwich NT:

- The Sandwich no-trump is a 1NT overcall made in 4th/balancing seat after both opponents have bid. It shows five-five or better in the unbid suits and less than a full opener and a lack of defensive values.
- With the same distribution and 5-5 or better in unbid suits and 16+ HCP, you bid a Sandwich 2NT
- When one is 4-4/5-5 (stronger) in the two unbid suits or 5-4/6-5 in the unbid suits, the Sandwich NT bids are replaced by a Takeout Double/ sandwich 2NT or a Hess Cue Bid.
- Hess Cue Bids (sometimes called High/Lo bids) (with a variation) When the opponents have bid two different suits, then a cue bid of the higher-ranking suit shows five cards in the higher unbid suit and four cards in the lower unbid suit. A cue bid of the lower bid suit shows five cards in the lower bid suit and four cards in the higher unbid suit. 16+ HCP.

Examples:

1♦ >Pass>1♥: Bid of 1NT shows ♣ and ♠ with 5-5 shape, but not strength.

1♦ >Pass>1♥: bid of Double shows ♣ and ♠ with 4-4 shape or better and opening values.

1♣ >Pass>1♠: Bid of 1NT shows ♦ and ♥ with 5-5 shape, but not strength.

1♠ >Pass>2♣: Bid of 2NT shows ♦ and ♥ with 5-5 shape and 16+ HCP.

1♠ >Pass>2♣: Bid of 2♠ shows ♥ and ♦ with 5-4 shape and 16+HCP. (Or 6-5 shape depending on agreement)

1♠ >Pass>2♣: Bid of 3♣ shows ♦ and ♥ with 5-4 shape and 16+HCP. (Or 6-5 shape depending on agreement)

Good Bad 2NT:

An artificial bid of 2 Notrump, typically when both sides are competing in a lively auction and partner has a limited hand with no interest in game. 2NT bid is used in competitive situations mostly after a bid in the sandwich position by the opponents. It is used as an artificial bid to show a hand that is weaker than bidding directly at the three level.

The following 3 requirements must all be met, otherwise it is not Good-Bad 2NT:

- Both sides have bid.
- There have been 3 or more bids, and the most recent bid is 2 of a suit by right hand opponent (RHO). Special case: if RHO made a weak jump overcall, then 2NT is Good-Bad.
- You wish to bid a specific suit that is lower in rank or (rarely) equal to that of RHO's suit. The partner of the Good/Bad 2NT bidder usually bids 3♣. Partner should make some other bid to show suit preference, an unexpectedly long strong suit or enough extra strength to force the bidding higher.

Bidding examples of Good bad 2NT:

S.No	Bidding sequence	Good Response	Bad Response
1	1♥>(P)>2♥>(2♠)>?	3♣/3♦/3♥	2NT
2	1♥>(1♠)>2♣>(2♠)-?	3♣/3♦/3♥	2NT
3	1♣>(1♦)>X-(2♦)-?	2♥/2♠/3♣	2NT
4	(1♥)-X-(2♥)-?	2♠/3♣/3♦	2NT
5	1♦>(P)>1♥>(2♠)>?	3♣/3♦/3♥	2NT

In the first 3 examples the **Good Bad** bid is made by the opening rebidder. The 4th example is an exception - since opponents have Bid and Raised the advancer's bid is "Good Bad" rather than balancing with a natural Notrump bid. Example 5 is played as "Good Bad" by many who play the system - for others the bid is natural showing stoppers.

Forcing 2NT After 1m>1M>2M

2NT	10-11	4-3-3-3 hand, opener's rebids:	
		3M	Any minimum hand
		3 of any suit	Maximum hand, shortage in the bid suit
		3NT	Maximum hand and to play with 4-3-3-3
3NT	To Play	4-3-3-3 hand, opener should bid 4M with shortage in any side suit or pass with 4-3-3-3 hand.	

Forcing 2NT after 1M>2M (8-10 hcp)

1M>2M>2NT	14-15 hcp	Responder's bids:	
		3M	Any minimum hand
		3X	Maximum hand with side suit shortage
		3NT	Maximum hand with 4-3-3-3 hand
1♥>1♠>2♠>2NT	Invitational hand+	Opener's rebids:	
		3♠	Any minimum hand
		3X	Maximum, 5-4-3-1, 3-card suit
		3♥	Maximum, 6-4 hand
		3NT	Maximum, 5-4-2-2 hand

Walsh System:

Playing traditional 5-card majors, a 1♣ opening bid asks for natural responses "up the line." Responder must bid 1♦ with 4+♦ before showing a 4-card major.

However, under the Walsh system when partner opens 1♣ and we have one or both 4 card majors and no interest in game we bypass our diamond suit even if it is a 5-card suit, with the following exceptions:

- Game forcing hands with 5 or more♦ and one or both 4 card majors.
- Hands with very long♦, (6+)
- A hand with no 4-card major usually with 4+♦

When partner responds 1♦ to our 1♣ opener they either have no 4-card major or they are prepared to reverse at their next opportunity therefore the 1♣ opener does not show their major after the 1♦ response unless their hand is unbalanced but instead bids 1NT.

We will never miss a major suit fit because responder will rebid the major over the 1NT response with a game forcing hand.

Reverse Bidding:

The 'reverse' is just one of several strong openers' re-bids. It shows extra strength without the need to 'jump bid', specifically a distributional (two suited) strong hand.

Either opener or responder can make a reverse bid.

Opener's Reverse:

1. Low (or 2) Level Reverse –

- This is a rebid by opener at the two-level of a second suit, which is higher ranking than his first suit bid. e.g. 1♥ > 1NT > 2♠ ; 1♣ > 1♠ > 2♥
- Responder's 1 level bid should be higher ranked than opener's 2 level rebid; if opener's rebid suit is a higher ranking suit than Responder's Suit then it is called Strong Jump Shift Not Reverse. e.g. 1♣ > 1♥ > 2♠. This is not a reverse, instead a strong jump shift with 18+HCP
- Opening bidder must have at least a good 16 points (ideally 17+ points).
- If responder has bid at the one-level, the reverse bid is forcing for one round only (opener could have 16 points and responder 6 points, whereby game is improbable).
- The first suit bid by opener should have at least 5 cards (i.e. the reverse should imply a distributional hand). This is not guaranteed, but responder should bid on that basis. 5-5 suits should not be reversed
- Opener's reverse is at least 1 round forcing (responder's reverse is game forcing)
- IF Responder has already bid at 2 level after opener 1 level opening then openers 2nd bid of higher suit is not reverse, It is merely shape showing since Responder has already broken the 2 level barrier. e.g. 1♥ > 2♣ > 2♠. Some play as reverse even though partner broke 2 level "barrier."

2. High (or 3) Level Reverse –

This is a bid when opener's second bid is in a new lower ranked suit at the three level, e.g. 1♥ > 1NT > 3♣ ; 1♠ > 2♥ > 3♦, the opening bidder must have at least 16 points. The bid is forcing to game. This greatly assists the partnership in exploring all game/slam possibilities. - (the suit bid at the three-level may contain only three cards).

Responder's Reverse :

Responder's reverse bid can occur at either the two- or three-level, and is similar to that for the opener's reverse: –

- A bid by responder at the two-level of a second suit, which is higher ranking than his first suit, – or a new suit at the three-level. In both these situations it is assumed that opener has not introduced a new suit (if this was the case, responder's bid would be the 'fourth-suit' and this is handled differently) e.g.
1 ♣ > 1 ♦ > 1 ♠ > 2 ♥ ; 2 level Responder Reverse Game Forcing.
1 ♥ > 2 ♣ > 2 ♥ > 3 ♦ ; 3 level Responder Reverse
- Responder's reverse would normally show 12+ points. The bid is forcing for one round. It is not entirely forcing to game, for example in the rare situation that opener repeats his opening bid for a third time this could be passed.

Lebensohl:

A) Lebensohl after interference on NT: See Chapter NT opening and Response

B) Lebensohl after Weak 2 opening by Opponents and Partner Doubles

1. When an opponent opens (2 ♦ / 2 ♥ / 2 ♠) showing six card suit and 7-10 hcp, partner's double shows 13 or more hcp and if the range are 13-15 hcp he must have 3 cards with an honor in all unbid suits.
2. When partner has a good 5-5 or 6-5 two-suiter, not necessarily many hcp, he cue-bids and you must show your first lower ranking suit, giving partner the chance to bid another suit or to just pass if his hand is limited.
3. When your partner has a balanced hand with 15-17 hcp and a stopper like AJx or K10xx, he bids 2NT and all transfers and Stayman are "on".
4. When your partner has a balanced hand 18-20 hcp with good stopper in opponent's suit he bids 3NT directly assuming that you must have 6-7 hcp. Your 4 ♣ is asking for a major - like in Stayman - and 4 ♦ or 4 ♥ are transfers, normally with good 5 card suit or a 6 card suit, because partner's 3NT can also be based also in a long minor suit.

Lebensohl Rules over Weak 2 Opening by Opponents

1. If the weak 2 Opening is ♦ or ♥, any bid at 2-level is sign-off, showing less than 7 hcp. Your partner having more than 20 HCP or strong 2-suiter continues the bidding, and a cue-bid is game forcing asking for more details of your hand. The bid of another suit from your partner is an invitation to game in his suit.
2. A 2NT response by advancer asks doubler to bid 3 ♣ to set the final contract (or invite in a higher-ranking suit).
3. With 8-10 hcp you make an invitational bid by directly bidding a suit at the 3-level without a jump or go through 2NT.
4. With 10+HCP, no stopper in opponent's suit, cue-bid to ask for partner's major suit.
5. With 10+ HCP, no 4 card major and no stopper in opponent's suit, bid 3NT directly to show a game forcing hand.

Lebensohl bidding after weak 2♦ opening by opponents and Double by over caller

Advancers bid	Remarks
2♥	Shows weak hand with 0-7 HCP and to play
2♠	Shows weak hand with 0-7 HCP and to play
2NT	Lebensohl asks Overcaller to bid 3♣
3♣	Shows 8-11 HCP with 4+♣, invitational
3♦	Stayman without stopper in ♦, GF
3♥	GF with 5+♥, without ♦ stopper offering choice of game in 4♥ or 3 NT
3♠	GF with 5+♠, without ♦ stopper offering choice of game in 4♠ or 3 NT
3NT	GF without Major suit Trump support, Denies stopper in ♦
Bidding after 2♦ > Double > pass > 2NT Lebensohl by advancer and 3♣ by Doubler	
Pass	To play showing 0-7 HCP and 4+♣
3♦	Stayman with stopper in ♦, GF
3♥	Invitational with 5+♥, 8-11 HCP
3♠	Invitational with 5+♠, 8-11 HCP
3NT	To play with stopper in ♦

Lebensohl bidding after weak 2♥ opening by opponents and Double by over caller

Advancers bid	Remarks
2♠	Shows weak hand with 0-7 HCP and to play
2NT	Lebensohl asks Overcaller to bid 3♣
3♣	Shows 8-11 HCP with 4+♣, invitational
3♦	Shows 8-11 HCP with 4+♦, invitational
3♥	Stayman without stopper in ♥, GF
3♠	GF with 5+♠, without ♥ stopper offering choice of game in 4♠ or 3 NT
3NT	GF without Major suit Trump support, Denies stopper in ♥
Bidding after 2♥ > Double > pass > 2NT Lebensohl by advancer and 3♣ by Doubler	
Pass	To play showing 0-7 HCP and 4+♣
3♦	Shows 0-7 HCP with 4+♦
3♥	Stayman with stopper in ♥
3♠	Invitational with 5+♠, 8-11 HCP
3NT	To play with stopper in ♥

Lebensohl bidding after weak 2♠ opening by opponents and Double by over caller

Advancers bid	Remarks
2NT	Lebensohl asks Overcaller to bid 3♣
3♣	Shows 8-11 HCP with 4+♣, invitational
3♦	Shows 8-11 HCP with 4+♦, invitational
3♥	Shows 8-11 HCP with 4+♥, invitational
3♠	Stayman without stopper in ♠, GF
3NT	GF without Major suit Trump support, Denies stopper in ♠
Bidding after 2♠ > Double > pass > 2NT Lebensohl by advancer and 3♣ by Doubler	
Pass	To play showing 0-7 HCP and 4+♣
3♦	Shows 0-7 HCP with 4+♦
3♥	Shows 0-7 HCP with 4+♥
3♠	Stayman with stopper in ♠, GF
3NT	To play with stopper in ♠

C) Lebensohl after Opener Plays Reverse: also called Ingbergman

- When opener plays a reverse to show a hand with 16-20 hcp. It is up to the responder to inquire his partner's hand to determine his strength - either 16-17 or 19-20 HCP and invite partner to pass in a partial score or to go to game.
- After a Reverse by opener, **(a bid of 2NT by Responder is Lebensohl)** showing 8 bad or (5-7) HCP. A better method is to use **"the cheaper of 2NT or fourth suit"** as the Lebensohl bid also known as **Ingbergman**. Thus, after:
 - 1♣ > 1♥ > 2♦, bid of 2NT/2♠ would be Lebensohl/Ingbergman, asking opener to bid 3♣
 - 1♣ > 1♠ > 2♦, bid of 2NT/2♥ would be Lebensohl/Ingbergman, asking opener to bid 3♣
 - 1♣ > 1♠ > 2♥, bid of 2NT would be Lebensohl/Ingbergman, asking opener to bid 3♣
- Both Lebensohl and Ingbergman bids by Responder are artificial bids showing a weak hand (5-7pts) wanting to stop in a 3-level part score if opener has minimum Reverse values.

LEBENSÖHL/INGBERMAN BIDDING AFTER OPENERS REVERSE

Bidding Sequence	Responders rebids
1♣ > 1♠ > 2♥	Bid 2♠ with Jxxx/Qxx/ Ax/xxx, intending to pass 2NT or 3♣, or raise 3♥/3♠ to 4♥/4♠ Bid 2NT with Q10xx/xxx/Axx/xxx, intending to pass 3♣; or raise 3♦ to 3NT or raise 3♥/3♠ to 4♥/4♠ Bid 2NT with Qxxxx/Qxxx/xxx/Q, intending to bid 3♥ over 3♣ or 3♦; bid 4♥ over 3♥, 3♠ or 3NT Any other bid except 2♠ or 2NT by responder are all game Forcing bids
After 1♦ > 1♠ > 2♥	Bid 2NT with Qxxx/xx/x/QJ109xxx, intending to pass 3♣, 3♦, 3♥, or 3♠ or to bid 4♣ over 3NT
1♣ > 1♠ > 2♦ > 2♥	After openers 1♣ and rebid of 2♦/ Bidding 2NT is Lebensohl and bidding 2 of opposite major i.e 2♥ is Ingbergman. Here Responders 2♥ bid (fourth suit) is equivalent to 2NT if playing Ingbergman. Any bid other than repeating the suit or the 2NT/2♥ (fourth suit - opposite major) is game forcing. However when playing Ingbergman if responder bids 2NT instead of the fourth suit, the 2NT bid is game forcing
1♣ > 1♥ > 2♦ > 2♠	Bidding 2NT/2 of opposite major after openers 1♣ and rebid of 2♦ is Lebensohl/Ingbergman. Here Responders 2♠ bid (fourth suit) is equivalent to 2NT if playing Ingbergman. Any bid other than repeating the suit or the 2NT/2♠ (fourth suit - opposite major) is game forcing. However when playing Ingbergman if responder bids 2NT instead of the fourth suit, the 2NT bid is game forcing.

- If responder bids freely at the three level after a reverse, it shows good 8+HCP. If the bid is repeat of suit at 2 level or Lebensohl/Ingbergman i.e. 2NT/ (2 of opposite major) over reverse, it shows a bad 8 points or less.

5. When opener reverses, it is forcing one round, so responder may not pass. With a bad hand (5 to a bad 8 points), responder may rebid its suit at the two level (if possible) with 5 or more cards in the suit. With other bad hands, responder must communicate this fact by making the Lebensohl/Ingbergman i.e 2NT/(2 of opposite Major) bid.

RESPONDERS REBIDS WITH 5-8 HCP

Bidding sequence	Responders Rebid
After 1 ♣ > 1 ♥ > 2 ♦	Bid 2 ♥ with xxx/Q10xxx/KJx/xx Bid 2NT(Lebensohl) or 2 ♠(Ingbergman) with xxx/Q10xx/KJx/xxx, intending to pass 2NT or 3 ♣; bid 4 ♣ over 3 ♦ /3 ♥
After 1 ♣ > 1 ♠ > 2 ♥	Bid 2 ♠ with Jxxxx/Qxx/ Ax/xxx, intending to pass 2NT or 3 ♣, or raise 3 ♥ /3 ♠ to 4 ♥ /4 ♠ Bid 2NT with Q10xx/xxx/Axx/xxx, intending to pass 3 ♣; or raise 3 ♦ to 3NT or raise 3 ♥ /3 ♠ to 4 ♥ /4 ♠ Bid 2NT with Qxxxx/Qxxx/xxx/Q, intending to bid 3 ♥ over 3 ♣ or 3 ♦; bid 4 ♥ over 3 ♥, 3 ♠ or 3N.
After 1 ♦ > 1 ♠ > 2 ♥	Bid 2NT with Qxxx/xx/x/QJ109xxx, intending to pass 3 ♣, 3 ♦, 3 ♥, or 3 ♠ or to bid 4 ♣ over 3N.
After 1 ♣ > 1 ♠ > 2 ♦	Bid 2NT(Lebensohl) or 2 ♥(Ingbergman) with QJxxx/Q10xxx/xx/x, intending to bid 3 ♥ over 2NT but to pass over 3 ♣, 3 ♦ or 3 ♠. Note: an alternative (perhaps better) is to bid 2 ♠ over the reverse to keep the bidding lower.

6. To find the openers HCP range, whether the lower range or the higher range, we use the Lebensohl/Ingbergman rules in a reverse situation to determine the range more precisely: 16-18(bad) HCP or 18(good)-20 HCP
7. Lebensohl/Ingbergman rules say that after responder's second bid of 2NT/2 of other major, the Opener must bid 2NT/3 ♣ if he is in the lower range or anything else if he is in higher range. If opener doesn't want to be passed in 2NT or 3 ♣, he makes some other natural bid. Opener's third bid in the higher range will show his 3-card suit with a 5-4-3-1 distribution or he will bid NT with a 5-4-2-2. e.g.

BIDDING SEQUENCE WHEN OPENER HAS STRONG HAND

Bidding sequence	Openers Rebid
After 1 ♦ > 1 ♠ > 2 ♥ > 2NT Here 2NT bid by Responder is Lebensohl/Ingbergman	Bid 3 ♥ with x/AKJxx/AKJ10xx/x Bid 3 ♦ with x/AKJx/AKJ10xxx/x Bid 3NT with x/AKJx/AJ10xx/AQx Bid 3 ♠ with Axx/KQxx/ x /AKJxx
After 1 ♣ > 1 ♥ > 2 ♦ > 2 ♠ /2NT (Here 2 ♠ by Responder is Ingbergman, bidding the other Major when openers rebid is 2 ♦) and 2NT bid is Lebensohl	Bid 2NT with AQ/xx/Axxx/AK109xx Bid 3 ♣ with xx/x/KQJx/AKQJxx Bid 3 ♦ with -/Ax/KQJxx/AQJxxx Bid 3NT with Kx/x/AQx/AKQxxxxx Bid 3 ♥ with A/Qxx/AJ10x/AKxxx

8. After Openers reverse if Responder has greater strength, any bid at the three level shows a good 8+ HCP and is forcing to game. A jump rebid by responder shows a 6+-card suit with a good 8+ HCP. Examples are:

RESPONDERS REBIDS WITH 8+HCP, GAME FORCE HANDS

Bidding sequence	Responders Rebid
After 1 ♣ > 1 ♠ > 2 ♥	Bid 3 ♠ with QJ98xx/xx/KQx/xx
	Bid 3 ♣ with QJ98/QJx/Kxx/xxx
	Bid 3 ♦ with Kxxx/Kx/Kxxxx/xx
	Bid 3 ♥ with Qxxxx/QJxx/Ax/xx (Showing the ♥ fit is more important than showing 5 ♠)
After 1 ♣ > 1 ♥ > 2 ♦	Bid 2NT with KJxx/KJxx/xxx/Jx (Note: This is game forcing when playing Ingbergman, since 2 ♠ would have been ingbergman over 2 ♦ rebid by opener. Responder should not normally initiate NT, but with this hand she would want LHO on lead. It shows a good 8 to a bad 12 HCP)
After 1 ♦ > 1 ♠ > 2 ♥	Bid 2NT with Kxxx/xxx/xxx/AQx, intending to bid 3NT over 3 ♣, 3 ♦, or 3 ♠ and to bid 4 ♥ over 3 ♥.
	Bid 3NT with KQxx/xxx/Jxx/AQx
After 1 ♣ > 1 ♠ > 2 ♦	Bid 2NT/2 ♥ (Lebensohl/Ingbergman) with K109xx/Ax/Qxx/xxx, intending to bid 3 ♠ over 3 ♣. Note that if opener had rebid 2NT or 3 ♦, it would be extremely unlikely to hold more than 2 ♠'s. Raise 2NT to 3NT; bid 3NT or 5 ♣ over 3 ♦ (but not 4 ♣, because opener will think you have a weak hand); over 3 ♠, cue-bid 4 ♥.

BRIDGE SCORING

In contract bridge, which is the modern variant of bridge, the vulnerability of each side varies from one deal to another based on the number of deals. Vulnerability aims at diversifying opposition situations and making the game more interesting. When you are vulnerable, you are said to be "Red". When you are not vulnerable, you are said to be "White".

Trick points: These points are allocated for the tricks taken in a successful contract only. Overtricks are counted separately.

Scoring When You Make Your Contract.

Trick score for each trick taken over 6:

♣ and ♦ contracts – 20 points per trick

♥ and ♠ contracts – 30 points per trick

NT contracts – 40 points for 1st trick; 30 points per trick thereafter

- **Part Score** – A part score is a contract where, if you make your contract exactly, the trick score is less than 100. So all contracts of 4 ♦ or below (with the exception of 3NT) are part score contracts. Even if you make overtricks such that your trick score is over 100 (for example, you are in 2 ♠ but score 10 tricks so that your trick score is 120), the contract is still considered a part score.
- **Game** – any contract where, if you make your contract exactly, your trick score is 100 or more. Since different suits have different trick scores, the number of tricks you need to contract for in order to be in game varies by suit. In particular, the minimum game contracts are 3NT (trick score = 100), 4 ♥ and 4 ♠ (trick score = 120), 5 ♣ and 5 ♦ (trick score = 100).
- Small Slam – a 6-level contract, regardless of suit.
- Grand Slam – a 7-level contract, regardless of suit.

Bonus Points for bidding and making the various types of contracts:

- Part score bonus – 50. You only get the bonus if you are in a part score contract. If you bid game or slam, you do not get the part score bonus.
- Game bonus – 300 non-vulnerable, 500 vulnerable. You get this bonus for all game level contracts, including slams.
- Small slam bonus – 500 non-vulnerable, 750 vulnerable. You get this bonus for 6-level contracts only plus the game Bonus
- Grand slam bonus – 1000 non-vulnerable, 1500 vulnerable plus the Game Bonus

These points are multiplied by two or quadrupled respectively if the contract has been doubled or redoubled. Scoring for making a doubled contract:

- Trick scores are doubled for non-overtricks. For example, the trick score for ♣ and ♦ is doubled from 20 to 40 per trick.
- Overtricks are 100 per trick not vulnerable, 200 per trick vulnerable, regardless of which suit the contract is in.
- You get a 50 points extra bonus for making a contract doubled by opponents.
- If the trick score for making the doubled contract exactly is 100 or more, you get the game bonus in addition. So you can be "doubled into game" whereby a contract that would normally be a part score if not doubled is now a game contract. Therefore, all part score contracts above 2 ♥, if doubled, will become game contracts. Doubled contracts of 2 ♦ and below remain as part score contracts.

Scoring when Contracts are Redoubled:

- Trick scores are quadrupled for non-overtricks. For example, the trick score for ♣ and ♦ is quadrupled from 20 to 80 per trick.
- Overtricks are 200 per trick not vulnerable, 400 per trick vulnerable, regardless of which suit the contract is in.
- You get a 100 points bonus extra bonus for making a redoubled contract.
- All redoubled contracts, except for 1 ♣ and 1 ♦ that would be part scores if not doubled, are now redoubled into game. Note that the trick score for 1 ♥ and 1 ♠ redoubled is 120 and for 1NT redoubled is 160, all of which are over 100.

Scoring When You Defeat A Contract

- Undoubled contracts:
 - Non vulnerable - 50 per under trick
 - Vulnerable - 100 per under trick
- Doubled contracts
 - Non-vulnerable – 100 for 1st under trick, 200 each for 2nd and 3rd under tricks, 300 each for subsequent under tricks. Thus the progression is 100 for down 1, 300 for down 2, 500 for down 3, 800 for down 4, 1100 for down 5, and so forth.
 - Vulnerable – 200 for 1st under trick, 300 each for subsequent under tricks. Thus the progression is 200 for down 1, 500 for down 2, 800 for down 3, and so forth.

Scoring Table

Trick scores – scored by declarer’s side when the contract is fulfilled	Normal play	Doubled	Redoubled			
For each trick above the first six in ♣ and ♦	20	40	80			
For each trick above the first six in ♥ and ♠	30	60	120			
For the first trick above six in NT	40	80	160			
For each additional trick in NT	30	60	120			
A trick score of 100 points or more on one board is GAME; A trick score of less than 100 on one board is a PARTSCORE						
Bonus Scores	Non Vulnerable	Vulnerable				
For making a PARTSCORE	50	50				
For making a GAME	300	500				
Small slam bid and made	500	750				
Grand slam bid and made	1000	1500				
For making any doubled contract	50	50				
For making any redoubled contract	100	100				
Undertricks/ Over tricks	Non- Vulnerable			Vulnerable		
	Normal	Doubled	Redoubled	Normal	Doubled	Redoubled
1 st under trick	50	100	200	100	200	400
2 nd & 3 rd under trick	50 per trick	200 per trick	400 per trick	100 per trick	300 per trick	600 per trick
4 th under trick onwards	50 per trick	300 per trick	600 per trick	100 per trick	300 per trick	600 per trick
Over Tricks	Trick value 20 or 30	100 per trick	200 per trick	Trick value 20 or 30	200 per trick	400 per trick

IMP Scoring:

Assume you are playing North/South and are in 4♠ making 4 vulnerable for a result of 620 points. Assume the other team's North/South pair is in 3♠ making 4 for a result of 170 points. A reasonable way to score that hand would be to subtract the opponents' result from your result. So you would be +450 (620 minus 170).

That is the basic idea behind IMP Scoring. However, in order to lessen the effect of a really bad result, it was decided to scale the absolute score such that larger scores did not have as much of an impact. So the IMP scale translates absolute scores to a number between 0 and 24. For example, a score difference of 20-40 is 1 IMP, a score difference of 50-80 is 2 IMPs, and so forth. In the example above, 450 translates to 10 IMPs. See below table for the complete IMP scale.

Complete IMP Scale

Difference in Points	IMPs
20-40	1
50-80	2
90-120	3
130-160	4
170-210	5
220-260	6
270-310	7
320-360	8
370-420	9
430-490	10
500-590	11
600-740	12
750-890	13
900-1090	14
1100-1290	15
1300-1490	16
1500-1740	17
1750-1990	18
2000-2240	19
2250-2490	20
2500-2990	21
3000-3490	22
3500-3990	23
4000+	23

Without the IMP scale, a score difference of 500 would be 10 times better than a score difference of 50. But with the IMP scale, 50 translates to 2 IMPs while 500 translates to 11 IMPs, so the 500 is 5.5 times better than the 50.

IMP scoring is similar for pair's games, such as what is done on BBO. Each opponent's score is subtracted from your score and converted to IMPS. The IMPS are then summed and divided by the number of opponents. Given Below is an example set of scores:

Pair no.	Contract	Score	IMPs	Details
1	4 ♥	620	10.5	vs. Pair no 2 (+450)=(+10 IMPS)
				vs. Pair no 3 (+480)=(+10 IMPS)
				vs. Pair no 4 (+480)=(+10 IMPS)
				vs. Pair no 5 (+720)=(+12 IMPS)
				Total =(42 IMPS/4)= 10.5 IMPS
2	3 ♥ +1	170	-0.25	vs. Pair no 1 (-450)= (-10 IMPS)
				vs. Pair no 3 (+30)=(+1 IMP)
				vs. Pair no 4 (+30)=(+1 IMP)
				vs. Pair no 5 (+270)=(+7 IMPS)
				Total =(-1 IMPS/4) =(-0.25 IMPS)
3	3 ♥	140	-1.25	vs. Pair no 1 (-480)= (-10 IMPS)
				vs. Pair no 2 (-30)=(-1 IMP)
				vs. Pair no 4 (0) = (0 IMPS)
				vs. Pair no 5 (+240)=(+6 IMPS)
				Total =(-5 IMPS/4) =(-1.25 IMPS)
4	3 ♥	140	-1.25	vs. Pair no 1 (-480)= (-10 IMPS)
				vs. Pair no 2 (-30)=(-1 IMP)
				vs. Pair no 3 (0) = (0 IMPS)
				vs. Pair no 5 (+240)=(+6 IMPS)
				Total =(-5 IMPS/4) =(-1.25 IMPS)
5	4 ♥ -1	-100	-7.75	vs. Pair no 1 (-720)= (-12 IMPS)
				vs. Pair no 2 (-270)=(-7 IMPS)
				vs. Pair no 3 (-240) = (-6 IMPS)
				vs. Pair no 4 (-240)=(-6 IMPS)
				Total =(-31 IMPS/4) =(-7.75 IMPS)

IMP Scoring Conclusions

- Bidding and making the vulnerable game is very beneficial. Pair 1 gained at least 10 IMPS compared to the 3 pairs that bid and made the 3 ♥ partial score.
- Overtricks are not important. Pair 2 only gained 1 IMP for making 1 more trick than Pairs 3 and 4.
- Going down in a contract that makes is very costly. Pair 5 had a difference of over 18 IMPS compared to Pair 1 who bid the same contract and made it. And had Pair 5 bid and made 3 ♥, that would have saved them 6.5 IMPS.

Victory Points Scoring :

Victory points are a method of determining the winner of a team event where each team plays the same number of matches. The most common event of this type is Swiss Teams, where each team plays 7 matches each consisting of 7 boards.

Victory points are used to determine overall places. They work as follows:

- The IMP margin of victory is calculated for a given match.
- That margin of victory is used to distribute victory points (typically 20 total victory points) between the 2 teams. The closer the match, the more evenly the points are distributed. For example, in a tie match, each team would get 10 victory points. If a team won by 10 IMPS, the winning team would get 14 victory points and the losing team 6 victory points. If a team won by 28 IMPS, the winners would get 20 victory points and the losers 0 victory points.
- The total number of victory points for a team is used to determine that team's rank in the event. See

Below Table shows a complete 20 point Victory Point scale for a 7 board match.

Margin of Victory (IMPs)	Winner Victory Points	Loser Victory Points
0	10	10
1-2	11	9
3-4	12	8
5-7	13	7
8-10	14	6
11-13	15	5
14-16	16	4
17-19	17	3
20-23	18	2
24-27	19	1
28+	20	0

Match Points Scoring

Match point scoring is what is used in most live pair's games. It works as follows:

- You get 1 Match Point for each pair whose score is worse than yours.
- You get 1/2 Match Point for each pair whose score is tied with yours.

In pair games, your score on a board is usually expressed in the actual number of match points you scored on that board. On BBO, it is expressed as a percentage of the maximum number of match points you could win on the board had your score been the highest.

Pair	Contract	Score	Match Points	Match Point%	Details	IMPs
1	4 ♥	620	4	100%	Beats 4 scores	10.5
2	3 ♥ +1	170	3	75%	Beats 3 scores	-0.25
3	3 ♥	140	1.5	37.5%	Beats 1 score, Tied 1 score	-0.75
4	3 ♥	140	1.5	37.5%	Beats 1 score, Tied 1 score	-0.75
5	4 ♥ -1	-100	0	0%	Lowest score	-7.75

Match Points Scoring Conclusions

- The size of your score does not matter, just how many people you do better than. Pair 2 did very well compared to Pairs 3 and 4 despite the fact that their score was only 30 points higher. Similarly, Pair 1 only did a little better than Pair 2 even though their score was 450 points higher.
- Overtricks do matter. Pair 2 did much better than Pairs 3 and 4 by simply making an overtrick.
- Bidding game does not always help as much as in IMPS. Pair 1 would have done almost as well had they been in 3♥ making 4 (just like Pair 2).

Some common terms used in match point scoring:

- Average – the # of pairs you did better than was about the same as the # of pairs who did better than you. Your match point % is about 40% - 60%.
- Average Plus – you did better than a majority of pairs. Your match point % is about 65% - 85%.
- Average Minus – you did not do as well as a majority of pairs. Your match point % is about 15% - 35%.
- Top – you did better than all pairs, perhaps tying 1 or 2 at most. Your match point % is about 90% - 100%.
- Bottom – you did worse than all pairs, perhaps tying 1 or 2 at most. Your match point % is 0%-10%.

Although the scores of individual boards are usually described in terms of actual match points (except on BBO where they use match point %), your overall score is usually expressed as a percentage of the theoretical maximum score you can achieve. For example, in an 8 table game with 24 boards, your theoretical maximum is 168 match points (7 match points on each board x 24 boards). If your match point score was 84, that would be a 50% game. A 55+% game is good and should usually earn you some master points. A 60+% game is excellent and will often result in a 1st or 2nd place finish.

Most expert players prefer IMP scoring to match points. They feel it is a truer test of bridge skill and minimizes luck.

Part Scores

- In IMPS, you do not need to be overly aggressive. You should not bid one more if you are reasonably certain you are going down. If you are going down, even if they make their contract, your IMP score will be similar. The Law of Total Tricks and my competitive bidding guidelines work very well in IMPs.
- Part score bidding in match points is much more complex. The size of your score does matter. Say for example, they are in 3♦ and your suit is ♥. If they make 3♦, that is -110. Even if you go down 1 in 3♥, that is -50 or -100, which is a better match point score. So you should be more aggressive in bidding 3 over 3 in match points (but it is still often the wrong thing to do).
- In IMPs, the objective is to be plus. As declarer, you should always find the safest way to make your contract and worry very little about overtricks. Similarly, as defender, you should try and come up with a way to beat the contract, even if it is low percentage, because giving up an overtrick in the process is inconsequential once they make the hand.

- In match points, part score strategy is much more complex. You have to try for the biggest plus or smallest minus you can get. As declarer, you should still always find a safe way to make your contract, but you can try a slightly less safe way in pursuit of overtricks. On defense, you often play passive defense, trying not to give up overtricks rather than trying to beat the contract.
- In IMPs, it is fairly rare (although not unheard of) that you double a part score. Unless you are fairly sure you are setting them at least two, the risk of their making it when you double them into game outweighs the reward of extra points for setting them 1, even vulnerable. Usually you only double when you have length in their trump suit.
- In match points, doubling a part score can be quite profitable. This is one area in which less experienced players are too timid. Down 1 doubled vulnerable is worth +200, which is a larger score than any partial you can make. This is just about guaranteed to be a top board. And if they make their contract, you were likely getting an average minus anyway. So doubling a vulnerable part score has high reward and low risk. I get some of my best results using this tactic.

Games

- Successful IMP players aggressively bid games, especially vulnerable games, even if they are less than 50%. Say you are considering whether or not to bid 4♥. If you make it, you will be +620 and your opponents will be +170, which means you will win 10 IMPs. If you go down, you will be -100 and your opponents will be +140, which means you will lose 6 IMPs. Suppose the odds of making game are only 40% (such as you need a 2-2 break). That means if the hand is played 10 times, it will make 4 times and go down 6 times. So you will win 40 IMPs the 4 times it makes and lose 36 IMPs the 6 times it goes down. Therefore, your net gain over 10 hands is 4 IMPs. That is why you should bid all close games in IMPs, even if their odds are a little less than 50%.
- In match points, on the other hand, the game bonus is not worth any more than an overtrick. So you should only bid games where the odds favor that they make. You should avoid bidding close games. In fact, I would say it pays to be somewhat conservative when deciding whether or not to bid games in match points.

Slams

- The decision of whether or not to bid a small slam is the same in both IMPs and match points. Basically, you should only bid a small slam that is better than 50%.
- The math in match points is fairly simple. If you make it, you will score 1 match point over all opponents who do not bid the slam. If you go down, you will score 0 match points. If you don't bid slam, you will get 1/2 match point for a tie. So on a 50% slam you will break even over the long run, gaining 1/2 a match point half the time and losing 1/2 a match point the other half.
- The math in IMPs is as follows. Assume you are vulnerable and are bidding a major suit slam. If the slam makes, you will be +1430 and you opponent will be +680. You will win 13 IMPs for being +750. If the slam goes down, you will be -100 and your opponents will be +650. So you will lose the same 13 IMPs for being -750 instead of +750.

- You should only bid grand slams which are virtually certain to make. You should be able to count 13 tricks. In fact, if you never bid a grand slam, you will come out ahead in the long run. Even bidding a grand slam that simply depends on a 3-2 break (68%) is very iffy.
 - The basic reasoning is because when you bid and make a small slam, most of the time you will be getting an above average result. As I said in the first part of this section, your goal should be to get average and above average results and avoid bad results. So there is little reason to try for a little extra by bidding a grand slam when you will be getting a good result anyway by bidding and making a small slam.
 - Let's use IMP scoring to explain the reasoning mathematically. If you bid and make a major suit grand slam vulnerable, your score will be 2210. If your opponents only bid the small slam their score will be 1460. You will gain 13 IMPs for being +750. If the slam goes down, you will be -100 and your opponents will be +1430.
 - You will lose 17 IMPs by being -1530. You will be +750 against pairs who don't bid the small slam (1430 for you vs. 680 for them) which is 13 IMPs. Let us assume that half the pairs bid the slam. (If you look on BBO at potential slam hands, you will find that most of the time less than half the pairs bid slam, so I think I am making a very reasonable assumption.) That means your IMP score will be +6.5 just for bidding the small slam.
 - So where does that leave us? Let's say the grand slam is 70% (slightly better odds than a 3-2 break). On 100 hands, if you just always bid the small slam, you will win 650 IMPs (6.5×100). But, if you bid the grand slam, on 70 hands you will win 910 IMPs (70×13) and on 30 hands you will lose 510 IMPs (30×17) for a total gain of 400 IMPs.
 - That means you are better off bidding the small slam (650 IMPs on 100 hands) than the grand slam (400 IMPs on 100 hands). And that is only if the grand slam is a strong favourite to make (70%). Some grand slams that you bid may be on a finesse or even worse. The bottom line is, that unless the grand slam is an overwhelming favourite (meaning you can count 13 tricks), you should not bid it.