



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: Open Country: Australia Event: Zone 7 Championships 2005 Christchurch Players: Sartaj Hans - Tony Nunn	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Aggressive overcalling style at 1 level . Will overcall on KQ to five and outside queen		Lead in Partner's Suit				
New suit Forcing at 1level. Constructive at 2 level.		Suit	3rd from even, low from odd (18)	3rd from even, low from odd (18)		
All jumps are fit showing in competition and by passed hands (except jumps to game)		NT	4th, usually 2nd from xxxx (18)	4th, usually 2nd from xxxx (18)		
		Subseq	Attitude switches at NT			
		Other: Nature of situation often decides which card we lead.				
		We may overlead or underlead. A/q ask rev. att. K asks for rev. count				
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY
15-18 HCP in live auctions.		Lead	Vs. Suit	Vs. NT		12-14 NT (3rd seat vul 14-16)
11-14 HCP in passout seat.		Ace	A asks rev. Attitude	A asks rev. Attitude	5 card majors. (3rd seat vul 4 card majors)	
		King	K asks rev. Count (AKxx or Kqxx)	K asks rev. Count (AKJx or KQxx)	2C = weak , both majors,4+4+, 0-10 HCP	
		Queen	q asks rev. att. (may be from Kqxx)	q asks rev. att. (may be from Kqxx)	2D = game force	
		Jack	J10x(+),KJ10x(+)	J10x(+),KJ10x(+)	2H/S = Weak, 5/6 , 0-10 HCP (1)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109x(+), H109x(+)	109x(+), H109x(+)		
1-Suit: Weak. 6/7 card suit. Once a year a 5 card suit. New suits Constructive.		9	9x	9x	1NT Openings:	
2-Suit: If weak opening, then jump ocall = strong		Hi-x	See under opening leads style	See under opening leads style		
		Lo-x	See under opening leads style	See under opening leads style		
Reopen: intermediate.		SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead		Declarer's Lead	Discarding	
Michaels cue bids. Then 2NT = values, 3C = p/c, 4N = bid ur suit, 5X = nat		Suit:1st	A/Q = rev. att; K = rev. cnt	Hi/lo=O	Hi=DISCRG	
Leaping Michaels. Over 2D multi, 4X = X + hearts		2nd	Hi/lo=O	S/P	Hi/lo=O	
Jump cue bid to 3 level asks for stopper		3rd	S/P		S/P	
Jump cue bid to 4 level shows strong minor 2 suiter. 4N = weak minor 2 suiter.		NT: 1st	A/Q = rev. att; K = rev. cnt	Hi/lo=O	Hi=DISCRG	
Over 2N minors , 3C = better or equal hearts; 3D = better spades		2nd	S/P	S/P	Hi/lo=O	
If they show two suits, two cue bids = forcing in other two suits;		3rd		S/P		
		Signals (including Trumps): Sometimes suit preference or hi-lo = odd number				
		DOUBLES				
VS. NT (vs. Strong / Weak; Reopening; PH)		TAKEOUT DOUBLES (Style; Responses; Reopening)				
ASPRO vs. weak NT. (2C = H + another; 2D = S = minor ; other nat)		Most doubles are takeout.				
DONT vs. strong NT. (Dbl = single suited, 2X = X + higher)		Penalty doubles after one penalty double (except weak NT dbl allows one takeout dbl)				
ASPRO if we open 1m and they overcall strong NT.		Support doubles and redoubles.				
2C in ASPRO may be 4H and 5S		Preemptors doubles special (2)				
		Game try double when no other option available.				
		After 2/1, double = pen at two level and values at higher				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		After 3N gambling, Dbl = balanced and 4C = takeout				
See Direct and Jump Cue-bids						
					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS						
Natural. cheapest NT by advancer = fit + good hand.						
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
OVER OPPONENTS' TAKE OUT DOUBLE		Correctable redouble concept often applies (3)				
Usually ignore double.					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
If they double our NT bid, suit = that + higher, redbl = single suiter, pass = to play					We often bid again with maximums after "limit" raise. Especially after J in OM.	
Lebensohl around one known anchor suit only					NT opening/rebid/overcall may have a singleton (usually a honor)	
Dbl Dbl Dbl over multi and its sisters (Values,takeout, penalty)						
					Psychics: Rarely in 3rd seat.	
OPENING BID DESCRIPTIONS						

Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	Natural	2♣ = limit; 2♦ = 6-9 distributional raise; 2N = GF raise (4) ; 3♣ preemptive	(12-15),	2♣ = 5-7. FSJ
1♦		3	4♠	Natural	2♦ = limit; 3♣ = 6-9 distributional raise; 2N = GF raise(4) ; 3♦ preempt	(5), (12-15)	2D = 5-7. .FSJ
1♥		5	4♠	Natural	2♠ = 10-12, 3cd ♥; 3C = 6-9, 4cd H; 3D = 10-12,4 cd H; 2N = GF raise; 3N = 13-15,bal,3 cd H	(6), (12-15)	2C = Drury; FSJ; 2N =Big Drury
1♠		5	4♠	Natural	3H = 10-12, 3cd S; 3C = 6-9, 4cd S; 3D = 10-12,4 cd S; 2N = GF raise; 3N = 13-15,bal,3 cd S	(6), (12-15)	2C = Drury; FSJ; 2N = Big Drury
1NT		variable	4♥	(11)12-14 mostly. 14-16 3rd seat vul.	2C = stayman, 4 suit transfers, 3C = both minors, 3D = 4441 short minor, 3M = 4cd suit (7)	(8) After X (17)	
2♣	Yes	0		weak, both majors, 4+/4+ , 0-10 HCP	2D asks to bid longer major (Then 2N relay 3C = bad hand, else natural)		
2♦	Yes	0		game force	2H = most hands, 2S = dbl negative, 2N = 55 in majors 3X = good suit	(10)	
2♥		5		(1)	New suit NF (Constructive when vulnerable). (9)		
2♠		5		(1)	New suit NF (Constructive when vulnerable). (9)		
2NT		0	4♥	20-22 HCP	5 card stayman, transfers, 3S = minors, 4X = natural		
3♣		6		preempt	F1 4D = art slam trial		
3♦		6		preempt	F1 4C = art slam trial		
3♥		6		preempt	F1 4C = art slam trial		
3♠		6		preempt	F1 4C = art slam trial		
3NT				Shows solid suit in 1/2. To play in 3/4			
4♣		6		preempt			
4♦		6		preempt			
4♥		6		preempt			
4♠		6		preempt			
4NT							
5♣		7					
5♦		7					
5♥		7					
5♠		7					
5NT							

HIGH LEVEL BIDDING

Most high level doubles are takeout

If the opposition bids 4M, then 4NT is takeout (may include slam try in partner's suit)

Preemptors doubles special (2)

After 2 over 1, dbls = pen at two level; cards at three level.

6C over grand slam force shows one trump honor.

2 under transfers if we overcall 3N (unilaterally)

Supplementary notes file (hans_nunn.txt) Sartaj Hans - Tony Nunn (Australia)

1. NV against V : Almost always 5 cards, hyper-aggressive style ;
NV against NV : Sometimes 5 , aggressive style;
Vul : Usually 6 cards, moderate style ;
Relatively disciplined in second seat.
2. Premptors doubles express desire to bid more. Only if open preempt opposite an unpassed hand or if partner supports suit.
These doubles do not apply if we overcall a preempt.
3. If partner's bid was going to be artificial but the opponents double before he makes that call, correctable redoubles apply.
e.g 1N (X) 2C (X); Now 2D = natural; XX = bid your other suit.
4. Then 3X = shortage; 4N = 18-19 bal , bad 3 card suit
5. Special auctions : 1D - 2C; 2D = forcing And 1D - 2C; 2D - 2M = not GF . 2N F by OPN/RES
6. Short suit slam trials. Serious 3NT after 2N raise of M and extras-showing 3M or 2/1 auctions with 3 level primary support with both hands unlimited (Not OPN 2N rebid or high reverse and preference)
7. We sometimes dont bid 3M (anti-stayman) with 4 card major when right siding contract may seem essential.
8. With superaccept, bid Axx or xxx suit with non minimums.
4N Quant after stayman or transfer. 4N RKC after superaccept. 4N RKC after 4 level transfer
3 of OM after stayman response = GF raise (Then 3N = extra length)
Heart transfer and 2S = invitational. Spade transfer and 4H = auto splinter.
9. 2N enquiry (NV 3C = any 55; 3D = sub minimum; 3M = moderate 5; 3 OM classical wk2 6cards; 3N = good 5cd, scattered values)
(Vul 3C = any 55; 3D = 6 cd, concentrated; 3M = 6 cd, poor hand; 3 OM = super monster, 6 cd; 3N = 6 cd, scattered)
10. If they bid in auction starting with 2D, double = pen in immediate seat and i dont know what to do in passout
11. 4NT = RKCB 1430 (25) . Never straight blackwood.
Over queen ask, cheaper of TS/NT = no; Else = Q + that king;
5NT = specific king ask (Then 6X = ask).
4NT and signoff in 5M = queen ask if 3/4 keycards held.
5N resp over 4N shows void + KCards one higher than trump suit.
If they bid over 4NT with 5C/D Pass = 1st st, dbl = 2nd st; Higher :X = odd, pass = even
12. After 2NT rebid. 3C forces 3D , signoff in M or slam try in clubs; 3D = checkback; 3H/S = natural, (exception: 3S shows 5H when res. bid 1H
After 1C-1D -2N. 3C forces 3D -then 3M = shortage; 3N = slam try with clubs; 3D = checkback; 3M = nat
13. Exclusion key card. Jumps to 5 level (On in pd suit). In comp, only in oppos suit. Responses 0,1,1Q,2,2Q,3,3Q,4,4Q
14. Blackout over reverses. 2 way checkback. Jump shifts = splinters. 4S GF. PH 4S = raise of 3rd suit. 4N = Q over 4th suit.
15. Transfer Advances after 1M - 1NT.
16. Random auction agreements
1NT - (P) - 2C - (BID) Doubles by both hands = takeout.
(Preempt) - Dbl - (Redbl) - Pass = To play
(Open bidding) - Dbl - (Redbl) - Pass = scramble
1D - (2C) - P - (2D); X = takeout of clubs
1N - (Dbl) where Dbl is not pen. Runout structure still applies
(1D) -1S - (1NT) - X = takeout ; applies in similar situations as well.
17. (Whatever dbl means) Suit = That + higher; Redbl = single suiter; Pass = suggestion to play
18. We do not always follow these rules. For example, when having supported partner in the auction, we may chose to lead 9 from 98x or 6 from 642.

Hans – Nunn

Seriously Rocking System

Mar 30 , 2005

Glossary

F1 = forcing one round, GF = game-forcing, NF = non-forcing, I = invitational
M = major; m = minor; OM = Other Major ; PH = passed hand; OPN = opener ;
RES = responder

Opening Bids

1♣

2♣ = exactly limit, 10-12

2♦ = 6-9, distributional raise

2♥/♠ = weak

2N = GF raise OPN bids shortage @ 3lvl.

4N = 18/19 with bad 3 card minor

3♦/♥/♠ = splinter

PH : 2♣ = 5-7 no interest opp Strong NT

2N = limit raise then OPN bids shortage

Jumps = fit showing

1♦ (Tend to open 1D with 4441s and (23)44)

1♦ - 2♣ promises rebid

1D - 2C ; 2D - 3D = I, NF

1♦ - 2♣; 2♦ - 2♥/2S/2NT = F1

1D - 2C; 2M = GF

1♥

Raises : Bergen. J in OM = 3-trump limit raise. 3N = 13-15, bal, 3 trumps.

2NT GFR : Then 3M could still be 5422 13/14 hcp. Serious 3NT applies by both OPN and RES.

Serious 3N: After 2NT (as above)

After 2/1 when both hands unlimited (Not when OPN rebid 2NT) and after primary support. (Not after High Rev Pref. or after 2N Responder rebid).

After 1M - 2X; 2M - 3M 3N = not serious if opener could still be 5431.

After 2/1 : Any fit GF. Preference at 2 level = NF. 2N by RES = GF (In comp, standard bidding but RES 2NT rebid GF)

Drury : 2♣ Drury over 3rd/4th opening (then 2M = crap). On over double.

2NT = Super big raise by PH (Then 3M = NF)

1M - 2M remains same even when drury available.

Short suit slam trials : After a limit or 3N raise, any bid = short suit slam trial (off in comp)

Exception : After 1S - 3D , 4H = short suit trial; 3H = semi natural. Or all similar situations where there is room to bid a suit twice below game.

1N (3rd seat vul, 14-16)

4 suit transfers

Anti-splinter with superaccept in M and maximum. With minimum, bid 3M (then new suit = short suit slam try)

After spade transfer, 4H = auto-splinter. After heart transfer, 2S = I, NF

Transfer to major and RES re-raising to 4 of major = balanced, mild slam try.

3♣ = 5-4 or better in the minors, GF

3♦ = Short minor (4441-ish). 3H by OPN relays (Respond: 3S = short clubs; 3NT = short diamonds)

3♥ = 4 ♥ ; 3♠ = 4 ♠

4♣ → ♥ ; 4♦ → ♠ : Then 4N = RKC

4NT after a 2/3 level transfer (major or minor) or after stayman is quantitative.

4NT after any superaccept is RKC

Stayman Followups

After 2D response : 3♥/♠ = 5+ cards in M and 4 cards in OM, GF

After 2M response : 3 OM = GF raise (Then 3N = 5th trump by OPN)

After any response : 3♣/3♦ = natural, constructive. Bid with fit.

2♣ = weak, both majors

2♦ asks opener to bid longer major, Then 2N relay : 3♣ = junk, else natural.

3♣ = constructive

3♦ = To play

If 2♣ gets doubled see *Correctable Redouble concept*.

2C – (P) – 2D – (X); XX shows club fragment. Pass would show no preference and not dia fragment ??

2♦ = Unconditional game force

2♥ = almost all hands

2♠ = double negative

2N = 5-5 in the majors, semi-positive

3X = one loser suit, KQ10 to six. (Relaxed conditions when RES = PH)

If they bid over 2♦,

Double by OPN would often be balanced hand.

Double by RES = pen (when acting directly) ; I don't have anything to say (in passout)

2♥/♠ = weak, can be 5 cards ,depends on vulnerability

2NT relay

Non-vul responses

3C = 5M + 5 minor (then 3D relay; 3H = clubs; 3S = diamonds)

3D = 5/6 cards, super crappy hand, at best King to five

3M = 5 card suit, medium/ordinary hand, say KQ to five

3OM = 6 card suit, classical weak two

3N = 5 card suit, scattered values, a maximum in terms of high cards

Vulnerable responses

3C = 5M + 5 minor (then 3D relay; 3H = clubs; 3S = diamonds)

3D = 6 cards, concentrated values

3M = 6 card suit, poor hand

3OM = 6 card suit, super monster (KJ10 to six and outside Ace)

3N = 6 card suit, scattered values

New suits non forcing (constructive when vulnerable)

4 of a minor = Fit showing jump

4 of a major = To play

2NT = 20-22.

3C = puppet stayman; if OPN bids M, then OM = slam try in OPN's M.

if OPN bids 3D, 4C = 44 in M's slammish, 4D = 44 in M's GF

3D/H = transfers (Then 4N = Quant) Superaccept to a source of tricks

3♠ = minor-suit stayman (Opener not obliged to show his minor)

4♣/♦/♥/♠ = natural

5C/D/H/S = RKC on that suit.

Takeout dbls till 4H

3X Openings

4C = artificial, slam try

Non Vulnerable responses

4D = Super Junk

4H = Decent preempt but not classical , say QJ to six/seven and Kx

4S = Great Suit KQJxxx, nothing outside

4NT = RKC

5X onwards = RKC response with seven trumps and good hand

Vulnerable responses

4D = K/Q (and probably Jack) to seven and out

4H = Above + outside card

4S = Great suit, nothing else , 1 loser suit , KQJ to seven typical

4NT = RKC

5X onward = RKC response with seven trumps and a good hand

After a 3C opening, 4D is the artificial ask, and we bid one step slower than above ...So 4H = super crappy hand etc. We miss on 4NT RKC by 3C opener

3NT Gambling in 1st/2nd . To play in 3rd/4th.

3rd Seat Vulnerable Differences

1NT = 14-16. Standard system over it

We may open a 4 card major. Usually 44 with hearts and spades. But the tendency is to open the best suit, whether its major or minor, whenever we hold the weak NT handtype. Tend to respond 2M to drury enquiry when 12-13 bal w/ 4M.

CONVENTIONS

RKCB : 1430. (2or 5)

4NT = Almost Always Beautiful Blackwood.

Exceptions in Competition :

- If they bid 4M 4NT= takeout .
- We overcall 4 of a minor; 4NT = natural

Never straight blackwood. If no suit agreed, still respond in 1-4,0-3

After 4NT, 5NT try for grand slam. Then :

7♣ = acceptance, source of tricks or significant extras

6X = cheapest specific king (Then, 6X by RKC-er is king-asking in that suit)

4NT and signoff in 5M = queen ask if responder has 3 or 4 keycards.

In response to question (Q ask, sp K ask)

Cheaper of TS /NT = No

Higher of TS/NT = Yes, but no kings to show

Other = Yes + that specific king

If they bid over 4NT with 5♣/♦ Pass = 1st st, dbl = 2nd st; Higher :X = odd, pass = even

With undisclosed,useful voids respond at 6 level (6C = ¼ KC + useful void).

5N shows impossible response

For hearts 2KC + trump Q + void

For diamonds trumps 5N = 2KC + void ,with or without trump queen. (6C then = random Grand slam trial not Q ask)

For clubs trumps 5N = 2KC + void , with or without trump queen.

Early 5NT asks : In following situations, 5NT arrives early. ??????????????????

THIS IS ALL DODGY AND JUST PUT IN HERE FOR DISCUSSION>>NOT SYS.

Trump Suit

Clubs : 5C = 1/4; 5H = early 5NT + HK ask; Reply : 5S = HK plus one K (then 5N mad)

5N = no HK;

6C = HK + nothing else

5D = 0/3; 5S = early 5NT + SK ask ; Reply : 5NT = no SK

6C = SK +/- others

Diamonds : 5C = ¼; 5H = early; Reply : 5S = HK plus one K

5N = no HK

6C = CK, no HK

6D = SK (weird ???)

Exclusion KeyCard :

Jump to the five level (even in pd suit) in an uncontested auction is ERKC.

In competitive auctions, jump to 5 lvl is ERKC only in their bid suit(s).

Responses = 0,1,1Q,2,2Q,3,3Q,4,4Q

(Even if they double the keycard ask, the response structure remains the same)

2NT rebid followups (inc. after 1H-1S start)

3C → 3D . Signoff in 3M or mild slam try in clubs by 3NT

3D = checkback . May be mild slam try in diamonds. After 3X by OPN ,3NT = dias.

3H = If RES bid 1H then 6+H; if RES bid 1S then 5+5+ H/S

3S = If RES bid 1H then 5 H; if RES bid 1S then 6+S

2NT rebid after 1C -1D start

3C → 3D ; then 3M = shortage; 3N = clubs slam try

3D = Checkback; (With 44 in D and major, use checkback)

3H/S = Natural; suggesting longer diamonds and suggests playability in diamonds

Blackout over Reverses

Cheaper of 4th suit /2NT = non GF but F1

Fourth suit GF

1♣ -1♦; 1♥ - 1♠ is fourth suit .

PH 4th suit = good raise of 3rd suit.

4NT = natural, extras over 4th suit.

If one hand is limited by NT rebid or preference etc. 4th suit = artificial, forward going, one round force ? In 2/1 auctions fourth suit = still artificial ??? (Stick some auctions here)

Transfer advances after 1M – 1NT

After 1♥ – 1NT

2♣ → ♦

2♦ → ♥ (minimum or will bid again)

2♥ = nat, I

2♠ = nat

2NT = Clubs

3♣/♦ = 5-5 GF

3♥ = Acol 2

3♠ ++ = splinter

OFF in comp (except when second hand makes a take-out double)

Single Raise enquiry

1X – 1M; 2M – 2NT (relay)

Now : 4X = cue with SNT. Always bid 4X/4M with SNT.

If OPN bids 3 of a suit to show 3 card raise, then 4th suit = slam try in raised suit

4NT = RKC in raised suit.

5 of M good trumps enquiry

6M = good trumps

5N = solid trumps

Any other = solid trumps + A or K in that suit, depending on context.

4NT Opening Specific Ace Ask

5C = None; 5X = that one; 5NT = two; 6C = CA

Other Agreements

2 way checkback (show hearts before spades) . Later on continuations, state nature of hand than obligatory shape show (1C – 1H; 1N – 2D ; 2N had 5 clubs and AQ of spades)
Support Doubles/Redoubles for all suits. (Next dbl by RES = pen. By OPN = extras/do something)

Jump shifts = splinters.

Over Grand Slam Force, 6♣ shows one trump honor.

Competitive Bidding

They bid anything (including double)

Jumps are fit-showing (also by PH). Jumps to game are to play.

After 1H – they double – 3D and 4D both are fit showing.

2M – (pass) – 4 of a minor is fit showing (Not 2S –(P) – 4H which is nat)

Weak NT (if it includes 13 HCP).

ASPRO . Step asks for 5-card suit . 2C could be 4H and 5S.

After our double,

- pass forcing through 2D.
- One takeout double in the partnership.
- Only in this specific auction : (1NT) – X – (2X) – 2NT = lebensohl.

3 of a suit = constructive.

Double of stayman/transfer shows a good hand.

Strong NT

DON'T (Delayed 2S shows better hand).

Double of stayman/xfer shows that suit

3NT Gambling

X = balanced, 4♣ = takeout

Weak Two-Bid

Leaping Michaels.

Lebensohl. (2NT and then cue = 4 in OM + stopper; direct cue = multi-meaning)

4M = both minors, stronger hand than 4NT

Preemptive 3X

4X = Michaels (Except over 3S, 4S = both minors, stronger than 4NT)

2 diamonds multi or RCO

XXX over multi/RCO. (First dbl = 13-15 or 16+). 4m = m + ♥s.

After Dbl , first preference in all situations for meaning of 2NT = lebensohl

Passing 2D and then balancing with 2NT = minors.

Passing over 2D does not deny 13-15 bal hand type as may have xx in one major and not wanting to double twice.

Strong NT overcall

ASPRO if we had opened 1 of a minor.

2NT = limit raise

Dbl by OPN = 64 in the majors if we had opened 1 of a major.

2♦ Michaels (Or any 2-suited)

2♥ = ♣s, F ; 2♠ = ♦s, F ; 2N = nat; 3♣/♦ = nat, NF

Dbl = values (Then dbl = PEN and Pass F thru 3 of OPN suit)

Penalty Double our weak NT (or strong NT overcall) in 2nd or 4th seat

XX = single-suiter; suit = that + higher

Bidding 2S direct or later has no specific meaning.

Strong Club

Natural . Then advancer's cheapest NT bid = fit + good hand

Interfere over our NT opening

Takeout doubles to 4H.

When the two suits they show are known, first double = takeout/values, second double = penalty.

1N – (2C majors) – X{values} – (2H)

X = pen

1N – (2H majors) – X {takeout} – (2S);

X by OPN or RES = pen.

Lebensohl stopper showing around known anchor suit only. Slow shows.

If 2♣ = majors, 3NT has no relation to stoppers.

If 2♣ = hearts + one, 3NT around ♥ stoppers.

If 2♥ for the majors, 3NT around ♥ stoppers.

To cue bid their suit slow or fast shows 4 cards in OM.

1N – (2C) - 2NT and 3H = Invitational

If we overcall 1NT and next hand bids, lebensohl with stopper showing etc. still applies.

Comic NT

All system on. Treat like pass. If we double, one takeout double in partnership thereafter.

Any two suits

In situations like (1X) – pass – (1Y) – 1Z;

(pass) - ?

Now 2X = nat; 2Y = cue raise.

When we are looking for stoppers, and they show two suits, then cue bid shows stopper.

What when we have room for only one cue-bid ?? ambiguous?? Esp when the last call was by them. ??

Polish Club

Treat as natural club. 2C = cue except (1C) – pass – (1D) – 1S ;

(pass) – 2C = natural. See above (Any 2 suits).

2X = weak both majors

Dbl = random takeout , 13-15 bal style, minor-ish hand.

Interference after we make a 2-over-1

Dbl = penalty at 2-level; cards at 3 level or higher.

New suits after we preempt/overcall

2M openings : NF (constructive-ish when we are vulnerable) ;

3X openings : F1 ;

Wk Jump Overcall : Constructive.

Normal Overcall : NF @ 2-level and F @ 1-level

We make a Michaels cue-bid

3C/4C = pass or correct; 2NT = values (limit raise in hearts perhaps)

5C = to play ; 4NT = bid your minor.

2N = minors

3C = takeout with longer/equal hearts; 3D = longer spades

Polish NT overcall or 1NT that shows takeout of suit we have bid

We treat their call like a takeout double.

2X = forcing. 2N = limit. Dbl = values (then dbl = t/o)

One of a suit

Jump cue bid = asks for a stopper.

Either almost solid suit Or a super powerhouse hand in a major (which will bid 4M next).

My idea of such a powerhouse is AKQxxxxx,Axx,A,x

Over Precision diamond

2D = Michaels

3D = stopper ask

They double 1 of a Major

2NT = shaded limit raise plus . Then 3X = nat, game try. 4X = splinter (only mild slam try as opener has to provide for responder to have significant extras) ???

Balancing 2NT = 19-21 bal

They overcall 4 of a major

Double = takeout, transferable values. Opener will usually bid 4S but expected to pass 4H dbl with 3154 minimum.

They double a cue-bid of their known suit

We Cue bid their suit to ask for a stopper

Redouble = shows ace

Pass = suggests half a stopper like Jxx

4 of our minor = other holdings

This would also apply when we are cue-bidding what could be a first or second round control. When they double, advancer can pass and hope for clarification from the cue-bidder where the cue-bidders redouble would show ace or void in that suit.

However, if a redouble can be treated as natural then it is nat.

e.g. 1N – (pass) - stayman/ transfer and they double ; OPN XX = to play.

What about redoubles of fourth-suit situations. Need a rule for these.

General Stuff

Correctable Redouble Concept.

1N (X) 2♣ (X) ; 2♦ = nat, XX asks for other suit

(1N weak) 2♣ (X) Here 2♦ = nat, XX asks for 5 cd suit

(1N strong) 2♣ (X) Here 2♦/♥/♠ = nat, XX asks for other suit

(1N strong) 2♣ (2D) Here 2H = nat, X asks for other suit.

We overcall unilaterally 3NT over their pre-empt

Two-under transfers. Then

4NT/bid transferred-to suit by 3NT-er = to play.

Step = great hand

Transfer to their suit = probe. Then

4NT = to play

4X/5X = natural

accept xfer = extras

All system off if they double or bid over 3NT

Typical confusion auctions

- (1C) X (1H) X = takeout ;
- (1C) – pass/dbl – (1H) – 2H = natural;
- (1C) – pass – (1H) – 2C = michaels, diamonds and spades
- If we redouble showing strength, jumps by other guy = weak, playing strength. With good hands, will pass and jump.
- 1S – 2H; 3H – 3S = natural (not cue-bid)
- 1NT – (P) – 2C – (BID) Doubles by both hands = takeout.
- 1H – (P) – 2H – (3D) ; Dbl = game try in hearts
- (Preempt) – Dbl – (Redbl) – Pass = To play
- (Open bidding) – Dbl – (Redbl) – Pass = scramble
- 1D – (2C) – P – (2D); X = takeout of clubs
- 1N – (Dbl) where Dbl is not pen. Runout structure still applies
- (3C) – 4C = both majors, not any two suiter
- (3D) – X – (P) – 4H; (P) – 4S = two places to play ; applies in all analogous situations
- (4H) – X – (P) – 4S; (P) – 4NT = RKCB on spades. As per above, 5C would be the minors.
- (1C) – P – (P) – Dbl; (2C) – Dbl = take out. style of all low level doubles = t/o.
- 1S – 1N; 3H – 4C = cue-bid for hearts
- 1S – 2C; 3S – 4C = cue-bid for spades.
- 1S – 4S; 5D = length + cue bid....A bit weird to have this in here but at some point need more work and definition....
- If RES rebids 4m after OPN opens or rebids 2NT, 4N = to play....
Two specific sequences 1C – 1H; 2N – 4C; 4N = to play;
2N – 3D; 3H-4C; 4N = to play.
- (1X) – dbl – (pass) – 3Y = Natural , stronger than two
- (1X) – dbl – (Bid) – 3Y = Preemptive

- (1M) – dbl – (2M) – dbl = suggestive of other major ; 2NT for the minors
 - (1H) – dbl – (4H) – dbl = takeout , balanced hand, does not promise or deny 4 spades
 - (1H) – dbl – (3H) – dbl ...not promise/deny 4 spades ???
 - (1H) – pass – (4D) – dbl = takeout of hearts. The same principle applies for all artificial or natural raises of 1 of a major
- 1D – 1H; 1S – 2C; 3C = 4441 style
 - 1C – 1H; 1S – 2D; 3D = either 4045 or significant extras ?? or whatever ?? grant baze argument look up.
 - (1C) – 1S – (1NT) – dbl = takeout
 - We bid 1NT natural (overcall or in response to takeout dbl). Then 2NT by us shows interest in competing in the minors.
 - **4S – (pass) – 5C asking bid in the suit**
OPN 6S shows singleton.
5NT = Kx
6C = singleton/void with no other king outside
Others = singleton/void with that king.

Preemptor's doubles

Show 0/1 in their suit (plus something special usually) in following situations

- responder raises
- we open opposite unpassed partner

Don't apply after

- we preempt after partner has passed (Except if partner raises ?? or maybe if original bid was at game level.....need either more definition or less definition)
- we overcall a preempt irrespective of partner's pass status

Random notes

With marginal hands, we may do a limit raise and then raise ourselves to game over signoff. Or Blackout and bid game over reverse

Comic NT overcall (when NV) :

Comic NT has no relation to suit quality/weak jump etc. Its just a statement of having some fun.

2C = NF stayman. Comedian bids lowest suit. With SNT cue-bid their suit with major and 2NT without one

2D/H = NF transfers (Then cue = great superaccept; 3M = ord superacc; Others comic)

2S = F enquiry ; 2NT = two suited (Then 3C asks. Respond CRO); 3X = nat; cue = SNT.

In competition, dbl by comedian's partner asks him to bid 2NT if he has SNT.

If they dbl 1NT, Reddbl by comedian = two/three suited hand.

Leads and Carding

@ NT 4th highest.

@ Suits 3rd from even/ low from odd

Low encourage... Reverse count (Primary attitude at trick 1)

first discard low encourage then reverse present count

Usually overlead (may underlead from AK or KQ)

No Smith (If we are awake, and partner needs help, then hi-lo = do something unusual)

A/Q = attitude

K = cnt

Discussion situations

2NT straight after aspro and delayed 2NT

2N – 3S follow-ups...Have had two grands come up. One spec-ed. Other missed.

Keycard when 5S/5H etc. available. Structure. Formalise the void showing setup as well.