



The Maritime Club

[A Relay Precision System](#)

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Table of Contents

Table of Contents	2
General Approach - Precision	5
The 1♣ Opening	6
General Structure.....	6
<i>After 1♣-</i>	6
After a Negative Response to 1♣	7
<i>After 1♣-1♦</i>	7
<i>After 1♣-1♦-1♥</i>	7
<i>After 1♣-1♦-1♥-1♠</i>	8
<i>After 1♣-1♦-1♥-1NT</i>	8
<i>After 1♣-1♦-1♥-2♣</i>	8
<i>After 1♣-1♦-1♥-2♦</i>	9
<i>After 1♣-1♦-1♠</i>	9
<i>After 1♣-1♦-1♠</i>	9
<i>After 1♣-1♦-1♠-2♣</i>	9
<i>After 1♣-1♦-1♠-2♦</i>	10
Positive Responses to 1♣.....	11
<i>General Approach</i>	11
<i>How We Shape-Out</i>	12
<i>How We High-Card Scan</i>	13
Specific Auctions.....	14
<i>After 1♣-1♥</i>	14
<i>After 1♣-1♥ continued</i>	15
<i>After 1♣-1♠</i>	16
<i>After 1♣-1N</i>	17
<i>After 1♣-2♣</i>	17
<i>After 1♣-2♦</i>	17
<i>After 1♣-2♥</i>	17
<i>After 1♣-2♠</i>	18
<i>After 1♣-2N</i>	18
<i>After 1♣-3♣</i>	19
<i>After 1♣-3♣</i>	19
The 1♦ Opening	20
General Structure	20
<i>After 1♦-</i>	20
<i>After 1♦ - 1M</i>	21
<i>After 1♦ - 2m</i>	21
<i>After 1♦ - 1N</i>	22
<i>After 1♦ - 2N</i>	22
Specific Sequences	23
<i>After 1♦ - 1♥</i>	23
<i>After 1♦ - 1♥ - 1N</i>	24
<i>After 1♦ - 1♠ - 1N</i>	25
The 1 Major Opening	26
General Structure.....	26

<i>After 1M</i> -	26
Specific Sequences	27
<i>After 1M - 1N</i>	27
<i>After 1♥ - 2♥</i>	27
<i>After 1♠ - 2♠</i>	27
<i>After 1♥ - 1♠ - 1N</i>	28
The 1NT Opening	29
General Structure	29
After a Strong 1N (14-16 or 15-17 ranges)	29
<i>After 1N (STR) - 2♣ (Stayman)</i>	30
<i>After 1N (STR) - 2♦ (transfer) - 2♥</i>	31
<i>After 1N (STR) - 2♥ (transfer) - 2♠</i>	32
After a Weak 1N (10-12 or 10-14)	33
The 2♣ Opening	34
General Structure	34
<i>After 2♣</i> -	34
Specific Sequences	35
<i>After 2♣ - 2♦</i>	35
<i>After 2♣ - 2M</i>	36
The 2♦ Opening	37
General Structure	37
<i>After 2♦</i> -	37
Specific Sequences	38
<i>After 2♦ - 2NT</i>	38
The 2 Major Opening	39
General Structure	39
<i>After 2M (Weak)</i>	39
<i>After 2M (Intermediate)</i>	40
Slam Conventions/Agreements	41
When They Interfere After We Open	42
Interference Over 1♣	42
<i>After 1♣ - (X)</i>	42
<i>After 1♣ - (1♦)</i>	42
<i>After 1♣ - (1♥)</i>	42
<i>After 1♣ - (1♠-2♠)</i>	42
<i>After 1♣ - (2N+)</i>	42
<i>After 1♣ - 1♦ - (1X)</i>	43
Interference After a 1♣ Opening and a Positive Response	43
Transfers after 1♦ (X)	43
Negative Free Bids after 1♦ (1♠)	44
Transfers after 1M (X)	44
Interference Over 1NT (Any Range)	45
<i>After 1NT (X)</i>	45
<i>After 1NT (2♣)</i>	45
<i>After 1NT (2X)</i>	45
<i>After 1NT - (P) - P - (2X)</i>	46

Interference After a 2♣ Opening	46
<i>After 2♣ (X)</i>	46
<i>After 2♣ (2X)</i>	46
Interference After a 2♦ Opening	46
<i>After 2♦ (X)</i>	46
<i>After 2♦ (2M)</i>	46
<i>After 2♦ (2NT)</i>	47
<i>After 2♦ (3♦)</i>	47
Defense to 2-Suited Overcalls	47
After the Opponents Open the Bidding	48
General Approach	48
In Sandwich Position	49
<i>After (1X) - P - (1Y)</i>	49
<i>After (1X) - P - (1N)</i>	49
Leaping Michaels	50
<i>After (2♦)</i>	50
<i>After (2♥)</i>	50
<i>After (2♠)</i>	50
<i>After (3♣)</i>	50
Defense to Strong NT Openings	51
<i>After (1N)</i>	51
Defense to WEAK NT Openings	52
<i>After (1N)</i>	52
<i>After (1N) - X - (P or XX)</i>	52
<i>After (1N) - X - (2X)</i>	52
Other Competitive Agreements	53
Invitations vs. Competitive Bids in Competition	53
Lebensohl in Competition	53
The “2-Card Double”	54
The “Forcing Pass”	54
Defensive Carding Agreements	55
Leads	55
Carding	55
Discards	55

General Approach - Precision

1♣: 16+ HCP unbalanced or 17+ HCP balanced

1♦: Nebulous, 2+ diamonds, 10-16 HCP

1♥/1♠: 5+ card suit; 10-15 HCP

1NT: 10-12 white 1st/2nd seat, 10-14 white 3rd seat, 14-16 red 1st/2nd seat, 15-17 red 3rd seat and always in 4th seat

2♣: 6+ clubs 10-15 HCP

2♦: 4414, (43)15 or 4405 shape, 11-15 HCP

2♥/♠: Weak two

2NT: 6-10 HCP, 5/4+ minors

3♣/♦/♥/♠: pre-emptive

3NT: Solid 7 card minor, no outside K or A

4♣: 7+ hearts, 8-9 tricks

4♦: 7+ spades, 8-9 tricks

4♥/4♠: 7+ hearts/spades, less than 8 tricks

The 1♣ Opening

General Structure

1♣: 16+ unbal or 17+ bal, artificial

After 1♣-

1♦	0-7 HCP
1♥	8+ HCP 4+ spades. Possible to hold a canapé with 4♠ AND 5♣/♦/♥
1♠	8-14 HCP, balanced or (4441) shape, can have 5♥(332)
1NT	8+ HCP, 5+ hearts
2♣	8+ HCP, 5+ diamonds
2♦	8+ HCP, 5+ clubs (usually 6+ unless side 4 card heart suit)
2♥	8+ HCP, 6+ clubs AND 4+ spades
2♠	8+ HCP, 5+ clubs AND 4+ diamonds
2NT	15+ HCP, balanced or (4441) shape, can have 5♥(332)
3♣	8+ HCP, 6+ diamonds AND 4+ spades
3♦	8-11 HCP, 6+ clubs AND 4+ hearts
3♥	12+ HCP, 1426 shape
3♠	12+ HCP, 2416 shape
3NT	12+ HCP, 0436 shape
4♣+	12+ HCP, further numeric shape-outs of 6+♣/4+♥ hands

After a Negative Response to 1♣

After 1♣-1♦ (0-7 HCP artificial)

1♥	4+ hearts, could have longer minor, forcing
1♠	4+ spades, could hand longer minor, forcing
1NT	17-19 HCP balanced
2♣	5+ clubs, no 4 card major, non forcing
2♦	5+ diamonds, no 4 card major, non forcing
2♥	Transfer Kokish (forces 2♠). Either a GF two-suiter with 5+♥ or a 23+ HCP balanced hand
2♠	5+ spades, GF
2NT	20-22 HCP Balanced
3♣	5+ clubs, GF
3♦	5+ diamonds, GF
3♥/♠+	Undiscussed

After 1♣-1♦-1♥ (4+ hearts, forcing)

1♠	4+ spades, <4 hearts, forcing. Higher priority than 2♣ or 2♦ unless 43(51)
1NT	0-5 HCP, no 4cM
2♣	6-7 HCP, <3 hearts, <4 spades
2♦	5-7 HCP, 3 hearts, <4 spades unless 43(51)
2♥	0-4 HCP, 4+ hearts
2♠	5+ spades, 3 hearts, 5-7 HCP ("fit-showing")
2NT	Strongest raise, 5-7 HCP, 4+ hearts with a shortness, 3♣ asks: 3♦ = diamond shortness 3♥ = club shortness 3♠ = spade shortness
3♣/♦	good 6+ card suit with 6-7 HCP
3♥	5-7, 4-card support, no shortness
3♠+	Undiscussed

After 1♣-1♦-1♥-1♠ (4+ spades, <4 hearts, forcing)

1NT	Forcing, 1444 shape. 2♣/2♦/2♥/2♠ = Preference with 0-4 HCP 2N/3♣/3♦/3♥/3♠ = Preference with 5-7 HCP
2♣/♦	5+/4+ hearts/minor either way, minimum
2♥	long hearts, attempt to sign off
2♠	minimum with 4-card support
2NT	Forcing spade raise with 3 spades. Then: 3♣ = all weak hands, 3D asks: 3♥ = 3 card heart support, 4 spades 3♠ = 5+ spades, not 3-card heart support 3NT = neither 5 spades nor 3-card heart support 4x = both 5+ spades and 3-card heart support 3♦ = 3 hearts, 4 spades, GF 3♥ = 5 spades, not 3 hearts, GF 3♠ = 3 hearts, 5+ spades, game force but not enough for 2S over 1H 3NT = none of the above 4♣/4♦/4♥ = splinters
3♣/♦	5♥, 4+ minor, GF
3♠	4+ spades, GF raise

After 1♣-1♦-1♥-1NT (0-5 HCP no 4cM)

2♣/♦	5/4 in hearts/minor either way, non-forcing
2♥	long hearts, attempt to sign off
2♠	5+ hearts, 4+ spades, forcing 1 round
2NT	Invitational
3♣/♦	5+ hearts, 4+ minor, GF

After 1♣-1♦-1♥-2♣ (6-7 HCP, <3 hearts, <4 spades)

2♦	Artificial minimum (wants to play partial for now) 2♥ = 2-card support 2♠ = waiting without 2 hearts 2NT = Stoppers without 2 hearts 3m = 6-card suit without 2 hearts
2♥	6+ hearts, non-forcing
2♠	5+ hearts, 4+ spades, GF
2NT	4♥(441) or 4♥5m canapé, GF
3m	5+ hearts, 4+m, GF
3♥	6+ hearts, GF

After 1♣-1♦-1♥-2♦ (3 hearts, 5-7 HCP)

2♥	Non-forcing (could be 4-card suit)
2♠	4♥4♠(41), GF
2NT	5+ hearts, GF, natural followups
3m	Canapé or 1444, GF
3♥	Invitational

After 1♣-1♦-1♠ (4+ spades, forcing)

1N	0-5, not 4 spades
2♣	6-7, no 3 card support, not 6 hearts
2♦	5-7, 3 card support, not 6 hearts
2♥	6-7, 6+ hearts
2♠	0-5, 4 card support
2NT	4+ spades, shortness, 3♣ asks: 3♦ = diamond shortness 3♥ = heart shortness 3♠ = club shortness
3♣/♦	good 6+ card suit with 6-7 HCP
3♥	5 hearts, 3 spades, 5-7 HCP ("fit-showing")
3♠	5-7, 4 card support, balanced

After 1♣-1♦-1♠-1NT (0-5, <4 spades)

2♣/♦	5/4 spades/minor either way, non-forcing
2♥	5+ spades, 4+ hearts, non-forcing
2♠	6+ spades, attempt to sign off
2NT	Invitational, probably a 4♠(441) canapé
3♣/3♦/3♥	5+ spades, 4+ ♣/♦/♥, GF

After 1♣-1♦-1♠-2♣ (6-7 HCP, <3 spades, <6 hearts)

2♦	artificial minimum (wants to play part score for now), then: 2♥ = 5-card suit 2♠ = 2-card support 2NT = waiting without 5 hearts or 2 spades 3m = 6-card suit without 2 spades
2♥	5+ spades, 4+ hearts, non-forcing
2♠	6+ spades, non-forcing
2NT	4♠(441), or 4♠5m canapé, GF
3♣/♦	5+ spades, 4+m, GF
3♠	6+ spades, GF

After 1♣-1♦-1♠-2♦ (5-7 HCP, 3 spades, <6 hearts)

2♥	5+ spades, 4+ hearts, GF. Natural followups
2♠	Non-forcing (could be 4-card suit)
2NT	5+ spades, GF, natural followups
3m	Canape or 4♠(441), GF
3♠	Invitational

Positive Responses to 1♣

General Approach

- With any 8+ HCP hand over 1♣, responder will make a GF response. After a GF response, in most cases the 1♣ bidder will bid the next step up as an artificial asking bid. Responder will proceed to describe his specific shape over each subsequent ask. After exact shape is known, the following ask begins a specific high card scan.
- A bid of the next step up by 1♣ is always an artificial asking bid as long as it is not a game bid in a suit that responder has shown 4+ cards in. To keep asking in that scenario, 1♣ bidder bids the next available step that is NOT game in a suit where responder is known to hold 4+ cards.
- Any (4441) or 5(332) shape except 5♠(332) will begin with 1♠ (if 8-14 HCP) or 2N (if 15+ HCP). The goal here being to transfer to 1NT so that the strong hand doing all of the asking will be concealed in the most likely strain (NT).
- Any other shape will make a positive response usually in the strain below their suit (ie 2♣ shows 5+ diamonds). 1N showing 5+ hearts is the exception to this. This is to avoid bidding NT first with long clubs as frequently NT is the most commonly played strain after showing this hand type.
- When two equal 5+ card suits are held, responder makes a positive response in the cheapest available bid. For example if holding 5 hearts and 5 diamonds, responder would start with 1N instead of 2♣. It is therefore important to keep in mind that when starting with a bid such as 2♣, it is impossible to hold equal length in hearts/clubs.
- After the initial positive response and subsequent ask, responder's next priority is to show a side 4 card suit if one is held. This is frequently accomplished by bidding the suit below the 4 card suit, effectively transferring. It is always important to keep in mind what side 4 card suits are impossible.
- After two suits have been shown, responder will then bid then next step up to show 8-11 HCP. Any other bid shows 12+ HCP follow the **5/4 shape-out rules**. If responder is a passed hand, this strength step is skipped and shape-outs immediately begin with the assumption of a 8-10 HCP hand.
- If there is no side 4 card suit, the next step is frequently showing 6+ card suit and an 8-11 HCP hand. Steps above this show 12+ HCP and follow the **6+ single suit shape-out rules**.

How We Shape-Out

- Shapes are described in ascending numeric fashion. For example if 5♠(332) is currently known, shapes will be rolled out as follows: 5233, 5323, 5332. When more than one suit is known, balanced shapes come before unbalanced shapes. For example 5422 comes prior to 5413 and 6511 would come prior to 6502.
- **5/4 shape-out rules:** When both a 5 card suit AND a side 4 card suit are known, except in rare exceptions the responses to the next ask will be as follows: Step 1 = 10+ cards in the two suits after which follow 10+ cards shape-out rules, Step 2 and above are rollouts of 5/4 shapes, beginning with 5422, then 5413 etc. 6/5 hands come after the 5/4 hands.
- **10+ cards shape-out rules:** When 10+ cards in 2 suits has been shown, the responses to the next ask are as follows: Step 1 = 6+ cards in the first suit and 4 cards exactly in the 2nd suit. This is followed by rollouts of 6/4 shape hands ie. 6412, 6421 etc. 7/4 hands come after 6/4 hands. Step 2 and above are rollouts of 5/5 shapes. If equal length suits are not possible, rollouts of 6/4 hands begin immediately starting at Step 1.
- **6+ single suit shape-out rules:** When a single 6+ card suit has been shown, the responses to the next ask are as follows: Step 1 = 6(322) shape or 7222 with numeric rollouts after next ask, 7222 being the last step. Step 2 = shortness in highest ranking outstanding suit. Step 3 = Shortness in middle suit. Step 4 = Shortness in lowest suit. After a shortness has been shown, the next ask is described as follows: Step 1 = 7+ cards. This is followed by rollouts of 7+ card shapes (ie. 7123, 7132, 7033, 8122 etc.). Step 2 and above = 6(133) and zooms to high card scan.

How We High-Card Scan

- After exact shape is known, the next step up by 1♣ bidder begins a high-card scan. The replies to this are dependent upon responder's suit priority.
- Priorities of responder's suits: Highest priority to lowest priority are based on suit length with the longest suit being highest priority and shortest suit being lowest priority. If there is a tie in suit length, the higher ranking suit gets priority. Hereafter, highest priority suit is denoted P1, 2nd highest = P2, 3rd highest P3, 4th highest P4.
- Priorities of responder's high cards from highest to lowest: King in P1, P2, P3, P4 then Queen in P1, P2, P3, P4 then Jack in P1, P2, P3, P4
- If responder has a singleton honor, that honor gets treated as a card of lower rank. For example, a singleton K gets treated like a Q.
- Initial reply to the highcard scan as follows: Step 1 = 0 OR 2 aces. Step 2 = odd # aces, No K in P1. Step 3 = odd # aces, K in P1, no K in P2. Step 4 = odd # aces, K in P1 AND P2, no K in P3 etc.
- Next scan asks about the next 3 highest priority cards. Step 1 = 0 or all 3, Step 2 = 1 or 2+3, Step 3 = 2 or 1+3, Step 4 = 3 or 1+2 and denies 4, Step 5 = 3 or 1+2, shows 4, denies 5 and so on.
- By bidding the next step up (as long as not game in a 4+ card responder suit), opener can continue scanning about the next 3 priority cards before ultimately setting the contract.
- By agreement, all 6 level bids are to play and not asking.

Specific Auctions

After 1♣-1♥(4+♠, GF): 1♠ asks

- 1N 4+ spades, 4+ hearts, 9+ total major suit cards. 2♣ asking:
 Step 1: 8-11 HCP. After ask, steps identical to below
 Step 2: 12+ HCP, Canape. Next step asks then:
 Step 1: 4522
 Step 2: 4513
 Step 3: 4531
 Step 4: 4504
 Step 5: 4540
 Step 6+: 5611 shapes etc.
 Step 3: 12+ HCP, 10+ Major suit cards. Next step asks then:
 Step 1: 6+ spades, 4 hearts. Next step asks numeric shape
 Step 2: 5512 shape
 Step 3: 5521 shape
 Step 4+: 5503 shape etc.
 Step 4: 12+ HCP, 5422
 Step 5: 12+ HCP, 5413
 Step 6: 12+ HCP, 5431
 Step 7: 12+ HCP, 5404
 Step 8: 12+ HCP, 5440
 Step 9+: 12+ HCP, 6511 shapes etc.
- 2♣ 4+ spades, 4+ diamonds, 9+ total cards in those suits. 2♦ asking:
 Step 1: 8-11 HCP. After ask, steps identical to below
 Step 2: 12+ HCP, Canape. Next step asks then:
 Step 1: 4252
 Step 2: 4153
 Step 3: 4351
 Step 4: 4054
 Step 5: 4450 shape
 Step 6+: 5161 shapes etc.
 Step 3: 12+ HCP, 10+ cards in ♠/♦. Next step asking:
 Step 1: 6+ spades, 4 diamonds. Next ask numeric shape
 Step 2: 5152
 Step 3: 5251
 Step 4+: 5053 etc.
- 2♦ 4+ spades, 4+ clubs, 9+ total cards in those suits. 2♥ asks:
 Steps symmetrical to 4+spade/4+ diamond structure outlined
 above. *Note 4045, 4405 shapes are possible here

After 1♣-1♥(4+♠, GF): 1♠ asks continued

- 2♥ 6+ spades, 8-11 HCP. 2♠ asks:
 Step 1: 6♠(322) or 7222 shape. Next step asks numeric shape
 Step 2: Heart shortness. Next step asks
 Step 1: 7+♠. Next step asks
 Step 1: 7123
 Step 2: 7132
 Step 3+: 7033 etc.
 Step 2: 6133
 Step 3: Diamond shortness. Ask symmetrical to above
 Step 4: Club shortness. Ask symmetrical to above
- 2♠ 5♠(332) shape. 2N asks
 Step 1: 8-11 HCP. Ask followed by numeric shape
 Step 2+: 12+ HCP, numeric shapes
- 2N 12+ HCP, 6♠(322) or 7222 shape. Ask for numeric shape
- 3♣ 12+ HCP, 6+ spades, short hearts. Ask symm. to above
- 3♦ 12+ HCP, 6+ spades, short diamonds. Ask symm. to above
- 3♥ 12+ HCP, 7+ spades, short clubs. Ask symm to above
- 3♥+ 12+ HCP, 6331 shape, zoom highcard scan

After 1♣-1♠ (8-14 HCP, bal or 4441): 1N asks

- 2♣ 12-14 HCP. 2♦ asks
 2♥: 4 spades. 2♠ asks
 2N: 4♠ AND 4♣. 3♣ asks
 3♦: 4234
 3♥: 4324
 3♠: 4144
 3N: 4414
 3♣: 4♠ AND 4♦. Next ask symm. to above
 3♦: 4423
 3♥: 4432
 3♠+: 4333, zoom highcard scan
 2♠: 4 hearts. 2N asks
 3♣: 4♥ AND 4♦. 3♦ asks
 3♥: 2443
 3♠: 3442
 3N: 1444
 3♦: 2434
 3♥: 3424
 3♠: 3433, zoom highcards
 2N: 5♣(332) shape. Next step asks numeric shape
 3♣: 5♦(332) shape. Next step asks numeric shape
 3♦: 5♥(332) shape. Next step asks numeric shape
 3♥: 3244 shape
 3♠: 3334 shape
 3N: 3343 shape
- 2♦ 8-11 HCP, 4 hearts. Ask responses symmetrical to above
- 2♥ 8-11 HCP, 4 spades. Ask responses symmetrical to above
- 2♠ 8-11 HCP, 4/4 minors. 2N asks
 3♣: 2344 shape
 3♦+: 3244 shape, zoom highcard scan
- 2N 8-11 HCP, 5♣(332) shape. Next step asks numeric shape
- 3♣ 8-11 HCP, 5♦(332) shape. Next step asks numeric shape
- 3♦ 8-11 HCP, 5♥(332) shape. Next step asks numeric shape
- 3♥ 12-14 HCP, 2344 shape
- 3♠ 8-11 HCP, 3334 shape
 3N 8-11 HCP, 3343 shape

After 1♣-1N (8+ HCP, 5+ hearts): 2♣ asks

2♦	5+ hearts, 4+ clubs. Then symmetric shapeouts. 0544 possible
2♥	5+ hearts, 4+ diamonds. Then symmetric shapeouts
2♠	8-11 HCP, 6+ hearts. Then symmetric shapeouts
2N	12+ HCP, 6♥(322) or 2722. Then symmetric shapeouts
3♣	12+ HCP, 6+ hearts, spade shortness. Then symm. shapeouts
3♦	12+ HCP, 6+ hearts, diamond shortness. Then symm. shapeouts
3♥	12+ HCP, 7+ hearts, club shortness. Then symm. shapeouts
3♠+	12+ HCP, 3631, zoom highcard scan

After 1♣-2♣ (8+ HCP, 5+ diamonds): 2♦ asks

2♥	5+ diamonds, 4+ clubs. Then symmetric shapeouts. 0454 possible
2♠	8-11 HCP, 6+ diamonds. Then symmetric shapeouts
2N	5+ diamonds, 4+ hearts. Can't be 5/5. Then symmetric shapeouts.
3♣	12+ HCP, 6♦(322) or 2272. Then symm. shapeouts
3♦	12+ HCP, 6+ diamonds, spade shortness. Then symm. shapeouts
3♥	12+ HCP, 6+ diamonds, heart shortness. Then symm. shapeouts
3♠	12+ HCP, 7+ diamonds, club shortness. Then symm. shapeouts
3N	12+ HCP, 3361, DON'T zoom highcard scan

After 1♣-2♦ (8+ HCP, 5+ clubs): 2♥ asks

2♠	8-11 HCP, 6+ clubs. Then symmetric shapeouts
2N	5+ clubs, 4+ hearts. Can't be 5/5. Then symmetric shapeouts.
3♣	12+ HCP, 6♣ (322) or 2272. Then symm. shapeouts
3♦	12+ HCP, 6+ clubs, spade shortness. Then symm. shapeouts
3♥	12+ HCP, 6+ clubs, heart shortness. Then symm. shapeouts
3♠	12+ HCP, 7+ clubs, diamond shortness. Then symm. shapeouts
3N	12+ HCP, 3316, DON'T zoom highcard scan

After 1♣-2♥ (8+ HCP, 6+ clubs, 4 spades): 2♠ asks

2N	8-11 HCP, next ask symmetric to below
3♣	12+ HCP, 4126
3♦	12+ HCP, 4216
3♥	12+ HCP, 4036
3♠	12+ HCP, 4306
3N+	12+ HCP, 4117 etc.

After 1♣-2♠ (8+ HCP, 5+ clubs, 4 diamonds): 2N asks

3♣	8-11 HCP, next ask symmetric to below
3♦	12+ HCP, 6+ clubs, 4 diamonds. Next ask numeric shapeout
3♥	12+ HCP, 2245
3♠	12+ HCP, 1345
3N	12+ HCP, 3145. DON'T zoom high card scan.

After 1♣-2N (15+ HCP, bal or 4441): 3♣ asks

3♦	4 hearts. 3♥ asking then: 3♠: 4♥ AND 4♠. 3N asks then: 4♣: 4423 4♦: 4432 4♥: 4414 4♠+: 4441 ZOOM highcard scan 3N: 4♥ AND 4♠. 4♣ asks then: 4♦: 2434 4♥: 3424 4♠+: 1444 ZOOM highcard scan 4♣: 2443 4♦: 3442 4♥+: 3433 ZOOM highcard scan
3♥	4 spades, denies 4 hearts. 3♠ asking then: 3N: 4♠ AND 4♣. 4♣ asks then: 4♦: 4234 4♥: 4324 4♠+: 4144 ZOOM highcard scan 4♣: 4♠ AND 4♦. 4♦ asks then: 4♥: 4243 4♠+: 4342 ZOOM highcard scan 4♦+: 4333 ZOOM highcard scan
3♠	4/4 minors, denies a 4cM. 3N asks then: 4♣: 2344 4♦+: 3244 ZOOM highcard scan
3N	5♣(332), followed by numeric shapeout
4♣	5♦(332), followed by numeric shapeout
3♦	5♥(332), followed by numeric shapeout
3♥	3334
3♠+	3343, ZOOM highcard scan

*NOTE in 1♣-2N auctions, 4N is NOT to play and is always an asking bid.

After 1♣-3♣ (8+ HCP, 6+diamonds AND 4 hearts): 3♦ asks

3♥ 8-11 HCP. 3♠ asks then rollouts of 6/4 hands
3♦+ 12+ HCP, rollouts of 6/4 hands.

After 1♣-3♣ (8+ HCP, 6+diamonds AND 4 hearts): 3♦ asks

3♥ 8-11 HCP. 3♠ asks then rollouts of 6/4 hands
3♦+ 12+ HCP, rollouts of 6/4 hands.

The 1♦ Opening

General Structure

1♦: Nebulous. 10-16 HCP NON-VUL, 10-15 HCP VUL. 2+ diamonds, <5M and <6 clubs. Unbalanced unless 14-16 when NON-VUL or 11-13 when VUL.

After 1♦-

1♥	6+ HCP, 4+ hearts
1♠	6+ HCP, 4+ spades
1N	7-10 HCP, balanced. Usually do not skip a 4cM
2♣	11+ HCP, 4+ clubs, forcing, could have a 4 card major if 5+/4
2♦	11+ HCP, 4+ diamonds, forcing, could have a 4 card major if 5+/4
2♥	6-10 HCP, 5 spades and 4 hearts
2♠	11-13 HCP, 5 spades and 4 hearts
2N	13+ HCP, GF balanced. Frequently concealing a 4cM.
3♣-3♠	0-7 HCP, 6+ cards, preemptive
3N	To Play
4♣	RKC for diamonds
4♦	Preemptive
4♥/4♠	To play

After 1♦ - 1M

- 1♠ 4♠, <4♥, unbalanced. Must have a singleton or void
- 1N Balanced, <4 cards in M, 4 cards in oM possible, 11-13 HCP vul, 14-16 non-VUL
- 2♣ 5/4+ minors, either way
- 2♦ 6+ diamonds
- 2♥ (over 1♠) 3451 shape
- 2M 4 cards in M, balanced, 11-13 when VUL, 14-16 when non-VUL.
Next step up is an asking bid for further description. Then:
Step 1: Min, 4M(432) shape
Step 2: Min, 4M333
Step 3: Min, 4M225
Step 4: Min, 4M252
Step 5+: Maxes with symmetrical shape
- Jump oM WK ♣ Splinter, 11-13 HCP, 4 card M support, singleton ♣
- 2N STR ♣ Splinter, 14-16 HCP, 4 card M support, singleton ♣
- 3♣ STR oM Splinter, 14-16 HCP, 4 card M support, singleton oM
- 3M WK oM Splinter, 11-13 HCP, 4 card M support, singleton oM

After 1♦ - 2m (4+ cards in m, 11+ HCP, forcing, usually no 4cM)

- 2M Stopper showing, missing stopper in oM
- 2N Minimum, both major stoppers
- 3m Missing both major suit stoppers
- 3M Maximum, missing stopper in M
- 3N Maximum, both major stoppers

After 1♦ - 1N -

- 2♣ 5/4+ minors, either way
- 2♦ 6+ diamonds
- 2N 15-16 HCP balanced (when non-vul)

After 1♦ - 2N (13+ HCP, GF bal. Frequently concealing a 4cM)

- 3♣ 5 clubs, could still have a side 4cM. NAT followups
- 3♦ 5+ diamonds, could still have a side 4cM. NAT followups
- 3♥/3♠ NAT, showing a 4cM, bid up the line
- 3N Balanced, 11-13 (If VUL) or 14-16 (If Non-VUL), Could have 5m

Specific Sequences

After 1♦ - 1♥ - 1♠ (4♠, <4♥, unbal)

1N = Artificial asking bid, either a signoff or invitational hand. Then:

2♣ = 4144, 40(54) or 41(35). Natural followups

2♦ = 4♠ AND 6+♦. Natural followups

2♥ = 4351

2♣ = 1444 or 04(54), pass or correct to better minor

2♦ = ART GF. Then:

2♥ = MIN (11-13 HCP). 2♠ asks specific shape, symmetric to below.

2♠ = 4414, 40(54), or 41(35). 2N asks specific shape:

Step 1: 4144

Step 2: 4135

Step 3: 4153

Step 4: 4045

Step 5: 4054 DON'T zoom high card scan

2N = 4♠ AND 6+♦. 3♣ asks then:

Step 1: 4162

Step 2: 4261

Step 3+: 4171 etc.

3♣+ = 4351 ZOOM high card scan

2♥ = 6+ hearts, 6-10 HCP

2♠ = 4 spades, 6-10 HCP

2N = NAT, invitational

3m = 4 spades, shortness in minor, invitational

3♥ = 6+ hearts, INV

4♣/4♦ = GF splinters, 4+ spades

After 1♦ - 1♥ - 1N (<4♥, bal, 11-13 HCP VUL, 14-16 HCP Non-VUL)

2♣ = Forces 2♦. An INV hand or weak with 5+♦. After 2♦:

- 2♥ = 5 hearts, invitational
- 2♠ = 5 hearts and 4 spades, invitational
- 2N = balanced invite
- 3m = 5+ minor, invitational
- 3♥ = 6+ hearts, invitational

2♦ = ART GF. Then:

2♥ = 42(52). *Remember having 4 hearts is impossible. 2♠ asks then:

- 2N = 4225
- 3♣+ = 4252 ZOOM highcard scan

2♠ = 4 spades. 2N asks then:

3♣ = 4♠ AND 4♦. Next ask clarifies whether 4243 or 4342

3♦ = 4234

3♥ = 4324

3♠+ = 4333 ZOOM highcard scan

2N = No 4cM, no 5 card minor. 3♣ asks then:

3♦ = 2344

3♥ = 3244

3♠ = 3334

3N = 3343

3♣ = 5♣(332). Next ask clarifies numeric shape

3♦ = 2352

3♥ = 3253

3♠+ = 3352 ZOOM highcard scan

2♥ = 6+ hearts, NF

2♠ = Undiscussed

2N = Weak, long clubs, wants to signoff in 3♣

3♣ = INV, 4♥ AND 5+♣

3♦ = INV, 4♥ AND 5+♦

After 1♦ - 1♠ - 1N (<4♠, bal, 11-13 HCP VUL, 14-16 HCP Non-VUL)

2♣ = Forces 2♦. An INV hand or weak with 5+♦. After 2♦:

2♥ = 5+ spades, 5 hearts, invitational

2♠ = 5 spades, invitational

2N = balanced invite

3m = 5+ minor, invitational

3♠ = 6+ spades, invitational

2♦ = ART GF. Then:

2♥ = 4 hearts. 2♠ asks then

2N = 4♥ AND 4♣. Next asks clarifies whether 2434 or 3424

3♣ = 2443

3♦ = 3442

3♥+ = 3433 ZOOM highcard scan

2♠ = 4♥ AND a 5cm. Remember having 4 spades impossible. 2N asks:

3♣ = 2425

3♦ = 2435

3♥ = 2452

3♠+ = 1453

2N = No 4cM, no 5 card minor. 3♣ asks then:

3♦ = 2344

3♥ = 3244

3♠ = 3334

3N = 3343

3♣ = 5♣(332). Next ask clarifies numeric shape

3♦ = 2352

3♥ = 3253

3♠+ = 3352 ZOOM highcard scan

2♥ = 5♠ AND 5♥, NF

2♠ = 6+ spades, NF

2N = Weak, long clubs, wants to signoff in 3♣

3♣ = INV, 4♠ AND 5+♣

3♦ = INV, 4♠ AND 5+♦

The 1 Major Opening

General Structure

1M: 10-15 HCP, 5+ cards in M

After 1M -

- 1N 6-13 HCP, any shape, could have 3-4 cards in M, opener will only pass with 10-12 HCP and 5M(332) shape. Semiforcing if unpassed, NF if passed
- 2♣ Game forcing, 4+ clubs. NAT follow-ups.
- 2♣ (passed) Drury, 3+ M cards, invitational.
 2M = Minimum
 2X = Maximum, with a side 4 card suit in X.
 2N = Max, 5M(332)
- 2♦ Game forcing, 4+ diamonds. If passed, 5+ diamonds, non-forcing.
- 2M 6-10 HCP, 3+ cards in M
- 2♥ (over 1♠) 5+ hearts, GF. If passed, 5+ hearts, non-forcing.
- 3♣/3♦ or Fit Bids, INV+, 3+ card support in M (usually 4), 5+ card side suit
 Jump oM with good quality
- 2N INV+ major suit raise, 3+ card support (usually 4). Then
 3♣ = MAX with shortness. 3♦ asks then bid your shortness, rotated
 3♦ = MIN with shortness. 3♠ asks then bid your shortness, rotated
 3M = MIN no shortness
 3N = MAX No shortness
 3♠/4♠ = Side 5 card suit in bid suit.
- 3M Preemptive, 4+ major suit card support, 0-10 HCP
- 4♣/♦ or dbl SPLINTER, 17+ dummy points, 4+ card major support, slammish
 jump in oM
- 4M To play, wide ranging. 0-15 HCP with major suit support
- 4♠ (over ♥) Kickback keycard, 14-30

Specific Sequences

After 1M - 1N(semi-force) -

Pass	10-12 HCP and 5M(332) shape
2♣	2+ clubs, could be 5M332 shape and 13+ HCP
2♦	4+ diamonds
2oM	side 4 card suit (avoid as much as possible to bid 2♠ here)
2M	6+ card major suit

After 1♥ - 2♥ -

2♠	ART relay to 2N, Short Suit Game Try. After 2N: 3♣ = Short clubs, invitational to game 3♦ = Short diamonds, invitational to game 3♥ = Short spades, invitational to game
2N	Spade Help Suit Game Try – Invitational
3♣	Club Help Suit Game Try – Invitational
3♦	Diamond Help Suit Game Try – Invitational
3♥	~15 HCP, balanced invite to game

After 1♠ - 2♠ -

2N	ART relay to 3♣, Unspecified Help Suit Game Try. After 3♣: 3♦ = HSGT in diamonds, invitational to game 3♥ = HSGT in hearts, invitational to game 3♠ = HSGT in club, invitational to game
3♣	Club Shortness – Invitational
3♦	Diamond Shortness – Invitational
3♥	Heart Shortness – Invitational
3♠	~15 HCP, balanced invite to game

After 1♥ - 1♠ - 1N (5♥332 or 2524 or 2542)

- 2♣ ART relay to 2♦. An invitational hand or weak with 5+♦. After 2♦:
 Pass = To Play, weak with long diamonds
 2♥ = Undiscussed
 2♠ = 5♠, Invitational
 2N = INV, balanced
 3m = 4♠, 5+ card minor, invitational
 3♠ = 6+ spades, invitational
- 2♦ ART GF. Asking specific shape, followed by high card scan.
 Step 1 = 2533
 Step 2 = 3523
 Step 3 = 2533
 Step 4 = 2524
 Step 5 = 2542 Zoom highcard scan
- All other To Play

The 1NT Opening

General Structure

1NT: 10-12 HCP white 1st/2nd seat, 10-14 white 3rd seat, 14-16 red 1st/2nd seat, 15-17 red 3rd seat and always in 4th seat.

4M5m(22) shape common, 5 card major common with strong ranges, rare with weak ranges

After a STR 1N (14-16 or 15-17 ranges)

- 2♣ Stayman, promises a 4 card major
- 2♦ Transfer to hearts
- 2♥ Transfer to spades
- 2♠ Range ask or weak with 5+♣ (usually 6+)
2N = MIN
3♣ = Max
- 2N 5+ diamonds, any strength or weak with both minors
3♣ = club preference or equal length and MIN
3♦ = diamond preference or equal length and MAX
- 3♣ Puppet Stayman (don't bid this with 4m333)
- 3♦ Heart Fragment transfer, 13(54) shape or 0355
3♥/4♥ = 5 hearts and MAX/MIN
3N = <5 hearts, spades securely stopped
4m = sets trumps with slam interest, next step up 6-keycard
- 3♥ Spade Fragment transfer, 31(54) or 3055
3♠/4♠ = 5 spades and MAX/MIN
3N = <5 spades, hearts securely stopped
4m = sets trumps with slam interest, next step up 6-keycard
- 4♣ Gerber (also Gerber following Stayman auctions)
- 4♦/♥ Texas Transfers, 6+ cards in next up major suit
- 4♠ Choice of minor suit games
- 4N Quantitative (also Quantitative following Stayman auctions)
5♣/♦/♥ = Maximum, MOD 1/2/0 controls respectively*
(e.g MOD 1 = # of controls when divided by 3 yields a remainder of 1). A = 2 controls, K = 1 control.

Specific Sequences

After 1N (STR) - 2♣ (Stayman)

2♦ = No 4cM then:

2♥ = Weak with 5/4 majors. Correct to ♠ only if longer

2♠ = 5 spades, invitational

2N = Bal invite

3m = 5+ card minor, GF

3M = Smolen (4 cards in M and 5 cards in oM)

4♣ = Gerber

2♥ = 4 hearts then:

2♠ = 5 spades, invitational

2N = Bal invite

3m = 5+ card minor, GF

3♠ = GF heart raise, demands cue bidding

4♣ = Gerber

2♠ = 4 spades, not 4 hearts then

2N = Bal invite

3m = 5+ card minor, GF

3♥ = GF spade raise, demands cue bidding

4♣ = Gerber

After 1N (STR) - 2♦ (transfer) - 2♥

2♠ = 5 hearts exactly, invitational.

2N = 5♥ AND 4+♣, GF then:

3♣ = <3♥ and 4+♣, doubt about 3N then:

Step 1 = spade shortness

Step 2 = diamond shortness

Step 3 = 2524

4♦ (4m+1) = keycard for clubs

3♦/3♠ = Side 5 card suit, <3♥, <4♣

3♥/4♥ = 3+ hearts, MAX/MIN

3♣ = 5♥ AND 4+♦, GF then:

3♦ = <3♥ and 4+♦, doubt about 3N then:

Step 1 = spade shortness

Step 2 = club shortness

Step 3 = 2542

4♦ = keycard for diamonds (4♥ here would be to play)

3♣/3♠ = Side 5 card suit, <3♥, <4♦

3♥/4♥ = 3+ hearts, MAX/MIN

3♦ = 6+ hearts, GF, slammish, invites cuebidding

3♥ = 6+ hearts, INV

After 1N (STR) - 2♥ (transfer) - 2♠

2N = 5♠ AND 4+♣, GF then:

3♣ = <3♠ and 4+♣, doubt about 3N then:

Step 1 = heart shortness

Step 2 = diamond shortness

Step 3 = 5224

4♦ (4m+1) = keycard for clubs

3♦/3♥ = Side 5 card suit, <3♠, <4♣

3♠/4♠ = 3+ spades, MAX/MIN

3♣ = 5♠ AND 4+♦, GF

3♦ = <3♠ and 4+♦, doubt about 3N then:

Step 1 = heart shortness

Step 2 = club shortness

Step 3 = 5242

4♥ (4m+1) = keycard for diamonds

3♣/3♥ = Side 5 card suit, <3♠, <4♦

3♠/4♠ = 3+ spades, MAX/MIN

3♦ = 5/5 majors, GF

3♥ = 6+ spades, GF, slammish, invites cuebidding

After a WK 1N (10-12 or 10-14)

- 2♣ Stayman, usually a 4cM unless 3m is rebid. 3m rebid = 5+ minor suit cards and is GF.
- 2♦ Artificial, Major doubleton ask, INV+ values (Replaces transfers)
 2♥ = Heart doubleton
 2♠/2N/3♥ = invitational
 2♠ = Spade doubleton
 2N/3♥/3♠ = invitational
 2N = No M doubleton, Minimum
 3♥/3♠ = To play
 3N = No M doubleton, Maximum
 4♥/4♠ = To play
- 2♥ To Play, 5+ hearts
- 2♠ To Play, 5+ spades
- 2N Invitational
- 3♣ 5-5 minors, Invitational to 3NT, otherwise pick better minor
- 3♦ 5-5 minors, GF, 4♣/♦ set trump after which 4m+1 is keycard
- 3♥-3NT To play
- 4♣ Gerber
- 4♦ Undiscussed
- 4♥/4♠ To Play
- 4N Quantitative (also Quantitative following Stayman auctions)
 5♣/♦/♥ = Maximum, MOD 1/2/0 controls respectively*
 (e.g MOD 1 = # of controls when divided by 3 yields a remainder of 1). A = 2 controls, K = 1 control.

The 2♣ Opening

General Structure

2♣: 10-15 HCP, 6+ clubs, May have a 4 card major

After 2♣ -

- 2♦ 11+ HCP, No 5 card major, Forcing

- 2♥ 11+ HCP, 5+ hearts, forcing

- 2♠ 11+ HCP, 5+ spades

- 2N INV+ club raise, subsequent bidding is stopper asking
 3♣ = MIN
 3♣/♦/♠ = MAX, stopper asks

- 3♣ To Play

- 3♦ 6+ Diamonds, INV

- 3♥ 6+ Hearts, INV

- 3♠ 6+ Spades, INV

- 3NT To Play

- 4♣ Preemptive

- 4♦ RKC for clubs, likely afraid of imminent interference

- 4♥/4♠ To play

Specific Sequences

After 2♣ - 2♦ (11+ HCP, artificial, forcing)

2♥ = 4 hearts

2♠ = 4 spades, forcing

2N = <4 hearts, <4 spades, balanced invitational

3♣ = To play, <4 hearts, <4 spades

3♦ = GF, 6+ diamonds, <4 hearts, <4 spades

3♥ = 4 hearts, invitational

3NT = to play, <4 hearts, <4 spades

3♠/4♣/4♦ = Cues, heart fit

4♥ = To play

2♠ = 4 spades

2N = <4 spades, balanced invitational

3♣ = To play, <4 spades

3♦ = GF, 6+ diamonds, <4 spades

3♥ = Stopper ask

3♠ = 4 spades, invitational

3NT = to play, <4 spades

4♣/4♦/4♥ = Cues, spade fit

4♠ = To play

2N = No 4 card major, MIN

3♣ = To play

3♦ = GF, with 6+ diamonds

3♥/3♠ = Stopper asking

3NT = To Play

3♣ = No 4 card major, MAX, GF

3♦ = 6+ Diamonds

3♥/3♠ = Stopper asking

3NT = To Play

After 2♣ - 2M (11+ HCP, 5+ card major, forcing)

2♠ (over 2♥) = <3 hearts, 4 spades, forcing

2N = <4 spades, invitational balanced

3♣ = To play

3♦ = ART GF, exactly 5 cards in M (bid 3M direct with an invite)

3♥ = 6+ hearts, GF (bid 3♥ direct to invite)

3♠ = 4 spades, invitational

3N = To play

4♣/4♦ = Cues, spade fit

2N = <3 cards in M, <4 spades over a 2♥ bid, MIN

3♣ = To play

3♦ = ART GF, exactly 5 cards in M (bid 3M direct with an invite)

3M = 6+ M cards, GF (bid 3M direct with an invite)

3oM = Stopper asking

3N = To play

4♦ = RKC for clubs

3♣ = <3 cards in M, <4 spades over a 2♥ bid, MAX

3♦ = ART GF, exactly 5 cards in M, slammish

3M = 6+ M cards

3oM = Stopper asking

3N = To play

4♦ = RKC for clubs

3♦ = <3 M cards, <4 spades over a 2♥ bid, MAX, 4+ diamonds

3M = 6+ M cards

3oM = Stopper ask

3N = To play

4♣ = RKC for clubs

4♦ = RKC for diamonds

3M = 3+ M cards, MIN

4♣/4♦ = 3+ M cards, MAX, splinters

4M = 3+ M cards, MAX, no shortness

The 2♦ Opening

General Structure

2♦: 11-15 HCP, Either 3415, 4315, or 4405 shape

After 2♦-

2♥	Non-forcing, Pass or correct to 2♠ with 4315
2♠	To play
2NT	Artificial Ask, INV+ values
3♣	To play
3♦	Natural with 6+ diamonds, invitational to 3N
3♥	Preemptive
3♠	Preemptive
3NT	To play
4♣	Preemptive
4♦	Keycard for hearts, 14-30
4♥	To play
4♠	To play
4N	Keycard for spades, 14-30

Specific Sequences

After 2♦ - 2NT

- 3♣ All minimum hands (10-13)
 3♦ = Reask, game forcing then:
 3♥ = 4315
 3♠ = 3415
 3N = 4414
 4♣ = 4405
 3♥/3♠ = Signoff
 3NT = To play
 4♣ = KC for clubs
 4♦ = KC for hearts
 4N = KC for spades
- 3♦ MAX (13-15), 4414, no diamond honour
 3♥/3♠ = Sets trump, initiates cues
 3NT = To play
 4♣ = KC for clubs
 4♦ = KC for hearts
 4N = KC for spades
- 3♥ MAX (13-15), 4315
 3♠ = Sets trump, initiates cues
 3NT = To play
 4♣ = KC for clubs
 4♦ = KC for hearts
 4N = KC for spades
- 3♠ Max (13-15), 3415
 3NT = To play
 4♣ = KC for clubs
 4♦ = KC for hearts
 4N = KC for spades
- 3NT Max, 4414, with diamond honour (K or A)
 4♣ = KC for clubs
 4♦ = KC for hearts
 4♥/4♠ = To play
- 4♣ Max, 4405
 4♦ = Relay to 4♥, Either signoff in hearts or KC in hearts (4N)
 4♥ = KC for clubs
 4♠ = Signoff
 4NT = KC for spades

The 2 Major Opening

General Structure

2M in 1st to 3rd seat (WEAK): 5-11 HCP, 6 M cards (rarely 5), May have a side 4 card major. Expected to be solid in 2nd seat or when VUL. Light hands, possibility of a 5 card suit is expected in 3rd seat or when white.

2M in 4th seat (INTERMEDIATE): 10-14 HCP with 6 M cards or 10-12 HCP with 7 M cards.

After 2M (WK) -

2♠ (over 2♥)	Forcing, 5+ spades, INV+ values
2N	Ogust, forcing artificial, asking about strength and suit quality 3♣ = Bad suit, bad hand 3♦ = Bad hand, good suit 3♥ = Good hand, bad suit 3♠ = Good hand, good suit
3m	Forcing, 5+ m cards
3♥ (over 2♠)	Forcing, 5+ hearts, INV+ values
3M	Preemptive
4♣	Preempt keycard (over hearts and spades respectively) Step 1 = 0-0.5 keys Step 2 = 1 key Step 3 = 1.5 keys Step 4 = 2 keys Step 5 = 2.5 keys
4♦	Cue
4M	To play

After 2M (INT) -

2♠ (over 2♥)	Forcing, 5+ spades, INV+ values
2N	Forcing, artificial asking bid 3♣ = MAX with shortness, then 3♦ asks for rotated shortness 3♦ = MIN with shortness, then 3♠ asks for rotated shortness 3♥ = MIN no shortness 3♠ = Max no shortness
3m	Non-forcing, 5+ cards in m
3♥ (over 2♠)	Non-forcing, 5+ hearts
3M	Preemptive
4♣	Cue
4♦	Cue
4M	To play

Slam Conventions/Agreements

In general, these agreements are used only in auctions that do not start with a strong artificial 1♣ bid and a positive response. Slam conventions/agreements are obsolete in this scenario as artificial asking bids are much more efficient at determine exact shape and high cards.

- Kickback RKC Blackwood – 1430 (Initiated by 4♠ when hearts are trump and by 4NT when spades are trump). If followed by 5♠/5N, asks for specific kings which are bid up the line.
- Exclusion Keycard blackwood – 0314
- Preempt Keycard – Initiated by bidding 4♣ over 2 or 3-level pre-empts, or 4♦ over a 3♣ pre-empt.
 - Step 1 = 0-0.5 keys
 - Step 2 = 1 key
 - Step 3 = 1.5 keys
 - Step 4 = 2 keys
 - Step 5 = 2.5 keys
- DEPO – After interference over Keycard asks
- Non-Serious 3NT – During GF auctions with known major suit fit, 3N = minimum hand with minimal interest in slam.
- Gerber – Initiated with 4♣ only during auctions that begin with a 1NT opening
- Cue bids – Show 1st or 2nd round control in suit bid, initiated by bidding a new suit at the 4 level or above in a GF auction with known trump suit. Also initiated by bidding a new suit at the 3-level in a GF auction with known major suit fit.
- Last Train – Initiated by bidding the step just below game in the agreed trump suit.
 - Can only be made by the captain of the auction (ie. the unlimited hand or hand that has already expressed slam interest).
 - Defined as a slam-try, asking partner to bid on with a 1st or 2nd round control in the Last Train suit.
 - Partner signs off in game without a control in the Last Train suit.
 - With a 1st or 2nd round control in the Last Train suit, partner replies above game with steps corresponding to # of Keycards (1430).

When They Interfere After We Open

Interference Over 1♣ (16+ Artificial)

After 1♣ - (X)

Pass	0-4 HCP, artificial
XX	5-7 HCP, artificial
All other	Unchanged

After 1♣ - (1♦)

Pass	0-4 HCP, artificial
X	5-7 HCP, artificial
All other	Unchanged

After 1♣ - (1♥)

Pass	0-7 HCP, Any Shape
X	Stolen Bid, 4+ spades, GF with same follow-ups
All other	Unchanged

After 1♣ - (1♠-2♠)

Pass	0-7 HCP, Any Shape
X	5-7 HCP, Artificial
2-level Suits	5+ cards in suit, GF
2-level Cue	No 5 card suit, GF, No Stopper
1N/2N	No 5 card suit, GF, Stopper

After 1♣ - (2N+)

Pass	0-7 HCP, Any Shape
X	GF, Artificial
3-level Suits	5+ cards in suit, GF
3NT	GF, Stopper

After 1♣ - 1♦ - (1X)

Pass	17-19 HCP, balanced, No stopper
X	Take/Out
1NT	17-19 HCP, balanced, Stopper, Systems On
New Suit	5+ cards, Non-forcing
New Suit Jump	5+ cards, Forcing
2NT	20-22 HCP, Non-forcing, Systems On

Interference After a 1♣ Opening and a Positive Response

- As long as interference is less than 3NT, responder continues to respond using symmetric steps. Pass = Step 1, X = Step 2, Next suit up = Step 3 etc.
- If the interference is (X): Pass = Step 1, XX = Step 2, Next suit up = Step 3 etc.
- If interference is 3NT or higher, X by responder is penalty. All other bids are natural
- Doubles by 1♣ bidder are always penalty. To keep asking, 1♣ bidder bids the next step up.

Transfers after 1♦ (X)**After 1♦ (X)**

XX	4+ hearts, 6+ HCP, forcing
1♥	4+ spades, 6+ HCP, forcing
1♠	Transfer to 1NT. After 1N: Pass = To play 2♣ = 5+ clubs, invitational 2♦ = 5+ diamonds, invitational 2M = Undiscussed 2N = Bal, invitational
1N	Transfer to 2♣. 5+ clubs, either a signoff or GF hand.
2♣	Transfer to 2♦. 5+ diamonds, GF
2♦	To Play

Negative Free Bids after 1♦ (1♠)

X	Negative X, if 2♥ is rebid shows 5+ cards, GF values
2m	5+ cards in m, Forcing
2♥	5+ hearts, Non-forcing
2♠ (direct cue)	4+ diamonds, invitational

Transfers after 1M (X)

XX	Transfer to 1NT. After 1N: Pass = To play 2♣ = 5+ clubs, invitational 2♦ = 5+ diamonds, invitational 2M = 3+ card support, 8-10 HCP 2N = Bal, invitational
1♠ (over 1♥)	4+ spades, 6+ HCP, forcing
1N	Transfer to 2♣. 5+ clubs, either a signoff or GF hand.
2♣	Transfer to 2♦. 5+ diamonds, either a signoff or GF hand
2♦ (over 1♠)	Transfer to 2♥. 5+ hearts, either a signoff or GF hand.
2M-1	3+ M card support, invitational+
2M	Weak raise 0-8 HCP, 3+ card support
2N	Jacoby 2N, followups outlined in 1M section
3M/4M	To Play

Interference Over 1NT (Any Range)

After 1NT (X)

Pass	Forces XX, Either To Play or start of a scramble (4333) shape XX = Forced 2♣ = Scramble. Ask for partner to pass or bid first tolerated 4 card suit
XX	Long suit (5+ cards) OR Majors, Forces 1N bidder to bid 2♣ 2♣ = Forced Pass = clubs 2♦ = diamonds 2♥ = Majors
2♣	4+ clubs and a higher ranking 4 card suit
2♦	4+ diamonds and a higher ranking 4 card suit
2♥/2♠	To Play, 5+ Cards

*NOTE, 1NT bidder is forbidden to raise any suit to the 3-level. This allows for flexibility, tactical bids to be made during run-out sequences.

After 1NT (2♣)

X	Stayman
2♦+	Remain Unchanged

After 1NT (2X)

X	Penalty
2Y	5+ Cards, Nonforcing
2N	Lebensohl, Forces 3♣. After 3♣ then: Pass = To Play 3Y = To Play when Y is lower ranking than X. When Y is higher ranking than X, Invitational 3X = Stayman, with a stopper in X 3N = To Play, With a stopper in X
3X	Stayman, with no stopper in X
3N	To Play, with No Stopper in X
4M	To Play

After 1NT – (P) – P – (2X)

X	T/O
2Y	5+ cards, Non-forcing

Interference After a 2♣ Opening

After 2♣ (X)

XX	GF, club support, NAT followups
2♦-2♠	Unchanged
2N	Invitational, club support

After 2♣ (2X)

X	T/O. With no 4cM, 2N shows MIN, 3♣ shows max
2Y	5+ cards in Y, same followups as if there was no interference
2N	INV+ club raise
3X	Asking for stopper in X

Interference After a 2♦ Opening

After 2♦ (X)

XX	To play
2NT	Asking, Invitational+ values
3♣-4NT	Remain Unchanged

After 2♦ (2M)

X	Penalty
2NT	Asking, Invitational+ values
3M	Stopper asking
3♣-4NT	Remain Unchanged

After 2♦ (2NT nat)

X	Penalty
3♣-4NT	Remain Unchanged

After 2♦ (3♦)

X	Penalty
3♥/3♠/3N/4♣	To Play
4♦-4N	Remain unchanged

Defense to 2-Suited Overcalls

- **When there is an enemy 2-suited overcall and only one suit is known:**
 - The direct cue of the known suit is a forcing, INV+ raise of partners suit.
 - 2N is Lebensohl (see Other Competitive Agreements)
 - Other bids are Natural

- **When there is an enemy 2-suited overcall and 2-suits are known:**
 - The cue of the lower ranking enemy suit is an invitational raise of partner's suit
 - The cue of the higher ranking enemy suit is a GF raise of partner's suit
 - 2N is Lebensohl
 - Other bids are Natural

After the Opponents Open the Bidding

General Approach

- **1-level overcall:** 8-16 HCP, 5+ card suit expected
- **Transfer advances after our 1-level overcall**
- **X followed by a new suit rebid:** 5+ card suit, 17+ HCP
- **Support X:** through 2♠
- **Negative X:** through 3♠
- **Responsive X:** through 3♠
- **Jump bids in competition:** Weak
- **Ghestem Cuebid over 1-level openings:**
 - Direct Cuebid: Opening+ values, 5/5 in two highest ranking unbid suits
 - Jump to 2NT: Opening+ values, 5/5 in two lowest ranking unbid suits
 - Jump to 3♣: Opening+ values, 5/5 in highest and lowest ranking unbid suits
- **1N overcall when a passed hand:** Minor suit takeout
- **Truscott over a precision 1♣ opening**
- **CRASH over a strong 2♣ opening**

In Sandwich Position

After (1X) – P – (1Y) - ?

X	T/O
1N	16-18 balanced, systems on. If Passed, 1N = minor suit T/O
2X	5/5 in unbid suits, opening+ values
2Y	NATURAL, 5+ cards

After (1X) – P – (1N) - ?

X	T/O
2X	5/5 in two highest ranking suits, opening+ values
2N	5/5 in two lowest ranking suits, opening+ values
3♣	5/5 in highest and lowest ranking suits, opening+ values

Leaping Michaels

After (2♦) – ?

- 4♣ 5♣ AND 5 cards in a major
 4♦ asks which major
- 4♦ 5/5 majors, over which partner takes preference
- 4M To play

After (2♥) – ?

- 4♣ 5♣ AND 5♠, NON-forcing
 4♦ RKC for clubs
 4♥ Cue in support of spades
 4♠/5♣ To play
 4N RKC for spades
- 4♦ 5♦ AND 5♠, NON-forcing
 4♥ RKC for diamonds
 4♠/5♣ To play
 4N RKC for spades
- 4♥ 5♠ AND a 5 card minor, GF
 4N asks which minor

After (2♠) – ?

- 4♣ 5♣ AND 5♥, GF
 4♦ RKC for clubs
 4♥/5♣ To play
 4♠ RKC for hearts
- 4♦ 5♦ AND 5♥, GF
 4♥/5♣ To play
 4♠ RKC for hearts
 4N RKC for diamonds
- 4♥ To play
- 4♠ 5/5 minors. 4N = no preference

After (3♣) – ?

- 4♣ 5/5 majors
- 4♦ 5♦ AND a 5 card major, GF 4♥ is pass/correct

Defense to Strong NT Openings (Contains 15+ HCP)

After (1N)

X Clubs or diamonds. Forces 2♣ then pass or correct

2♣ Majors, Could be 5/4
2♦ = Ask for better major

2♦ Single suited major
2♥ = pass or correct

2♥ Hearts + minor
2N = Asks for minor

2♠ Spades + minor
2N = Asks for minor

Defense to WEAK NT Openings (Can't contain >14 HCP):

After (1N) -

X	15+ HCP, Penalty oriented
2♣-2♠	Natural, non-forcing
2N	Minors
3X	An offense oriented hand that would have doubled and bid a new suit. 17+ HCP with 6+ cards.

After (1N Weak) - X – (P or XX) –

Pass	5+ HCP, semi balanced. Opponents cannot play any contract up to and including 2♥ undoubled.
2♣	0-4 HCP, no 5 card suit in diamonds, hearts or spades 2♦-2♠ = Natural and NF, 4+ cards
2♦	0-4 HCP, 5+ diamonds
2♥	0-4 HCP, 5+ hearts
2♠	0-4 HCP, 5+ spades
2N	Lebensohl, forces 3♣
3♣-3♠	Natural and game forcing, 5+ cards unbalanced

Rules after (1N) X (P or XX) P: First X by either partner is take-out. Subsequent doubles are all penalty. Passes of any bid by the opponents up to 2♥ show uncertainty about where to play and usually suggest penalty. These passes are all forcing

After (1N Weak) - X – (2X) –

Pass	No clear action, usually 0-4 balanced, possibly trap.
X	Penalty
2X	To play
2N	Lebensohl, forces 3♣
3♣-3♠	Natural and game forcing, 5+ cards unbalanced

Other Competitive Agreements

Invitations vs. Competitive Bids in Competition

- When a fit has been found and there is an enemy interceding 2 or 3-level bid, it is imperative to distinguish between a true invitational raise and a competitive raise.
- In these scenarios, we define the “next step up” over an interceding enemy bid as a true invite to game. Bidding the fit suit at the 3-level is defined as competitive and is not expected to be raised to game.
- If there is no “next step up” as in an auction such as 1♠-(P)-2♠-(3♥)-?, we define X as invitational and 3 of the fit suit as competitive.
- Any other available bid between the interceding bid and 3 of the fit suit is defined as a help suit game try.

Lebensohl in Competition

- When 2NT is bid by either partner **directly over an interceding opposition 2-level bid**, it is Lebensohl unless one of the listed exceptions. It forces partner to bid 3♣ unless he has extra values, in which case he will make an alternate bid. It is expected that 2NT bidder will have a weak hand that wants to compete to the 3-level without promising invitational or better values.
- 2NT is also Lebensohl when bid by advancer **over a T/O double of an opposition 2-level pre-empt**.
- Over 3♣, 2NT bidder will clarify his weak hand by either passing 3♣ or bidding an alternate suit.
- Exception #1: 2NT is NOT Lebensohl if bid by a hand that opened 1♦. In this case, 2NT is defined as a hand with both minors and a diamond preference. By bidding 3♣ directly, the 1♦ opener can show an identical hand with club preference.
- Exception #2: 2NT is NOT Lebensohl over an interceding 2♠ bid in auctions with a known heart fit. In this case, 2NT is “next step up” and thus is defined by a prior agreement as a true heart invite, whereas 3♥ would be bid with a weak raise.

The “2-Card Double”

- In an auction where both partners have made a call other than PASS and there is an enemy interceding bid at the 2-level, a X by either partner is defined as the “2-Card Double”
- This special double shows a desire to compete and exactly 2 trumps in the enemy interceding suit. This allows partner to pass for penalties when holding 4 trumps in the enemy suit. With fewer than 4 trumps, partner will takeout the double.
- At Matchpoints especially, this treatment for double will pay dividends as allowing the opponents to play their trump suit at the 2-level while holding 8 or more trumps will most often be a losing decision. Keeping the option to convert the double for penalties will also frequently net +200 when the rest of the field is in partscore.

The “Forcing Pass”

- The Forcing PASS applies **when our side bids a game and the enemy side sacrifices**. In competitive auctions such as these, a forcing pass allows partner to choose the most profitable option between doubling the opponents for penalty or bidding on. If any of the following criteria are met, the forcing PASS applies:
 - 1) We have bid a VUL vs. Non-VUL game (any time)
 - 2) We have bid a non-VUL or VUL game voluntarily
 - 3) The opponents have made an obvious sacrifice bid
- The forcing PASS does not apply if we are pushed into bidding game (unless it is VUL vs. Non-VUL)
- In a Forcing pass auction the meanings of actions are as follows:
 - 1) PASS = Strength with defensive values, asking partners opinion before deciding whether to double opponents or bid on.
 - 2) BID = A good offensive hand, no desire to penalize opponents
 - 3) DOUBLE = Neither of the above. Worst hand based upon auction thus far.
 - 4) PASS then pull of partner’s double = Strong slam interest

Defensive Carding Agreements

Leads

vs. Suits

Opening leads: Honor leads **Rusinow**, otherwise **3rd/Low**

- Exception #1: Ace from AK, K from KQ10 (asks for unblock of J)

When breaking new suits mid-hand: Reverse attitude leads

vs. NT

Opening leads: Honor leads **Rusinow**, otherwise **4th best**

- Exception #1: Ace from AK, K from KQ10 (asks for unblock of J)

When breaking new suits mid-hand: Reverse attitude leads

Carding

vs. Suits

Ace leads: Primary signal UDCA Attitude

- Exception #1: Suit Preference when Dummy holds Qxx(x).
- Exception #2: Count when Dummy holds Qxx(x) and clear cash-out situation such as dummy holding a side source of tricks.

King leads (likely from KQ10): Ask for unblock of J, otherwise Suit Preference

All other leads: **Rainbow Suit Preference on T1¹**. Subsequently UDCA attitude mid-hand when following to partners honor lead.

Count when following to declarer.

Suit preference in trump suit

Standard remainder count after suit has previously been broken.

vs. NT

UDCA Attitude primary signal on opening leads.

King leads (likely from KQ10): Ask for unblock of J, otherwise suit preference

Reverse smith on Trick 2 when following suit

Count when following to declarer

Standard remainder count after suit has previously been broken

Discards

vs. Suits and NT

Odd/Even with odd = encouraging, even = suit preference.

Subsequently reverse count after 1st discard.

1 – Rainbow Suit Preference on trick 1 against suits as follows: 10/9/8 high suit preference, 6/5/7 encourages, 2/3/4 low suit preference.