

MAGIC

DIAMOND



Magic Diamond jumping for joy

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Weak opening Systems and MAGIC Magic Diamond

Strategy

Since the days of Culbertson most bidding theory has been based on the assumption that you need about 12 hcp to open the bidding. Pass is used to describe weak hands ranging from 0 to about 11 hcp. Normal hands are opened at the one level and strong at the two level. There are variations with special 'pre-empts' like weak two and 'not so strong' ACOL-two-openings.

About 45% of all hands are in the range of 8-12 hcp. Compare this to most standard systems where one level openings happen at about 30% of all hands. It could be an advantage to open the bidding on 8-12 hands and let opponents bid in defence. By that we leave the opponents less room to describe their hands and will get ahead describing our own.

So that's the reason for 'pass-systems', let the primary openings be on 8-12 hands! IF you can handle it - a very big if. To give maximum space in developing stronger hands, these systems start with a pass. Then, weak 0-7 hands have to be somewhere, and they usually reserve a one level bid, called the fertiliser, to show them. Some systems use the fertiliser as a more destructive bid; i. e. one heart, one spade or even two clubs, but this strategy also jeopardises one's own bidding!

If you don't disturb a 'strong pass'-system, they also have an advantage with the pass-openings. Of course good bridge players should realise that they must be aggressive against a pass opening showing any 13+ hand! So the pass opening is often a weak spot of pass-systems.

The optimum way to reach a reasonable game is to use as few bids as possible - fast arrival - as has been proved by both theory and practical play. And the more you know about an opening hand, the quicker you can bid to a reasonable spot! So with a narrow gap of strength in your openings, the more you can use auctions like 1NT - 3NT or 1♥ - 4♥. Thus using four ranges of opening strength with rather even frequency might help in as many fast arrivals as possible - see matrix below.

Table to compare frequencies in hcp for openings in bidding-systems

The figures are shown for first hand openings only. The odds change a little after pass to show weakness. Pre-empts are not taken into account - they are more or less the same for all.

| Range ♠ System ♠ | 1'st range Hcp | % | 2'nd range Hcp | % | 3'rd range Hcp | % | 4'th range Hcp | % |
|-----------------------------------|-----------------------|----|----------------------|----|----------------------|-----|-------------------|-----|
| SA, Culb. | 0-11 | 67 | 12-21 | 32 | 22+ | 0.4 | --- | |
| Acol-style | 0-10 | 58 | 11-20 | 39 | (15)18-21 | 0.5 | 22 + | 0.8 |
| Precision | 0-10 | 58 | 11-15 | 35 | 16 + | 6 | --- | |
| Polish strong pass | 0-7 | 28 | 8-12 | 45 | 13 + | 27 | --- | |
| Carrotti | 0-6(7) 7- 8NT | 32 | 8-11 unb 9- 14NT | 40 | 12-16 15- 17NT | 25 | 17+ 18+NT | 4 |
| Magic ♦♦ | 0-6(7) all 7- 11NT | 44 | 8-11 unb 12- 14NT | 27 | 12-16 unb 15-17NT | 25 | 17+ 18+NT | 4 |

Magic Diamond

MAGIC ♦ is a derive of CARROTTI, a medium-pass system developed and used for many years by Swedish international players in EBL and WBF championships. Pass systems are considered 'highly unusual methods' (HUM) and are banned in many competitions. In early 1995 Lars Anderson found the magic solution how to keep the essentials of CARROTTI intact yet following the current rules of WBF/EBL/SBF defining a non-HUM system. That was MAGIC! Since then we have tried to polish this new 'diamond' to its current brilliance.

MAGIC DIAMOND Goals

1. Natural approach to bidding. By 'natural' we mean mutual exchange of information rather than relay-style. Use of 'stand in'-bids, i.e. transfer-type of bids, are very common.
2. Narrow gaps on a majority of the opening-bids, thus making 'fast arrival' bids possible. We have four intervals of hcp-strength, starting with 7 good hcp on unbalanced hands. This is especially important at game level. We think it's better to bid games anonymously and fast rather than to bid/avoid the theoretically correct game using extra rounds of bidding.
3. An accurate slam bidding - specifically small slams, rather than grand slams.
4. Module approach. The same bidding-structures are used over and over after different preludes. Modules often have 'parameter' input such as hcp-range and adjustments because of pre-knowledge of partner's possible strength and hand type.
5. As it happens, the weakest hand is very often allowed to speak first. Remember not to dominate the bidding, if possible, and let partner tell his story. This goal has been built into the system by waiting-bids after transfer and generally positive bids rather than natural space-consuming bids (i.e. 1♦ - 1♠ and low transfer 1♦ - 1NT/2♣).

References and requirements

1. CARROTTI by Flodqvist, Göthe, Andersson. © 1982, 1994.
2. Carrot/O'Carrot by Flodqvist, Morath, Göthe. © 1974, 1994.
3. A suitable defensive system following the Primary *MAGIC* ♦ goals above is an essential part of the methods after 1♣/1♦-interference depend on harmony with the defensive methods.
The *MAGIC* team is now using:
'*Magic* Defensive 2.2, 1999 by Flodqvist and *Magic* forum.

Document Conventions

Following symbols are used:

| | |
|-------------|---|
| A K Q J T H | Obvious, H = A, K, Q, J |
| 31(45) | Distribution: 3♠, 1♥ and 45 or 54 in minors, etc. |
| () | OPP's bids or optional strength |
| [bid] | Optional bid |
| ; | Start next bidding round |
| M, Ms | Major suit(s) or same major |
| m, ms | Minor suit(s) or same minor |
| OM/om | Other major/ Other minor |
| ART | Artificial bid |
| BAL | Balanced hand |
| INV(+/-) | Invitational (Strong/Weak) |
| F1 | Forcing (one round). |
| F2NT | Forcing to level 2NT, etc |
| FG(+) | Forcing to game (possible slamtry) |
| FG++ | Forcing to game and slamtry |
| RHO/LHO | Right/Left-hand OPP. |
| NAT | Natural. |
| NT | No-trump |
| OPP/OPPs | Opponent('s) |
| O/S | Opponent's suit |
| PRE | Pre-emptive |
| Qbid | Cuebid |
| R | Relay bid = next available bid. |
| SPL | Splinter |
| UnBAL | Unbalanced hands. |
| T/O | Takeout |

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1 OPENINGS

| Opening | 1 st /2 nd hand | 3 rd /4 th hand |
|-----------------|--|--|
| Pass | 0-11 BAL or 0-7 unBAL | |
| 1 S | 12-16 unBAL including 5332 with a major <u>or</u> 15-17NT | 12-15 BAL with special responses <u>or</u> 5+Major and 5+minor 13-16hcp – good playing strength. |
| 1 ^{''} | 17+ (18+ if BAL) | (17)18+ unBAL or 19+ BAL. Same responses as 1st/2nd position, but a little weaker with unbalanced hands as most of those have been opened. |
| 1 Q/a | 8-11 NAT, longer minor possible. Not 4432/4333 | As 1st/2nd openings, but 11-16(17). New responses due to responder's close range and shape. |
| 1N | 12-14 | 16-18 |
| 2 S/'' | 8-11, 5+suit, unBAL, no major. 22(54) if concentrated values in the minors only. | As 1 st /2 nd position but 11-16(17). It can contain a 4card major with minimum and a bad major (<Kxxx). The idea is to find the best partial, lead or a save. |
| 2 Q/a | 6-11, 55+ in the major and ♣ <u>or</u> other major and ♦ . Concentrated values in the suits if min | As 1 st /2 nd position but somewhat stronger, (8)9-12. |
| 2 Q/a | <u>Used in system restricted tournaments:</u> 5+♥/♠ and a 5+ unknown minor, 6(8)-11 | As 1 st /2 nd position but somewhat stronger, (8)9-12. |
| 2N | (6)8-11, 55+ in majors <u>or</u> minors. Concentrated values in the suits if min. | (8)9-12 with 55+ in majors <u>or</u> 12-17 with 55+ in minors |
| 2NT | <u>Used in system restricted tournaments:</u> 8-11 with 55+ in the minors. | 12-17 with 55+ in minors |
| 3X | Pre-empts - normal in minors, but possibly very weak in majors or nonVul Vs Vul | |
| 3N | Substitutes natural 4 ♣/♦ | 4 th hand: Undefined gamble. |
| 4 S/'' | Strong 4♥/♠, solid suit or outside A if A or K missing. | Stronger |
| 4 Q/a | Natural pre-empts/gambling | |
| 4N | Asking for specific aces | |

2 GENERAL RULES

These rules always apply unless specifically stated elsewhere:

1. **Undefined bids** should be treated as natural as possible. Artificial bids and special treatments are automatically dropped after opponent's interference unless specifically stated.
2. **Genuine support** in a *major* is shown at the first opportunity, in a *minor* as soon as possible (common sense). xxx- support to a 1♦ - opener's major may be shown by NAT 2NT, and then late support or new suit at four level over opener's 3NT.
3. **Fast arrival to agreed level is weaker than delayed.** Jump to game in a suit is a slam warning when FG is established or the suit may be established at a lower level.
4♣/♦ need not imply slam interest as these bids may make alternative contracts possible.
Note. **Jump** to 3NT is often an ART bid.
Note: Exception with rule 11!
4. **Fourth suit** is artificial and forcing, FG on three level.
At 4level it's a Qbid/forcing bid agreeing logically one of partner's bid suits.

Special rules may apply after 1" or 1 @ a + transfer.
5. **"Semi solid" suit** is solid but for the A or K.
6. **Inquiry for stopper.** After NAT 3♣/♦ it's done by *showing* a stopper with two unbid suits left and *asking* for stopper with only one suit remaining. If OPPs have mentioned a suit you *ask* for stopper in that suit.
If OPPs have shown two suits again you *show* stopper.
7. **Quantitative 4NT** is a raise of natural NT-bids, and as a jump to 4NT from three in fourth suit, or from three in a suit that could be established as trumps below game. Assume 4NT-bidder to know of about 30 hcp.
8. **Quantitative 5NT** is a strong slam-invitation asking for prime slam values rather than more points. If 4NT is natural, then so is 5NT assuming about 32 hcp together.

9. **"Responsive doubles"**. A double in all positions when opponents support each other is for takeout. On four level+ a D implies transparent values rather than distribution, but is not replacing a natural bid.

NOTE: If partner has shown 55+ in specific non-supported suits, then D is PEN.

10. **Four of a minor** is forcing unless:
 - a. Stated elsewhere.
 - b. As a direct bid after an inquiry for stopper with negative response, but not after:
 - 1♣-1♦ + FG-response
 - 1♦ with positive response.
 - 1♦-1♥; 2♣
 - 1M jump shift.
 - c. In competitive bidding when reasonable alternatives exist.
 - d. It's a preference to 4♣/♦ in competitive bidding.
E g: (2♥/♠)-3♦-3OM; 4♣-4♦ .

11. **FOSS** - FOurth Suit Slows down principle.

When both hands are in principle unlimited in strength (e g not clarified 12-16 hand is unlimited ...) and tempo is FG+ then:

- a. Fourth suit + support has lower tempo than a forcing direct raise. Normally this applies to minors only.
- b. A fourth suit/enemy-suit inquiry about NT-stopper will make partners direct bid in four of our minor non-forcing. Same as Rule 10.b

12. Splinter bids

Could be a move towards game or a slam instrument.

- a. *A jump in new suit* when a forcing raise is available.
- b. *Responder's first bid.* Double jump after a "suit opening" - direct or delayed or after interference as a single jump in opponent's suit and to 4♣/♦ show a *void*.
- c. Jump in a new suit when a lower bid in the suit would have been NAT strong is SPL.
- d. From three in an agreed major, suit-bids are splinters, while 3NT is forcing without short suit.
Note. After 1♥-1♠; 3♠ or 1♥-1♠; 2NT-3♣; 3♠ 3NT is asking for short suit. If we have FG+ tempo these splinters are mandatory in new suits, while if in partners suit it suggests extra values.
- e. Note also some rules in *I "*; *INT*, *Rosenkranz* and *Stenberg* modules.

13. Interference on step-responses.

If opponents interfere with a step response, and step-responses still apply, use following:

D/RD = 1step, pass = 2step etc

14. Repeated T/O doubles.

Third consecutive T/O double from one or both players denies in principle 5+ suit and is possible to leave in.

15. **If a natural 2NT or 3NT "overcall" is doubled,** then RD by both players is SOS with two or three 4+ suits.

3 GENERAL MODULES

3.1 FORCING PASS IN COMPETITION

Is used when our side has forced to game or after accepting a game try. The invitational hand cannot make a forcing pass.

2NT as trump support is considered FG if game have been bid. T/o is considered INV, but if doubler shows strength by bidding again and game has been reached – FG!

3.2 LISSABON

Substitution with clubs for hearts and diamonds for spades *or* hearts for clubs and spades for diamonds. Lissabon is used in certain sequences as documented in text.

3.3 ROSENKRANZ (MODIFIED)

Used after single raise to 2♥/♠ in following sequences:

- o 1M – [D] – transfer-to-2M
- o 1M – 2M (then re-raise not INV)
- o 1♣ – 1M; 2M
- o 1♣ – 1♦; 1M; 2M
- o 1♣ – 1♦; 1M; transfer-to-2M
- o 1♣ – (D) – RD; 1M – 2M

Relay(2M+1) starts to show short suit. The 2M-hand bids next available bid to find out.

Note:

- ...1♠–2♠; 2NT–3♣; 3♠: SPL in ♣
- ...1♥–2♥; 2♠–2NT; 3♥: SPL in ♠

Other: INV or better, NAT. 2NT over 2♥ show something in ♠. NF and canapé if 8 card not is established in M.
I.e: 1♠ – 2♠; 3♣/♦ NF. But: 1♣ – 1♦; 1M – "transfer-2M"; 3m is FG of course!

3.4 MAJOR RAISE – 2NT "STENBERG"

Used after following sequences, also after interference:

- o 1M [– (1/2X)]
- o 1♣ – 1M [–(1/2x)]
- o 1♣ – 1♦; 1M [–(1/2x)]

Forcing with 4+ support. After 1M–2NT strong INV, but unlimited. All other positions it is FG.

3.4.1 [...]1♣/♠ – 2NT

3S ART showing a minimum hand. All other bids are FG. As it is possible to raise to game later, this bid denies reasonable slam-values.

3" * Relay, see below

3M To play if 2NT INV+, else undefined

3OM/4m Shortness to find superfit.

3NT NF

3" * "Balanced" or 4441. Balanced hands might include dull 6322 and 5422.

3♣ * 5+M and unbalanced.

3♠/NT* 5+minor (spades for clubs, NT for diamonds).

Jump in a new suit shows a void (4♥ a void in "OM"). 1♠ – 2NT, 4♠ shows 55+ in the majors and a good minimum hand.

3.4.1.1 1M – 2NT; 3S – 3"

Relay and then:

3♣ "BAL" (= no SPL or 5+m) or 4441.

3♠ ASK short suit

3NT No shortness

4X SPL, 4♥=OM.

3♠/NT 5+m. Continue as after 1M–2NT; 3♠/NT.

4X Splinter (4♥ with "OM") and 5+ opening suit.

3.4.1.2 1M-2NT; 3"

"BAL" or 4441

3 Relay for short suit: 3NT deny and 3 (for OM) or 4 or 4 are SPL.

New suit SPL, 3 for short OM

3NT BAL, slam-try.

3.4.1.3 1M-2NT; 3

UnBAL, 5+M

3 Relay for short suit – 3NT denies and 4 is SPL in "OM".

New suit SPL

3NT BAL, slam-try.

3.4.1.4 1M-2NT; 3^a/NT

4(5)M, 5+ /

Relay is neutral, asking for Qbid in the minor, while bid in that suit shows semi-support with an honour (probably Q/K). Higher Qbid implies shortness in the minor.

3.4.1.5 Interference after ...1M - 2NT

NOTE! In this context: "OPPS suit" is last bidden if more than one.

"Opener's" pass implies MIN with 2+ cards in OPPS suit.

Rebid of our suit at 3-level shows shortness in OPPS suit and MIN.

New suit is a "NAT" trial bid and Q is splinter with extras.

3NT is Q-bid in OPPS suit – A or K.

Jump to 4/ shows a hand with two losers in OPPS suit and extra values.

4 1NT-MODULE

1NT-module is used in many places with certain deviations marked with ** or *** as explained:

* Continue as a separate paragraph

** <30hcp together variant.

*** Four-point-range+ 1NT.

| | |
|--------------------------------|----------|
| 1NT | 12-14 |
| Pass – 1NT ** | 16-18 |
| Overcall **,*** | 15-18 |
| (1X) – pass – 1NT **,*** | 12-16 |
| 1♣ – 1NT ** | 9-11(12) |
| 1♣ – 1♦ ; 1NT | 15-17 |
| 1♣ – (1X)–pass–(pass); 1NT** | 16-17 |
| 1♣ – (1X)–D; 1NT | 15-17 |
| 1♣ – [(overcall)]–1NT **,*** | 8-11 |
| 1♦ – 1♥[–1X]; 1NT ** | 18-20 |
| 1♦ – (1M) – pass – [(1♠)]; 1NT | 18-20 |

4.1 RESPONSES

2♠* ASK majors (and strength***) up the line or else to bid 2[♣]

- INV with 4card major(s)
- INV with (54) in majors
- INV with 5(+) ♠
- INV 3NT
- 4card major & 5+ minor, INV**
- 4/5card major(s), to play 4M or else 3NT.
- 4M & 5m+ FG(+).
- (4441) or (5440) FG(+)
- Slam-try with balanced hand.

2[♣]* 5+ hearts

- INV with 5♥ and 5m**.
- FG+ with 5♥+ and 5+m.
- To play 2♥/2NT/3♥/3NT/4♥ BAL
- FG+ with 5+♥ and 4 card m.
- Slam-try with 5+♥ and maybe 4+♠.

2♠* 5+ spades

- INV with 5♠ and 5m**.
- FG+ with 5+♠ and 5+m.
- INV with 55+ in majors.
- to play 2♠/3NT/3♠**/4♠.
- FG+ with 5+♠ and 4card m.
- Slam-try with 5+♠ and maybe 4+♥.

2[♠]* 6+ clubs or (54)+ ms

- o any strength if ♣.
- o FG(+) with at least (54) in minors.

2NT* NAT INV

3♠* 6+ diamonds

- o to sign off
- o FG+

3[♣] 6+suit, INV to 3NT

3M 6+suit, INV to 4M

4♠/[♣] Transfer to ♠/♣ - opener may bid relay to show a super max!

4NT NAT slam-try

4.2 CONTINUED BIDDING

4.2.1 1NT – 2♠

ASK Ms (and strength***)

2[♣]* No major.

2♠ INV with 45 in majors

2[♠] INV with 5(+)suit.

3♠/[♣] FG+ NAT, BAL or two-suited 5+minor and 4major *

3M NAT FG, no slam interests.

2♠/♣* 4 or 5 cards – 2♥ if both.

raise NF

2[♠] INV with 5(+)suit

2NT over 2♠ INV with 4card ♠

3♠/[♣]* FG+ NAT, BAL or 2-suited 5+minor and ♥(over 2♠) or 3-suited.

3OM 5card NAT FG, no slam interest.

3NT over 2♠ Nat with 4card ♠.

4♠/[♣] Cuebid.

2NT*** Upper 1/3 of 4hcp+ range. Continue with 2NT-module.

3♠/[♣] 35/53 in majors, FG.

4m NAT 5suit.

3♠/♣ 25/52 in majors, FG.

OM Support in 5suit, slam-try.

4m NAT 5suit

4.2.1.1 1NT – 2S; 2X – 3m

Three in a minor is NAT FG+ with BAL or 5+suit and 4card major or (4442)/(5440) - no 5card M.

Note: Responder have not 6+ one-suited minor - shown by 2♠/3♣.

- 3^{''}** NAT, 5cards after 2♦. Responder's 3♥/♠ shows values with 5♣.
- 3[⊙] a.** Three card support and MAX. When major have been denied: 3♥ over 3♣ shows 3343 and responder can support diamonds! 3♠ now by responder show 5♣.
- 3[⊙] b.** Used after 2♥-response: MAX with 3card support or 4card and min. Responder use 3♠ to enquire – bid 3NT with min.
- 3[♠] a.** Four card support and a bad hand.
- 3[♠] b.** Used after 2♥-response: 4card ♠, do not deny 3card m support.
- 3NT** Sign off or - after 3♦ - maybe good with 4+♣.
- 4X** Four card support and MAX, "double" cuebid if not a raise.

Responder's jump to 4NT over 2♥/♠-response is RKCB, but over 2♦ it is a NAT slam-try.

1NT–2S; 2X–3m** 5+suit and INV - implies 4card OM/M.

4.2.2 1NT – 2^{''} / ⊙

Transfer with 5+suit

The 1NT-hand is supposed to accept the transfer, but with a good hand and 4+-support he may bid 3M or a trial bid in a suit. Responder repeats transfer by 3♦ if possible or bids a splinter or forcing 3NT without short suit.

- 2[⊙]/♠*** Normal response.
- 2NT***** 3card support - high range.
- 3^{''}** Repeated transfer.
- Other** Natural slam-tries or splinter if above trump. 3NT is F.
- 3M/other** 4+ support and super-MAX

4.2.2.1 1NT – 2^{''}; 2[⊙]

- 2[♠]** FG+ with 5+♥denying 5+m. NAT bidding follows. 1NT-hand bids a 4+ possible suit with at least Hxxx or rests in 2NT with bad suits and no ♥-support.
- 2NT** INV with 5♥.

- 3S/''** NAT 5+suit, FG.
- 3S/3^{''}**** NAT INV, normally a 5+suit.
- 3[⊙]** Slamtry with 6+♥ and no short suit. FG+.
- 3NT** xx in ♥
- 3♠/4m** >xx in ♥ - Qbid.
- 4♥** >xx in ♥ - no ace.
- 3[⊙]**** INV 6+♥
- 3[♠]/4S/''** Splinter with 6+ ♥.
- 3NT** Natural with five card ♥, 1NT-bidder decides where to play.

4.2.2.2 1NT – 2[⊙]; 2[♠]

- 2NT** FG+ with 5+♠ denying 5+m. NAT bidding follows. 1NT-hand bids a 4+ possible suit with at least Hxxx or signs off in 3NT with a bad hand and no ♠-support.
- 3S/''** NAT 5+, FG.
- 3S/3^{''}**** NAT INV, normally a 5suit.
- 3[⊙]** 55+ majors, INV.
- 3[♠]** Slamtry with 6+♠ and no short suit.
- 3NT** xx in ♠
- 4new** >xx in ♠ - Qbid
- 4♠** >xx, no ace.
- 3[♠]**** INV 6+♠
- 3NT** Natural with five card ♠, 1NT-bidder decides where to play.
- 4newSuit** Splinter with long ♠.

4.2.3 1NT – 2[♠]

6+♣ or (54)+ minors, FG+

- 2NT/3S** Accepts/Rejects INV with 6+♣.
- 3S** Sign off.
- 3NT(after 2NT)** 6+♣.
- 3NT(after 3S)** 6+♣ and short ♦.
- 3^{''}** Both minors, at least (54). Opener bids 3NT as sign off, best M asking for five card minor or 4♣/♦ with 4+support and m-oriented. After 3♥/♠ responder will bid his longest minor if extra values or good fit, sign off in NT or cuebid 4M with 55+.
- 3M** SPL, FG with 6+♣
- 4S** 6332 or 7222 with 6+♣, request Qbids.
- 4^{''}** SPL with 6+♣.

4.2.4 1NT – 2NT

NAT Normally no M.
3m Sign off
3M F with 5suit.

4.2.5 1NT – 3S

transfer to ♦ with 6+suit

3^{''} Mandatory
3M FG+, SPL
3NT NF, SPL in ♣
4S FG+, SPL in ♣
4^{''} 6322/7222 ask Qbids.

4.3 INTERFERENCE

4.3.1 Second hand interferes

4.3.1.1 1NT– (2X) Nat

D Takeout. Bid a suit at 2-level or 2NT(=min) or 3♣/♦ with 5suit or 3♥ - all with MAX in principle.
2©/♠ Nat F1 with 4(+) suit.
2NT-3S Asks for suits and No-stopper up the line.
2NT-3new Strong INV with 5suit.
2NT-3X ♣-suit, ask stopper in X. **4S** NF

2new NF, you may raise with MAX.

2NT/3S/3^{''} Transfer to lowest unbid suit. Weak INV or FG unless stopper is missing. Responder's next bid below game is NAT or asks for stopper.

Note: 4♣ over transfer to 3♦ is NF, as direct 3X is FG.

If OPPs continue with raises, then responder's D is T/o and other should be considered as NAT forcing.

3X(=M) FG+ with 55 or 64 in minors.

3newM INV, 6+suit.

4S/'' TRA to 4♥/♠ - also if OPPS "suit".

4.3.1.2 1NT – (2X) Artificial, one suit known.

Cuebid in a shown suit is three suited takeout INV. Jump cuebid to three level shows 5+major. Other bids as if they overcalled in the known suit.

But if (2m)=majors. 2M "takeout" of OM and 3M is 55+ FG with minors, also fragment. Only 2NT and 3♣ is transfer now.

4.3.1.3 1NT – (2X=one suit unknown)

As after normal overcall with transfers, but later 3X by D-er is NAT INV and new suit shows X + new suit - F1.

Example: 1NT– (2♦)–D; pass–(2♥)–2♠ is ♦+♠

4.3.1.4 1NT – (Higher NAT bids):

| | | |
|--------------|----------------|------------|
| (3X) | D | PEN |
| | 3Y | NAT INV |
| | 4-level | 3NT-module |
| (4+X) | D | PEN |
| | NT | 2-suiter |
| | Qbid | 3-suiter |

4.3.2 Fourth hand interferes

4.3.2.1 After 1NT - 2S

Opener's D is penalty, 2♥/♠ natural – not mandatory.

If passed to responder: D is T/O, 2♥ NAT INV with 45 in majors, 2♠ is NAT INV, 2NT natural, new suit on three level or cuebid is FG unless 3minor and variation ** applies.

4.3.2.2 Double of 2S

RD shows strong clubs.

Pass denies stopper. With stopper same responses as without D.

4.3.2.3 After 1NT-2S-(D): pass

RD is a repeated inquiry for majors. On RD:

| | |
|-----------------------|---------------|
| 2^{''} | no major |
| 2M | 4+suit in OM |
| 3S | 44 in majors! |

2^{''} is a weak repeated inquiry for majors – NF i.e. pass if no major.

3S is FG with short clubs.

4.3.2.4 Interference after 1NT - 2^{''} /©

Double is T/o. Responder's bid in 3M is to play. New lower suit is NAT INV.

4.3.2.5 Double of 1NT – 2[♣] / 2[♠]

| | |
|------|------------------------------|
| Pass | Not 3+support |
| RD | 3+sup, responder to declare. |
| 2M | 3+support. |

Responder's next bid is as without interference, but Q-bid is just forcing.

4.3.2.6 Overcall after 1NT – 2[♠]

Responder's D is optional with at least INV. Major-bid is SPL with clubs. 3NT "to play" with weakness/SPL in opponent's suit.

4.3.2.7 Fourth hand bids after 1NT – pass

Both hands may D for takeout.

4.3.3 Second hand doubles for penalty

2[♣] is NAT, but a later RD show majors. 2[♠] is also NAT or weak with ♦ + ♥ (later RD) or ♦ + ♠ (later 2♦).

Jumps are pre-empt and 2NT shows a two suiter, at least INV.

4.3.3.1**4.3.3.2 Responder's RD**

Invite penalties.

If "doubler" quits then responder's D is penalty, but new suit NF, while 2NT is FG asking for suits and non-stopper up the line. Cuebid (with three suiter) and jump is forcing.

1NT-hand can D for PEN, bid 2NT, four card M or five card minor.

4.3.3.2.1 RHO bids after RD

Opener can D for PEN or force with a pass - thus suit-bids show five cards. Responder may D with only three trump or bid according to the same principles as after doubler's takeout.

4.3.4 (1M) – pass – 1NT; Tra-to-2M – 2M; 2/3NT

Ask stopper!

5 NATURAL 2NT MODULE

Used after:

- o 1[♣] – 1[♠]; 2[♠]/[♣] – 2x; 2NT
- o 2NT-overcalls (adjusted if < 21hcp)
- o Also ... 1NT – 2[♠]; 2NT
- o Nat 2NT

5.1 RESPONSES

3[♠] Puppet to 3♦.

3[♣] Asking for majors.

3[♣]/[♠] NAT, 5+ FG.

After 2NT as overcall of 2[♣]/[♠]: Q-bid shows a three suited hand - short in the major.

4[♠]/[♣] Transfer to 4♥/♠.

4NT Slam-try.

5.2 CONTINUED BIDDING**5.2.1 2NT – 3[♠]; 3[♣]**

3[♣] Slam-try with both minors (rarely 4-4).

2NT-bidder may bid 4+support, signoff in 3NT or bid 3♠ with prospects – to give responder chance to bid 5+m or Qbid 4M with 55+.

3[♠] FG+ with 5+♠ and 4+♥. 2N-hand may bid 4♣/♦ as *Lissabon* for a slam-try. Normal preference or 3NT otherwise. If responder rebids 4♥ it is a modest NAT slam-try.

3NT Slam-try, F. Bid 4+ suits up the line. This sequence promise 4432 with major + minor or 4441. Support is shown by RKCBS-responses - RKCBS for responder to a 21+ 2NT. Responder's 4NT after 4♣/♦ shows support without aces.

4X Slam-try with long suit, but 4♥/♠ is not forcing.

Note. After 2NT as "overcall" of 2M:

3OM 5+suit, INV

3M Both minors.

5.2.2 2NT – 3[♠]

- 3[♣]** 4-5♥, could have 4♠
3[♠] 4suit, not 4♥
3NT Slam-try with 4+♥.
4m 5suit (possibly a bad 6suit), no 4suit ♠
- 3[♠]** 4-5♠, not 4♥
4m 5suit
4[♣] Slam-try with 4+♠

5.2.2.1 2NT – 3^{♣/♠}

- 3[♠]** NAT, also with ♥ support if Max.
- 3NT** Denies support and 4+♠.
4m NAT
 5M shows suppressed support.
 4M constructive without a real fit. Responder's 4NT is NAT.
 4NT Sign off.
4♥ After 3♠ – 3NT: Signoff.
4[♠] After 3♥ – 3NT: 55, NF slam-try.

6 3NT MODULE

Used after

- **1NT** - (3X) - 4level+
- **1[♠]** - (3X) – pass; 3NT
- (3X) – 3NT
- ????

6.1 RESPONSES

- 4[♠]** Asks for suits up the line
4[♠] Puppet to 4♥
4^{♣/♠} NAT, slam-try, 5+.
 4NT No fit, prefer NT.
4NT NAT
5^{♠/♠} NAT slam-try

6.2 CONTINUED BIDDING**6.2.1 3NT – 4[♠]**

- 4[♣]**
- | | |
|-------------------------|-------------|
| – Pass / 4 [♠] | To play |
| – 4NT | Both minors |
| – 5 ^{♠/♠} | Signoff |

7 SLAM BIDDING

7.1 CUEBIDS

Active Cuebids are bids that invite, accept, settle trump suit or bypass trump at the lowest game level.

Passive Cuebids are a part of cuebid sequences without bypassing trump suit. They are in principle mandatory unless you know a control is missing. Bypassing a suit normally denies control in that suit.

Controls are bid up the line independent of type (single, void, K, A), but normally not singleton/void in partner's suit at the first opportunity.

An active cuebid should not be bid without ace(s). Passive cuebids must be bid unless you "know" we have no slam. Control in your own suit could be bypassed when it is obvious that another cuebid is more important or that it is "obvious" that you have a cuebid in it

7.1.1 If opponent double a Qbid

Pass Like a passive Qbid with something, but not first round control in the suit – K/Q/singel.
RD Shows first round control.

7.2 ROMAN KEYCARD BLACKWOOD RKCB

RKCB with latest bid suit as trump or temporary trump if none has been agreed. If two trump suits are possible it is the highest one - typically after a 2-suited bid.

7.2.1 Responses

5S with 0/3 aces
5" with 1/4 aces
5♥ with 2 without trump-Q.
5♠ with 2 aces + trump-Q or 2 extra trump.

With 1/3 aces and a void - bid 5NT on a suitable hand. With 2 aces and a void you may bid the void on six level or six in the trump suit.

If interfered with, we use DEPO (Double Even, Pass Odd) after 5 above our suit else DOPI (Double 0/3, Pass 1/4) etc. - see rule 13.

Directly after a strong jumpshift responder's 4NT is RKCB with jumpshift suit as trumps.

7.2.1.1 After the RKCB-responses 5S/5"

next bid bypassing trump-suit is an inquiry for trump-Q. She is denied with trump suit else bid a King or 5NT. Bidding trump at 5-level require responder to continue bidding with 3 or 4 aces else pass, but trump-Q inquiry does not exist then.

7.2.1.2 4 Ace Blackwood

is used directly after an opening bid or after a positive response over 1♦. Also after 1♣ – 1♦; bid if no trump has been agreed.

Responses as above, but 5♠ don't exist.

7.2.1.3 After RKCB-responses

A non-relay bid asks for Qbid in that suit. With a ruffing control bid a suit below trump – if not available or two extra trumps, then bid seven also with ruffing control.

7.2.1.4 5NT

is a general invite to seven, whereupon responder Qbid keycards (normally a K!) or bid trumps at preferred level.

7.3 RKCB "PRE-EMPT" RKCBP

4S after 3" /♣/♠ or
4" after 3S or
4NT after 4♣/♠ -opening or
1" – 1♣... by strong hand

are "RKCB" with special responses:

1 step: 0 ace
2 step: 1 ace without trumpQ
3 step: 1 ace with trumpQ
4 step: 2 aces without trumpQ
5 step: 2 aces with trumpQ.

7.4 "5 OVER TRUMP", TRUMP INQUIRY

Jump to 5 level just above trump suit asks trump quality. If there is any doubt of the meaning of this bid - use 5NT and respond with as many steps as there is room for ...

7.4.1 Responses

- 1 step:** A or K - then relay ask for extra length.
- 2 step:** AQ or KQ - relay ask for AQ and extra length.
- 3 step:** Q or 2 extra cards.

4 step: nothing extra in trumps.

Bid seven with AK.

7.5 JUMP TO 5-IN-TRUMP, 5[©] OR 5^a

Ask for trumps quality, but after Q-bids and when obvious, it is generally inviting - maybe with strength in trumps!

After interference 5♥/♠ may ask for control in the OPPs suit.

8 WEAK OPENINGS

1[♣]/1[♠]/2[♠]/2[♦]/2[♣]/2[♠]/2NT

These, together with general rules, are the cornerstones of **MAGIC DIAMOND**. They are used many times with different ranges and with small variations in continuations due to partner's current known limitations:

| <u>Position</u> | <u>Range</u> | <u>Range partner</u> |
|--------------------------------------|--------------|----------------------|
| 1/2'nd hand | 8-11hcp | 0+ |
| After 1 [♣] | 8-11hcp | 12-16(17NT) |
| After 1 [♣] -1 [♦] | 12-16hcp | 0-8 or 12+ |
| 3/4'th hand | 11-16(17) | 0-11NT or 0-7 |

8.1.1 How to handle weak hands

Opening on garbage can hurt. We don't tell you to be a coward, but if you decide to pass first in hand with Qx - xxxx - Ax - Qxxxx Vul Vs nonVul it's a lesser risk than to open 1[♥].

But, don't make it a habit to pass on 9 or 10, because they look lousy. We have to pay now and then, but not as often as people think.

It has proved, that a bold transfer to a bad suit works out fine and OPPs have problems finding a penalty D and even their own best contract, so don't be too shy.

As you will soon learn, some hands don't fit the methods: i.e. 1444 and about 9-13, where partner opens 1[♠], or (13)(54) with bad suit - partner opens your short major. Maybe we have a better contract? From experience it has paid just to pass and leave it

to OPPs. If they re-open, use the hammer - partner should be aware that your silence + D means these type of hands.

8.1.2 Doubles

OPPs bid under our level of negative D:

| | |
|-------------|----|
| D + newsuit | F |
| Newsuit | NF |

OPPs bid over our level of negative D:

| | |
|---------|----------|
| D | Optional |
| Newsuit | F |

8.1.3 Vs OPPs T/O-D

| | |
|-----------|--|
| RD | 12+, F(openingsuit next level) |
| Newsuit | NAT NF, normally constructive but maybe escape from O/S or transfer in certain positions. |
| Jumps | Preempt |
| Raise | 2NT F1, single raise wide range. |
| Transfers | As without interference after 1M. |

8.1.4 High level.

| | |
|---------------------|---|
| D | Penalty-oriented, but opener will pull with (6)7+ canapé-suit or maybe also 7+ opening-suit and the right offensive hand. |
| 4NT | RKCB? |
| 5OPPs suit Support. | |

9 "SAME" BIDDING SEQUENCE IN DIFFERENT POSITIONS.

| Preceded by P Sequence B | - | 1S | 1S - 1" |
|---|---|------------------------------|--|
| 1M- "2m"; 2m- 2M | 11-13, 5m & 2M. Searching right partscore | 12-13, 5m & 2M. ← Same | FG+, 5m & 2M. Ask for extra length, 5+ om, 6+M, good hcp-strength. |
| 1M- "2m"; 2m- 2NT | Invite to 3NT, 4+m | ← Ditto | FG++, 4+m. Look for new suits, 4+support or maybe a high NT contract. |
| 1M- "2m"; 2m- 3M | FG+, choose between 4M and 5m, else 3NT. | ← Ditto | FG. Choose between 4M/3NT/5m. |
| 1M- {2M-1} ; 2M- 2NT | Invite to 3NT with 3card M. | ← Ditto | FG+, maybe 4333 ask for 4+m. |
| 1M- {2M-1} ; 2M- 3NT | Choose between 3NT and 4M | ← Ditto | ← Ditto |
| 1M- {2M-1} ; 2M- 3m | Invite with 3M and 51/2m | ← Ditto | FG+ 3M + 5+m |
| 1M- {2M-1} ; 2M- 3M | Weak invite with 4+M | Invite with 4+M | Not defined (12 hcp?) |
| 1M- 2NT | Sup INV++ | Sup, FG+ | Sup, FG+ |
| 1M- 3M | Preempt | Min, good trumps | Pre-empt |
| 1M- Tra; R- raise | INV, 6+suit | ← Ditto | 6+suit FG, if slamtry then not solid or semisolid suit. |
| 1M- 3lower | FG++, 6+ 1suit | FG+ Solid suit | FG+ Solid/semisolid suit |
| 2m- 3new | INV, good (6)7suit | ← Ditto | FG+, solid/semisolid suit. |
| 2m- R;R- 3m/om | INV | ← Ditto | FG, choice of games. |

10 1 \heartsuit / \spadesuit

(7)8-11 hcp with at least four cards and an unbalanced hand or 5332. Note that with 55+ in M+m and at most 6.5 losers, we open 2 \heartsuit / \spadesuit . Similar hands with 55+ in majors we open with 2NT. With 44 in majors we open 1 \heartsuit . Canapé with longer minor is possible.

10.1 RESPONSES

- 1 \spadesuit** NAT, F1. Opener assumes 10hcp+, but could be less in an effort to find a better spot than 1 \heartsuit or to make it difficult for OPPs.
- 1NT, 2/1** Transfer to the next suit with either a long suit and an unlimited weak hand or at least constructive values. Then the suit could be four cards (even 3 with 3433 after 1 \spadesuit). If the transfer is for M, it should be treated as a balanced hand with 3-4 support and 12-14 hcp, but can be more - for rebid of 2/3NT or unbalanced - for rebid in lower (5)6+suit INV.
- 2M** Wide range raise, often 3cards, denying values for a transfer, 3M or 2NT. Although this raise could be very weak, opener will carry on with a long trump and good shape. *Rosenkranz* module is used then, but re-raise is pre-empt.
- 2 \spadesuit** To play after 1 \heartsuit .
- 2NT** At least INV with 4+support. *Majors support* module.
- 3lower** NAT FG++, 6+ strong suit, denies Hxx in M.
- 3M** Pre-empt, but some strength and 5+sup or a short suit if 4card.
- 3NT** To play, undefined.
- 3 \spadesuit /4 \spadesuit / \heartsuit** Void, slam-try.
- 4M/OM** To play, undefined strength.

10.2 SUBSEQUENT BIDDING

10.2.1 After 1 \heartsuit - 1 \spadesuit

Jump to 2 \spadesuit over 1 \heartsuit is to play. This implies that 1 \spadesuit followed by 2 \spadesuit /TRA2 \spadesuit is INV and by 3 \spadesuit is FG. Fourth suit forcing applies.

- 1NT** NAT, but includes 2533, 25(42), 15(43), 1444 or even 14(53) with weak minor, but rarely 35(32).
- 2 \spadesuit** 4+ \diamond , to play \diamond or INV+
- 2 \heartsuit** 3 \heartsuit , INV+
- 2 \heartsuit** 6+ \spadesuit , INV+, shows a weak suit if continued.
- 2 \spadesuit** 4+ \clubsuit , to play \clubsuit or FG.
- 3m** 4+ \spadesuit 5+m, INV
- 3 \heartsuit** FG, no slam interests.
- 3 \spadesuit** FG, strong suit
- 2 \spadesuit** 3supp or 4card and a bad hand.
- 2NT** NAT, NF
- 3m** NAT, F - assume 4 \spadesuit . Opener sign off in 3 \heartsuit /3 \spadesuit (maybe 3)
- 3 \heartsuit** FG with 43 or 53 in Ms.
- 3 \spadesuit** 3415
- 3NT** 3451
- 4m** SPL with 5 \heartsuit or in one case maybe 4 \spadesuit :
1 \clubsuit -1 \diamond ; 1 \heartsuit -1 \spadesuit ; 2 \spadesuit
- 4 \spadesuit** 4supp - thus weak
- 3 \spadesuit** INV with 5+ \spadesuit
- 4any** SPL with 5+ \spadesuit
- 3 \spadesuit** NAT denying MAX, could be MIN with solid values.
- 3NT** ASK short suit.
- 4X** SPL.
- 2NT** MAX, two-way. Very good hand with \spadesuit -support or good 7+ \heartsuit -suit and \spadesuit -shortness.
- 3 \spadesuit** FG, ASK clarification. Opener bids NAT 3 \heartsuit or 3 \spadesuit or SPL with super values for slam + \spadesuit support.
3 \heartsuit / \spadesuit -R Ask shortness.
- 3 \heartsuit /4 \clubsuit** NAT with at least 55, F1.
- 3 \heartsuit** To play, weak.
- 3 \spadesuit** A very long suit, INV.
- 4 \heartsuit** To play 4 \heartsuit or 4 \spadesuit
- 2m** 5+suit
- 3m** Good 6+suit, MAX. All bids by responder are now F, using general NAT principles.
- 3 \heartsuit** MAX, 7+ suit 2-3 \spadesuit .

10.2.2 After direct Transfer-responses

In principle no strength is required for transfer to new suit. The motive could be to make life harder for OPP, to indicate a lead, to find a sacrifice or best partial or to start a constructive bidding of our own.

Any new bid by responder, but "rebid" of his suit or pass, suggest at least a modest ambition towards game. Continued bidding after accepted transfer is NAT but with some special sequences as follows.

Opener accepts the transfer on normal hands. Rebid of M or 2/3om is to suggest a better trump suit. On the simple rebid in 3om, suggesting a good 6+suit, any bid is F.

"Raise" shows normally 4+support. With MAX and 3card support you may bid 2M+1, i.e. 1♠ – 2♦; 2NT shows 3support and often 5332. 3♥ would in this case be 4card support or 3card with a short suit in a minor. Continuation after this ART raise is NAT with 2NT as F1.

1M – "2m"; jumpshift by opener is SPL with MAX and good support - often 5+cards, 4m is then NF.

1M – "2m"; 3M shows MAX and 73 or 64 in M + m. Responder must pass with bad hand - new suit would be forcing agreeing M and 4m is slam-try in m.

1♠ – 2♦ (=5+♥); 4m shows a void, while 3NT is very good hand and a singleton: 4♣ asks which one - bid 4♦ with ♦-SPL and 4♥ with ♣-SPL.

1♠ – "2m"; 2♥ is NAT with 54/64 and denies a bad hand. Now responders 3♥/♠ is F - a slam-try.

Rebid in 2M by responder after accepted transfer shows 5+ in transfer suit and exactly 2 cards in M. Continuation by logic to find a playable spot assuming we have a partial. Opener must bid on if only 4cards in M, e.g following sequence:

1♥ – 1NT; 2♣ – 2♥; 2♠/NT – 3♦; pass
responder knows opener must have 4(5)♦.

Responder's rebid in 3M is F - opener bids 3N with four cards, if that is possible to have.

Note: "Fourth suit forcing" is not used often in these sequences. After accepted transfer to 2♣/♦ and responder's continuation with 2OM, opener's 3om will be NAT with 5-6 cards suit

10.2.3 After transfer to 2M

| | |
|---|-----------------------------|
| 2M | 4card suit or 5 with MIN |
| 2 ^a (over 1 [♣] -2 [♣]) | F1 NAT, MAX. Maybe 44(14) |
| 2NT | 1 hcp and a sort of NT-hand |
| 3lower | MAX with 5-6 cards. NF. |
| 3M | MAX with 5+M. |
| 4m | Natural F with 4-7 or 4-8 |

10.2.4 After 1[♣]-1^a; 1NT transfer.

Opener accept transfer suit normally, or raise with a supper fit (if INV possible..). Note that transfer to 2♠ is INV+.

Responder's next bid is NAT.

| | |
|----------|--------------------|
| New suit | F1 2level, else FG |
| 2NT | INV |
| suitbids | F |

10.2.5 After jumpshift - strong.

| | |
|---------------------------------|--|
| 1 ^a – 3 [♣] | Strong 6+suit, F(4♥)++ |
| 3♠ | Good suit, 5+ 3NT=forward with ♥ 4m = Qbid with ♠fit |
| 3NT | ♥-raise with some support and a slam-friendly hand |
| 4m | Strong (5)6+ suit |
| 4♥ | Weak, maybe short in ♥ |
| Jumps | Splinter |
| 1M – 3m | Strong suit 6+, FG++ |
| new suit | Values or maybe a good 5+om-suit |
| 3M | Good suit 5+ |
| 3NT | Weak, no support, scattered values |
| Jumpshift | SPL |

10.2.6 Interference over 1M**1M – (D)**

SysOn, e.g. transfers etc, but jump shifts are PRE.

RD about 13 hcp+ and a suggestion to find penalties, F(2M).

10.2.6.1 Continue after 1M–(D)–RD

(pass)-pass Extra values. Pen D's.
 (pass)-1NT Min with 5332, 5431 or 4441
 (pass)-2m Min, 5+
 (pass)-2M/♣ Min, Nat
 (pass)-jump Max, distributional 5+m
 (nonjump)-D PEN
 (nonjump)-other In principle as if pass.
 (jump)-D T/O

10.2.6.2 1M – (Overcalls through 3S)

D T/o. Opener is supposed to show his longest suit and OM. Rebid in NT might be some unbidable hands with 4441 or 5332 and very bad M, but it denies 5+m and 4cards in OM. D's new suit is now NAT, F. 2♠ after 1♥ – (2m) – D; doesn't promise 5♥.

Jumps Nat (5)6+ and MAX

2NT Support FG, SysOn

New suit NF. To find a sacrifice or start a constructive bidding. NAT continuation – opener's bid in minor is of course canapé.

Qbid below 3M 4+support, INV.

Qbid higher level Support, FG+

Jump in OPPs suit or 4m
SPL with a void.

10.2.6.3 1♣–1^a–(2m); D

3support with something more, either Max values or short OPPs suit. The simple raise doesn't promise 4cards.

10.2.6.4 1M – (2M=OM+m)

2NT FG+ with Sup, sys-on
OM INV with support.
3om NF
D Strength, penaltyoriented

10.2.6.5 1M – (2NT=ms)

3S FG with 5+OM
3^{tr} INV+ with support
3OM INV
D Penalty oriented, 13+, NF.

10.2.6.6 1M – (Overcall above 3S)

D Penalty oriented, opener pulls with extreme canapé or 7+suit.

Suit NAT F if below game.

Qbid Trump-support, establishing a forcing situation on continued intervention

10.2.7 OPPs overcall after transfer response or raise

RD shows 3Sup and MAX.

Opener's D shows a good hand with no clear alternative.

Cuebid(also over a NAT D of TRA-suit) to threelevel is SPL with 3SUP and (5)6+ good openingsuit MAX values.

After 1M – 2M, the double is the strong way to bid 3M. But note: After 1♥–2♥–(2♠), then D might be a three suited hand with 4♥.

10.2.8 Interference after 1M–2NT

See *Major support* module.

11 2 §/"

NAT with 8-11 hcp and no major, either 6+ suit or both minors. 22(45) is normally treated as BAL - start with pass/1NT/1§ - 2m only with all strength in ms.

With 55+ in ms and at most 6 1/2 losers, open 2NT.

11.1 RESPONSES

R Relay, asks type. INV+ with minor suit interest or FG+ with om or 3NT-trial.

1 step Both minors.

2♠ *Lissabon*, F3♦+

3M *Lissabon*, FG

2NT INV

3m/om INV.

2 steps Min, 6m, bad suit

2NT NF

3om Ask major-stoppers

3M Values with om, FG.

3 steps 6+m, Max, but see 3X

3m F1 ask stoppers up the line

3M Values with 5+om, FG+.

4 steps Min, like m better than NT

3♦/3M As after 3step.

3(")/②/ᵃ SPL with max and 7+suit

2M(2NT over 2") NAT (2NT=♥), F1.

OM Hxx after 2♣-2♥ or 2♦-2♠ (then Max-hand).

Note: Bid 2♥ after 2♣ with 55Ms and INV

3m No fit

3♦ F, stopper or suit

3M F.

3OM NAT or ask stopper

3" (over 2§) Max and 46.

3M/OM as after 3m

3M NAT NF

Jump new SPL Max.

4m (32)(62) Max, good suit.

2NT(over 2§) NAT, NF – new suit is SPL accepting.

3m NAT INV with Weakness in at least one major. Opener with 6+m. may proceed to show stoppers.

3om NAT INV to 3NT.

3M Stopper

3M INV with (6)7+suit.

11.2 INTERFERENCE OVER 2MINOR

D is for T/o F(3m). Then: 2NT= 5431 with short OM, otherwise bid 3card OM.

2NT NAT or FG with support.

3m Weak

Newsuit SPL

Qbid is primarily asking for stopper and secondarily INV to 5♣/♦, so 4m/♣ is NF.

2M/3§ (after 2♦) is just INV, then D + suit is F. "Forced" higher suit-bids is F.

11.2.1 After OPPs D of 2m

RD 12+, normally rather balanced, but unbalanced possible - later new suit is F, maybe to increase tempo.

New suit NF, constructive or maybe runaway from 2m.

2NT At least invite with support.

New suit SPL

11.2.2 After D/overcall of 2§/" relay.

General rule 13 applies up to (2♠), but don't bid NT without stopper. After higher overcall all NAT with both hands limitations in shape and strength.

11.2.3 After 2m-relay; relay(=ms)- (D/2ᵃ)

Lissabon is still used.

12 2[♣]/[♠] (Brown sticker)

(6)8-11hcp with 55+ in the suit + **S** or OM + .. , max 6 1/2 losers. With bad suits and playing strength, open 1[♣]/[♠].

Non-brown sticker version

Same strength etc, but showing the bid suit + an unknown 5+ minor. (*-responses below)

12.1 RESPONSES AND CONTINUATION

| | |
|---------------------------------|---|
| 2NT | F relay, assumed to be INV+: |
| 3 ^S /.. | NAT min. New suit is NAT F, but 4om is slam-try with support in M. Raise to 4m is F. 3M NF, opener may raise. |
| 3 [♣] / [♠] | NAT, MAX, 55 or (65) with normal suits. 4m is F and 4om is slam-try with the M. |
| 3 [♣] / [♠] * | <i>Lissabon</i> "minor" with max. |
| 3NT | MAX, 66 or 76, responder is assumed to guess right. Qbid on A. |
| 4X | MAX, 6-5 with all strength in good suits. |
| 2OM* | NAT FI |
| 3OM* | NAT INV |
| 3NT | F- to play or make a slam-try in any suit. |
| 4 ^S | 1 ace +, max values to a one suiter. |
| 4 [♦] | R ask for more, then place contract. |
| 4 [♥] | nothing to show |
| 4 [♠] | a K in short suit |
| 4NT | 2 aces. |
| 4M/5m | To play. |
| 4 ^{..} | No aces but good values for a 1suiter. |

4[♣]

Bad hand. pass or correct to 4[♠] or 5m.

All suit-bids(*minor suit bids) are "multicolor"-responses to play, to be corrected to one of opener's suits or raised with extreme hands - opener might gamble on OPPs silence.

12.2 INTERFERENCE

D is PEN, maybe gambling your suits. RD = 12+ - pass only if you have the suit bid.

Bid in "OPP's assumed other suit" is F - opener bids NT or OPP's suit if wrong guess, else any other NAT bid.

Multi-responses in "our pair of assumed suits" (*minor-suits) - correct if wrong guess! i.e: 2[♠] - (3[♦]) -3[♥] is F but 4[♣] is NF if opener has [♠]+[♣](bid 4[♦] otherwise). Opener may raise.

12.2.1 After OPPs T/o D

2NT is still F, same responses as without interference.

Pass is neutral, assuming opener to pass with M+[♣] and pull naturally with the other combination.

12.2.1.1 RD

is penalty hungry, but opener must pull with the other combination.

12.2.2 2M-Multibid-(D); RD

RD Max with good suit. (Normally only after jump to fourlevel)

12.2.3 2M-pass-(D); pass

Pass Normal bid - also with OM+[♦]
 Bid NAT - extreme distribution.

132NT (Brown sticker)

(6)8-11 with 55+ in majors or minors, max 6 losers. With low playing strength, open 1^a or 2^{**}.

Non-brown sticker version

Same strength etc, but showing 55+ minor, 8-11. (*-responses below)

13.1 RESPONSES AND CONTINUATION

are similar to those after 2♥/♠

| | |
|--------------------|--|
| 3§ | Relay, strength assumed. |
| 3 ^{**} | MIN with majors |
| 3M | INV |
| 4m | <i>Lissabon</i> , slam-try. |
| 3☉ | MIN with minors, 4m is INV |
| 3 ^a /4☉ | FG <i>Lissabon</i> |
| 3 ^a | MAX with minors. 4m is F |
| 3NT | MAX with majors 4m is <i>Lissabon</i> . |
| 3m/4m/5m* | To play |
| 3☉* | ASK strength by step. 3♠ min, then 4m NF. And 4M <i>Lissabon</i> . 3NT MAX with 55, then 5m F 4m 65 ms and MAX. 4M is void with 66ms. |
| 3 ^a * | ASK M-support. 3NT 2+♥, then 4♥ NAT. 4♣ 2+♠, then 4♠ NAT. 4♦ 1-1 i Ms. 4M 20 i Ms. |
| 3NT | F - to play 4-own-major/5-own-minor or make a slam-try in own suit. |
| 4§ | 1 ace +, max values to a one suiter. |
| 4♦ | R ask for more, then place contract. |
| 4♥ | nothing to show |
| 4♠ | a K in short suit |
| 4NT | 2 aces. |
| 4M/5m | To play. |
| 4 ^{**} | Min, but probably good values for a one suiter. |

4☉ Bad hand. pass or correct to 4♠ or 5m.

4M* To play

All other suit-bids are "multi"-bids - to play in one of opener's suits - use same principles as after 2♥/2♠ - openings.

2NT-3M; 3NT shows Max with ms.

13.2 INTERFERENCE

Exactly the same principles as after 2♥/♠

13.2.1 2NT-(D)

| | |
|-------|---|
| Pass | Neutral, opener bids longest suit or RD with equal length |
| RD | Tries for penalty. Opener might pull with a weak 65. |
| Other | As without the D. |

13.2.2 2NT-3§-(D)

| | |
|-------|-----------------------------------|
| RD | ms, good ♣ |
| Pass | ms, minimum |
| Other | As without D, but 3♥ not defined. |

141§ OPENING

12-16 unbalanced including 5332 with a major or 15-17 NT. In 3rd and 4th position, when responder is limited, 1§ is 12-15 NT with responses different from 1st/2nd position.

14.1 RESPONSES

INV hands are shown with same bids and requirements as 1/2nd positions openings 1M, 1NT(=9-11), 2m, 2M, 2NT and 3+ bids. 1M, 2M and 2NT is F1 as the playing strength could be high.

<<<Partscore or FG-hands respond 1" !>>>

Note: 1♣-1♠ may be passed with 1444 and 12-13!

1" 0-7(8NT), with no wish to pass 1♣ or (12)13+ FG, any hand. If 0-4, then be prepared for next round of bidding - pass mostly.

1M As direct opening 1M, but F1. Same continuations, but with following treatments because "responder" is known as 12+:

- Single raise is 12-13 with no game-prospects - just to keep open. Thus transfer to 2M is 12+ with prospects
- transfer - 2M+1 is NAT, not 3-support.
- Jump to 3M after a transfer does not guarantee support.
- 3M INV, strong support - trumpitis.
- 2NT FG.
- 1♣-1M; Jumpshift to 3 is 14-16 with a solid suit.

1NT 9-11(12)NT, 1NT system with "<30 hcp" and 4+range-treatment. FG-sequences with minor(s) might end in 4m.

2Level As 1st/2nd openings. 2m might be passed, but normally not 2M/NT

3X "PRE", sound - like 2nd hand not vulnerable.

3NT 16-17, 4333 in principle. 3NT module is on.

4X As direct sound 4X

14.1.1 1§ - 1"

Opener's rebids are equivalent to direct openings, but 12-16 and then:

- Responder with 0-4:
After 1M: Pass
After 1NT: Pass or transfer
After 2m: Pass
After 2M/NT: Low preference.
After 3X: Pass (suit-game?!)
- Responder with 5-8:
After 1M:
 - o Raise or 1♠.
 - o Transfer, then pass (except to give preference to 2♠ over ...1♠-1NT/2♣; 2♥) or
 - o Accept INV with direct game bids.
 After 1NT:
 - o 2♣, and then raise M or 2M/NT
 - o Transfer and INV with 3 lower.
 - o 2♠ (then pass 3♣ or 3NT on accept)/3♦, 3M
 After 2m: Raise
After 2M/NT: Multi-responses
After 3X: Game or pass.
- After low level FG: NAT jumps stress suit-quality. Fast arrival is responder's primary instrument to cool opener down. "INV" bids are forcing and with higher tempo than game-bids, SPL-jumps are still showing strong hands - rule 3.
- 1♣-1♦...2M (=FG) raised to 3M denies a bad hand. Continuation:

| | |
|--|-----------------------------------|
| Relay | Asks shortness |
| 4M | No shortness |
| 3NT/4new SPL, 3NT for ♠ over 3♥-3♠ | |
| Jumps | Very good hand without shortness. |
| 3NT/4new suit SPL, 3NT for ♠-SPL over 3♥. | |
- Responder's jumpshifts show semi-solid or solid suit, as weaker suits could be bid and rebid as F.
- FOSS-principle applies.

14.1.1.1 After 1S-1"; 1M

Responses equivalent to as after 1M-opening, but with following adjustments and considerations:

- a. Opener's agree of a transfer suit: Lowest level: Weak 1♦ must pass.
Jump raise: INV vs weak 1♦
Splinter: Void, FG vs weak 1♦
- b. 1♣-1"; 1M-1NT; 2♦-3♦
OR 1♣-1♦; 1♠-“2m”; 2♥-3♥
Shows 5-8, as opener's jump to 3♦/♥ is SPL with ♣Sup, so 2♦/♥ could be rather strong.
- c. 1♠ is weak or strong. Weak must pass next bid if not INV.
- d. After 1♣-1♦; 1♥-1♠; 1NT.
All TRA-bid on 2-level except to 2♠ may be weak. TRA to 2♥ should be treated as 5-8 INV. Weak 1♦-bidder must pass an accepted TRA.
Jumps in new suit is limited FG.
- e. transfer – accept of transfer + 2M is strong with Hx support and a fairly balanced hand with other prospects than NT - assume 5cards in transfer suit.

14.1.1.2 After 1S-1"; 1NT

15-17 NT, 1NT system, but:

INV sequences with distribution is 5-7hcp:

...2♦/♥-relay; 3lower or

...2♠-2NT; 3NT(maybe) or

...3♦/♥/♠

14.1.1.3 After 1S-1"; 2M/NT

Weak hand must try to give a multi preference, even with 0-4. 12+ hand bids 2NT/3♣ or 3NT. Responses on 2NT/3♣ is normal, but jump to 4m shows a one-loser suit and 3M is hcp-oriented - no hurry.

1♣-1♦; 2NT-3NT; 4♦ shows 2 aces
; 4♣ shows 1 ace

14.1.1.4 1S-1"; 3X

NAT INV opposite the Weak hand with a strong suit, if minor almost solid! Weak hand passes or bids game.

14.2 INTERFERENCE**1S – (D)**

pass Probably weak. Maybe 5-8 unBAL
RD 12+ FG, any distribution.
NAT continuation, but jump 2NT trumpsupport module.

1" 5-8, looking for partscore. NAT continuation.

1♣ up Sys-on

14.2.1 Direct overcalls

Special up to 2♠ as follows. Higher overcalls are treated as opening pre-empts, with a point count transfer of about 5 hcp. Following change applies:

1S – (3M) – 4m is T/o but FG.

1S – (2X=ART) – 4m is (5)6NAT + 5M as normal, but FG!

14.2.1.1 Opponents bid 1 or 2 in a suit

D is a T/o with:

- Balanced INV. At least 3cards in unbid major if not enough strength to rebid in NT.
- Classic T/o 6hcp+
- Constructive/strong hand unfit for overcall, jump or Qbid.

14.2.1.1.1 1S-(1/2x)-D responses

A simple suit call shows a normal hand, normally longest suit, but could prefer a 4card major on 1/2 level before a 5card minor.

Opener bids about the same as after a normal T/o, but jumps promise both extra strength and a good suit as responder doesn't promise support in unbid suits even with a modest hand:

Jump 2lev: 5+suit, 13-14hcp

Jump 3lev: F, 6+suit if double jump

Jump 4lev: Gambling if 3-level jump is available.

1NT is 15-17 with stopper where the 1NT module is on. Without stopper and 15-17 NT, Qbid or just bid a suit with MIN. 5332 not suited for a penalty-pass is a problem – bid a 3suit.

Qbid is F and promises another bid.

14.2.1.1.1 1§-(1/2x)-D; simple suit-bid

New suit is F - almost FG.

Jump in new suit or Q-bid is FG.

1§-(1^a)-pass; D

1NT NAT, about 5-7.

Other NAT.

14.2.1.2 1§ overcalls, Other

After T/o of 2♦/♥/♠ *Lebensohl* is used

NT NAT, about 8-11 hcp for 1NT and 10-11 for 2NT without jump.
1 or 2NT modules are on.

2NT with jump shows two lowest unbid suits with strength for 3level - at least.

Simple suit-call NAT, NF, < 12hcp. Transfer responses by opener starting from opponent's suit, with same principles as our normal defensive methods.

Jump FG with long suit. 6+suit

Double-jump Classic pre-empt.

Q-bid 55+, 8+ with specific suits as in *Magic*
defensive: Ms over 1♦, ♠+♣ over 1♥,
♥+♣ over 1♠. Continued bidding is the same.

JumpQ 55+, 10+ with ♠+♣ over 1♦, ♠+♦ over 1♥, ♥+♦ over 1♠. Not mandatory - good suits.

Jump 4m NAT 6+, FG.

14.2.1.3 1§-(1NT)

We use our 1NT-defence with suitable point-count adjustments.

14.2.1.4 1§-(1/2X = suit or next two suits, PRE)

Bid as their suit is X.

D is fairly balanced 8-11 (not fit to bid NT) or FG any. Could be FG with X.
Lebensohl by opener.

Suit Nat, 8-11.

Cue FG, threesuited with short X.

Interference after 1§ - 1"

(D) **Pass** 15-16NT
RD 5♦+4♣. Responders 2♦ over (pass) is Q-bid FG and 3m is INV 5-8
Other As no D, but 2♦=6+ with sys-on
1NT 16-17NT

(bid) Defensive module, but jumps are INV to weak 1♦.

D Classic T/o - over 3M maybe a super 16-17NT. *Lebensohl*.

1NT Weak
Jump NT FG
Jump suit Nat, weak 1♦
Qbid FG+
(bid)-simple suit Weak 1♦
-Jump Nat, weak 1♦
(bid)-Qbid/NT/D FG

(bid)-pass-[bid]-

New suit < 2NT is weak 1♦ if nonjump,

D T/o. Below 2NT Maybe weak 1♦
Opener is limited in playing-strength unless he has a penalty-D, so respond with a simple natural bid or pass for penalty. A Weak doubler must now pass. Any further bid is FG with 12+

new suit>2NT NAT 5+, FG.

Jump 3 Slam-try, strong suit

Quebid 2-suited, strong enough to dislike a penalty-pass

2NT NAT FG. Nat continuation.

15.1^{''} OPENING

17+ unBAL or 18+NT. A good BAL 17 with 5suit or 44 majors is 18...

In 3rd and 4th hand a few 17-hands might be opened with a natural 1/2-level bid to slow down the tempo, judge by rebids possible. Also 1NT is then 16-18, so BAL hands = 19+.

15.1 GENERAL RULES

- a. **All responses without interference except 1[♣] are FG.**
- b. **Responder's jump to 3NT** after an 8+ response and a natural suit-bid shows support and about 11-13 hcp with no short suit. But after interference and 6+ responses 3NT is NAT.
I.e: 1♦ – 1♠ ; 2♥ – 3NT is SUP, but 1♦ – (1♠) – 2♦ ; 2♥ – 3NT is not, as 2NT would be NF.
- c. **After an 8+ hcp response and opener's suit-bid**
A jump in a new suit by both players is splinter - if possible.
- d. **When responder or opener is "unlimited"**
, as often is the case in 1♦-sequences, splinter bids are mandatory below forced level.
- e. **Relay bids**
- o If opener breaks a relay sequence, then it's NAT with - in principle – a minimum hand and a good fit - support or bad fit - then bid NT.
 - o If OPSS interfere with non-jump bids or D, then rule 13 applies
- f. **1^{''} – 1^a -up-to-2[♣] – Jump to 3X.**
Is a solid/semisolid suit if 2X is also NAT.

15.2 RESPONSES

All responses except 1♥ is FG, but opener might pass below game after 3rd/4th hand and unBAL positive responses, that may be 1-2 hcp weaker.

- 1[♣] 0-7, not a King + an ace.
- 1^a 8+, denying 6+m or 5+M, but 5332 with a major is included.
- 1NT 8+, 5+♥, not 5332.
- 2[♠] 8+, 5+♠, not 5332.
- 2^{''} 8+, 6♣ headed by at least a Q or 7+♣.
- 2[♣] 8+, 6♦ headed by at least a Q or 7+♦
- 2^a 8+, 55+ ms.
 2NT Relay
 3m Extra length
 3M Short suit 11+
 3NT Min
- 2NT 11-12, 4441/5440 without 5M.
 3[♠] Relay, responder bids the suit above the shortness - 3NT with ♠.
- 3X transfer to solid 6+suits.
Major over minor is NAT maybe to stop in 4M, but is Qbid after OM.
 m Qbid
The suit R, Ask number of cards by step, 1st=6 etc.
- 4m KQJxxxx in Ms *Lissabon*
- 4M 3-6, 8card-suit.

15.2.1 After 1" - 1♥

The rebid 1♠ is rarely a 3suit and is semi-forcing with 1NT as a negative answer. Note that responder's preference to 2♠ always shows 3support.

| | |
|---------------|--|
| 1♠ | 17-21, 3+♠ (3 only if 31(45) or 3316-type and a hand not suited for 2NT/3m) unBAL. |
| 1NT | 18-20 NT, 1NT-system. Maybe offshape if 1-2♠. |
| 2♠ | FG with BAL <u>or</u> unBAL with one/both majors. |
| 2" | 21-23NT <u>or</u> 10 cards in minors 17+ <u>or</u> (54) ms without major, 21+. |
| 2♣ | 5+♥ not 4♠, 17-21, unBAL. New suits F1 after response. |
| 2♠ | 5-7, not 5♠ or biddable minor. |
| 2NT | 4-7, 5+♠ |
| 2♠ | 17-21, 4♥ & 5+m <u>or</u> 13(54) <u>or</u> 13(63)-type unfit for 3m. |
| 2NT | 5-7 without 4+♥ 3m NF 3♠ Ask ♠-stopper maybe 1444 20-21 |
| 3♠ | Weak, to play the minor. |
| 3" | 5-7, 4♥ 3♥ NF, perhaps only 3♥ 3♠ ASK ♠-stopper, maybe 1444 and 20-21 |
| 3♣ | NF, (4)5SUP |
| 3NT/4m | SPL with 5+♥. 3NT for ♠-SPL. |
| 2NT | F1: "NAT" with 6+ minor, (19)20+ hcp, not Hxx in a major if 19(20). Not enough to bid 3NT, because shortness in a suit <u>or</u> not enough for 3NT. |
| 3m | NF: NAT one-suited, 17-18 hcp, not Hxx in a major. NAT rebids with 3♥/♠ as 5+suit or stopper and jump in a new suit as SPL. |
| 3M/4m | FG, sets trump and ask Qbids of A or K up the line. |
| 3NT | Gambling - long suit? |

4♣/♠ Gambling, responder will pass.

15.2.1.1 After 1" - 1♣; 1♠

| | |
|---|---|
| Pass | 0-2, 3+♠ |
| 1NT | 0-5, if low range less than 3♠. |
| 2♠ | 5+♠, F1. Bid 2♠ with 3sup (then 3-5), 2♥ with 5+ else 2♦ or 3m with long suit. |
| 2" | 4+♦ NF, 3-4♠ |
| 2♣ | 5+♥. Exactly 4♠. NF. |
| 2♠ | 5+♣ maybe 3♠ only. |
| 2NT | 20+, 4(441) |
| 3♠ | 3-5, ART, new suits F. |
| other | 3+suit, 0-3, signoff. |
| 3new | INV, 5+suit, 3-4♠. |
| 2♠ | 6-7 BAL <u>or</u> 5-7 with 1444 / 5+♣ |
| 2" | F, 4+suit, but lengths in ♠/♦ not clear: 35, 36, 44,54,55,64+ possible. |
| 2♣ | F, 4+suit, 4+♠ |
| 2♠ | F1, 5+suit, not 4♥ |
| 2NT | NF, 5♣ |
| 3X | FG with 5+suits |
| 3♠ | FG, 6+♠ |
| 2"/♣ | 5+suit, 5-7. |
| 2♣ | F, 4+suit, 4+♠. |
| 2♠ | F1, 5+suit |
| 2NT | NF, (3)4♠. 4441/5431-hands. |
| Raise NF | |
| 3New | 5+suit, FG |
| 3♠ | FG, 6+♠. |
| 2♠ | 0-5, 4+Sup |
| 2NT | 31(45) and some extras. |
| 3m | 6suit, 3♠ only, INV. |
| 3♣ | Strong with 4+♠. Responder may bid a SPL <u>or</u> 3NT as forwardgoing without SPL <u>or</u> sign off in 3/4♠ |
| 2NT | 6-7, 4support |
| 3m | NAT, F perhaps only 3♠. |
| 3new | 3-7, 5+support, SPL, then 3♠ NF |
| 3♠ | 5-7, 5+support, no shortness |
| 15.2.1.2 After 1" - 1♣; 2♠. | |
| 15.2.1.3 FG, UnBAL with M(s) or 24+BAL. | |
| 2" | 4+♥, may have 4+♠. |
| 2♣ | Relay without 4♥ (thus 4♠) to learn more about responder's hand - primarily lengths in majors: |

| | |
|----------------|--|
| | 2♠ promises 4+Sup, 3m is 5+, 3♥ 6+, 3♠ 4+Sup 5-7, jumps SPL with 4-7 - else 2NT. |
| 2 ^a | 5+suit, normally not 5+m - except 65. |
| 2NT | NAT, modified 2NT-module 3♦ asks for 3+♥ or 4+♠. If followed by 4m, assume 5M+4m - continue as 2NT-module: 2NT-3M;3x-4m. 3♥/♠ shows 5+♣/♦ <i>Lissabon</i> -style (4-7 with 5 only). |
| 3♠/'' | 5+suit and 4+ ♠. |
| 3♣ | NAT slam-try. |
| 4♣ | To play |
| | Jumpshift Splinter |
| 2♣ | 4+♠ denies 4+♥. |
| 2 ^a | Relay without 4+♠ (thus 4-5♥), responder bids naturally in the same style as after 2♦ -2♥. 2NT NAT, modified 2NT-module 3'' ASK 5♥ or 3♠. Responder bids as after 2♦ -2NT. |
| 3♠/'' | 5+suit and 4+♥. |
| 3♣ | 6+suit |
| 3 ^a | Slam try. |
| 4 ^a | To play |
| | Jumpshift Splinter |
| 2 ^a | Denies Majors |
| 2NT | "NAT", 2NT-module 55 Ms possible, thus responder <u>must</u> check for five card major with 3♦. <i>Note:</i> To bid 3♠ over 3♥ to check for 55 is <u>mandatory</u> as 3NT would be a slam-try with 3♥-support! 3♣/♠ shows 6+♣/♦ <i>Lissabon</i> -style. |
| 3m | May be only 4card. Responder shows 3card M. |
| 3M | 6+ (3♠ might be 55 Ms) 4lower Q-bid. |
| 2NT | 55+ in majors and 4-7hcp. |
| 3X | HQxxx, Hxxxxx, 7+suit and no other 4card major. |

15.2.1.4 After 1'' - 1♣ ; 2''.

21-23 BAL or both minors F.

| | |
|-------|--|
| 2♣/♠ | Minor suit preference <i>Lissabon</i> -style (2♥ with equal length): |
| 2NT | 21-23 NAT, 2NT-module. |
| 3♠/'' | NF. 64 if "om". |
| M | At least INV short suit. Responder declines by next level "m" (NOTE: Preference of ♣ after ♦ implies 32, but ♦ after ♣ is positive with 33) and other is FG. Bid in OM is NAT, "raise" of M shows an Ace-value somewhere. |
| 4m | FG. Tries for an ace or high m-honor (=4NT) or Quebid with support. |
| 3♠/'' | 4+"support" and good for minors, no major. Natural continuation if opener bids 3NT to show 21-23NT. |

15.2.1.5 After 1'' - 1♣ ; 2NT.

"NAT" with a 6+m.

If 19-20 normally no 3card major.

Note: As opener did not bid a direct 3NT - assume there is a weakness in one suit or lack of points.

| | |
|-------|---|
| 3♠ | Weak: |
| 3'' | NF. |
| 3♣/♠ | F with a stopper, often short OM. Responder's 4♣ means no stopper, to play m - now 4♦ is NF. |
| 3NT | Short "other m"! |
| 4♠/'' | INV - if you want to force, bid direct 4m over 1♦ -1♥. |
| 3'' | General force |
| 3M | Stopper, responder raises with 5+support. Responder may rebid 4♣ to play 4m with no stopper in OM or "m". |
| 3NT | Short in "other" m <u>or</u> not enough to bid a direct 3NT over 1♥. |

15.2.2 After 1 - 1^a

"BAL" or 3suited

| | |
|------------|---|
| 1NT | Relay asking for responder's hand. Normally fairly BAL or 3suit. |
| 2S | (5422) <u>or</u> (5431), but not 5M. Not 22(54) and 11+. |
| 2 | BAL including 5332 <u>or</u> 22(54) and 11+ |
| 2M | Short suit with 4441 <u>or</u> 5440 with 5m. Not 11-12 (2NT on 1) |
| 2NT | 8-10 NT, no major, 5card bad m possible. |
| 3m | Short suit with 4441 or 5440 with 5m, not 11-12 |
| 2X | NAT 5+, but normally 6+ if a minor. 2 may be 55 in minors. NAT continuation, responder may bid 4card M before 5card m and tries not to strangle opener's possibilities to describe his hand. |
| 2NT | 17-18, 4441. Other 4441's are included in 1NT-rebid. Responder relays with 3: Opener shows short suit by naming the suit <i>above</i> - 3NT with short . |
| 3NT | To play, few aces - assume (4333) unless vs passed hand response. |

15.2.2.1.1 After 1 - 1^a; INT-2S

| | |
|------------|-----------------------------|
| 2 | Relay with BAL/4441. |
| 2M | 4suit |
| R | 1step 5(6) |
| R | 1step short |
| | 2step short OM |
| | 3step (42)25, 8-10 |
| | 2step 5(6) short |
| | 3step 5(6) short OM |
| | 4step (24)52, 8-10 |
| 2NT | 45(6) minors |
| R | 1step Short |
| | 2step Short |
| | 3step 2245, 8-10 |
| 3 | 5+ 4 short |
| 3 | 5+ 4 short |
| 3 | 2254, 8-10 |

| | | |
|-----------|---------|--|
| 2M | 4-5suit | NAT follows. Implies either 5332 with strong suit or (54)-type of hand unfit for NT. |
|-----------|---------|--|

15.2.2.1.2 After 1 - 1^a; INT-2

| | |
|------------|--|
| BAL | |
| 2M | 4-5suit. NAT follows. Bypassing 2NT by both players implies 5suit with some extra strength or (54). I.e. ...2-3m is 5(6)suit and ...2-2; 3m shows 9cards in +m. |
| 2NT | No major, assume slam values if minimum-hand. |
| 3m | NAT, 5 suit, 17-18(19) assumed. Bid 2m over 1 if 20+ 5332. |
| 3NT | 18-19, (4333) or (32)44 with typical KQJ-values. |

15.2.2.1.3 After 1 - 1^a; INT-2M/3m

| | |
|-----------|--|
| | 3suited, natural bidding follows. |
| 2M | 8-10 <u>or</u> 13+ with 1444/04(45) (with 11-12, respond 2NT on 1) 2NT-3m 5suit -3M 13+ |
| 3m | 8-10 <u>or</u> 13+, 4441/44(50) |

15.2.3 After 1 - Xfer by 1NT ... 2

NAT bidding follows using general rules, but with some special conventions with support, BAL or 3suited hands.

15.2.3.1 After 1 - 1NT/2S

| | |
|------------|--|
| | 5+major, not 5332 |
| 2M | 3+support, not 17-18 balanced. <i>Reversed Rosenkranz</i> module used, but with following treatments due to known position: <ul style="list-style-type: none"> • Showing SPL don't promise extra. • New suit shows extra and at least an honor in the suit. 3M then ask SPL. • 3M (8-10 good/14+) <u>or</u> 3NT (11-13) shows typically 6322 type or 5422 with bad suit. |
| 2NT | 18+BAL without support or 19+ 4441. |

| | |
|-------------|---|
| 3M | 3-4support BAL, 17-18. - new suit SPL. |
| 3NT | 17-18 and 444 ₁ . |
| 4new | Void with support. Responder Qbids with 8+ hcp remaining. |

15.2.3.2 After 1[♠] – 2[♠] / © 6+minor

| | |
|-----------------------|--|
| R | Ask for NAT continuation. Normal bid with 2344/1444 |
| | 2NT Bad m without other suit |
| | 3M 5-suit or adv.Q. |
| | 3m good or 7+suit. |
| | 3M 5-suit or adv Q. |
| | <u>Note:</u> 1♦ – 2♥; 2♠ – 2NT/3♦; 3♥ shows 5♥. |
| 2NT | 5+ relay-suit |
| 3m | Support, asks responder to bid shortness - ♣-shortness only with 10+. 4m=11+, no shortness |
| 3m+4m | RKCB if available ,else 4NT. |
| 3©(over 2©)/Om | Assume 6+suit |
| 3NT | 1444, 17-18 |
| 4new | Void with support. Responder Qbids with 8+ hcp remaining |

15.3 INTERFERENCE OVER 1[♠]

1[♠] – (D) If no other agreement, then:

| | |
|-----------|---------------------|
| Pass | 0-5 |
| RD | 8+BAL |
| Suit-bids | As after overcalls |
| INT | 5-7 NAT. Then 2x=F1 |

1[♠] – 1© – (D)

Independent of explanation:

Pass No suitable bid – maybe a weak 5-suit or 4441 not fit for T/O. Responder pass, beid NAT or T/O.

RD T/O – primarily of ♥ but could be any strong hand. Later ♥-bid is strong NAT or general forcing.

Simple bid-even 2♥ - is NAT.

After 1NT/2NT/3NT sys-on applies.

Jump suit INV - also if ♥.

2NT 55+ ms.

15.3.1 After overcalls/preempts

in principle regardless of level.

Pass 0-5 (without a good long suit if low level, see "Jump to 3level")
or 6-12 with 5+ in overcall suit (1/2-level)
If 4th hand bids and responder reopens by bidding LHO's suit, then it shows 6+hcp with 5+suit.

D 'BAL' hand, 6+ with quality or classic T/o 6-7.

On 3+ level opener normally will pass with 18-20NT.

Openers rebids:

If 4'th hands bids, D is PEN, while pass is F.

i.e. 1♦ – (1♥) – D – (2♣); D - Penalty
Simple suit-bid is F1 - then new suits establish F.

Responders rebids:

Responder's second round Qbid in OPP suit show in principle 6-7 without convenient rebid.

NT NAT FG. Openers direct bid in opps suit is NAT. Low m-bid 4+.

New suit F1, 5+suit, 6+. Forcing as long as opener or responder bids new suits.

Responder's Qbid in the next round means in principle a minimum hand with no bid available.

Raise below game: FG for major, F1 for minor.

Jump to 3level Good 6+suit - also overcalled suit - with 3-5 hcp in the suit and nothing on the side.

Q-bid(2/3 level) 444₁-type, FG+. With 8-10 minors may be (53).

Q-bid(4+level) 3suited, too strong to like pass on a D.

(4x) - 4NT 55+

15.3.1.1 1" – (bid) – 6+bid – (bid);

- Pass** Neutral F, if 4+ level, T/o if level < 4 (=3♠!).
D Nothing further to tell normally 2+ in OPPs suit. If now opener pulls with responders suit it's NF below game, but FG+ else.
- D** PEN below 3♠, BAL, bad (*including PEN*) if ≥ 3♠.
- 2M=overcalled by LHO** is NAT 5+
- Raise** F if below game.
- Cuebid** 3suited after T/O, trump support on high level (=Raise is game)
- 4NT** RKCB???

15.3.1.1.1 Continued bidding, responder denied strength

In principle our defensive methods are used, but artificial step response after T/o of 1♣/♠ is not used. Some exceptions below.

- 1♦ – (bid) – pass – (pass/bid)
- 1♦ – 1♥ – (bid)

2LHO suit NAT 5+, F1.
 Responder raise with 4+, bid NAT with 5-7 or bid relay with 0-4

2♠ after 1" – 1♥ – (1♠) is according to defensive methods, i.e. 2suiter.

Jump3OPPsuit 55+, defensive methods.

Pass Min hand with bad distribution, normally 5(4)+ in OPPs suit(s) and no wish to bid NT or 2X.

1NT 18-20, 1NT-module

D T/O

Non-jump 2NT 19-21 about

Jump 2NT 55+ in non-enemy-suits, promise another bid.
3new Preference, then opener Qbid if no hit, else bid other suit.

Simple suit NF

Jump new suit INV

15.3.1.1.2 Continued bidding after responder shown 6+

After responder's NAT bid: Openers direct nonjump bid in LHO's suit is NAT.

15.3.1.3 After conventional overcalls.

(1/2X) with one or two known suits:

If 4+-suit, then bid in the suit is NAT, if 5+-suit it's 3suit-type and promises 4 in unbid Ms.

(1/2X) with no suit known:

NT 5-7 BAL
D 8+ BAL or (4441)
Quebid NAT F.

15.3.1.3.1 (1/2X) suit or next two suits. PRE

D BAL FG, switch to PEN-D. Later bid in X by both is NAT 5+-suit (even 4-suit if not direct).

Suit Nat 5+-suit, 6+.

NT NAT FG, stopper in X.

Cuebid Three-suited FG.

15.3.2 1" – 1♣; 2m – (D)

RD To play
Pass Neutral. No M over 2♣, = ms over 2♦
Other As without the D. 2♠=3♠ over 2♣ – (D)

16 3RD/ 4TH HAND OPENINGS

16.1 PASS - 1♠

12 - 15 NT or
13-16 with 5+M and 5+m. Good playing strength.

16.1.1 Responses

| | |
|----------------|--|
| 1 [♣] | 0-8(9), none of the hands below. Opener goes on to find a fit or pass with (4)5♦. |
| | 2m/3m/3M NAT with 55+hand and emphasis on bid suit. |
| | 2M Normal 5M+ and 5+m. Continue as after opening 2M without brown sticker. |
| 1M | 0-7, 5+suit 2/3OM or 2/3m is NAT with 55+. |
| 1NT | 9+-11 NT. NAT bidding follows. 2M 4cards, MAX. 3m A normal hand with 55+, FG. Responder multibid in Ms. 3M 6+M and a 5+m with slam prospects. |
| 2m | Nat 5suit, 9-11 with 5332 or 22(54). Concentrated values. New suit on 3level is NAT with 55+ |
| 2M | 6+suit INV, 6-7. |

16.2 PASS – 1M/1NT/2m/2NT WITH MS.

Are same type as 1/2nd openings, but 11-16(17) and with changed responses.

16.2.1.1 After 1M

| | |
|----------------------|---|
| 1NT | 6-9, not 3sup |
| 1 [♠] – 1NT | Wide range 2♠/♣/♥/♠ Transfer |
| 1X–2m | Nat, normally 5+ - 5M possible, so give preference with 3card M. |
| 1X–jumpshift | 5+ suit but 5M possible. Prefer 3 or 4M with 65. |

| | |
|----------------|----------------------------|
| 2♠ | 9+-11 NT, not SUP |
| 2 [♣] | 9-11 NT, 3-4SUP. |
| 2OM | Fair (5)6+ suit |
| 2M | 4-8, 3-4sup |
| 2NT | 10-11, (4432), 3 topcards. |
| 3M | 3-7, 5Sup |
| Jump new/Qbid | Splinter INV |

Continue after pass–1M; 2♠/♣:

| | |
|-------------------|---|
| 2 [♣] /M | Nat, NF |
| 2OM | FG with any hand that want more info. NAT continue, but responders normally bid cheapest bid. |
| 2NT | INV, 5332, (5422), some (4441) or (5431) |
| 3m | INV, 5+suit. |
| 3 [♣] | After 1♠-opening: INV 54+ |
| 3M | INV |

16.2.1.2 After 1NT

16-18, 1NT system <29

16.2.1.3 After 2m

| | |
|------------|-------------------------------------|
| R | As 1 st /2 nd |
| 2M | 4-7, (5)6 suit. |
| 2NT | 9-11NT, good stopper i Ms |
| 3m | 6-8, assume 4cards |
| 3♣ over 2♦ | 3325 strong suit 9-11 |
| Jumps | SPL |

16.2.1.4 After 2NT

17 HIGH LEVEL OPENINGS

17.1 THREE-OPENINGS

3m is in principle normal pre-empt with fair suit - unless nonVul vs Vul, while 3M is more destructive - not a call for sacrifice.

17.1.1 Responses

| | |
|------------------|-------------------------------|
| 3 [™] | NAT, F. Ask for M-feature. |
| 3M | NAT, F. Treatment as a 6+suit |
| 4 ^{new} | Qbid |
| 4 \S /om | RKCBS, see <i>RKCB</i> . |
| 4M/OM | Qbid over 3m, NAT over 3M. |
| Raise | Action |

17.23 NT OPENING

Equivalent with a natural pre-empt of 4 \S or 4[™], but NAT in pass out seat. The suit must contain at least the K or A if vulnerable.

17.2.1 Responses

| | |
|----------------|------------------------------------|
| 4m | To play or correct to suit. |
| 4M | NAT to play. |
| 4NT | ASK opener's suit |
| 5 \S | General slam-try in opener's suit. |
| 5 [™] | Pass or correct to 6 \clubsuit |

17.2.2 Interference

| | |
|----------|-------------------------------|
| (D) - RD | SOS, bid your suit. |
| - Pass | To play |
| - 4m | To play if the suit else 5om. |

17.34 \S /[™] OPENINGS

Strong pre-empts in a major with a solid or semi-solid suit. If semi-solid it must have an ace in an other suit. Somewhat zone-dependent it should be 7.5 - 9 playing-tricks, but always 2-3 aces of 5.

| | |
|------|---|
| 4M | To play |
| R | Slam-try with 1+ ace |
| 4M | No extra |
| R | Ask secondary K |
| 4NT | Solid suit + an ace. |
| New | Void and 8+ playing tricks |
| 5M | 8.5+ tricks, no extra ace or void. |
| 4M+1 | Two aces. Opener Qbids |
| 4M+2 | Three aces, opener Qbids side strength if any, and responder may Qbid K |
| (D) | -pass |
| -RD | Don't bid higher than 4M |
| -4M | INV > 4M or D. |
| -4M | May bid higher than 4M. |

4 \heartsuit / \spadesuit Openings

In 1st, 2nd position not a solid suit. May be irregular shapes like 65. About 2 tricks better potential than 3M!

4NT-response is RKCBS, raise general slam-try with bad support and new suit Qbid.

17.44NT OPENING

Specific ace inquiry.

| | |
|--|--------------------|
| 5 \S | No ace |
| 5 [™] / \heartsuit / \spadesuit | Ace in the suit |
| 5NT | \clubsuit Ace |
| 6x | Lowest of two aces |