

The Revision Club System

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PART VII - The One Club Opening

As in most varieties of Precision, 1C is opened with almost any hand of 16 or more high-card points. (An exception is that balanced hands with 16-20 points are opened 1NT or 2NT.) Upward adjustment of 14 and 15 point hands can occur if there are many playing tricks and opener anticipates an easy auction after 1C. However, we do not particularly favor this approach, unlike Rodwell and Meckstroth who frequently open “light” with 1C.

Our approach to the 1C opening, and to subsequent bidding, is different from that of existing big club systems. First, while 1C shows 16 or more points, it implies an unbalanced (that is, not 4333, 4432, or 5332; and not 5422 where the five-card suit is a minor) hand if minimum. All balanced hands that evaluate to 16-18 points are opened 1NT, and all that evaluate to 19-20 points are opened 2NT. There are few exceptions to this rule (see Part X regarding hands with which a 2NT opening is optional; but this is rare, and in such cases you are really treating a 5422-type hand as unbalanced). Responder to a 1C opening can count on it that opener is unbalanced, unless he has at least a 21 count.

The principal advantage of this style is that when there is interference over the 1C bid, responder can assume that opener does not have a minimum, balanced 16 or so, a hand that will be equally unimpressive both on offense or defense. Opener has some shape when he is minimum, and this allows responder to proceed aggressively with greater confidence when he wants to bid something. Similarly, in constructive auctions where the opponents do not bid and our auction begins 1C-1D, 1M, responder can count on it that opener has an unbalanced hand.

Playing this way, opener bids notrump first almost every time he has a balanced hand. This is good for positional purposes, obviously. It also makes it more difficult for the opponents to come in when the hand is likely to play well for them (intervenors like to find that the strong hand is balanced when they buy the contract).

The second major difference between our style and that of other big-clubbers is that we use many immediate *negative* responses, instead of lumping all the weak hands into the 1D response. Our 1D response is a catch-all, covering many strong hands as well as most weak ones. A direct response of 1H, 1S, 2C, or 2D is natural and can be passed. A direct response of 1NT shows 0-7 HCP and exactly 4-4 in the majors. This

can be passed also. Finally, a direct 2H response shows 5-5 or better in the majors and approximately 3-7 HCP; it too can be passed (weaker hands respond 1H or 1S). This general approach makes it easier to stop low when responder has a weak hand than it is in most big-club systems. The good hands mostly respond 1D; this keeps the auction low, and there is room for responder to express his values on subsequent rounds of the auction.

There are also direct invitational or game-forcing responses in bids of 2S and higher, to show specialized hand types.

Opener uses a number of specialized rebids after the 1D response (although 1H and 1S are always natural and NF). But we do not use any of the old Precision asking bids that had Greek-letter names, such as Alpha, Beta, Gamma, and so on. During development of the system, it turned out that when necessary natural and artificial bids were defined to show shape and strength, there were no idle bids left to be used for the asking bids. They were always of questionable value anyway; R-M Precision does not seem to use any of them anymore either.

The negative and specialized positive responses will be covered first, before moving on to the 1D response, which is the largest area of this section.

1C- 1H: Five or more hearts, eight or fewer high-card points, natural, nonforcing. The idea is to find a 5-3 or better major-suit fit at the lowest possible level; this way, responder does not have to bid 1D with a heart suit, hear opener rebid 1S or show a minor, and then wonder whether it is safe to show his hearts for the first time at the two level. Opener can pass the 1H response with a doubleton, but since he is usually unbalanced, he will most often bid again, ideally with a raise. (But with Qxxxx/Kx/AKxx/Ax or AKQ/Kx/KJxxxx/xx, he can and will pass 1H.) With three or more hearts, he will always raise to 2H at least, even with a minimum; responder can easily have a hand of just below initial game-forcing values that reevaluates to game as soon as it finds a heart fit. As responder, bear in mind that if you bid 1D now and then bid hearts later, you establish a game force, so don't follow that route unless you are prepared to see it through. If your hand requires a fit to make game, go ahead and bid 1H; partner will keep bidding with any three hearts. It is worth noting that you can very easily have an eight count and a broken five- or six-card suit for the 1M response. Experience has shown that these hands are not really worth a game force, since opener (who is almost always unbalanced) so often has a small singleton in your suit. If you hold KJxxx/xx/Axx/xxx and your partner holds 16 high with a stiff spade, your hand is not worth driving to three notrump (which is what usually happens if you

force to game). Your spades turn out not be a source of tricks at all; rather, they serve only as stoppers in a suit that you would probably rather not have the opponents lead too soon. Better to go low with this hand. Respond 1S, and if partner has three or more spades, he will raise; then you can bid game. Otherwise, aim for an invitational auction.

The nonforcing 1M responses are one of the most useful discoveries presented in Revision. These hands have always been simply dreadful to hold in regular Precision when partner opens 1C. Suppose you hold Qxxxx/Kxx/xxxx/x and you respond 1D, negative, to partner's 1C. He rebids 2C, natural. Now what? You can pass and find partner with AKx/Axxx/x/AKxxx, a heavy favorite for 4S. You can bid 2S and have him pass you with x/AJx/AJxx/AKxxx, or he can bid 2NT here, which is not much better. Allowing responder to show his major at the one level when he is weak avoids such guesswork. It does require responder to bid 1D first and then show his major later when he has game values, but then he is making forcing bids, not nonforcing ones, and the bidding will continue until a reasonable spot is found.

Of course, the above is theory. The important question is what happens in practice. After reviewing thousands of hands from world championship match records where one partner would have opened 1C, and responder has a five-card or longer major, it is clear that our method works best. It gets to the right spot more often than either standard bidding or regular Precision.

- 1C-1H, 1S: Natural, nonforcing. Denies three-card support for hearts; shows at least five spades. The range is 16 to 22, or whatever opener considers to be not worth a forcing rebid of 2S. Responder should not pass the 1S rebid if there is still reasonable hope of game. (However, as responder you are allowed to bear in mind that 16-point 1C openers are a great deal more common than 20-point ones.) Further bidding is natural; simple rebids by responder in new suits are weak and nonforcing (responder is allowed to have a second five-card suit); jumps below game are invitational. Four of a minor by responder over 1S would be a splinter for spades (responder can have Qxxx/Axxxx/x/xxx, and there is no cost to splintering in case opener has AKxxxx/x/Axxx/AK, or numerous other hands that want to be in slam – actually, this example has a play for seven). In this auction, as in all others, responder should bear in mind that opener is usually unbalanced, and so is likely to be short in hearts.

- 1C-1H, 1NT: Natural, nonforcing. Denies three-card support for hearts, of course. Opener normally has a hand of 16 to a bad 20 points with 4441 or 5431 shape and, usually, a singleton heart. (But opener will not have five spades.) With this type, he should not rebid a five-card minor suit unless it is strong; prefer 1NT.
- 1C-1H, 1NT- 2C: Puppet to 2D. This gives up the chance of playing in exactly 2C, but makes it possible for responder to show many more hand types, in this and other auctions.
- 1C-1H, 1NT-2C, 2D- Pass: Responder does this if he wants to play 2D. He can easily have a weak 5-5 and want to do this. He might also do it with a decent four-card diamond suit, since opener must have three diamonds on the auction; opener's shape is typically 3=1=(5-4) or 4=1=4=4, and only with 4=1=3=5 will he have only three of them.
- 1C-1H, 1NT-2C, 2D- 2H: To play. Responder has a weak hand with six hearts.
- 1C-1H, 1NT-2C, 2D- 2S: Invitational values with exactly 4-6 in the majors. Opener can of course pass with three-card support for spades, a singleton heart, and a rejection (opener usually has at least three spades in this auction). Opener can also bid 2NT, which he would do with a hand like AQ/x/KJxxx/KQJxx, and can prefer hearts at the three or four level if he has a singleton honor (responder knows opener has a singleton heart, and would not bother to show the extra heart length unless he wanted to be supported with a singleton honor). Of course, opener will raise spades if he can (3S is nonforcing), and bid 3NT if he does not have four-card support for spades and 3NT seems as though it will have decent play.
- 1C-1H, 1NT-2C, 2D- 2NT: The strongest possible invitation to 3NT (while denying four cards in spades), showing exactly an eight-count. But with four spades, five hearts, and invitational values bid 2S over 1NT.
- 1C-1H, 1NT-2C, 2D- 3C: To play. Responder probably has a weak 5-5.

- 1C-1H, 1NT- 2D: Invitational with a second suit of diamonds. This allows the auction to stop low when opener is rejecting. A typical hand might be xx/Qxxxx/AJxxx/x. Hands with only four diamonds are possible also.
- 1C-1H, 1NT- 2H: Invitational with a good six-card heart suit. Responder expects opener to have a singleton heart, so he wants to be supported with a singleton honor and extra values. But this denies a side suit of spades; with that, go through the 2C puppet and then bid 2S.
- 1C-1H, 1NT- 2S: Invitational with exactly four spades and five hearts, or six hearts that are not interested in a 6-1 fit. Nonforcing.
- 1C-1H, 1NT- 2NT: Invitational and natural, but not as good a hand as going through the 2C puppet first. Probably exactly a seven count.
- 1C-1H, 1NT- 3C: Natural, invitational.
- 1C-1H, 1NT- 3D, 4C: Every so often, responder might have a hand with Jxxxx(x) of hearts and AQxxxx in a minor. With this, he responds 1H first, to find out if there is a major suit, and then wants to blast off in his minor when he learns that opener is three-suited and short in his major. These bids are forcing. The next step by opener (other than a 4H bid) would be Redwood.
- 1C-1H, 2C or 2D: Natural, nonforcing. No fit for hearts, and usually a six-card suit (it can also be a 5440 type, or a 5431 with a very good suit). The range goes up to just under a forcing three-level rebid, so responder should not pass if he has a fit for the minor and a few points. Further bidding is natural.
- 1C-1H, 2H: Natural, nonforcing. Heart fit, but minimum 1C opener. Responder can pass, or can make a game try (bidding length, not shortness, or bidding 2NT with 5332 shape and cards outside, or bidding 3H to show nothing special, just a hand with close to seven points). Responder can also bid 4H if he has a hand that is worth a shot at game once a heart fit is confirmed (Qxxx/Axxxxx/x/xx seems appropriate). For 2H, opener most often has a 5431 type with three-card support for hearts; 6322 and 6331 types are also possible. You should not raise 1H to 3H just because of the

side singleton; side shortage is overrated with three-card support. AKQx/Axx/x/QJxxx is only a 2H bid.

1C-1H, 2S: Natural, forcing. Opener shows the equivalent of a standard unbalanced 2C opener and 2S rebid. Further bidding is relatively natural and normal. After the 2S bid, the auction can die in 3S if that is opener's next bid. Over 2S, responder can bid a second suit at the three level if he has one worth mentioning, or can rebid 3H if he has a six-card suit and wants to be raised by a doubleton, or can rebid 2NT if he has nothing in particular to say (this 2NT bid can be a very weak hand with spade support, intending to go back to spades later; this is the weakest way to raise spades). He can also raise spades directly. A 3S bid would be wide-ranging, possibly interested in slam; a 4S bid would show relatively good trumps (picture bid); and 4m bids would be splinters. All of these raises should guarantee at least three-card support. Whatever responder's second bid is, opener continues according to standard principles (bidding a second suit, bidding notrump naturally, control-bidding or bidding RKC if spades have been raised, raising responder's second suit naturally, or going back to hearts naturally).

1C-1H, 2NT: Natural, nonforcing. Opener shows a 21-24 HCP hand with a doubleton heart, or possibly a 4441 or 5431 type with a singleton heart and similar values.

1C-1H, 2NT- 3C: Puppet to 3D. This does preclude playing in 3C when responder has, e.g., xx/Qxxxx/x/J109xx, but this can't be helped. The additional auctions gained this way are more valuable. The 3C bid here is similar to the Wolff Signoff convention some people play in natural auctions with a 2NT rebid, but is somewhat different because the 2NT bid can contain a singleton.

Please note that the 3C puppet, and in fact all other rebids by responder at the three level, are still on and have the same meaning despite interference by the opponents at the one level. For example, if second hand had inserted a 1D overcall in between the 1C opening and the 1H response, and opener had rebid 2NT, 3C now would still have the same meaning, a puppet to 3D (the 1H and 2NT bids would have had the same natural meanings as well).

1C-1H, 2NT-3C, 3D- Pass: Responder can do this with xx/Qxxxx/J109xx/x.

1C-1H, 2NT-3C, 3D-	3H: Responder wants to play 3H no matter what. He may have Q109xxx and out.
1C-1H, 2NT-3C, 3D-	3S: Forcing, 4-6 in the majors. With 4-5, bid 3S over 2NT. With invitational values only, bid 3H over 2NT. Opener will pass, or accept by bidding 3S with four cards there.
1C-1H, 2NT-3C, 3D-	3NT: Values for game, but a six-card heart suit. Opener can convert to 4H with a doubleton.
1C-1H, 2NT-3C, 3D-	4C: Nonforcing, at least ten cards in the two suits. But opener can bid again; he might have a huge fit for clubs, in which case he can raise, or offer a 4H contract with a doubleton there. He could also bid 4D here as Redwood for clubs.
1C-1H, 2NT-3C, 3D-	4D: Forcing (because 3D over 2NT is invitational), 5-5, or 5-6 with diamonds longer than hearts. 4H is still a possible contract here, so 4S over the 4D bid would be Redwood for diamonds.
1C-1H, 2NT-	3D: Natural, invitational. Use the puppet to 3D via 3C if wanting to sign off. 5-5, or 5-6 with diamonds longer than hearts.
1C-1H, 2NT-	3H: Natural, invitational, six-card suit. Use the puppet to 3D via 3C, then a 3H bid, if wanting to sign off. Opener can bid 3S over this, natural (four spades exactly), if accepting; responder can bid this way with 4-6 in the majors and not enough to force by going through the 3C puppet.
1C-1H, 2NT-	3S: Natural, forcing, 4-5 in the majors.
1C-1H, 2NT-	3NT: To play, of course.
1C-1H, 2NT-	4C: Natural, forcing, at least 5-5.
1C-1H, 2NT-	4D: Natural, forcing. The distinction between this and the delayed 4D bid (after a 3C puppet) is that this one shows at least six hearts and five diamonds; the other shows diamonds at least as long as hearts, usually 5-5 or 5-6.

1C-1H, 2NT- 4H: To play.

1C-1H, 3C: Natural, forcing to game. However, note that for various reasons, opener does not have to have more than four cards in clubs (there are a lot of hand types that need to be shown here). Accordingly, responder must not raise clubs directly unless he has four of them and is quite sure he wants to play in that suit.

One thing the 3C bid does *not* show is a balanced hand that is interested in both spades (with four of them) and hearts (with two of them). All hands with 4=2=4=3, 4=2=3=4, 4=2=5=2, and 4=2=2=5 shape, and game values, rebid 3NT here. So opener has something else. His shape can be 4=1=4=4, for example (this is one of the only two shapes that rebid 3C with four cards here; the other is 3=2=4=4). He can also be balanced or five or more clubs. Most often, he will be unbalanced with long clubs.

Responder continues naturally over the 3C bid, and this is meant in a very literal sense. He does not bid any strain that he is not willing to play in. This means that if he bids 3D over 3C, he has four of them and is willing to be raised. (Opener would continue 3H to show a doubleton or 3S to show four of them; if opener bids 3H over 3D, showing a doubleton, responder with 4=5=4=0 shape can continue 3S, natural, in case opener is 4=2=1=6 or the like.) If he bids 3H over 3C, he has six of them and is willing to be raised on a doubleton (you don't have to bid 3H on a heart suit that is so weak that you don't really want to play in a 6-2 fit). Over the 3H bid, opener can raise to four, showing (usually) a doubleton, or can bid 3S in case responder has four of them. Over the 3C rebid, responder can bid 3S if he has four of those and is not interested in a diamond fit or a 6-2 heart fit. (Opener can rebid 3C on hands with three-card support for hearts, but if he does this, he is always going to go back to hearts later anyway.) The general principle is that neither partner fails to show extra length at the cheapest possible step. The auction continues until a fit is found or someone bids 3NT, which would usually end proceedings.

If responder has a hand that does not want to show diamonds, spades, or extra heart length over 3C, he normally bids 3NT. Typically he has some shape like 3=5=(3-2) for this. He also might have something like 3=5=4=1 or 2=5=4=2, if his diamonds are weak and he does not want to bid 3D and get raised. (It might seem as though this is wrongsiding the notrump, but this is not necessarily true, because a heart will often be the

best lead for the defense on this auction, and a heart lead should come up to responder's hand.) If his hand seems too strong for this, and he has a hand that offers hope of more facing long clubs and short hearts, he can bid 4NT instead. With Qxx/Axxxx/xxx/Jx, he would do this; if opener passes, 4NT shouldn't be too high, given that opener was willing to force to game facing a zero count.

Of course, opener may have a hand with extreme shape with which he has no intention of bidding or passing 3NT. In those cases, he continues naturally, bidding his suit or suits. An auction like 1C-1H, 3C-3H, 3S-3NT, 4C would show at least 7-4 between clubs and spades, for example. Or something like 1C-1H, 3C-3NT, 4S would show 6-5.

These auctions cannot be expected to come up a lot. Opener doesn't have a unilateral game force facing a zero count, on a hand that doesn't have a primary major suit, very often. As long as we remember that the 3C bid doesn't necessarily promise more than four, and that bids that sound natural are natural, we should be OK.

1C-1H, 3D: Natural, forcing to game. Opener's hand types, and responder's continuations, are similar to those described in the 3C rebid above. However, this time opener is guaranteeing a five-card diamond suit at least (the most balanced shape he can have is 3=2=5=3), so responder can raise with three directly if he really wants to play diamonds. Otherwise, responder bids 3H to show six hearts (and possibly 4-6 in the majors), 3S to show four spades and probably 4-5 in the majors, and usually bids 3NT with anything else. He can also bid 4C, which is natural, but he should have some kind of tolerance for diamonds if he does this, since opener will not necessarily have any club fit.

1C-1H, 3H: Natural, invitational. Opener has a heart fit and a good hand. Responder simply decides whether to bid game or not, based on high cards and shape. He will pass with the 0-3 range, bid game with 5-7, and use his judgment with four. Rarely, responder will have a maximum (6-7 count) with a second suit and visualize a possible slam if opener has a perfecto. Then, he bids his second suit on the way. (This is not a control bid and is not a Fred auction.) For the 3H bid, opener can have a balanced 22 or 23 count with three-card support, but unbalanced hands are undoubtedly much more common. With, e.g., a 5431-type hand, opener does not need much (if anything) extra to raise to three when he has four-card support,

since he has a side singleton. (But as noted previously, be conservative about giving the invitational raise with only three-card support.)

1C-1H, 3S: Coded splinters for hearts. Responder bids 3NT now if interested in slam, and opener shows his shortness in ascending numeric order (4C to show short spades, 4D to show short diamonds, and 4H [or zoom] for short clubs. In this particular auction, opener would zoom past 4H if his hand were too strong to risk being passed by bidding 4H. Opener zooms to 4S to ask for keycards, and zooms to higher bids to control-bid; refusal to ask for keycards usually implies that the shortness is actually a void. Zooming to 4NT would be a substitute control-bid for spades.

1C-1H, 3NT: Natural, to play, but with a very specific hand type, as noted previously. Opener *must* have exactly four spades and exactly two hearts for this bid, and be balanced or semibalanced. He does not have the hand type with a running minor suit and shortness in hearts (with that, rebid 3m and get to 3NT later). He has 4=2=(4-3) or 4=2=(5-2), and presumably about 25 points, maybe more. This is to make it possible for responder to know whether or not to pull to four of a major on this auction, where he has no room to investigate. Responder can, of course, now bid 4H with six hearts or 4S with four spades, if he wishes. (Conceivably he could invite slam by bidding 5M if his hand seems strong enough.)

It is also possible for responder to be interested in game or slam in a minor here. If he is, he bids 4C over 3NT as an artificial shape inquiry. Opener responds via ascending numeric, so that 4D shows 4=2=2=5, 4H shows 4=2=3=4, 4S shows 4=2=4=3, and 4NT shows 4=2=5=2. Over these bids, responder can sign off by bidding or passing 4NT, or can place the contract in a minor suit.

1C-1H, 4C, 4D: These bids show balanced or semibalanced hands (no shortness) with game-forcing values in support of hearts. The better minor is bid. Responder, if he wants to look for slam, bids shortness now. Note that these bids show hands too strong to just raise to 4H. 23 or more HCP are required. Opener will usually have four or more cards in his minor for these bids; with something like AKxxx/KQxx/Ax/Kx he would bid 2S first, then 4H. (However, opener can conceivably have 4=3=3=3 or 3=4=3=3.) If responder signs off in 4H, opener can bid 4S, RKC for hearts, anyway if his hand is strong enough.

- 1C-1H, 4H: Shot at game. Responder will usually pass, of course, but considering that opener has bid a game opposite a prospective zero count, responder can move with, say, a seven count and good shape. Bid your shortness if you want to move on. (This differs from the auction 1C-1H, 3H, when responder would bid his second suit to try for slam. The reason for the difference is that when opener has only invited game with 3H, a two-suiter is the only hand type responder can have that is worth a slam try. But when opener has shown a stronger hand by bidding game, responder may want to try for slam with shortness; Qxx/Axxxxx/x/xxx seems worth a 5D bid now.) Opener typically has the type of hand that would open 2NT in standard, then superaccept to 4H if responder attempted a three-level transfer to hearts. Responder can also bid RKC over 4H, and would do so with x/Kxxxxx/x/Qxxxx. Here, 4S over 4H is RKC/Kickback for hearts, and 4NT over 4H is a substitute control-bid (showing shortness) for spades.
- 1C-1H, 4S, 5C, 5D: Natural, to play. These bids would imply that opener is void in hearts and that only high cards outside hearts can be cover cards. Responder can raise a step for each ace or king he holds outside hearts. Opener could have something like Ax/-/AKQJxxxx/KQ (a 3NT rebid might go down on a heart lead). Obviously these hands for opener won't come up very often. Remember that if you want to drive to 4S or 5m with a lesser hand, or one that contains a heart, you must start by rebidding 2S or 3m.
- 1C-1H, 4NT: Does not exist. If you hold AKQ/Kx/AKQx/AKQx, it would be better to rebid 3C and then continue a natural 4NT over partner's bid of 3NT (if that is his next bid), and retain the possibility of finding a fit at a lower level (partner might for example bid 3D now over 3C). If you want to bid RKC in hearts, you rebid 4m and continue 4S if partner tries to sign off in 4H.
- 1C- 1S: Five or more spades, seven or fewer high-card points. If the hand contains five hearts also, it will be very weak, less than 3 HCP, else you would respond 2H over 1C. Further bidding follows the same principles as after a 1H response. However, now a 3H rebid by opener is game-forcing; it is not possible to get out below game, as it is when opener rebids 2S after a 1H response. There are also differences in the four-level rebids, and in the further bidding after a 2NT rebid. These are discussed below.

- 1C-1S, 2C, 2D: Natural, nonforcing. No fit for spades and usually a six-card suit. Further bidding is natural and general principles.
- 1C-1S, 2H: Natural, nonforcing. No fit for spades. Can be made on a five card suit, although many hands with 1=5=(4-3) shape and an indifferent heart suit should rebid 1NT. Further bidding is mostly natural and general principles. However, one artificial auction to remember is 1C-1S, 2H-3NT. Here, 3NT is a sort of junior version of a Romex raise. Responder can't have enough strength to bid 3NT naturally over 2H, so he bids 3NT with, e.g., Axxxx/Kxxx/xx/xx, showing a very good hand for hearts but nothing to splinter in. The idea is that you are showing a better hand than a 4H bid would show.
- 1C-1S, 2NT: Natural, nonforcing. Opener shows a 21-24 HCP hand with a doubleton spade, or possibly a 4441 or 5431 type with a singleton spade and similar values. He also usually denies holding five or more hearts.
- 1C-1S, 2NT- 3C: Puppet to 3D.
- 1C-1S, 2NT-3C, 3D- Pass: As when the response was 1H.
- 1C-1S, 2NT-3C, 3D- 3H: To play in three of either major. Shape could be either 5-4 or 6-4, possibly a very weak 5-5. A preference to 3S by opener here is NF. But opener can conceivably raise to 4H here with the perfect hand.
- 1C-1S, 2NT-3C, 3D- 3S: To play.
- 1C-1S, 2NT-3C, 3D- 3NT: Natural, but showing a six-card spade suit. Opener can convert.
- 1C-1S, 2NT-3C, 3D- 4m: Invitational.
- 1C-1S, 2NT- 3D: Artificial, creates a game force. This is what responder does with 5-4 or 6-4 in the majors and a game force. Opener will now bid 3H with any four-card heart suit, or prefer 3S with a doubleton spade and fewer than four hearts. Otherwise he just bids 3NT (he will always be 1-3 in the majors to do this).

1C-1S, 2NT- 3H: 5-4 or 6-4 in the majors, invitational. Opener must either pass or bid 3S if he cannot accept. (Not 5-5 majors invitational, which bids 2H over 1C.)

1C-1S, 2NT- 3S: Invitational, six-card spade suit.

1C-1S, 2NT- 3NT: To play.

1C-1S, 2NT- 4m: Forcing, at least 5-5 shape. The next step by opener is Redwood for the minor.

1C-1S, 2NT- 4H: DNE. Responder can't have 5-5 or better in the majors and any values, or he would have responded 2H to 1C.

1C-1S, 2NT- 4S: To play.

1C-1S, 3C: Similar to the 3C rebid after 1C-1H, 3C. Game-forcing and natural. Opener promises real clubs, but can have only four of them. Responder continues by bidding three of anything, natural, or by raising clubs if he is sure he wants to play that suit.

1C-1S, 3D: Similar to the 3D rebid after 1C-1H, 3D. Game-forcing and natural. Opener promises at least five diamonds; responder continues naturally.

1C-1S, 3H: Game-forcing, natural, and promising six hearts. Responder should not bid 3S here unless he wants to be raised on a doubleton. A 4NT bid by responder over 3H is a Romex raise, showing a hand too strong to bid only 4H. See part X for a definition of Romex raises. Often the Romex raise of hearts is 4S, but we can't do that here as we need 4S as a natural bid. Over the 4NT Romex raise, 5C by opener is RKC for hearts.

1C-1S, 3S: Invitational. Continuations analogous to 1C-1H, 3H.

1C-1S, 3NT: Natural, NF, but promises exactly 2=4 in the majors. Continuations analogous to 1C-1H, 3NT.

1C-1S, 4C: Coded splinters for spades. Opener has shortness in a minor. Responder can relay with 4D, and now opener bids in ascending numeric order, 4H to show short diamonds, 4S to show short clubs (or zoom past

4S with a giant hand). As in similar auctions, a zoom to 4NT is RKC, and higher bids would imply a void in clubs.

- 1C-1S, 4D: This is the strong balanced or semibalanced hand that is too good to just bid 4S. Note that because of the reduced number of bids available compared to a 1H response, we only have one bid to show this hand type instead of two.
- 1C-1S, 4H: Splinter, short hearts. If you want to play 4H after the 1S response, you must rebid 3H and then 4H. Don't forget this one.
- 1C-1S, 4S: Shot at game. Responder will usually pass, of course, but considering that opener has bid a game opposite a prospective zero count, responder can move with, say, a seven count and good shape. Bid your shortness if you want to move on. It is also possible for responder to bid 4NT as RKC, which he might do with, e.g., a 6511 shape.
- 1C-1S, 5C, 5D, 5H: Similar to 4S or 5m rebids after 1C-1H. Two-loser hand, spade void. Responder is to pass or raise one level for each A or K outside of spades.
- 1C- 1NT: 4=4 in the majors, seven or fewer high-card points. The minors can be any shape; 3-2, 4-1, or 5-0 either way are all possible. The bid is not forcing, although opener, because he is usually unbalanced, will often bid again. However, with a 5431 type that includes 3-1 (either way) in the majors, opener may well pass, especially if he has a singleton honor. Of course, opener is required to bid a major with any hand that contains a four-card fit. The purpose of the 1NT response is to make sure that the partnership does not miss a 4-4 major fit; if the response were 1D instead, the partnership might end in two of a minor when opener has a major/minor canapé hand. Also, an overcall by fourth hand will not prevent opener from knowing of a major fit.
- 1C-1NT, Pass: Any hand that thinks 1NT is likely to be a decent contract. Axx/K/AQJxx/Kxxx is typical.
- 1C-1NT, 2C: Natural, nonforcing. Of course, responder does not have to pass.
- 1C-1NT, 2C- 2D: Natural, nonforcing. Responder shows 4=4=5=0 shape, relatively weak. He does not like clubs, obviously. Opener now should go back to 3C only if he can play there opposite a void;

otherwise, he passes 2D or bids a three-card major fragment. Opener can also come to life with a diamond raise; his shape could be (1-2)=4=6 or the like, and he can have a very good hand.

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|-------------|---|
| 1C-1NT, 2C- | 2H: This bid shows nothing new about hearts. Responder shows game interest, if opener has extras. He has a club fit of some kind (either two or three), and 5-7 points. Opener is invited to look for 3NT if he has a good hand. Opener will just run back to 3C (or 2NT if his clubs are bad) if he is not interested. Note that with exactly 4=4=2=3 shape, responder has the option of bidding 2H here, or of raising to 3C. The 2H bid is more encouraging. |
| 1C-1NT, 2C- | 2S: Similar to 2H, but super maximum. Responder has a great 6-7 points, three-card fit for clubs. Opener should have a shot at 3NT unless he is truly minimum. Bids other than 3C or 3NT would be directed toward finding a diamond stopper. |
| 1C-1NT, 2C- | 2NT: Maximum values, 4=4=4=1 shape (or 4=4=5=0 and too many cards to bid 2D and risk being passed). Not forcing, but obviously opener will bid 3NT if he can. Opener also can now bid 3C or 3D, both nonforcing, or 4D, invitational. He could also bid 5D, and conceivably six. |
| 1C-1NT, 2C- | 3C: Four-card support for clubs, but weak in high cards. Not forcing. |
| 1C-1NT, 2C- | 3D: Splinter for clubs. Maximum high cards. Further bidding is common sense. |
| 1C-1NT, | 2D: Natural, nonforcing. |
| 1C-1NT, 2D- | 2H: This is the bid to show 4=4=0=5 shape, dislike for diamonds, and a weak hand. (With 4=4=1=4, it is best to pass if you don't have enough for a constructive bid.) Opener can play in a 4-3 major fit, or bid 3C himself. If he doesn't want to do either of those things, he can bid 2NT or 3D. |
| 1C-1NT, 2D- | 2S: Diamond fit (two or three cards), some game interest. This bid compresses the meaning of the 2H and 2S bids as compared to the |

methods used after a 2C rebid by opener, because of the reduction in available bidding space.

- 1C-1NT, 2D- 2NT: Maximum without diamond fit. Opener can bid 3C now (forcing) if he wishes, since responder either has clubs (4=4=1=4 or 4=4=0=5) or can give preference to diamonds with a doubleton (4=4=2=3).
- 1C-1NT, 2D- 3C: Splinter in clubs, showing diamond support, 4=4=4=1 or 4=4=5=0 shape, and maximum high cards. This allows a 3D contract if opener cannot bid game. Don't forget this one; 3C is not a natural bid (if responder has clubs, he bids either 2H or 2NT).
- 1C-1NT, 2D- 3D: Weaker than 3C, but the same shapes.
- 1C-1NT, 2H or 2S: Natural, nonforcing. Minimum hand with four- or five-card fit. Over this, responder can pass, or make a game try. If he bids a minor suit now, which is forcing, he is showing four or five there and, by implication, shortness in the other minor. Other bids by responder, such as three of the major, would show invitational values with some kind of 4432 shape. Responder can also jump to game here; he would do so holding a decent six or seven points and a side shortness. (There is no need for responder to disclose his shape by splintering to the four level, because there can be no slam when opener bids only 2H or 2S.)
- 1C-1NT, 2NT: Natural, nonforcing, invitational. Responder is being asked if he has some high cards for 3NT. A balanced 21 to 23 with no fit is possible, but opener more often has an unbalanced hand with both minors.
- 1C-1NT, 2NT- 3C, 3D: Natural, forcing (but not to game), four or five cards here. Opener can very well be 4-4, 5-5, 5-4, or 6-4 in the minors for his 2NT bid, so responder can look for a minor fit now.
- 1C-1NT, 2NT- 3H, 3S: Shows the corresponding minor. Same shapes as 3C or 3D, but stronger. Responder is accepting the game invitation, but is showing his minor suit on the way. Don't forget this one; the bid says nothing about the major suit.
- 1C-1NT, 2NT- 3NT: To play, nothing special in the minor suits to show.

- 1C-1NT, 3C or 3D: Natural, forcing. Responder can bid 3NT, raise, or splinter in the other minor (3D over 3C is a splinter, and so is 4C over 3D). He can also bid three of a major. 3H is artificial, showing a very weak hand and urging opener not to get excited (for this reason, other bids show something), or he can bid 3S, showing values but doubt about what to do (e.g. lacking a stopper in the other minor). If opener next bids 4M, he is showing a 4M=6+m hand and making a slam try. With less shape, he would bid 4C/4D over 1NT as a slam try in the corresponding major.
- 1C-1NT, 3H or 3S: Natural, invitational. Responder will usually reject by passing or accept by bidding four. He can also try for slam by bidding his long minor at the four level with an unbalanced maximum, thus implying shortness in the other; slam is possible on this auction.
- 1C-1NT, 3NT: Natural, to play. Responder must pass. This is a semi-gambling bid. Opener rebids 3m instead if he has a hand that he thinks might possibly make a slam.
- 1C-1NT, 4C or 4D: Slam tries in the corresponding major. (Usually a balanced hand; with something like 6-4 between a minor and a major, opener can rebid 3m, then bid four of the major to show a slam try.) Responder now shows weakness by bidding the suit opener showed, interest by bidding anything else.
- 1C-1NT, 4H or 4S: To play. These game bids are, like 3NT, semi-gambling in nature. Opener does not really expect responder to have a zero count, although it is possible. On average, he will get one working high card. If responder has two working high cards and a side shortness, so that he thinks there may be a slam, he can move over this in the same ways as after a raise to three; that is, by bidding 5m to show 4-5 cards there and imply 0-1 in the other minor.
- 1C- 2C: At least six clubs, not forcing. The range is normally 0-5. Avoid this bid with a good 6 to 8 points, especially if you have a decent holding in one or both majors. For example, it would be inappropriate to respond 2C with xx/Kxx/xx/Axxxxx. This hand is very close to a game if opener was going to rebid 1H over a 1D response, and you might be passed in 2C with 4H on. Similarly, don't respond 2C (or 2D) with a side four-card major.

Another consideration to be aware of is the undesirability (usually) of bidding a very weak six-card suit. Experience has shown that when opener passes, it is usually because he has a singleton in responder's suit and nothing extra. You don't want to be stuck playing a very weak trump suit when you could have found a better spot. With xxx/xx/Qx/Qxxxxx, respond 1D. If opener rebids 1M, that's fine with you (you pass), and if he rebids 2C to show diamonds, that is also fine (you bid 2D and hope to play it there). If he rebids 2D to show a 4441, you can try 2S. But if you hold xx/xx/Qxx/Qxxxxx or the like, you have to respond 2C; you have no bid over a 2D rebid by opener if you respond 1D. The lesson here is that to respond 2m, you should try to have a suit that is not totally hopeless if partner has a small singleton and passes you. Of course, sometimes you are truly stuck. With xxx/-/xxxx/xxxxxx, you have to respond 2C, which seems better than responding 1D and having partner bid 1H next.

When this bid is properly used, it will often lead to a final contract of 2C that is unreachable in other methods. Note that the contract is right-sided, since opener has already bid clubs.

- 1C-2C, 2D, 2H, 2S: Natural, not forcing. Further bidding is natural. Responder should not pass opener's rebid (especially in a major) if he has any kind of fit and/or high cards, since opener can be quite strong

- 1C-2C, 2NT: Natural, not forcing. Usually a balanced 21-24 hand, or similar values in a 4441 or some kind of 5431 (probably five diamonds, not five of a major, if so) with a singleton club. Further bidding is natural.

- 1C-2C, 3C: Good fit, game interest. Responder bids stoppers if continuing.

- 1C-2C, 3D, 3H, 3S: Natural, forcing; standard 2C opening. Further bidding is commonsense, mostly. If responder bids a new suit now at the four level, that is a control-bid, showing opener's suit and too much for a simple raise. A new suit at the three level by responder would initially be looking for 3NT, but could be an advance control-bid with a raise of partner to follow.

- 1C-2C, 3NT: To play. Opener may have a running suit of his own, in which case he does not need responder's clubs except to serve as a stopper. Or opener may have AKxx of clubs with three tricks in the other suits; let the opponents guess which.

- 1C-2C, 4C: Forcing, sets clubs as trump. 3C is invitational here, so 4C is not needed as invitational also.
- 1C-2C, 4D: Redwood for clubs.
- 1C-2C, 4H, 4S: To play.
- 1C-2C, 5D, 5H, 5S: Void in partner's suit, two losers.
- 1C- 2D: At least six diamonds, not forcing. All bids are similar to those after 1C-2C, except that 1C-2D, 3C is not forcing and 1C-2D, 4C is forcing in clubs (5C, along with 5M, would be the two-loser hand). Note that while a diamond contract is wrong-sided, it is the same result as would have been obtained in "normal" Precision, where the initial response would have been 1D. As with the 2C response, do not make this bid with a four-card major, or a three-card major in a hand that might make 4M if opener can bid the suit naturally.
- 1C-2D, 4D: Forcing, sets suit.
- 1C-2D, 4H: Redwood for diamonds. Bid 3H first if you want to play 4H.
- 1C-2D, 4S: Natural, to play.
- 1C- 2H: At least 5-5 in the majors, 3-7 HCP. Not forcing. With less than three HCP, start with 1S.
- 1C-2H, Pass: Minimum. Could be 5431 type with 1=3 in the majors. Could also be preference with 2-2 in the majors.
- 1C-2H, 2S: Minimum. Could be 5431 type with 3=1 in the majors, or 2-2.
- 1C-2H, 2NT: Invitational in notrump.
- 1C-2H, 3C, 3D: Natural and nonforcing.
- 1C-2H, 3H, 3S: Invitational.
- 1C-2H, 3NT, 4H, 4S: To play.
- 1C-2H, 4C: Slam interest in hearts. With a great minor suit hand, opener should either bid 3NT or five of his suit, as appropriate. Responder signs off in

4H, or bids 4D to show a good hand for slam, inviting opener to use RKC. Responder can also use RKC here himself, by bidding 4S over 4C.

1C-2H, 4D: Slam interest in spades. Responder signs off in 4S, bids 4H to show a good hand for slam, or bids 4NT, RKC, himself.

1C-2H, 5C, 5D: To play. Responder can bid the sixth with maximum and fit.

1C- 2S: This is the Super Unusual Positive response, showing some 4441 type and 9 or more HCP. (Other Precision styles allow the bid with an eight count. I have found that bidding conservatively at first with an eight count works well, as long as there are ways to make forcing bids later after you have responded 1D; this is easier to do in Revision than in other styles, so we do not need to force to game with a possibly misfitting eight count.) It is necessary for us to use the SUP because of our system rule that a 1D response followed by the bid of a new suit is game-forcing and shows at least a five-card suit. If responder were to bid 1D with a game-forcing 4441, he would often have no good bid at his next turn.

1C-2S, 2NT: This is a conventional inquiry, asking for the singleton. This is opener's normal action with a hand that has two or more places to play, and which needs to find out where responder's singleton is so that opener can pick a suit, or choose notrump. The problem hand type is when opener has an independent suit that does not need more than a singleton in support. With that hand type, he bids something else now.

1C-2S, 2NT- 3C: Shows short clubs.

1C-2S, 2NT-3C, 3D, 3H, 3S: Setting the suit for a possible slam. Over any of these bids, responder bids the first step to show a subminimum with a wasted honor in the singleton. An example hand would be Axxx/QJxx/xxxx/K; responder wants to show opener that his hand is not good for slam. A bid of the second step by responder is a normal minimum, 9-11 working points. The third step would show 12-14, and the fourth step is 15 or more. After any of these third bids by responder, opener can sign off in game in his suit or notrump, or can relay again, by bidding the next step (but not game in his suit or 3NT; if one of those bids is the next step, bid the next one after that). Responder then shows keycards, and opener continues by asking for the queen of trumps if he wishes, and then for side kings. (The subsequent RKC structure is: Relay for queen; if you don't want to ask for the queen because you have it yourself,

a two-step relay cancels the queen-ask and asks for kings; an outside-king-ask, whether it is immediate or after the queen-ask, calls for bidding the cheapest king.)

- 1C-2S, 2NT-3C, 3NT, 4H, 4S, 5D: To play. Shows wastage opposite the singleton, or a minimum. Responder can keep going with extras (showing keycards if a suit has been set; if opener's bid was 3NT, responder bids 4C to show a relatively minimum continuation, something higher to show a relative maximum). As opener, do not be too eager to jump to 4M or five of a minor in this or similar auctions, since it leaves responder with no way to show extras without going above game. It is usually better to relay for size, just in case responder has a big hand. It is perfectly normal to relay for size and then sign off in game after responder shows a minimum, as he usually will. The relay does not imply a big hand. In fact, the signoff bids of 4M and 5m would usually only be used when responder is a PH.
- 1C-2S, 2NT- 3D: Shows short diamonds. Further bidding is similar to that after the 3C rebid, with 4C available to set that suit.
- 1C-2S, 2NT- 3H: Shows short *spades*. Suit-setting is available, by bidding a minor, or by bidding 3S to show a *heart* fit. In this and similar auctions, if opener jumps to 4NT directly over responder's singleton-showing bid, that is natural, too strong to bid 3NT.
- 1C-2S, 2NT- 3S: Shows short *hearts*. Suit-setting is available, by bidding a minor, or by bidding either 4H or 4S if opener has spades. He bids 4S if he wants to play in game opposite a subminimum or minimum. Responder does not bid again over 4S unless he has a maximum (good controls) within the 12-14 range, or some 15+ (if he does bid again, he shows keycards). If opener bids 4H, he is asking responder to bid 4S with a subminimum or minimum, to bid 4NT with 12-14, and to bid 5C with 15+. Once responder has shown his range, further continuations are normal (keycards, trump queen, outside kings).

Opener will never have a suit long and strong enough to play opposite a singleton when he bids 2NT. With that hand type, he bids something else.

1C-2S, 3 any suit: Natural, shows a suit. Opener is interested in playing in his own suit *even if responder has his singleton there*. Responder bids as follows: With a small singleton in that suit, bid 3NT. With a singleton *honor* (queen or better), raise. With four-card support, bid the location of the singleton. However, if responder has such a strong hand that he does not want to risk missing slam, he can raise a major suit to five, not four, with a singleton honor, or show extra values by bidding 4NT (NF), or 5NT (forcing), or 6NT (NF) instead of 3NT. With extra values and a side singleton, responder would just show the singleton in the normal way, and then bid on, if strong enough, if opener tried to sign off.

When responder's second bid is 3NT, opener's continuation of four of a new suit is a self-splinter, unless that bid would be Redwood/Kickback.

There does not seem to be any need for opener ever to bid anything but 2NT or three of his suit over the 2S response, so other bids are undefined for now.

1C- 2NT: There is no obvious need for this response, and we leave it undefined until we think of a use for it.

1C- 3C or 3D: It is difficult to find a useful meaning for direct responses at the three level. I suggest that direct 3m bids simply show invitational one-suited hands light in high cards. Something like xx/xx/xx/AJT9xxx, a hand that can make 3NT if partner has a fit for the minor, adequate stoppers, and aces on the side. This hand type does not want to hear an overcall by fourth hand before it has described itself. The direct response has the effect of being both preemptive of the opponents (who may well have a fit) and of getting to game when appropriate. However, before using the bid responder should have a good suit, since opener is likely to be short, and it would be good if responder could actually make his bid when opener passes it. (This treatment for three-level responses does have some expert precedent; Greco-Hampson play this way.)

Rebids by both partners are natural (the auction is game-forcing if opener does not pass). However, if opener raises to 4m, that should be forcing and trying for slam; responder control-bids a shortness if he has one.

1C- 3H or 3S: Similar to the 3m responses described above. However, since four of the major is the most likely game, the suit quality requirements are somewhat different. The main purpose of the response is to avoid the auction 1C-1M, P when responder has too few high card points to adopt a game-forcing auction, yet

may make game opposite the right kind of minimum 1C opener. If opener has a fitting card in partner's major, plus fast tricks on the side, he can bid game even with a 16 count. If the auction goes, for example, 1C-3S, and opener has Kx/Axxxx/AKxx/Qx, he should bid game, even though he would have passed a 1S response. If responder has AQxxxxx/xx/xx/xx, game is cold. But if opener has x/AQJxx/AKx/Qxx, game is poor, and he would pass 3S.

Further bidding after the 3M response is natural and normal, following general principles. New suits below game are forcing, of course. A jump to 4NT by opener is RKC for spades, if the response was 3S. If the response was 3H, a jump to 4S is RKC, and opener must rebid 3S and then 4S if he really wants to play spades.

- 1C- 3NT: Shows a solid suit, exactly six cards long, and no outside aces or kings (also no more than one queen). Solid means the jack also; AKQ109x does not qualify. The bid presumably does not exist by a passed hand, unless you would pass in first or second seat with something like xx/xx/AKQJxx/xxx. (If you do, respond 3NT and I'll figure it out.) The idea is that if opener can identify the suit, he can count tricks exactly. Opener can pass this (he would, with x/AKx/AJxxx/KJxx; he knows the suit is spades, and that slam is very unlikely). He can also inquire as follows:

- 1C-3NT, 4C: This means opener can identify responder's suit by looking at his hand, and is interested in slam. He wants to know about side shortness. Responder shows a singleton or void if he has one, following the ascending-numeric pattern *with a rebid of his own suit denying shortness*; e.g., after 1C-3NT, 4C, now responder with hearts bids 4D to show short spades, 4H (his own suit) to show no shortness, 4S to show short diamonds, and 4NT to show short clubs. If responder bids shortness and opener then does not sign off in responder's suit, he is asking whether responder is void or not. He does this by bidding the next step after responder's shortness-showing bid, and responder then bids five of his suit with a singleton, six of his suit with a void.

- 1C-3NT, 4D: This means either that opener cannot identify responder's suit by looking at his hand, or that he just wants to get out in game in responder's suit, from responder's side (unlikely). Responder bids his suit as cheaply as he can and opener takes appropriate further action (presumably either passing or bidding some slam).

- 1C-3NT, 4H, 4S, 5C, 5D: These mean that opener can identify responder's suit by looking at his hand, wants to play game, and wants to play it from his side. Responder will always pass. Presumably opener will have just bid responder's suit. If not, something has gone wrong.
- 1C-3NT, 4NT: Does not exist. Bid 4C or 4D with all hands that are interested in slam.
- 1C-3NT, Slams: Natural.
- 1C- 4C, 4D: These show the corresponding major. The suit must be eight long, and headed by either AQJ or KQJ. Nothing higher than a queen outside. If opener wants to get out, he bids four of the indicated major. If he is interested in slam in responder's suit, he makes the in-between bid and responder shows shortness in ascending-numeric pattern (he must have a singleton or void somewhere; with both a singleton and a void, he shows the void, and with two singletons in an 8311 type, he picks one to show). DNEBAPH, since you would have opened these hands.
- 1C- 4H, 4S: Solid (AKQJxxx) seven-card suits with nothing higher than a queen outside. Opener can pass (rare), or bid the next step to ask for shortness. Responder shows his shortness in ascending-numeric pattern. With 7222 type, responder rebids his suit at the five level to deny shortness.

We come now to the 1D response. Results here will be an important determining factor in the success of the system. We are responding 1D with most of the hands with which other Precision players would make a positive suit response. We lose bidding space on some hands where others could respond 1H or 1S, natural and positive, and opener would then rebid two of a minor, natural. We have to respond 1D and cannot show the major until the second round; however, this is not too serious, since the auction is only at the two level and game values are known to exist. We get this back on auctions where others would have to make an immediate positive response in a minor at the two level, and opener would then have to bid his major suit for the first time at the two level. Our auction goes 1C-1D, 1M, and opener has already shown his suit at the one level before responder shows his at the two level. (There is also the advantage here that the 1C and 1D bids can be ignored in many cases, and the auction continues as if opener had "opened" 1H or 1S, using the same basic methods.) These two situations seem to be more or less an even tradeoff. Whether the positive 1D response works (slightly) better or worse than the common approach depends on who has the minor suit

and who has the major suit. (If both have a major suit, then it depends on who has hearts and who has spades.)

We also respond 1D on hands with which others would make a natural response of 1NT or 2NT. These hand types seem to clearly favor our approach. The bidding is kept low, and opener can show a major suit at the one level. The natural notrump responses in standard Precision are not particularly good bids; they are used because responder is not supposed to bid 1D with a good hand, and he has to do something with a balanced positive that does not contain a five-card suit. The standard 2NT response is particularly bad because it uses up so much bidding room. I was considering employing it myself until I tried to construct a decent system of rebids for opener over it, and found I couldn't do it. It is much better for responder to bid 1D and show his values later with strong balanced hands. Of course, our bidding structure must allow plenty of ways for responder to show strength.

1C-1D, 1H: Five or more hearts, not enough to force with 2H. Natural and unbalanced (the most balanced shapes possible are 4=5=2=2, 2=5=4=2 and 2=5=2=4). The hand is similar to an opening 1H bid in standard, except that opener is known to have a minimum of 16, up to whatever is just short of a standard 2C opener followed by a 2H rebid.

The ability to have both the 1H and 1S rebids after a 1D response show five-card suits is one of the greatest advantages we have over regular Precision. In Precision (and other club systems), what to do as opener with strong 4441 types like x/AKxx/Kxxx/AQJx, and major/minor canapé hands like x/AKxx/Kx/AQJxxx, has always been a serious problem. The first hand, if it opens 1C, has no rebid at all over a 1D response except 1H. The second hand risks missing a heart fit if opener rebids clubs over a negative 1D response. The result is that many strong club pairs rebid 1H with both hands. This leads to obvious problems in the subsequent auction, when responder does not know whether opener has a five-card suit or not. We have special rebids for both hand types after a 1D response, so our major-suit rebids can guarantee five. This makes our task of system definition easier, since we can often simply ignore the 1C-1D start and pretend that the opening bid was 1H or 1S, only with more high-card points. Responder usually takes the same actions as he would have over a 1H opener, but needing approximately 4 HCP less for the same bids. For example, a Roth raise can be made on 6-8 support points, and a game-forcing 2/1 response can be made with 9 (or a good 8) HCP.

1C-1D, 1H- 1S: This is a special rebid. Responder cannot have five spades and a weak hand, or he would have bid 1S over 1C. Our normal principle is that when you respond 1D and then bid a suit, you are showing game values and a five-card or longer suit, but we do not play that here. Instead, 1S shows less than game-forcing strength, and exactly *four* spades. Opener can now pass, or follow with a natural third bid.

Playing this way requires us to have other ways to show game-forcing responding hands with four spades, and with five or more spades. The hands with five-plus bid 2S now, and those with four bid can bid 1NT, forcing, and find the spade fit later. Responding hands with GF values, four spades, and a longer minor can also rebid 2m here.

This 1S bid should not be made on a zero count; with that, just pass 1H, the same way you would pass a 1H opening in standard. Responder should have some working or possibly working high card or cards. Opener is going to assume he has at least a four count.

1C-1D, 1H-1S, Pass: The normal action with most hands containing three spades and minimum values.

1C-1D, 1H-1S, 1NT: Natural, nonforcing. The shape must be 1=5=4=3, 1=5=3=4, 2=5=4=2, or 2=5=2=4 (not any kind of 5332, since all such hands would have opened 1NT already). Responder can have Qxxx/xx/Kxx/xxxx, and pass now. He can also have a canapé type with something like Qxxx/x/Kxxxxx/xx, and want to bid diamonds now. All further bids by responder in this auction are natural and nonforcing (we do not use the two-way checkback procedure that is followed after the auction 1H-1S, 1NT, since responder cannot have game values in this auction); two-level bids suggest that opener pass, and three-level ones are invitational. The previous example hand would bid 2D, but if it were Kxxx/x/KJ10xxx/xx, it would bid 3D now. Note that the ability to show the canapé type here means that responder will never bid 2C or 2D directly over 1C when he has a side suit of spades.

1C-1D, 1H-1S, 2C or 2D: Natural, nonforcing. Bidding continues naturally. However, note that since responder has limited himself to a hand of less than game-forcing strength, he cannot bid “fourth-suit forcing.” A third bid by responder here of 2D over 2C, or 3C over

2D, is natural and nonforcing, again showing the canapé type. Of course, responder can also bid a natural and invitational 2NT if he wants to show values.

These bids of 2C and 2D do not guarantee five-card suits, although opener will often have five. When opener has something like AJx/AKxxx/x/AQJx, he cannot bid notrump, cannot rebid hearts, and should not raise spades immediately with three-card support for a known four-card suit. Nor should he pass, since he has enough values to make game possible. So he bids his minor at the two level, hoping that he gets another chance to bid. This is pretty much the same thing as when you hold AJx/AKxxx/x/QJxx, and bid 1H-1S, 2C.

1C-1D, 1H-1S, 2H: Natural, nonforcing. Bidding continues naturally. But note that here and in other auctions that begin 1C-1D, 1H-1S, responder can “rebid” his spades by bidding 2S at his third turn. This indicates a liking for opener’s last-bid suit, plus concentration in spades. Here, responder bids 2S to indicate that he likes hearts (probably a doubleton) and also has a spade card or two. He might have AQxx/Jx/xxxx/xxx.

1C-1D, 1H-1S, 2S: Natural, nonforcing. Guarantees four-card support. Bidding continues naturally. Any further bid by responder, other than game, is natural and shows invitational strength. Note that there is no need here to use the complicated structure that we use after the start 1H-1S, 2S, where 2NT is a relay, because there is no possibility here that the spade fit is fewer than eight cards, and responder is limited.

1C-1D, 1H-1S, 2NT: Natural, nonforcing, invitational; denies four spades, of course, and tends to deny six good hearts. Bidding continues naturally. Bids of minors at the three level by responder are nonforcing; at the four-level, they are long-suit slam tries with canapé-type hands. (The possibility that opener will rebid 2NT here with a hand like x/AKQxx/KJ10x/AQJ should dissuade responder from bidding 1S with a zero count.)

1C-1D, 1H-1S, 3C, 3D: Natural, forcing, at least ten cards in two suits. Bidding continues naturally. These bids are forcing because responder has

shown some values, and opener can decide to take a chance on game with a hand that contains few losers; he can always bid his second suit at the two level if he has a weaker hand.

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|---------------|---|
| 1C-1D, 1H-1S, | 3H: Natural, nonforcing, invitational. Bidding continues naturally. |
| 1C-1D, 1H-1S, | 3S: Natural, nonforcing, invitational. Bidding continues naturally. As usual, a new suit at the four level by responder is a canapé slam try; opener can have a good fit for the canapé suit, with shortness in the other. With AKxx/AJxxx/KQx/x facing Qxxx/x/Axxxxx/xx, 6D is almost cold and 6S is good. In such auctions, 4NT is six-ace RKC (because the partnership is known to have a double fit; without the double fit, there can be no slam as both partners have made non-forcing bids). |
| 1C-1D, 1H-1S, | 3NT: Similar to 2NT, but stronger. Opener thinks responder's presumed four-count is enough for game. His hand strength is just below that required for a forcing 2H rebid over 1D. |
| 1C-1D, 1H-1S, | 4C, 4D: Splinters for spades. |
| 1C-1D, 1H-1S, | 4H: Natural, to play. Opener has a hand with an independent heart suit, and strength just under what would have been needed to rebid 2H over 1D. He is hoping that responder's presumed four count will be enough for game. |
| 1C-1D, 1H-1S, | 4S: To play. Any hand that wants to take a shot at game and thinks that slam is sufficiently unlikely that it would be undesirable to give further information to the opponents. |
| 1C-1D, 1H- | 1NT: This is a "forcing notrump response." Like the 1S rebid above, it guarantees some values, not a zero count; responder is presumed to have something like four points. Opener will rebid in much the same manner as he would have in the auction 1H-1NT, but of course with more points for the same distributions. The auction continues with methods similar to those described in the chapter on major-suit openings. But there are a few differences. In addition to the usual shapes, this 1NT response also contains all balanced hands with fewer than three hearts, exactly four spades and game-going values. However, it does not include: a) 4441 types, which would have responded 2S or 2NT to the 1C opening; b) 4333 |

types, which would raise hearts now; or c) hands with a longer minor, which would bid 2m now. Hence, if the hand contains four spades, it can only be 4=2=3=4 or 4=2=4=3. Now, when opener rebids 2C, 2D, or 2H, a 2S bid by responder shows four spades, a balanced hand, and game values. Opener should raise 2S to 3S or 4S directly if he has a primary fit (4S is a 4=5=2=2 minimum “picture bid;” 3S is everything else). Opener can also rebid 3m over 2S to look for a fit in a minor suit.

Also note that we do not make any distinctions as to the definitions of responder’s bids based on whether or not he is an unpassed hand. After the start P, 1H-1NT, responder cannot have enough to force to game facing a third- or fourth-seat opener; after a big club opening, responder can always have a game force, even if he is a PH.

Other auctions that start this way are the same as after 1H-1NT, 2m or 1H-1NT, 2H.

1C-1D, 1H-1NT, 2S: This is natural and forcing. Opener can have enough to force to game over the 1NT rebid, which guaranteed some values, and if he has four spades and extra values (the equivalent of about 19-20 HCP), he bids 2S now. (He can rebid 2C, 2D, or 2H with a minimum, since responder will then bid 2S with spades.) Responder cannot have four spades in this auction unless he has game values, so a raise creates a game force here. Otherwise, responder bids 2NT, NF, or 3H, NF, or bids some game. If responder bids a minor here, that is natural and forcing; he cannot have a truly weak hand with a minor, since he would have bid 2m over 1C. Responder can also splinter to the four level to show support for spades. If responder does bid 2NT here, continuations of 3m by opener are forcing, and so is 3S, but 3H is not.

1C-1D, 1H-1NT, 2NT: A GF quasi-three-suiter, but not with four spades (reverse to 2S now with that). Possible shapes are 3=6=0=4, 3=6=4=0, 0=6=3=4, 0=6=4=3, 3=6=1=3, 3=6=3=1, 1=6=3=3, 3=5=1=4, 3=5=4=1, 1=5=4=3, 1=5=3=4, 0=5=4=4, 3=7=0=3, 3=7=3=0, and 0=7=3=3. Here, with all 6331 and 6430 types that have extra values but are not worth a game force, just rebid something at the two level (or rebid 3H if the suit is strong and the side suit or fragment is not worth showing). This is not reasonable with 7330 types, so with those you must bid 3H, one-suited and invitational.

I recognize that the follow-up structure to this 2NT bid is very artificial and complicated, and must be memorized by brute force. That can't be helped. If opener holds -/AKQxx/AQxx/AJ10x, or many similar hands, he wants to drive to game once responder bids 1NT, showing some values. However, all possible natural rebids are terribly inadequate. Two of a minor risks missing game or slam in the other minor, and a jump shift to three of a minor, even if forcing, would do nothing to show the other suit either. Some sort of artificial structure is needed. Be of good cheer. Memorizing sequences like these will not be much fun, but once you and your partner have done it, you will have the tools to bid hands that are completely unbiddable in almost all other systems.

1C-1D, 1H-1NT, 2NT- 3C: The normal bid, to find the shortness. But this denies three-card heart support; with that, bid 3H or 4H now.

1C-1D, 1H-1NT, 2NT-3C, 3D: Short spades. Responder can now try to set a minor as trump, by bidding it at the four level. If responder bids 4C, opener bids 4D to say that he has four diamonds but not four clubs, 4H to say that he has six or more hearts but not four in a minor, and anything else to say that he fits clubs. If responder bids 4D, he is implying at least five diamonds, so opener rebids 4H only with six (or seven) hearts and only three diamonds; otherwise he can show support for diamonds. (Opener's shape may be 1=5=3=4, and he is going to show diamond support with this rather than rebid hearts, so responder should not get too excited if opener does not do anything stronger than raise to 5D). Responder can also propose hearts by bidding 3H, showing doubleton support; over this, opener with only five hearts can bid 3NT now, to offer a choice, or can go on to 4H himself, or can express doubt by bidding 3S.

1C-1D, 1H-1NT, 2NT-3C, 3H: Short diamonds. Responder can now try to set clubs by bidding them. He can also bid 3S to ask whether opener has extra length in hearts (opener bids something at the four level if he has, 3NT if he

hasn't), or simply raise to 4H, or bid 3NT natural. There are two sequences here that can lead to a final contract of 4S. Responder can bid 4S over 3H, or can bid 3S, asking about heart length, and then bid 4S if opener says he does not have extra length. This is because responder's hand here can be KQJ10/xx/xxxx/Kxx or the like, and he might well want to play 4S.

1C-1D, 1H-1NT, 2NT-3C,

3S: Short clubs, but only five hearts. Further bidding is similar to that after 3H, above, except that there is no 3S bid available to responder. But responder doesn't need to ask opener for extra heart length, because opener's heart length is known; indeed, opener's shape must be 3=5=4=1. Note also that a 4S bid by responder here is natural.

1C-1D, 1H-1NT, 2NT-3C,

3NT: Short clubs, but with more than five hearts. Further bidding is similar to that after 3S, above. If opener cannot bear the thought of bidding 3NT here, which is not forcing, he can instead bid 4H over 3C. This would suggest 3=7=3=0 or the like, with good hearts.

1C-1D, 1H-1NT, 2NT-

3D: Undefined, for now.

1C-1D, 1H-1NT, 2NT-

3H: Responder sets hearts, with three-card or greater support. Opener will show his shortness now, in ascending numeric order (3S is short spades, 3NT is short diamonds, 4C is short clubs). If responder just wants to get to game as quickly as possible, he bids 4H here instead. But responder will always bid either 3H or 4H when he has real heart support.

1C-1D, 1H-1NT,

3C: Game forcing, artificial. This shows a heart-minor two-suiter, with at least ten cards in the two suits. These can be either 5-5 or 6-4 (but not 6430, which is considered a three-suited type), and of course 6-5 and 6-6 are also possible.

1C-1D, 1H-1NT, 3C-

3D: Asks which minor. But denies as many as three hearts.

1C-1D, 1H-1NT, 3C-3D,	3H: Clubs (ascending numeric).
1C-1D, 1H-1NT, 3C-3D, 3H-	3S: Asks for a sixth heart.
1C-1D, 1H-1NT, 3C-3D, 3H-3S,	3NT: Doesn't have a sixth heart. Hence, five clubs also. Over this, 4C would be natural and forcing.
1C-1D, 1H-1NT, 3C-3D, 3H-3S,	4C: Sixth heart, also five clubs.
1C-1D, 1H-1NT, 3C-3D, 3H-3S,	4D: 6-4 (or 7-4), also has a diamond control for slam purposes. Over that, a return to 4H by responder is to play.
1C-1D, 1H-1NT, 3C-3D, 3H-3S,	4H: Same as 4D but no diamond control.
1C-1D, 1H-1NT, 3C-3D, 3H-	3NT: To play.
1C-1D, 1H-1NT, 3C-3D, 3H-	4C: Sets clubs. Further bidding is Redwood or control-bids, etc.
1C-1D, 1H-1NT, 3C-3D, 3H-	4D: Redwood for clubs.
1C-1D, 1H-1NT, 3C-3D, 3H-	4H: To play. Responder probably was hoping to find diamonds, rather than clubs, as opener's minor, and now signs off. Since the 3D relay denies three-card heart support, responder is bidding this with a doubleton honor in hearts, expressing willingness to play in a 5-2 fit. This will be a rare auction, presumably. Responder would probably only do this with weak spades, fearing a spade lead against 3NT.
1C-1D, 1H-1NT, 3C-3D, 3H-	4S: Advance control-bid, accepts clubs as trump.
1C-1D, 1H-1NT, 3C-3D, 3H-	4NT: Natural, too strong to bid 3NT here.
1C-1D, 1H-1NT, 3C-3D,	3S: Diamonds, but only five hearts (hence at least five diamonds also).
1C-1D, 1H-1NT, 3C-3D, 3S-	3NT: To play.

1C-1D, 1H-1NT, 3C-3D, 3S-	4C: Advance control-bid, accepting diamonds as trumps.
1C-1D, 1H-1NT, 3C-3D, 3S-	4D: Sets diamonds. But a 4H bid over this by opener would show a strong five-card heart suit and propose a 5-2 heart fit for game. 4S would be the Redwood bid over 4D.
1C-1D, 1H-1NT, 3C-3D, 3S-	4H: Natural, to play. Responder was probably hoping that opener's minor would turn out to be clubs. Again, this shows a doubleton heart only.
1C-1D, 1H-1NT, 3C-3D, 3S-	4S: Redwood for diamonds.
1C-1D, 1H-1NT, 3C-3D, 3S-	4NT: Natural, too strong to bid 3NT.
1C-1D, 1H-1NT, 3C-3D, 3NT-	3NT: Diamonds, but also at least six hearts (hence the diamonds do not have to be more than four long). As usual, you can zoom past 3NT if you wish to insist on hearts here rather than risk being passed in 3NT.
1C-1D, 1H-1NT, 3C-3D, 3NT-	Pass: To play.
1C-1D, 1H-1NT, 3C-3D, 3NT-	4C: Attempts to set diamonds as trumps, but shows only three. Opener bids 4D with five of them, 4H with only four.
1C-1D, 1H-1NT, 3C-3D, 3NT-	4D: Attempts to set diamonds, showing four. But opener can bid 4H now, natural and NF, rejecting a slam try.
1C-1D, 1H-1NT, 3C-3D, 3NT-	4H: Natural, to play. Responder was probably hoping that opener's minor would turn out to be clubs. He has a doubleton heart at most, and perhaps only a singleton honor.
1C-1D, 1H-1NT, 3C-3D, 3NT-	4S: Advance control-bid, accepts diamonds as trumps.
1C-1D, 1H-1NT, 3C-3D, 3NT-	4NT: Natural, too strong to pass 3NT.

1C-1D, 1H-1NT, 3C- 3H: Shows heart support, three or more, but does not definitively set the suit as trump; responder will find out next which minor suit opener has, after which he may wish to set the minor suit as trumps.

1C-1D, 1H-1NT, 3C-3H, 3S or 3NT: Opener says his side suit is clubs or diamonds, respectively. After this, responder can sign off in 4H if he doesn't like his hand for slam. He can also make the cheapest bid (3NT over 3S, 4C over 3NT) to say that he wants to look for a heart slam, or he can bid opener's minor (4C over 3S, 4D over 3NT) to set that suit for slam. Over the second continuation, opener can bid 4H to discourage slam, or bid 4S, which is six-ace RKC.

1C-1D, 1H-1NT, 3C- 3S: Undefined.

1C-1D, 1H-1NT, 3C- 3NT: To play; responder doesn't care which minor suit opener has. Actually I'm not sure that there is any hand that would want to bid this now, but the bid has no other obvious meaning.

1C-1D, 1H-1NT, 3C- 4C, 4D: Undefined.

1C-1D, 1H-1NT, 3C- 4H: Heart support; not interested in slam and so doesn't care which minor opener has.

1C-1D, 1H-1NT, 3D: Game forcing, artificial. This shows a heart-minor two-suiter, with exactly 2=5=4=2 or 2=5=2=4 shape. Point count is approximately 21 to 23.

1C-1D, 1H-1NT, 3D- 3H: Relay, asks which shape. This denies real (3+) heart support; always bid 3S now with that (or jump to 4H if only interested in game). Opener now bids 3S to show clubs, 3NT to show diamonds. Over this, responder can select 3NT, or can set opener's minor as trump by bidding it. 4NT would be natural and invitational.

1C-1D, 1H-1NT, 3D- 3S: Heart support, at least three, and possible slam interest.

1C-1D, 1H-1NT, 3D-3S, 3NT: Clubs, 2=5=2=4.

1C-1D, 1H-1NT, 3D-3S, 3NT- 4C: Sets clubs, instead of hearts, for slam. Continuations are control-bids, etc. (except that a return to 4H by either player is to play). 4S here is six-ace RKC.

1C-1D, 1H-1NT, 3D-3S, 3NT- 4D: Control-bid for hearts.

1C-1D, 1H-1NT, 3D-3S, 3NT- 4H: To play.

1C-1D, 1H-1NT, 3D-3S, 3NT- 4S: RKC for hearts.

1C-1D, 1H-1NT, 3D-3S, 3NT- 4NT: Substitute control-bid in spades.

1C-1D, 1H-1NT, 3D-3S, 4C: Diamonds, 2=5=4=2.

1C-1D, 1H-1NT, 3D-3S, 4C- 4D: Sets diamonds, instead of hearts, for slam. Continuations are control-bids, etc. (except that a return to 4H now is to play). 4S here is six-ace RKC.

1C-1D, 1H-1NT, 3D-3S, 4C- 4H: To play.

1C-1D, 1H-1NT, 3D-3S, 4C- 4S: RKC for hearts.

1C-1D, 1H-1NT, 3D-3S, 4C- 4NT: Substitute control-bid in spades.

1C-1D, 1H-1NT, 3D-3S, 4C- 5C, 5D: Control-bids for hearts.

1C-1D, 1H-1NT, 3D- 3NT: To play. Responder doesn't care which minor opener has. This will undoubtedly be the most common bid over 3D.

1C-1D, 1H-1NT, 3D- 4H: To play.

1C-1D, 1H-1NT, 3H: Invitational, natural. Further bidding is analogous to 1H-1NT, 3H.

1C-1D, 1H-1NT, 3S: Forcing, 5-6 (or 5-7) in the majors. 4m by responder now would be a slam try in the corresponding major.

1C-1D, 1H-1NT, 3NT: This bid does not exist in the auction 1H-1NT, but here, opener is less limited, so he can have a hand that would want to bid

this. It shows a solid heart suit, 6322 or 7222 shape, but a relative minimum in high cards (i.e., not enough to rebid 2H over 1D). Opener can shoot out the game because the 1NT bid shows some high card values; responder can and will pass the 1H bid, which is nonforcing, if he has nothing.

1C-1D, 1H-1NT, 4C, 4D, and 4H: Self-splinters, 7321 shape being typical. 4H is a substitute bid for short spades.

1C-1D, 1H- 2C or 2D: These rebids are 2/1 GF. Bidding continues exactly as if opener had opened 1H and responder had bid 2m, except that the high-card points contained by either hand will be different. But the meanings of subsequent bids are exactly the same, so they need not be set out again here.

1C-1D, 1H- 2H: As after 1H-2H, with point ranges adjusted. Here, responder has five to seven HCP (perhaps eight with 4333 shape).

1C-1D, 1H- 2S: This is how responder shows the game-going hand with five spades that would have responded 1S to 1C in regular Precision. It is true that this auction uses some bidding room, but after all, it is only one step higher than 1C-1S, 2H, which is how the regular Precision auction would presumably go. Continuations are natural. 1H-2S shows a weak jump shift, but we do not have that hand in this analogous auction, since the start would have been 1C-1S; thus the bid is available to show the good hand with spades.

1C-1D, 1H- 2NT and higher responses: All as after a 1H opening, with adjusted point ranges. (Typically responder needs 4 HCP less to take the same action he would have taken over a 1H opener.) There is the question of what it means if responder bids 3m over 1H, which is defined as invitational. He could have bid 3m directly over 1C to show an invitational hand, or he could now suggest some values by bidding 1NT and following up by bidding his minor, which is not a hopeless hand (he did not respond 2m to 1C). I suggest that here, 3m shows a hand somewhat improved by the 1H bid, by a doubleton honor there.

There is also the question of what a direct raise to 4H would mean here. It is not needed as a true preempt, since the opponents are out of the auction. It shows any hand with which responder wants to play game only, now

that he knows opener has only enough to rebid 1H, not 2H. However, opener can still have a very good hand to bid 1H, so be sparing about bidding 4H. With heart support, you can rebid 1NT, forcing, and then just bid game if opener only rebids at the two level and does not show a maximum 1H bid. Of course, you can also make a direct forcing raise of hearts by rebidding 2NT now. If there is any reasonable hope of slam, don't raise 1H to 4H. Probably, the 4H bid should have enough high card points in the form of random queens and jacks to want to play game, but be poor in controls. And of course it should be a minimum positive, something like only 8-9 points (if it even has enough points to qualify as a "positive" response).

1C-1D, 1S: Five or more spades, not enough to force with 2S. Natural.

From here onward, opener and responder for the most part bid much as they would have if opener had opened 1S, except of course that the strength ranges for all bids are higher for opener and lower (by about 4 HCP) for responder. The similar auctions are not all set out separately here.

1C-1D, 1S- 1NT: Forcing. Although this does place any notrump contract from the weaker side, it is likely that it is right for responder to play it anyway, since opener is unbalanced and the lead in notrump is likely to be in his short suit. In that case, it is probably better to have the lead ride around to responder's holding.

It should be noted that here, responder will not have more than 8 HCP for his 1NT bid. Game-forcing hands with three-card support for spades would raise spades immediately, via 2NT or some other raise sequence, or could bid two of a lower-ranking suit first. All GF hands with a lower-ranking five-card suit could bid the suit now. A hand with, say, 3=2=4=4 shape and GF values would presumably be able to bid 2C at worst. In the auction 1S-1NT, responder can have a game-forcing 1=4=4=4 shape, but not here, because all GF 4441 hands respond 2S to 1C. So, opener bears in mind that responder is going to have less than a nine count when he bids 1NT here. (But the bid is still forcing.)

1C-1D, 1S-1NT, 2C and 2D: Opener has an unbalanced hand (his most balanced shapes are 5=2=4=2 and 5=2=2=4). However, this does *not* mean that 2C and 2D are necessarily four-card suits. Opener can rebid a

three-card minor, and will do so with some 6331 types to keep the bidding low, just as he would do in the auction 1S-1NT. Here, opener can have AQxxxx/AJx/x/AKx. 2C is a better bid than 2S. Responder continues in the same ways as he would after 1S-1NT, 2m.

There is one auction that cannot have the same meaning as after 1S-1NT, 2m. That is 1C-1D, 1S-1NT, 2m-2H. Responder cannot have long hearts, since he would either have responded 1H to 1C or would have bid 2H over 1S (if too strong for an immediate 1H response). We will play that the 2H bid here shows five-card support for the minor, a doubleton spade, and of course enough strength to invite game (since otherwise responder could and would pass 2m). This should give opener enough information to place the contract.

1C-1D, 1S-1NT, 2NT: GF, three-suited. (With an invitational-strength hand, just bid something at the two level for now; this is reasonable with all hand types except the 7330, and possibly also some 6331 types with very good spades, with which you can rebid 3S now. The only possible invitational hand types that might want to bid 2NT naturally here are a) 5=2=4=2 and 5=2=2=4; with these, just bid the minor suit at the two level, and expect to continue 2NT over a 2S preference; and b) 6322 types, with which we bid 3S, or possibly two of a three-card minor.) This treatment is necessary because it is possible for opener to have a game force now when responder shows some values by bidding 1NT, and with something like 5440 shape, opener has to be able to show both of the other suits below 3NT.

Possible shape types are 6331, 7330, 6430, 5431 and 5440; note that the general idea is to show all three-suited or quasi-three-suited hands that have two side suits (or fragments) of three or more, so that responder can find fits in the fragment suits without getting past 3NT. Responder can relay for shortness, and then set one of the fragments as trumps. Responder can also check for a heart fit immediately. He will have only four hearts when he does this, since with five, he would have bid 2H over 1S, or 1H over 1C. Responder will always check for hearts first when he has four of them.

Again, this is a complicated and artificial set of sequences, as after 1C-1D, 1H-1NT, 2NT. These auctions will serve you very well when they come up. You will be miles ahead of almost any other pair playing the same hands. Only people who use a full relay system are likely to be able to keep up. That's Revision for you – it will take some work before you know what you're doing, but when you do, you'll *really* know what you're doing.

1C-1D, 1S-1NT, 2NT- 3C: Shows *exactly four* hearts. Responder wants to play hearts if opener has four of them.

1C-1D, 1S-1NT, 2NT-3C, 3D: Opener shows short hearts.

1C-1D, 1S-1NT, 2NT-3C, 3D- 3H: Responder is asking whether opener has heart help for notrump, i.e., a singleton honor. If not, opener bids 3S, and responder can either try 3NT himself, which opener can pull, or bid 4m to try to set a minor, or bid 4S, or bid 4H as a sort of choice-of-games bid (opener must now bid 4S with any six, or with five decent ones).

In all of these auctions, similar rules apply when responder bids four of a minor in which opener is known to have at least three. The rule is that when responder bids 4C naturally, opener shows that he has four diamonds, and only three clubs, by bidding 4D (if diamonds is not his short suit). He shows 6331 or 7330 types by bidding 4S. He shows that he likes clubs by bidding 4H (this is Redwood for clubs), or 4NT (substitute control-bid showing a heart void), or by raising to 5C with four-card support and nothing special to say.

If responder bids 4D rather than 4C, opener now uses the special bid of 4H over 4D to show only three-card support for diamonds and doubt about where to play. Responder is expected to try to place the contract after this. If opener bids 4S over 4D, he is showing at least six spades and only three diamonds. With four-card support for diamonds, he bids 4NT (RKC for

diamonds), 5C (control-bid), or 5D (support, but nothing special to show).

1C-1D, 1S-1NT, 2NT-3C, 3D- 3S: Responder is asking whether opener has a sixth spade. Opener bids 3NT if he does not, something else if he does.

1C-1D, 1S-1NT, 2NT-3C, 3D- 3NT: To play.

1C-1D, 1S-1NT, 2NT-3C, 3D- 4C, 4D: Natural, following the above rules for what opener should do depending on his minor-suit length.

1C-1D, 1S-1NT, 2NT-3C, 3H: Opener confirms he has four hearts; his shape must be 5=4=4=0, 5=4=0=4, 6=4=3=0, 6=4=0=3, 5=4=3=1, or 5=4=1=3. Responder, if interested in slam, will now normally bid 3S to relay for residue, to which the responses, in steps, are: first step, upper void; second step, upper singleton; third step, lower singleton; fourth step, lower void. (This is ascending numeric order, with 5-4 and 6-4 in spades/hearts considered equivalent.) Then the auction continues according to general principles. If not interested in slam, responder of course can just bid four hearts over the 3H bid. Responder can also bid 4S now or later as Kickback for hearts (he cannot want to play in spades now, having found the heart fit he was looking for).

1C-1D, 1S-1NT, 2NT-3C, 3S: Opener shows short diamonds, but with only three hearts. Responder will now normally bid 3NT (opener can pull to 4S if he wants to play spades), or try to set clubs by bidding 4C. Here, over 4C, opener can bid 4D, RKC for clubs; 4H, showing a willingness to play in a 4-3 heart fit and denying four-card support for clubs; 4S, showing six or more good spades; 4NT, a substitute control-bid showing a diamond void; and 5C, club support with nothing special. Responder is allowed to bid 4H here over 3S to try to play in a 4-3 fit.

1C-1D, 1S-1NT, 2NT-3C, 3NT: Opener shows short clubs, only three hearts, and willingness to play 3NT. If he has something like 7=3=3=0 and wants to insist on spades instead of notrump, he bids

higher than 3NT now. Over 3NT, responder can of course go looking for a diamond fit. But here, he uses a little trick: he bids 4C to show diamonds, saving room. Over this, opener's rebids all mean the same thing as in the previous auction where responder bid 4C to show clubs, except that opener's bids relate to his degree of diamond fit. Thus, 4D is RKC for diamonds; 4NT a club void; 5C a good 5=3=4=1 but not enough for Redwood; and 5D is nothing special.

1C-1D, 1S-1NT, 2NT- 3D: Asks for shortness. But note that this denies a four-card heart suit.

1C-1D, 1S-1NT, 2NT-3D, 3H: Short hearts (ascending numeric).

1C-1D, 1S-1NT, 2NT-3D, 3H- 3S: Asks how many spades opener has. Opener now normally bids 3NT with only five, something at the four level with more (a minor suit at the four level would show a four-bagger).

1C-1D, 1S-1NT, 2NT-3D, 3H- 3S, 3NT- 4m: Responder tries to set this suit as trump (he is rejecting notrump as a final contract). Bidding now continues similarly to the auction 1C-1D, 1S-1NT, 2NT-3C, 3D, where opener also shows short hearts.

1C-1D, 1S-1NT, 2NT-3D, 3H- 3NT: To play. Opener can pull this.

1C-1D, 1S-1NT, 2NT-3D, 3H- 4m: Again, attempts to set this suit as trumps.

1C-1D, 1S-1NT, 2NT-3D, 3S: Short diamonds. Responder can now bid 3NT to play (which opener can pull), or try to set clubs. Responder will usually have five clubs for this bid, but can conceivably be exactly 2=3=4=4. If responder does bid 4C, opener now bids 4D as Redwood for clubs, 4H showing 5=4=1=3 shape (responder sets the contract over this, including by passing 4H if he has three of them or by bidding 4S or 4NT to play), 4S to show 6=3=1=3, 4NT to show 5=4=0=4 or 6=3=0=4 (this is in effect a substitute control-bid in diamonds), and 5C with 5=3=1=4 and nothing special.

- 1C-1D, 1S-1NT, 2NT-3D, 3NT: Short clubs. Responder can now pass, or try to set diamonds (which he does by bidding 4C, as in the auction 1C-1D, 1S-1NT, 2NT-3C, 3NT). If opener's spades are such that he wants to get to 4S rather than 3NT, he bids higher than 3NT here. If opener does bid 3NT and responder bids 4C over that, showing diamonds, opener continues 4D, Redwood, to show acceptance of diamonds, 4H to show 5=4=3=1, 4S to show 6=3=3=1, 4NT to show a club void, and 5C to show a good 5=3=4=1 (but not good enough for Redwood), or 5D to show a minimum 5=3=4=1.
- 1C-1D, 1S-1NT, 2NT- 3H: This is not needed as natural, since responder cannot have five hearts, and he bids 3C over 2NT with four hearts. And responder would normally bid 3D over 2NT with fewer than four hearts. Accordingly, 3H is not needed for anything, and we leave it undefined.
- 1C-1D, 1S-1NT, 2NT- 3S: Sets spades, showing three-card or better support. The idea is that opener will show his shortness now, just in case there is a magic slam. If responder were not interested in hearing about the shortness, he would just bid 4S here. Opener now shows his shortness via ascending numeric. If responder likes the shortness opener shows, he next shows his keycards by steps, not counting a 4S bid, which would be to play. Example: 1C-1D, 1S-1NT, 2NT-3S, 4C (I am short in diamonds)-4D (I have one keycard). Responder might hold KQx/Jxxx/xxxx/xxx, and be hoping for opener to hold AJ10xxx/KQx/-/AKQ. Note that because responder is usually fairly weak in high cards on this auction, there is usually not going to be a slam unless opener has a void. (This also applies to the auction 1C-1D, 1H-1NT, 2NT-3H.)
- 1C-1D, 1S-1NT, 2NT- 3NT: To play, not caring where opener's shortness is. Solid stoppers in all side suits. A typical hand might be x/Q109/Q109xx/Q109x.
- 1C-1D, 1S-1NT, 2NT- 4C, 4D, 4H: Undefined.
- 1C-1D, 1S-1NT, 2NT- 4S: To play, not interested in slam.

- 1C-1D, 1S-1NT, 3C: Artificial, showing a game-forcing two-suiter of 5-5 or better (but not a 6430 type, which would be shown as a quasi-three-suiter). The second suit can be any.
- 1C-1D, 1S-1NT, 3C- 3D: The normal continuation, to find out which second suit opener has. But not with three-card or better support for spades (bid 3S or 4S with that).
- 1C-1D, 1S-1NT, 3C-3D, 3H: Clubs (ascending numeric principle). Responder can now bid 3S to check whether opener has six spades or not; opener bids at the four level if he does (showing his fragment if he has one, or 4C to show 6=1=1=5 or some 6-6), 3NT if not. 4S would show a 7-5 hand. Responder can of course also bid 4C to set clubs, or 3NT to play. Opener can pull 3NT using the same bids he would have over the 3S inquiry.
- 1C-1D, 1S-1NT, 3C-3D, 3S: Diamonds. Responder can now bid 3NT naturally, or can also, of course, set diamonds by bidding 4D. A 4C bid here would be a sort of choice-of-games bid; responder rejects notrump, but is unsure of which game to play. The implication is that he has a doubleton spade (or perhaps a singleton honor) and is looking for a sixth spade in opener's hand. Note that in this and in similar auctions in this section, opener does not have to pass 3NT when that is what responder bids; he can continue to the four level (showing a two-card fragment, hence a void in the other suit, by bidding 4C or 4H; or a 6511 or 6-6 type hand by bidding 4D; or a 7-5 by bidding 4S).
- 1C-1D, 1S-1NT, 3C-3D, 3NT or higher: Hearts. Opener does not have to bid 3NT here if he cannot stand to play that contract; he patterns out at the four level when he can't, by bidding 4C with 6S-5H, 4D with 7S-5H, and 4H with 6S-6H. Over 3NT, responder can bid 4H or 4S naturally, or invite slam in a major by bidding the corresponding minor.
- 1C-1D, 1S-1NT, 3C- 3H: Undefined.

- 1C-1D, 1S-1NT, 3C- 3S: Fit for spades, three or more. Opener can show his second suit now by bidding it naturally, but he will only do this with quite extreme shape, something like 6-6 or 7-5. With more normal hands, he just bids 4S, since responder will usually be quite weak for this sequence (he didn't raise 1S to 2S).
- 1C-1D, 1S-1NT, 3C- 3NT: Probably does not exist.
- Responder does not bid higher than 3S over 3C on this auction, except to jump to 4S, which he does with spade support and a non-slam hand that also is not interested in a different game (i.e., hearts can't be a better major-suit fit).
- 1C-1D, 1S-1NT, 3D: Artificial, showing a game-forcing hand of exactly 5=2=2=4 or 5=2=4=2, or a 6421 type with spades and a minor (not a 6430 type, as that hand would bid 2NT here). Responder continues:
- 1C-1D, 1S-1NT, 3D- 3H: Artificial, asking which minor. Denies three-card support for spades. Opener bids 3S to show clubs, 3NT to show diamonds. Responder can now bid 4C to set opener's minor suit as trumps (over this, if clubs are trump, 4D is Redwood; if diamonds are trumps, 4D is asking for a control-bid, probably of hearts). Of course, responder can also bid 3NT himself over 3S, or pass opener's 3NT bid. If responder returns to 4S later on, this is always natural.
- 1C-1D, 1S-1NT, 3D- 3S: Responder is (temporarily at least) not interested in which minor opener holds. He just wants to find out about a sixth spade.
- 1C-1D, 1S-1NT, 3D-3S, 3NT: Opener says that he has only five spades. Over 3NT, responder can bid four of a minor to say "do something dramatic if this is your minor, otherwise sign off in 4S."
- 1C-1D, 1S-1NT, 3D-3S, 4m: Showing a sixth spade and this minor. Now responder bids 4S to play, raises the minor to play, bids 4H as a slam try in spades, or bids the other minor as a slam try in opener's minor. 4NT is RKC for the minor (bid 4H first to set spades if wanting to bid RKC for spades).

1C-1D, 1S-1NT, 3D-	3NT: To play.
1C-1D, 1S-1NT, 3D-	4m, 4H: DNE.
1C-1D, 1S-1NT, 3D-	4S: To play.
1C-1D, 1S-1NT,	3H: Natural GF, showing either 5=4=2=2 or a 6421 with a second suit of hearts. But not a 6=4=3=0 or 6=4=0=3 type, because those hands rebid 2NT here.
1C-1D, 1S-1NT, 3H-	3S: Asks which hand opener has.
1C-1D, 1S-1NT, 3H-3S,	3NT: 5=4=2=2. Responder can bid 4m to show that he is trying for slam in hearts. Note that with a heart slam try, responder always bids 3S over 3H. (Responder can't have a slam try in spades on this auction; if he has as many as three spades, his hand is quite weak, and if has a doubleton spade and a strong hand, he would have bid two of a suit over 1S.)
1C-1D, 1S-1NT, 3H-3S,	4m: Minor suit fragment with 6=4=(2-1). Responder can return to spades, or sign off in 4H, or bid something else to show that he likes hearts and is trying for a heart slam.
1C-1D, 1S-1NT, 3H-3S,	4H: 7=4=1=1.
1C-1D, 1S-1NT, 3H-	3NT: To play; responder doesn't care which hand type opener has.
1C-1D, 1S-1NT, 3H-	4m: DNE.
1C-1D, 1S-1NT, 3H-	4H: To play. Responder doesn't care which type opener has.
1C-1D, 1S-1NT, 3H-	4S: To play.

In all of the above auctions, wherever it says opener can show a 6-4 type, this also includes 7-4. With the 7-4, opener normally insists on spades later if responder tries to get out in 3NT.

- 1C-1D, 1S-1NT, 3NT: This bid does not exist in the auction 1S-1NT, but here, opener is less limited, so he can have a hand that would want to bid this. It shows a solid spade suit, 6322 or 7222 shape, but not with truly massive high cards (opener would rebid 2S over 1D with that). Opener can shoot out the game because the 1NT bid shows some high card values; responder can and will pass the 1S bid, which is nonforcing, if he has nothing. If responder bids a new suit now at the four level, it is a control-bid for spades.
- 1C-1D, 1S-1NT, 4C, 4D, and 4H: These are self-splinters by opener, showing solid or near-solid spades, and enough values to want to get to game opposite responder's little something; AQJ10xxx/Kx/x/AKx would be a typical 4D bid. (If opener wants to show a 5-5 or better shape, he rebids 3C here, so these bids are not needed as natural.) The bids typically show 7321 shape type, since with two fragments of three or more cards, the usual bid here is 2NT.
- 1C-1D, 1S- 2C, 2D or 2H: Normal 2/1 GF hands. Bidding continues as if opener had opened 1S.
- 1C-1D, 1S- 2S: Roth (invitational) raise. Three-card support, approximately 5-8 HCP.
- 1C-1D, 1S- 2NT: Forcing raise. Four-card support with invitational values or better, or three-card support with a game force. Same as after 1S-2NT, with high card counts adjusted.
- 1C-1D, 1S- 3m: Invitational, probably improved by the 1S bid (typically Hx in spades).
- 1C-1D, 1S- 3H: This is analogous to the auction 1S-3H, which is defined as invitational. Here, responder cannot have an invitational hand with hearts, since he would have responded either 1H or 3H to 1C. For now, let us say that this bid does not exist.
- 1C-1D, 1NT: This shows a primary suit of *clubs* in opener's hand. The bid is not needed to show any kind of balanced hand, since 16-18 opens 1NT, 19-20 opens 2NT, and anything stronger rebids 2NT or 2H now. (The treatments of the balanced hands are, in fact, largely the way they are precisely so that we can treat the 1NT, 2C, and 2D rebids the way we do. The availability

of opener's 1NT rebid as a transfer makes a large part of the system possible.) Opener rebids 1NT over 1D with any unbalanced hand in which clubs are the primary suit. This includes all 5431 and 5440 types, and any in which clubs are six long and are the longest suit. With 5-5 between clubs and another suit, show the other suit first. Rebids by responder are similar to the methods used after a 2C opening. There are some differences, because here the clubs can be only five long, and because it is possible for opener to have two four-card majors. Also, responder's continuations are simpler here because if he bids 2M now, that is a game force (this is not true after a 2C opening).

Note that this treatment does not affect the placement of the declaration in clubs, since opener has already bid clubs. It was suggested by Barry Rigal in *Precision in the 90s*.

1C-1D, 1NT- 2C: Responder has less than game-invitational values, which means 0-5 or so. With 6-8, he would usually adopt the 2D asking bid over 1NT, and create an invitational sequence. The 2C bid simply means that he is willing to play in 2C if opener has a minimum for his bidding so far. Note that since 2C shows 0-5 HCP, by inference it also shows at least six minor-suit cards, since with 0-5 HCP and 4=4 majors responder would have already bid 1NT, and with a five-card major he would have already bid 1M.

Opener can pass 2C, of course. The advantage to this auction as compared to a direct 2C rebid showing clubs is that opener gets another chance at his third turn. If he does not want to stop in 2C opposite a possible six points, he can move on, bidding naturally. Two of any suit would show a four-card (possibly five, but usually four) suit, and although not forcing, is rarely passed. Responder will usually either raise the new suit, go back to 3C with a minimum, or bid something else, such as 2NT. (However, with something like 3=4=5=1 and no high cards, responder can pass when opener continues with 2S over 2C.) Opener can also bid 2NT over 2C, which would show a good six-card club suit and extra values, along with semibalanced shape; responder can run back to 3C even with no support, if his hand is too weak to bid game. (The availability of this auction means we do not have to cheat on our 2NT opening bid, as many good players do, by opening 2NT with an 18 count and a solid six-card club suit in a 6322-type hand; we

can show the overall strength of the hand, the semibalanced character, place the notrump declaration in opener's hand, *and* show the six-card club suit. The best of all possible worlds.) Opener can bid 3C over 2C, to show a strong hand with a broken suit that needs support to make game. And finally, opener can bid three of a suit over 2C to show a second five-card suit in a 6-5 or 7-5 type hand. This is forcing, of course.

One of the good points of Revision, as compared to regular Precision, is how rarely this sequence will result in a poor 2m contract. If responder is weak enough to bid 2C here, instead of an invitational-or-better 2D, he won't have a five-card major (respond 1M or 2H) or two four-card majors (respond 1NT). He might have (4=3)=5=1 or (4=3)=6=0, perhaps 3=3=6=1, but that's about it. With anything else, his 2C rebid will contain at least two clubs, and a 5-2 fit or better will be reached (if opener is passing 2C).

The 2D inquiry leads to the most complicated auctions, so the other responses are given first to get them out of the way.

1C-1D,
1NT- 2H: This is a natural bid, forcing and showing a five-card or longer suit. It shows a positive hand (otherwise 1H would have been the initial response), and creates a game force.

1C-1D,
1NT-2H, 2S: Natural. Further bidding is also natural. A point that should be borne in mind here is that higher bids are (temporarily) stronger than lower ones in the same strain (e.g. 3NT by responder now is stronger than 2NT, 4S stronger than 3S). However, with so many extra values that he cannot afford to risk a pass by opener, responder can show an apparent minimum by bidding 2NT or 3S, and then bid again. The 3NT and 4S bids thus show, very roughly, 12 to 15 points; with either more or less than that, bid 2NT or 3S. A jump to 4D over 2S now (but not 4C) is a splinter for spades.

1C-1D,
1NT-2H, 2NT: Natural, denies four spades, but may contain four diamonds. Further bidding is also natural.

- 1C-1D,
1NT-2H, 3C: Natural, six-card suit. Not four spades, but may have four diamonds. Further bidding is also natural. If responder bids 3D now, opener can raise with four, since if responder does not have four diamonds himself, he must be looking for a spade stopper for notrump; if opener does not have a stopper, we are getting past 3NT anyway. Here, and in other similar situations, a 4NT bid by responder now is natural, too strong to bid 3NT. Just raise to 4C if interested in a club slam.
- 1C-1D,
1NT-2H, 3D: Natural. Guarantees a five-card diamond suit, hence six clubs. With 4-6 in the minors, rebid 2NT or 3C first. Don't introduce diamonds; wait for partner to bid them if he is interested. 4NT now by responder is natural. 4m sets suit for slam.
- 1C-1D,
1NT-2H, 3H: Normal raise, wide-ranging. 4H is a picture bid here. This is a Fred auction, so after the 3H raise, 3NT is serious.
- 1C-1D,
1NT-2H, 3S: Splinter for hearts. With real spades, including five of them, always rebid 2S over 2H. You can rebid 3S after 2S to show 5-6 shape.
- 1C-1D,
1NT-2H, 3NT: To play. No interest in hearts, but more playing strength than a 2NT bid would show. Probably good clubs.
- 1C-1D,
1NT-2H, 4C: 6-4 clubs/hearts, good clubs for slam purposes. Opener wants responder to control-bid or Blackwood if he is at all interested. With clubs only, always bid 3C now and catch up on strength later.
- 1C-1D,
1NT-2H, 4D: Splinter.
- 1C-1D,
1NT-2H, 4H: Picture game raise, no splinter. 2=3=2=6 shape is presumed (because with e.g. 2=4=2=5 opener would have started with 1NT or 2NT). Values would be concentrated in clubs and hearts.

1C-1D, 1NT-2H,	4S: Kickback for hearts.
1C-1D, 1NT-	2S: Like 2H, this is a natural bid, game forcing and showing a five-card or longer suit. A side four-card heart suit is possible.
1C-1D, 1NT-2S,	2NT: Natural. Opener wants to hear another descriptive bid from responder. Opener may have four hearts and want to hear responder bid hearts if there is a 4-4 fit there, or he may have a doubleton spade and want to know if responder can rebid spades. Now, responder should make the most descriptive bid available: 3C with three-card support; 3D or 3H with a second suit; 3S with six; 3NT with nothing special. 4NT would be a hand too strong for 3NT.
1C-1D, 1NT-2S,	3C: Almost always six clubs. May contain a second red suit of four cards. Responder's bids of 3D and 3H now are stopper-showing for NT, and do not necessarily promise a four-card suit.
1C-1D, 1NT-2S,	3D: 5-6 minors.
1C-1D, 1NT-2S,	3H: 5-6 rounded. With only four hearts, try 2NT or 3C and wait to see if responder bids hearts.
1C-1D, 1NT-2S,	3S: Wide-ranging raise. Fred auction (we cannot want to play 3NT here).
1C-1D, 1NT-2S,	3NT: Same as after 2H rebid above. Good clubs, no interest in spades.
1C-1D, 1NT-2S,	4C: Spade support with club help for slam. 6-4 shape is typical.
1C-1D, 1NT-2S,	4D, 4H: Splinters.

1C-1D,
1NT-2S, 4S: Picture raise, no singleton or void.

1C-1D,
1NT-2S, 4NT: RKC spades.

1C-1D,
1NT- 2NT: Transfer to diamonds, similar to the same bid in response to a 2C opening. Denies a four-card or longer major. Strength is invitational at least, but not game-forcing. This is because with something like Kxx/xx/QJ10xxxx/x, responder would have been too strong to respond 2D to 1C, but he does not want to force to game now. However, with a truly weak hand, responder would have bid 2D already.

1C-1D,
1NT-2NT, 3C: Any hand with which opener does not fit diamonds, and does not have a five-card major to show now. Opener can have extra values, so this is forcing. Responder should be aware that this bid does not promise six clubs.

1C-1D,
1NT-2NT, 3C- 3D: Responder is showing that he has only an invitational hand in diamonds. Opener can pass now if minimum.

1C-1D,
1NT-2NT, 3C- 3M: Responder is showing a game force. The 3M bid is a stopper, and opener should act appropriately. The auction can end in 5C or 5D if nobody bids 3NT.

1C-1D,
1NT-2NT, 3C- 3NT: To play. Responder probably has a hand that was going to look for slam if opener had shown a fit. Now he settles for game.

1C-1D,
1NT-2NT, 3C- 4C: Forcing. 4D now would be Redwood for clubs.

1C-1D,
1NT-2NT, 3C- 4D: Forcing, “strong jump shift” in diamonds. Control-bidding or 4H Redwood can follow.

1C-1D, 1NT-2NT, 3C-	4M: Slam tries in clubs, as after 2C-2NT, 3C-4M. 4H is Redwood for clubs, and 4S is a control-bid.
1C-1D, 1NT-2NT, 3C-	5C, 5D: To play.
1C-1D, 1NT-2NT,	3D: Opener likes diamonds.
1C-1D, 1NT-2NT, 3D-	Pass: Does not exist. Responder won't pass now. Opener likes diamonds, and responder cannot have a totally hopeless hand with diamonds only, because he would have bid 2D over 1C with that.
1C-1D, 1NT-2NT, 3D-	3M: A game force is now established. This shows a stopper. If 3NT is not bid, the auction will go on to 5C or 5D.
1C-1D, 1NT-2NT, 3D-	3NT: To play. Responder is willing to have a shot at game now that he knows of diamond help.
1C-1D, 1NT-2NT, 3D-	4C: Forcing. Responder has a club fit, and is interested in a minor suit slam now that he knows of a double fit. Control-bidding can follow. This is a six-ace RKC situation, and a 4H bid here by opener would have that meaning.
1C-1D, 1NT-2NT, 3D-	4D: Forcing. Responder is looking for 6D now that he has found a fit. Control-bidding can follow. 4H over this is Redwood.
1C-1D, 1NT-2NT, 3D-	4M: Slam try in diamonds. 4H would be Redwood; 4S would be a control-bid, with 4NT over that by opener being last-chance RKC for diamonds.
1C-1D, 1NT-2NT, 3D-	4NT: DNE.

1C-1D,
1NT-2NT, 3D- 5C, 5D, 6C, 6D: To play.

1C-1D,
1NT-2NT, 3M: Opener is at least 6-5 between clubs and his major. With 6-4, opener just bids 3C here, which is forcing; opener cannot miss a 4-4 major fit, because responder's 2NT bid denied a four-card major. These bids are not needed as splinters here (the way we play them after 2C-2NT, 3M), because opener can bid a forcing 3D here.

1C-1D,
1NT-2NT, 3NT: Opener can have a hand like Axx/AQx/x/AKQJxx, or even stronger, that knows he can make 3NT as long as responder has a diamond stopper.

1C-1D,
1NT-2NT, 4C: This would indicate some sort of freak one-suiter that cannot stand to play anything except clubs. Forcing.

1C-1D,
1NT- 3C: This is another special sequence. Responder likes clubs a lot, and is trying for slam. Note that this does not place the declaration in the "wrong" hand, since opener has already bid clubs.

1C-1D,
1NT-3C, 3D, 3H, 3S: Shortness (shown naturally here, because opener has not guaranteed shortness before this point). Responder will reevaluate now. If he has wasted cards opposite opener's shortness, responder can bid 3NT, not forcing (but opener can continue). Further bidding is control-bids, etc., and 4D from either side is always Redwood. The signoff spot, if 3NT is not passed, becomes 5C.

1C-1D,
1NT-3C, 3NT: No shortness, and not good for slam. Responder can, of course, bid on. If he does, it is Redwood, control-bids etc., and 5C is the signoff spot.

1C-1D,
1NT-3C, 4C: No shortness, but a good hand. Redwood or control-bids follow and 5C is the out spot.

1C-1D, 1NT-3C,	4D, 4H, 4S: Second five-card suit. Responder can control-bid (he should not try to use Redwood here because opener is likely to have a void).
1C-1D, 1NT-	3D: Yet another special bid. This one shows 5-5 or better in the majors, with game values. (Less than game would have responded 2H to 1C, or one of a major if really weak.) This avoids the problem of having responder bid 2S over 1NT, then follow with 3H, when opener does not know whether the hearts are four or five long.
1C-1D, 1NT-3D,	3M: Two- or three-card fit. Responder should not just bid game in this suit unless he has a sixth, as opener may have only two. Responder bids more or less naturally, with a bid of 4D now meaning he is too strong to just bid game in the suit opener has preferred. With 5-5 in the majors and something in diamonds, responder should bid 3NT now to offer a choice.
1C-1D, 1NT-3D,	3NT: Good diamond stoppers.
1C-1D, 1NT-3D,	4C: Nothing but clubs.
1C-1D, 1NT-3D,	4D: This is a transfer bid. Opener says he has at least game values, and <i>hearts</i> . The reason to bid this way is so that responder can simply bid 4H if he has no slam ambitions, but can bid something else (Kickback or a control-bid) if he wants to go slamming. It also allows opener to set hearts as trump, and then bid Kickback himself. Sorry, but there seems to be no way to get an efficient auction here other than by using these transfers. Let us hope that we can remember them when they come up.
1C-1D, 1NT-3D,	4H: Transfer to <i>spades</i> . Don't forget this one. Passing 4H will probably not be good.
1C-1D, 1NT-3D,	4S: Does not exist.

- 1C-1D,
1NT- 3M: Shows a five-card major, along with six or more diamonds, as in the auction 2C-3M. Further bidding is analogous.
- 1C-1D,
1NT- 3NT: To play. Responder probably has something like 3=3=5=2 shape, or 3=3=6=1 with weak diamonds. Opener can move, but needs a lot to do it. Responder would have bid 2D now if he were interested in going places.
- 1C-1D,
1NT- 4C: What this should mean is a fair question, since there can be no need to preempt in a strong club auction, and 3C is available as a slam try. No meaning is assigned for now, until we think of one.
- 1C-1D,
1NT- 4D: Redwood for clubs.
- 1C-1D,
1NT- 4M: No defined meaning.
- 1C-1D,
1NT- 2D: This auction has been saved for last because it is the most complicated, and also the most common, of the rebids over opener's 1NT rebid.
- 1C-1D,
1NT-2D, 2H- 2H: Shows a four-card major (only one, not 4=4=0=5). Responder can now ask which with a 2S bid. If he does this, he always has a four-card major himself. The other bids over 2H, which are less common, are given first to get them out of the way.
- 1C-1D,
1NT-2D, 2H- 2NT: Natural invitation. Responder does not care which major opener has. He just wants to invite in notrump. Responder also probably does not have a good fit for clubs (Hxx or better), since if he did, 3C would be a safer partial than 2NT (assuming opener rejects). Continuations are natural after this.

1C-1D, 1NT-2D, 2H-	3C: Invitational in clubs. Again, responder does not care which major opener has; he has an invite in clubs. If opener does not pass, stoppers can be bid at the three level to look for 3NT.
1C-1D, 1NT-2D, 2H-	3D: Shows a four-card major and six or more diamonds with GF values, as after 2C-2D, 2H-3D. Continuations are analogous.
1C-1D, 1NT-2D, 2H-	2S: Asks for the major. Responder has at least one four-card major. He may also have six diamonds if he has less than GF values.
1C-1D, 1NT-2D, 2H-2S,	2NT: Shows hearts.
1C-1D, 1NT-2D, 2H-2S, 2NT-	3C: Responder was hoping for spades. Now he tries to sign off in clubs. Opener can keep bidding now with extras.
1C-1D, 1NT-2D, 2H-2S, 2NT-	3D: Responder has spades and diamonds, a 4-6 or 4-7 canapé type that wants to sign off in 3D now. With GF values and that shape, responder would have bid 3D over 2H.
1C-1D, 1NT-2D, 2H-2S, 2NT-	3H: Invitational in hearts.
1C-1D, 1NT-2D, 2H-2S, 2NT-	3S, 4D: Responder likes hearts; these are control-bids. 3S doesn't need to be natural here, since if responder has five spades and game values, he can bid 2S over 1NT.
1C-1D, 1NT-2D, 2H-2S, 2NT-	3NT: To play. Responder was looking for a spade fit and didn't find it.

1C-1D, 1NT-2D, 2H-2S, 2NT-	4C: Delayed slam try in clubs. Responder had both spades and clubs, and after failing to find a spade fit, now wants to investigate clubs.
1C-1D, 1NT-2D, 2H-2S, 2NT-	4H: Game in hearts after finding the fit.
1C-1D, 1NT-2D, 2H-2S,	3C: Shows spades, but with minimum 1C opener. Opener must bid higher if he wants to drive to game.
1C-1D, 1NT-2D, 2H-2S, 3C-	Pass: Responder was hoping for hearts. He didn't get them, and now checks out in clubs.
1C-1D, 1NT-2D, 2H-2S, 3C-	3D: Responder has hearts and diamonds, a 4-6 or 4-7 canapé type that wants to sign off in 3D now.
1C-1D, 1NT-2D, 2H-2S, 3C-	3H, 4D, 4H: Responder likes spades; 3H and 4D are control bids, while 4H is a splinter.
1C-1D, 1NT-2D, 2H-2S, 3C-	3S: Invitational in spades.
1C-1D, 1NT-2D, 2H-2S, 3C-	3NT: To play. Responder was looking for a heart fit and didn't find it.
1C-1D, 1NT-2D, 2H-2S, 3C-	4C: Delayed slam try in clubs. Responder had both hearts and clubs, and after failing to find a heart fit, now wants to investigate clubs.
1C-1D, 1NT-2D, 2H-2S, 3C-	4S: Game in spades after finding the fit.

1C-1D,
1NT-2D, 2H-2S, 3D, 3H, 3S: Showing spades, with extra values. The auction is now game-forcing (since responder is at least invitational, and opener has acceptance values). 3S shows nothing special, while 3D and 3H are fragments, showing side values for spades.

1C-1D,
1NT-2D, 2S: Denies a four-card major, but shows a singleton or void somewhere. The hand strength can be any (within limits of the 1NT rebid). If opener has a second five-card suit, or two singletons, he bids something else.

1C-1D,
1NT-2D, 2S- 3C: Responder doesn't care where the shortness is (for the moment, anyhow). He probably bid 2D to ask for a major, and now that he has not found one, he is attempting to sign off in clubs. It is also possible that he does not have a major, and only wanted to make an invitational raise of clubs all along. Either way, the important point here is that responder has real club support (probably three of them, maybe a doubleton honor), and wants to play 3C unless opener has enough extra values to go on to game. Opener should always pass here with a minimum, even if he has only a five-card club suit.

Opener can of course bid on with extras. He shows his shortness if he does, via ascending numeric order.

1C-1D,
1NT-2D, 2S- 2NT: Asks for the shortness, *if* opener is maximum.

1C-1D,
1NT-2D, 2S-2NT, 3C: Shows a minimum. Responder can pass now. If he doesn't, he can bid 3D, continuing to ask for the shortness, and opener shows his shortness via ascending numeric (3H is short spades, 3S is short hearts, 3NT is short diamonds). Note that responder will not normally have a five-card major here, since he would have bid it over 1NT.

There is one problem hand type you should be aware of in this auction. If, as opener, your shape is (1-3)=4=5 and you have a minimum, you do *not* want to bid 3C here. This is highly likely to land you in a 5-1 or 5-2 club fit, with responder having some such

shape as $(4-3)=5=1$ or $(4-3)=4=2$. You are going to bid 3D here with these hands (see below). Save the 3C rebid for hands where you have six of them.

1C-1D,
1NT-2D, 2S-2NT, 3D: This shows a hand with exactly four diamonds, and probably only five clubs (perhaps six weak ones). It shows a minimum and is not forcing. The idea here is that responder is highly likely to have a hand with shape of $(4-3)=5=1$ or $(4-3)=4=2$ for his 2NT bid; in fact, when responder bids 2NT here, he guarantees that he will have something intelligent to do if opener bids 3D now. With invitational values only, responder will have four or five diamonds and will be able to pass now if he thinks there is no game, and if responder has a game force, he can carry on to find out opener's shortness (opener must have a shortness, since with $2=2=4=5$ shape he would have opened some number of notrump).

1C-1D,
1NT-2D, 2S-2NT, 3D- 3H: Responder now knows that opener is $4=5$ or $4=6$ in the minors, and wants to find out where opener's shortness is. Opener shows shortness via ascending numeric, so that 3S now is short in spades, and 3NT is short in hearts.

After opener shows shortness here, responder may bid four of opener's major-suit fragment. If he does this, it means he is hoping to play a 4-3 fit in the major. If opener doesn't actually have three of that suit, he can pull.

Other bids by responder here, such as five of a minor suit, would be natural. If responder bids 4C, that is forcing and trying for slam (responder likes opener's shortness, and he had club support all along), and a bid of 4D would be forcing and looking for a diamond slam. (Opener has already shown a minimum, so there is no need for responder to invite game. However, he could have a good hand with diamonds and be interested in slam.)

1C-1D,
1NT-2D, 2S-2NT, 3H, 3S, 3NT: These bids show extra values; with a minimum, opener would always bid 3C or 3D over 2NT, to cater to getting out

in a minor-suit partial. The next three bids above 3D show shortness in ascending numeric order, as usual (3H = spades, 3S = hearts, 3NT = diamonds). After opener shows shortness (either in this auction, or in the previous one where he bid 3C first to show a minimum), responder can do various things. He can bid 3NT to play, or 4C forcing, or game or slam in clubs. If opener showed shortness in a major, thereby implying a fragment in diamonds, responder can bid 4D to suggest a diamond contract (his shape can be something like (4-3)=5=1 or (4=2)=5=2); this would be forcing also, of course. Responder can also bid a major suit at the four level, attempting to get to a 4-3 fit for game. (Responder will not have five of his major; he would have bid it over 1NT. He can be interested in a 4-3 major fit for game.)

1C-1D,

1NT-2D, 2S- 3D: Shows a major-diamond canapé type. Responder wants to sign off in 3D now, even if that is opener's shortness. Of course opener can keep bidding if he actually has a good fit for diamonds, or has substantial extra values. If responder has this shape with game values, he normally asks for the shortness by bidding 2NT here, reserving the option of setting diamonds as trumps if opener doesn't have his shortness in diamonds.

1C-1D,

1NT-2D, 2S- 3H, 3S: DNE. Responder can't have a five-card major here, so it is better to bid 2NT, which keeps the bidding lower and extracts both strength and shape information from opener.

1C-1D,

1NT-2D, 2S- 3NT: Responder does not care where the shortness is; he has everything stopped. He goes to game to avoid giving away any more information.

1C-1D,

1NT-2D, 2NT: Denies a four-card major, denies a singleton or void, and shows a minimum; shape must be 6322 or 7222 type. Not forcing. Responder would pass now if he had a notrump invitation. If responder does not pass, 3D is to play (3=3=6=1 or major-minor canapé type), and three of a major is a stopper. 3C would be to play also, of course. And 3NT would simply be game. 4C is a slam try in clubs with a major; higher bids are undefined and probably do not exist.

1C-1D,
1NT-2D, 3C: Forcing. Same shapes as 2NT, but a good hand. All of responder's bids now mean the same things as if opener had rebid 2NT; responder simply takes account of opener's greater strength in making his decisions. 3C is forcing, and so is anything responder bids now, except 3D. If responder has the major-diamond canapé, he bids 3D now and opener, with solid clubs, can have a shot at game if he likes. For this reason, we do not need a 3NT bid here as showing long clubs with a max. Responder can bid 4D over 3C with a strong canapé type.

1C-1D,
1NT-2D, 3D, 3H, 3S: 6-5 types. Forcing. Not great high-card strength (no 3C rebid over 1D). Further bidding is as after the auction 2C-2D, 3M, which is to say: 4C is forcing; a raise to 4M is to play; 4D is a slam try in opener's major (or sets diamonds, if opener's rebid was 3D); 3M over 3D (or 3S over 3H) is a six-card suit. 4H over 3D is Redwood for diamonds.

1C-1D,
1NT-2D, 3NT: 4=4=0=5 shape, strength anything less than a 4C rebid over 1D. Responder places the contract now. A 4C bid would be an attempted signoff (opener can go on with extras), and 4H and 4S would be to play. A 4D bid here is not a possible contract (responder would have bid 2NT over 1NT, to show diamonds, if he had a self-sufficient suit), so that bid serves as a slam try in an unspecified suit; opener should bid 4H to show a minimum, something higher than that to cooperate. Or responder can jump to five of a major over 3NT if he wants to make it clear right away which suit he is interested in.

1C-1D,
1NT-2D, 4C: Good hand with 4-7 or 4-8 in the minors. (The side four-card suit must be diamonds, because opener would rebid 2H if it were a major.) Responder places the contract, or can bid 4D now to set that suit. Bids of 4H or 4S over 4C would agree clubs and be looking for slam. These bids should be control-bids; responder should not be able to use Redwood when opener is highly likely to have a void.

1C-1D,
1NT-2D, 4D, 4H, 4S: 6-5 types (also includes 7-5 types, and, I suppose, 7-6 if we ever get one). Maximum. Responder places the contract if possible. He

can also control-bid in a side suit (again, no Redwood or RKCB when opener is likely to have a void).

1C-1D, 2C: Opener rebids 2C with any unbalanced hand in which diamonds are the primary suit. This is probably the worst, for us, of all the commonly occurring auctions that begin 1C-1D. There is less room left below 3NT when opener rebids 2C than there is after an initial rebid that shows any other suit. However, we have the advantage that we are using 2C to show diamonds, allowing opener a chance to bid again if responder attempts to sign off with 2D, while other Precision players must bid 2D nonforcing, possibly while holding extra values which will never be shown if partner passes. Responder's second bids other than the 2H relay are shown first, and the relay is left until last.

1C-1D, 2C- 2D: Responder has a weak hand, and wants to play 2D if opener has nothing much extra. Opener can pass, or can bid a new suit now. The continuation of the auction from here is mostly analogous to the auction beginning 1C-1D, 1NT-2C. However, note that opener has some extra options here with minor-suit hands. Responder is known not to have a five-card major (he didn't respond 1M) and is known not to have two four-card majors (he didn't respond 1NT). Therefore responder has at most 4-3 either way in the majors, and so must have at least six minor-suit cards. This means that opener now can rebid 3C with as little as 5-4 in his suits, if he is interested in going on; responder will at worst be 3-3 in the minors, and he can go back to 3D with that if he is not interested. For the same reasons (the guaranteed fit), opener can rebid 4C or 5C here as well if he wants to show really big playing strength. (Opener can also freely show diamonds in the auction 1C-1D, 1NT-2C if he likes his hand; there too, a minor-suit fit is guaranteed). Other rebids by opener: 2M = 4+ suit, N/F but rarely passed; 2NT = six or seven good diamonds and extra values, 6322 or 7222 shape; 3D = extras with unbalanced shape, probably a short major that needs a stopper to make 3NT; 3M = five-card suit, 6-5 or 7-5 shape, NF but rarely passed.

1C-1D, 2C- 2S: This is a natural bid, game-forcing and showing a five-card or longer suit. A four-card heart suit is also possible.

1C-1D, 2C-2S,	2NT: Natural. Opener wants to hear another descriptive bid from responder. Opener may have four hearts and want to hear responder bid hearts if there is a 4-4 fit there, or he may have a doubleton spade and want to know if responder can rebid spades. Now, responder should make the most descriptive bid available: 3D with three-card support; 3C or 3H with a second suit; 3S with six; 3NT with nothing special; 4D with big diamond support; 4C with 6-5 shape; 4S with good spades but no extra values generally; 4NT with a hand too strong for 3NT.
1C-1D, 2C-2S,	3C: Natural. Often a five-card suit, but may be only four if opener does not want to bid 2NT because he has nothing in hearts. Natural continuations (and this means 3H by responder now shows a suit, since opener can have 0=4=5=4). As usual, responder can bid 4NT now to show a hand too strong to bid 3NT.
1C-1D, 2C-2S,	3D: Natural, six-card suit, nothing else to report. Opener does not need to bid 3D just to show a sixth diamond, because the 2C bid usually shows six. If he has another, more descriptive bid, he should make it. However, this bid does not deny a four-card heart suit, and responder should introduce hearts next if he has four of them.
1C-1D, 2C-2S,	3H: 5-6 reds. With only four hearts, try 2NT or 3C or 3D and wait to see if responder bids hearts, which would be natural.
1C-1D, 2C-2S,	3S: Nonspecific raise. Fred auction.
1C-1D, 2C-2S,	3NT: To play. No interest in spades, but more playing strength than a 2NT bid would show. Probably good diamonds.
1C-1D, 2C-2S,	4D: Spades with diamond help for slam. 6-4 shape is typical.
1C-1D, 2C-2S,	4C, 4H: Splinters.

1C-1D, 2C-2S,	4S: Picture raise, no singleton or void.
1C-1D, 2C-2S, 1C-1D, 2C-	4NT: RKC spades. 2NT: Substitute bid, showing five hearts. GF.
1C-1D, 2C-2NT,	3C: Natural. Denies three hearts, of course. Bidding continues naturally from here. Opener can be 4=0=5=4.
1C-1D, 2C-2NT,	3D: Natural. Denies hearts or good clubs. Does not deny four spades. Bidding continues naturally from here.
1C-1D, 2C-2NT,	3H: Raise. Three- or four-card support for hearts, wide-ranging. Fred auction.
1C-1D, 2C-2NT,	3S: Natural, five-card suit at least. If opener is 4-6 between spades and diamonds (or even 4=1=5=3), he can bid 3D here, waiting to see if responder bids 3S next, which is natural and shows a suit.
1C-1D, 2C-2NT,	3NT: Natural. Bidding continues naturally from here.
1C-1D, 2C-2NT,	4C: Splinter raise of hearts.
1C-1D, 2C-2NT,	4D: Heart raise, 4-6 with diamonds a good source of tricks for slam.
1C-1D, 2C-2NT,	4H: Picture raise. No shortness.
1C-1D, 2C-2NT,	4S: Kickback for hearts.

- 1C-1D,
2C- 3C: Natural, GF, real clubs. At least five good ones, usually six. Denies holding a four-card or five-card major, of course (rebid 2H with the 4-6 types, or (see below) make the special bids of 3S, 3NT, or 4C now with the 5-6 types). Further bidding is natural, with majors at the three level being stoppers for notrump (unless opener bids and rebids a major now, showing a 5-6 type). If opener bids 4M now, that is a splinter for clubs. A raise to 4C is forcing and invites control-bidding.
- 1C-1D,
2C- 3D: This is another special sequence. Responder likes diamonds a lot, and is trying for slam.
- 1C-1D,
2C-3D, 3H, 3S, 4C: Shortness.
- 1C-1D,
2C-3D, 3NT: No shortness, therefore probably a 6322-type pattern (2=2=7=2 is also possible, of course), and a relative minimum. Responder can bid on. If he does, it is control-bids, etc., and 5D is the signoff spot. 3NT is passable because opener has 4D available to show an even stronger hand.
- 1C-1D,
2C-3D, 4D: No shortness, but good high cards. Opener is too strong to bid 3NT now. He is inviting responder to control-bid or use Redwood.
- 1C-1D,
2C-3D, 4H, 4S, 5C: Second five-card suit. If the bid is 5C, it shows a big hand and creates a slam force unless responder bids 5D next. Responder should control-bid aces over this; no ace-asking bids here.
- 1C-1D,
2C- 3H: Yet another special bid. This one shows 5-5 or better in the majors, with game values. (Less than game would have responded 2H to 1C.) This avoids the problem of having responder bid 2S over 2C, then follow with 3H, when opener does not know whether the hearts are four or five long.

1C-1D, 2C-3H,	3S or 4H: Two- or three-card fit (almost always three, if the bid is 4H). The 3S bid can be extra values, setting the suit prior to a slam venture; the 4H bid always shows a minimum, since it is not forcing. If opener wants to make a forcing bid in hearts, he bids 4C here, which is artificial, and specifically shows a hand too strong to bid only 4H.
1C-1D, 2C-3H,	3NT: Good club stoppers.
1C-1D, 2C-3H,	4C: Slam try in hearts. The reason for this meaning of the 4C bid is that opener is likely to rebid 3NT if he has both diamonds and clubs; a forcing bid in hearts is more important.
1C-1D, 2C-3H,	4D: Natural.
1C-1D, 2C-3H,	4H: To play. But responder can go on with extras.
1C-1D, 2C-3H,	4S: Natural, spades good enough for game, but no slam interest.
1C-1D, 2C-	3S: A special artificial bid. It shows five spades and six (or more) clubs, and values willing to force to game. (Responder may overbid a bit here to take advantage of the opportunity to show a specific hand type.) This way, responder does not have to bid 3C naturally with those hands, and then wonder whether or not to go on to the four level if opener bids 3NT next. After 3S, opener can bid 3NT, 4C, 4D, or 4S naturally, or bid 4H artificially to show a hand with spade support and too much strength to raise to 4S. Otherwise, the bidding continues according to general principles. Responder can pull a 3NT bid by partner if his hand seems too strong to pass. This artificial treatment does mean that if responder has spades, he must start with a forcing 2S bid now and hope to catch up later if he has extra values.

1C-1D,
2C- 3NT: Similar to 3S here, but showing five hearts and six or more clubs. Values are limited, though, because 3NT is nonforcing, so responder must bid 4C here if he is too strong for a 3NT bid. Over 3NT, opener can again bid 4C, 4D, or 4H naturally if he does not pass. This does mean that he has no way to try for slam in hearts, other than to rebid 4S, which is Kickback for hearts, or issue a general slam try with 5H. However, opener does have the useful knowledge that responder will not have a lot of extra values (he could have bid 4C to show that).

1C-1D,
2C- 4C: Same as 3NT, but extra values (perhaps 12 or more HCP), enough not to fear getting to 4NT if that is what opener bids now (it is natural and NF). Over 4C, some further artificiality is necessary (sorry about that). 4D now is Redwood for clubs, 4H is natural, and 4S etc. is the same as after a 3NT rebid by responder. If opener has self-sufficient diamonds, he can choose between natural bids of 4NT, 5D, and 6D over 4C.

1C-1D,
2C- 4D: A substitute bid, showing diamond support and a club splinter (since 4C is artificial here).

1C-1D,
2C- 2H: General inquiry. First asks opener whether he has a four-card major, but responder does *not* necessarily have a major himself. The bid covers a number of other hand types. This auction has been saved for last because it is the most complicated, and also the most common, of the continuations over opener's 2C rebid.

1C-1D,
2C-2H, 2S- 2S: Shows a four-card major (only one, not 4=4=5=0). Responder can now ask which with a 2NT bid. If he does ask, he always has a four-card major himself. The other bids over 2S, which are less common, are given first to get them out of the way. This treatment does mean that there is no way for responder to make an invitational 2NT bid after opener rebids 2C. It is a rare hand type anyway.

1C-1D,
2C-2H, 2S- 3C: Cancels the 2H message about the major suit. Responder just wants to show an invitational hand type with clubs. Opener can pass now.

1C-1D,
2C-2H, 2S- 3D: Invitational in diamonds. This bid also cancels the 2H message about a major suit. Responder does not care which major opener has; he has an invite in diamonds. If opener does not pass, stoppers can be shown at the three level to look for 3NT.

1C-1D,
2C-2H, 2S- 3H: Four hearts and five or six clubs, game forcing. This is how responder shows his clubs, and also finds out if there is a major fit, without getting past 3NT. If he merely relayed for the major, he would not be able to bid clubs if he did not find a fit in the major, so we use this special sequence instead. Now, opener can raise clubs or hearts, or bid notrump without a fit for either, or bid 3S as a two-way bid (it either shows doubt about notrump, or he is going to follow with 4H to show a hand too strong to raise directly).

1C-1D,
2C-2H, 2S- 3S: Four spades and five or six clubs, game forcing. Similar to 3H, except that in this auction, if opener bids 4H now he is showing a hand too strong to raise to 4S.

1C-1D,
2C-2H, 2S- 2NT: Asks for the major.

1C-1D,
2C-2H, 2S-2NT, 3C: Opener shows hearts, but with a minimum hand. Responder can try to sign off in 3D now if he was hoping for spades. If responder bids 3H now, he denies strength to bid game by himself.

1C-1D,
2C-2H, 2S-2NT, 3D: Opener shows spades, but with a minimum hand. Responder can pass now if he was hoping for hearts.

1C-1D,
2C-2H, 2S-2NT, 3H: Hearts, extra values. Game force.

1C-1D,
2C-2H, 2S-2NT, 3S: Spades, extra values. Game force.

1C-1D,
2C-2H, 2NT: Denies a four-card major, but shows a singleton or void somewhere. Opener can have a second five-card suit of clubs, but has other options if he does hold that hand type (see below). However, if opener has two singletons, he bids something else.

1C-1D,
2C-2H, 2NT-3C: Responder has long clubs (maybe with a four-card major on the side), invitational values only, and wants to play 3C if opener is short there with minimum values. Opener passes if appropriate, or can bid 3D, natural and nonforcing, if he thinks the hand will play better in diamonds than in clubs. If he has enough to bid game himself (having a club fit is reason enough), he bids 3NT with short clubs, his major suit shortness if that is where it is.

1C-1D,
2C-2H, 2NT-3D: Responder doesn't care where the shortness is. He bid 2H to ask for a major, and now that he has not found one, he is signing off in diamonds. Opener can of course bid on with extras. He shows his shortness if he does go on, using the ascending numeric principle; 3H shows short spades, 3S shows short hearts, 3NT shows short clubs. But opener should bear in mind that responder could have asked for the shortness and didn't, so opener should go on only with a true maximum.

1C-1D,
2C-2H, 2NT-3H: Asks for the shortness.

1C-1D,
2C-2H, 2NT-3H, 3S, 3NT, 4C: Show shortness, but *not* in ascending numeric order; 3S = short clubs, 3NT = short hearts, 4C = short spades (hence, *descending* numeric order). The reason for this deviation is that responder is likely to be long in clubs, and we do not want to get past 3NT when opener is short in responder's suit.

1C-1D,
2C-2H, 2NT-3S: Another way of asking for the shortness. Here, responder has something like KJ10x/Axxx/xx/Jxx. What he wants is for opener to rebid 3NT if he has short spades (for this reason, he avoids the 3H bid given above, which would have partner rebidding 4C). Note that responder will have at most 4-4 in the majors, since he did not bid 2S or 2NT over 2C.

Over the 3S bid, opener will bid 3NT with short spades, and show shortness in the other two suits in descending order; hence a 4C rebid shows short hearts, 4D shows short clubs. In these latter two auctions, 4S is a possible final contract if opener has three of them (he can pass if responder bids 4S next, which is natural). And if responder bids 4NT over the 4C bid, he is asking for clarification of opener's minor-suit length, which is as yet unspecified (opener can have e.g. 2=1=6=4 or 2=1=5=5; he bids 5D and 5C respectively). The 4NT bid cannot be natural since the partnership has already refused to bid 3NT.

1C-1D,
2C-2H, 2NT-3NT: Responder does not care where the shortness is; he has everything stopped. He goes directly to game to avoid giving away any more information.

1C-1D,
2C-2H, 3C: Denies a four-card major, denies a singleton or void, and shows a minimum (hence some 6322 or 7222 shape). Not forcing. Responder would pass now if he had an invitational major-minor canapé type, or an invitational hand with, say, 3=3=1=6 shape. 3D would be to play also, of course. 3M would be a stopper, concerned about stoppers in the other major. And 3NT would simply be game. 4C here shows the major-minor canapé hand, with slam-try values. 4D is a delayed slam try in diamonds with a major; higher bids are undefined and probably do not exist, except for jumps to 5m, which are natural.

1C-1D,
2C-2H, 3D: Same shapes as 3C, but a good hand. All of responder's bids now mean the same things as if opener had rebid 3C; responder simply takes account of opener's greater strength in making his decisions. 3D is forcing.

1C-1D,
2C-2H, 3H, 3S, 4C: 6-5 types if the suit bid is a major. However, the 4C bid specifically can be 5-5 also. This is because when responder bids 2H, he is known not to have a five-card major; he is at most 4-4 in the majors, and so must have at least three cards in one of the minors. So, if opener decides that he is willing to give up on 3NT, he can bid 4C now and insist on playing in a minor suit.

When opener bids 3M here, responder can bid 3NT or 4NT naturally, or set one of opener's suits as trumps. He does this by bidding 4D with diamonds, some other suit for the major (four of opener's major is natural; 3S or 4C over 3H are control-bids, and 4C or 4H over 3S are also control-bids; responder should not attempt to use RKC here, since opener is likely to have a void). When opener bids 4C here, responder either sets diamonds as trumps by bidding 4D, or bids anything else with clubs (4H being RKC for clubs; responder is justified in bidding this, since opener's possible holding of a 5-5 hand reduces the probability that he will have a void).

1C-1D,
2C-2H,

3NT: 4=4=5=0 shape. Responder can place the contract now if he wishes. He can bid 4D, which is not forcing, or four of a major. He can also bid 4C, which is a slam try in an unspecified suit; opener would then bid 4D to show a minimum, something higher than that to cooperate.

1C-1D,
2C-2H,

4D: Good hand with 7-4 or 8-4 in the minors. The side four-card suit must be clubs, because opener would rebid 2S if it were a major. Responder may place the contract now if he wishes. If responder wants to try for slam in a minor, he control-bids the major suit in which he has the ace, or 4NT to show both of them. These bids do not specify which minor suit he likes, so opener should bid 5C, 6C, or 7C next to allow responder to pick the suit. If responder does not have an ace to show, he bids a minor suit naturally over 4D.

1C-1D,
2C-2H,

4H, 4S, 5C: 6-5 types with extreme playing strength (also includes 7-5 types, and, I suppose, 7-6 if we ever get one). Continuations are analogous to the similar auctions that begin 1C-1D, 1NT-2D, etc.

1C-1D, 2D: The two-diamond rebid is made with any hand of 16-24 HCP that has the general pattern of 4441. This hand type is a persistent problem in Precision-based systems. Most deal with it by requiring opener to start with 1C, then rebid a four-card major at the one level over a 1D response. This is unsatisfactory, to put it mildly, but most system authors pass over it quickly as though it were not much of a problem. It is, when you get the hand for it. Another approach is to use a Blue Team-style 2D opening, showing this hand type exclusively (as Hamman and Wolff used to do), or

mixed in with other hand types (as Sontag-Weichsel used to do, or perhaps still do). The one-way 2D opening prevents use of that opening for more common hand types. The multi approach makes it harder for opener to show his singleton location and overall strength at a reasonable level – most auctions will lead to the three level at least, perhaps without even an eight-card fit to land in.

Our approach is to use something like the one-way 2D opening, but to delay it until the second round of bidding. In this way, we improve on all of the existing methods. We never (literally never) have to rebid 1M after opening 1C with only a four-card suit. (This is a huge systemic gain; if you don't play our way, you are essentially playing a five-card major system when you open 1M, but have to switch to a completely different four-card major system when the auction goes 1C-1D, 1M.) We also make it possible to get out low in many auctions, because we are now able to have the bids of 2H and 2S after the 2D rebid be nonforcing. This works because responder, after bidding 1D, has already denied a weak hand with a five-card major (respond 1M) or two four-card majors (respond 1NT). He can now have, at most, a single four-card major. If he has greater major length than that, he has enough for a game-forcing 2NT relay response now. And if responder is one-suited and weak, with his long minor suit facing opener's singleton, the auction begins 1C-2C or 1C-2D, giving us a chance to stop low in a playable contract. Our method also improves by allowing the opponents to intervene after the 1C opening, before opener has to rebid 2D – in this one particular instance, we are happy to hear them get involved, because they will presumably bid opener's shortness, and opener can easily describe his hand with a takeout double at his next turn, assuming his partner has not said anything in the meantime.

Research indicates that 4441 hands with 25 or more points cannot be shown conveniently without getting to the five level if they are included in the 2D rebid. Accordingly, we will handle those through the 1C opening and other rebids.

1C-1D,
2D-

2H: This is natural and nonforcing. Responder will have either three or four hearts. He will, of course, always do this with a weak hand and a four-card heart suit, a hand that is clearly not good enough to bid 2NT now. With a hand that is getting close to being able to bid or invite game,

i.e. 5-7 points, he looks at his shape. A hand with a long minor suit like xx/Axxx/x/Qxxxxx should respond 2NT; if opener has hearts, the hand should play in hearts, and if opener has a singleton heart, there is no harm in getting to clubs later. (You will bid at least 4H if there is a fit there, and may go down, but it is worth a shot.) But when responder has something like xxx/Axxx/xxx/Qxx, he can safely rebid 2H. Opener will pass when he has hearts and a minimum, and there is probably no game. 4441-type hands are notorious for playing poorly, and this is especially true when there is only an eight-card fit. Strong opponents will know that they are supposed to lead a trump.

Responder will also bid 2H over 2D with xxx/Qxx/xx/Jxxxx. You would like to play in clubs if partner has them, but there is just too much of a chance that he will turn out to have his singleton there, so any auction that propels the partnership to the three level is too risky. What we are really trying to do here is find a playable partscore – not necessarily the best one, but a playable one – on all of the hands where responder cannot force to game. Selecting a 4-3 fit at the two level will usually work well enough. So, we readily bid three-card majors on hands like these.

1C-1D,
2D-2H,

Pass: Opener will normally pass now with any hand that contains hearts and minimum points (16-18). A good 18 can be treated as a 19.

1C-1D,
2D-2H,

2S: This is what opener does if he has a singleton heart and minimum values, 16-18 HCP. Since both partners have limited their hands, it is now normally only a question of selecting the best partscore. Responder knows that there is no heart fit. He can pass 2S with three of them (Qxx/Qxxx/xxx/xxx; there is not likely to be a better contract), or can run to three of a minor now that he knows there is a fit (xxx/Qxxx/Qxxx/xx – bid 3D now), or can issue a delayed game invitation by bidding 2NT now with a maximum 2H bid (Qxx/J10xx/Qxx/Qxx), or conceivably can even invite, or even bid, game in a minor now that he knows of heart shortage and a good minor fit (the example given earlier, xx/Axxx/x/Qxxxxx, could bid 5C over 2S).

1C-1D,
2D-2H,

2NT: This is what opener does if he has a singleton heart and better than minimum values, 19-21 HCP. This bid is, again, not forcing, since

responder could have nothing. Now, all of responder's bids at the three and four levels mean the same things as if opener had rebid 2S, except that obviously responder cannot invite game in notrump now; he must either pass 2NT or bid three.

1C-1D,
2D-2H,

3C: This bid also shows that the singleton is in hearts. Now it shows 22-24 points. Responder can, of course, pass now or sign off in 3D with nothing. Usually he will select a game contract of 3NT or 5m.

1C-1D,
2D-2H,

3D: This bid shows 19-21 points and a heart *fit*. Opener is hoping that responder has a real heart suit, not three of them, and enough values to go on to 4H. His shape is exactly 4=4=4=1. This allows responder to pass 3D now with xxx/xxx/xxxx/xxx. Otherwise, responder is expected to set the contract, and opener should respect his decision if he signs off in 3H (his hand for that may be xxx/xxx/xx/xxxxx).

1C-1D,
2D-2H,

3H: This shows the same strength as 3D, but with the shape being either 4=4=1=4 or 1=4=4=4. In practice, responder can discount the possibility that the singleton spade is held; he himself has at most three spades, and if opener has only one, the opponents would probably have bid spades to interfere with our auction. So, if responder needs to evaluate his hand in light of partner's probable shape, he assumes 4=4=1=4. Actually responder is unlikely to need to do anything except place the contract in hearts, or in clubs if a delayed fit has shown up in that suit; or possibly bid 3NT (xxx/Axx/J10xxx/xx).

1C-1D,
2D-2H,

3S: This shows 22-24 points, with exactly 4=4=1=4 shape. The partnership is obviously forced to 3NT or the four level, but this is only a mild overbid. It is very unlikely that there will not be a playable spot.

1C-1D,
2D-2H,

3NT: This shows 22-24 with 4=4=4=1 shape. As with 3S above, responder is expected to place the contract now.

1C-1D,
2D-2H, 4C: This bid shows a singleton spade and 22-24 points. The reason it is relatively safe to get past 3NT is that if responder has only three hearts, he also has at most three spades, while opener has only one; so with the enemy holding a minimum of nine spades, 3NT is unlikely to be right. Also, a fit for our side is guaranteed; if responder does not have four hearts, he *must* have at least a four-card minor on the side. Nevertheless, the auction is not game-forcing. Responder can pass 4C with something like xxx/xxx/xxx/xxxx, or correct to 4D with xxx/xxx/xxxx/xxx.

1C-1D,
2D- 2S: Similar to 2H in that it shows spades, but not necessarily four of them. It is also not forcing. If responder does have only a three-card spade suit, he will have two or fewer hearts (Qxx/xx/Jxxxx/xxx).

1C-1D,
2D-2S, Pass: Opener's usual action with 16-18 and four spades.

1C-1D,
2D-2S, 2NT: Singleton spade, 16-18 HCP. Responder now places the contract, or conceivably can invite with four of a minor (or even bid five himself).

1C-1D,
2D-2S, 3C: Singleton spade, 19-21 HCP. Responder places the contract or invites.

1C-1D,
2D-2S, 3D: Shows a spade fit, 19-21 HCP, and any singleton. Responder can relay with 3H (a suit we cannot want to play in on this auction) to find out where the singleton is. Opener then rebids 3S with 4=4=4=1, 3NT with 4=4=1=4, 4C with 4=1=4=4 (descending numeric), and responder places the contract. It is safe to get past 3NT with the 4=1=4=4 hand, since if responder has only a three-card spade suit, he will have at most a doubleton heart, and a minor-suit fit is assured.

This way, responder with something like Qxx/Qx/J10xxx/xxx can play in 3NT if partner has a singleton diamond, and can bid 5D if partner turns out to have a singleton club. Actually, six diamonds might be makable opposite this hand if opener has AKxx/AKxx/AKxx/x, so if responder thinks his hand is strong enough to try for that, he can bid 4C to show a

diamond slam try. Of course, responder does not have to go through the 3H relay. If he just wants to play 3S or 4S, he bids it over 3D. The reason 3D is used to show a spade fit hand, rather than 22-24 with short spades, is that the extra bidding space is needed when opener has the fit hand, but with the strong nonfitting hand, 3H is an adequate bid (it does preclude playing 3D, but this should rarely be a problem).

1C-1D,
2D-2S,

3H: Singleton spade, 22-24 HCP. Responder places the contract.

1C-1D,
2D-2S,

3S: Shows short clubs and 22-24 HCP. Responder places the contract, or can bid 4C to invite slam (unspecified at this point whether he is inviting in diamonds or spades).

1C-1D,
2D-2S,

3NT: Shows short diamonds and 22-24 HCP. Responder places the contract, or can bid 4D to invite slam (unspecified at this point whether he is inviting in clubs or spades). Opener then bids 4S without slam interest (partner may correct to 5C), or control-bids something with interest.

1C-1D,
2D-2S,

4C: Shows short hearts and 22-24 HCP. Responder places the contract now. Note that there *must* be an eight-card fit somewhere. That is why this particular strength and shape is the one that goes past 3NT over responder's 2S rebid. As usual, 4H by responder is a slam try in an unknown suit.

1C-1D,
2D-

2NT: This is a conventional inquiry, asking for the singleton. It shows a good hand, and is game-forcing. This is responder's normal action with a hand that has two or more places to play, and which needs to find out where opener's singleton is so that responder can pick a suit, or choose notrump. The problem hand type is when responder has game (slam) values, and an independent suit that does not need more than a singleton in support. With that hand type, he bids something else now.

Opener's pattern of rebids here is similar to that used by responder in the auction 1C-2S, 2NT.

1C-1D,
2D-2NT, 3C: Shows short clubs. Opener does not need to be specific about his point count at this stage, because responder can inquire about that later.

1C-1D,
2D-2NT, 3C- 3D, 3H, 3S: Setting the suit for a possible slam. Over any of these bids, opener bids the first step to show a subminimum with a wasted honor in the singleton. The next step after that is a normal minimum, 16-18 points. The third step shows 19-21, and the fourth step is 22-24. After any of these bids, responder can sign off in game in his suit or notrump, or can relay again, by bidding the next step (but not game in our suit or 3NT; if one of those bids is the next step, bid the next one after that). Opener then shows keycards, and responder continues by asking for the queen of trumps if he wishes, and then for side kings. (The subsequent RKC structure is: Relay for queen; if you don't want to ask for the queen because you have it yourself, a two-step relay cancels the queen-ask and asks for kings; an outside-king-ask, whether it is immediate or after the queen-ask, calls for bidding the cheapest king.)

1C-1D,
2D-2NT, 3C- 3NT, 4H, 4S, 5D: To play. Shows wastage opposite the singleton, or a minimum. Opener can keep going with extras (showing keycards if a suit has been set; if this bid was 3NT, opener bids 4C to show a relatively minimum continuation, something higher to show a relative maximum). As responder, do not be too eager to jump to five of a minor in this or similar auctions, since it leaves opener with no way to show extras without forcing to slam. It is usually better to relay for size, just in case opener has a very big hand. It is perfectly normal to relay for size and then sign off in game after opener shows a minimum, as he usually will. The relay does not imply a big hand.

1C-1D,
2D-2NT, 3D: Shows short diamonds. Further bidding is similar to that after the 3C rebid, with 4C available to set that suit.

1C-1D,
2D-2NT, 3H: Shows short *spades*. Suit-setting is available, by bidding a minor, or by bidding 3S to show a heart fit. In this and similar auctions, if responder

jumps to 4NT directly over opener's singleton-showing bid, that is natural, too strong to bid 3NT.

1C-1D,
2D-2NT,

3S: Shows short *hearts*. Suit-setting is available, by bidding a minor, or by bidding 4H to set spades. If responder merely wants to play 4S and not invite slam, he bids 4S instead of 4H. Over 4H, opener rebids 4S to show a minimum (we do not distinguish between minimum and subminimum on this auction, since we are short of space), or bids 4NT to show 19-21, or 5C to show 22-24; after any of these bids, the next step by responder is for keycards.

1C-1D,
2D-

3C: This shows both minors and a hand of less than game-invitational values (that is, not interested facing 16-18 or so). Denies a major. Responder knows that opener must have at least one minor suit, and he expects opener to pass 3C or bid 3D with most hands. Continuations:

1C-1D,
2D-3C,

Pass: Minimum opener, prefers clubs.

1C-1D,
2D-3C,

3D: Minimum opener, prefers diamonds.

1C-1D,
2D-3C,

3M: Extra values, *both* minors, singleton here. Trying for a minor-suit game. Responder usually places the contract now. (He will tend to prefer 5C, because that makes opener declarer.) If interested in a slam, he can bid four of a major as a slam try in the corresponding minor.

1C-1D,
2D-3C,

4m: Extra values, singleton in the other minor. Trying for game. Responder places the contract now. As opener, you need a better hand to make this bid than you do the major-suit splinters, because there is no double fit.

1C-1D,
2D-3C,

4M, 5m: Similar to the same bids a level lower, but now they are game forces and showing slam interest. Opener needs a real giant to try one of these. Responder can have a zero count and bid 3C.

1C-1D,
2D- 3D: This shows both minors and invitational values. Opener can pass, or bid 4C to play. But opener will be moving much more often than he would have over 3C, since he now knows of some values. Opener does not really need to inquire that often, since responder has a much smaller range than he does for the 3C bid (6-8 as opposed to 0-5). Opener can usually place the contract immediately over 3D. If opener bids three of a major now, he is asking for help in the other major for 3NT.

1C-1D,
2D- 3H, 3S: These bids show major suits that are good enough so that responder may want to play the hand in his suit, even if opener has a singleton there. They are game-forcing. Opener now rebids according to a coded format. 3NT shows a small singleton in responder's suit, with 16-20. New suits show four-card support for responder's suit, with any strength, and a splinter in the bid suit; opener will move past four of responder's suit later if his hand is strong enough. (After this splinter bid by opener, the next step by responder, other than four of his own suit, is a relay for keycards.) A raise to four of responder's suit is 16-20 with a singleton honor in the suit (opener can bid five of the suit with 21-24 and a singleton honor). And 4NT is natural, showing 21-24 and no fit. Remember this one; it is not RKC. If desiring to use RKC, show your singleton first and follow with 4NT.

1C-1D,
2D- 4C, 4D: Similar to 3H and 3S, but with a minor suit. Opener now bids a splinter if he has support (with any strength; he will carry on to slam himself if his hand is good enough), or bids 4NT to play (if responder passes, which he of course does not have to do), or raises to 5m with a singleton honor. If opener has 21-24 with no fit, he must bid 5NT now, or 6m with a singleton honor, which should be a lot of fun.

1C-1D, 2H: This is a two-way bid (Kokish). It either shows a strong two in hearts, or a balanced hand with 24 or more high-card points. Responder usually bids 2S now to find out which. Regardless of which hand type opener shows, the auction is game-forcing now.

1C-1D, 2H- 2S: Waiting.

1C-1D, 2H-2S,	2NT: 24-26 balanced (usually). The auction now continues with the same methods used as over a 2NT opening, with adjusted point ranges. If opener actually has more than 26 points, he has the option of bidding again later (e.g., after partner's attempt to sign off in 3NT) to show more.
1C-1D, 2H-2S,	3C or 3D: Second suit in a strong two-bid with primary hearts. Natural continuations. If responder now bids 3S, that is five spades (perhaps six very weak ones), and a hand too strong to respond 1S to 1C; that is, an initial game-forcing response. The hands must be very close to slam, so if opener raises spades now, that is forcing.
1C-1D, 2H-2S,	3H: Heart one-suiter. Forcing. Probably short in spades. (With a heart one suiter, opener probably has shortness somewhere, and with a short minor he would self-splinter now.)
1C-1D, 2H-2S,	3S: Second suit, but only four cards.
1C-1D, 2H-2S,	3NT: Very big 6322 or 7222 type, with hearts as the long suit.
1C-1D, 2H-2S,	4C or 4D: Self-splinter, heart one-suiter.
1C-1D, 2H-2S,	4H: Major two-suiter, 5-6 or 5-7. Sorry, no self-splinter here to show short spades. The 3H rebid usually shows short spades anyway. If you hold a hand with shape that is so strong you can't bear to make the nonforcing bid of 4H, bid 4S instead, which is forcing to 5H. Responder could then control-bid a minor ace, or bid 4NT to show some working values.
1C-1D, 2H-	2NT: Substitute bid for spades. Recall that with exactly five spades and an initial game force, responder makes the waiting bid of 2S over 2H, and then bids 3S if appropriate. This 2NT bid shows game values and <i>six</i> spades. This seems anti-positional, since responder is grabbing the notrump. The point is that if opener has the big balanced hand (or anything else with a spade fit), the partnership will not play in notrump! Responder is saying he has the equivalent of a hand that would have made a Texas-transfer response to a big notrump bid, so opener, with the big balanced hand, will select spades, and since nobody has bid spades, opener can make himself declarer in spades now. Continuations:

- 1C-1D, 2H-2NT, 3C or 3D: Second suit in a strong two-bid with primary hearts. Natural continuations. If opener has a big two-suiter, he is likely to be weak in the fourth suit, and if responder has enough in that suit to bid 3NT now, it is probably correct for him to be declarer anyhow.
- 1C-1D, 2H-2NT, 3H: Hearts, one-suiter. Natural continuations.
- 1C-1D, 2H-2NT, 3S: Spade support; can be either the balanced hand or a heart two-bid with spade support (no more than a doubleton is needed to bid spades here). Opener is asking responder to show a minor shortness now if he has one; responder bids his singleton in a minor if he does (no ascending numeric here because there is no known shortness). Responder's shortness in hearts here would not be shown since it is almost certainly a negative value. 4NT here by responder would be a Romex raise in spades, showing a hand too strong to bid 4S now (see Part X), and 5C over 4NT would be RKC for spades.
- 1C-1D, 2H-2NT, 3NT: To play, short spades.
- 1C-1D, 2H-2NT, 4C or 4D: Splinter raises of spades.
- 1C-1D, 2H-2NT, 4H: One-suiter, not interested in spades, minimum, not suitable for notrump.
- 1C-1D, 2H-2NT, 4S: Minimum balanced hand, doubleton spade (probably). This bid is nonforcing, even though the combined values must be very close to slam. Opener typically has Hx in spades here, so responder could pass if he expects to lose a spade and another trick. The two hands could be Ax/AKQJ/Kxx/AQJx facing QJxxxx/xx/QJx/Kx.
- 1C-1D, 2H-2NT, 4NT: RKC for spades.
- 1C-1D, 2H-2NT, 5C or 5D: Voidwood for spades. Replies are 0, 1, 2 etc. keycards.
- 1C-1D, 2H- 3C or 3D: Responder has an initial positive response in a minor and wants to show his suit before opener rebids something like 3H, cutting off the opportunity. Natural bidding from here.

- 1C-1D, 2H- 3H and higher bids: Probably do not exist. Relay with 2S with any hand that is inappropriate for another bid now. No reason for responder to try to show hearts right away, since if opener has hearts we will learn about it, and if opener rebids 2NT over the 2S waiting bid, responder can then show his hearts.
- 1C-1D, 2S: Natural, game-forcing (with a single exception; if responder bids 2NT now, and opener rebids 3S, responder can pass). Responder bids 2NT now with a weak hand, or with no suit to show. Opener bids 3NT with a semibalanced hand, probably a 6332 type, or bids a suit at the three-level, natural, or rebids 3S, natural. If responder bids a suit over 2S, he shows some values (not necessarily an initial game force over 1C, but not a worthless hand either).
- 1C-1D, 2S- 2NT: Another waiting bid; responder may have a zero, waiting to see what opener does next, or he may have some cards but without a suit to bid now. With the nothing hand, he just makes weak-sounding bids the rest of the way. With the good hands, if opener's third bid is something he likes, responder can raise or jump to 4NT over a bid of three of a major, showing a hand too good to just raise to four. E.g., 1C-1D, 2S-2NT, 3S-4NT shows doubleton spade support and some cards, too much to just bid 4S now. The 4NT bid denies an ace. If responder does have an ace, he bids it at the four level! E.g., 1C-1D, 2S-2NT, 3S or 3H; if responder now bids four of a minor (or 4H over 3S), he is showing a fit and ace; this cannot be a natural suit, since if responder had a suit, he would have bid it over 2S. Over 2S, if responder raises to 3S, he shows typically three-card support and some cards. 4S is the same, but with good support (Hxx or any four-card support). Responder is allowed to make a "second negative" of sorts by bidding 2NT here, then going back to spades; this shows support but no values for slam other than a moderate spade fit. So:
- 1C-1D, 2S-2NT, 3m- 3D, 3H: Obviously, 3D can be bid here only if opener's third bid was 3C. These bids show stoppers and are efforts to get to 3NT.
- 1C-1D, 2S-2NT, 3m- 3S: Natural, probably a weak preference on a doubleton.
- 1C-1D, 2S-2NT, 3m- 3NT: Natural.

- 1C-1D, 2S-2NT, 3m- 4om: Obviously, this can only be a 4C bid over opener's third bid of 3D. This shows diamond support and the club ace.
- 1C-1D, 2S-2NT, 3m- 4S: Natural, three-card support but very weak hand. (You didn't raise to 3S or 4S earlier to show some values.)
- 1C-1D, 2S-2NT, 3H: Natural.
- 1C-1D, 2S-2NT, 3H- 3S: Weak preference on a doubleton.
- 1C-1D, 2S-2NT, 3H- 3NT: Natural.
- 1C-1D, 2S-2NT, 3H- 4m: Likes hearts, shows the ace.
- 1C-1D, 2S-2NT, 3H- 4H: Natural, weak.
- 1C-1D, 2S-2NT, 3H- 4S: Natural, weak, three-card support.
- 1C-1D, 2S-2NT, 3H- 4NT: Romex raise of hearts. Too strong to bid 4H here. Denies an outside ace.
- 1C-1D, 2S-2NT, 3S: Natural. A sixth spade at least.
- 1C-1D, 2S-2NT, 3S- 3NT: Natural. Probably a singleton spade.
- 1C-1D, 2S-2NT, 3S- 4m, 4H: Likes spades, shows the ace.
- 1C-1D, 2S-2NT, 3S- 4S: Natural, weak.
- 1C-1D, 2S-2NT, 3S- 4NT: Romex raise of spades. Too strong to bid 4S here. Denies an outside ace. Probably Hx in spades.
- 1C-1D, 2S-2NT, 3NT: Big hand. 6322 or 7222. Natural, NF.
- 1C-1D, 2S- 3C, 3D, 3H: Natural, showing suits. 3H in particular implies some values, as responder did not attempt to get out with a weak bid of 1H directly over 1C.
- 1C-1D, 2S- 3S: Typically three-card support and some values.
- 1C-1D, 2S- 3NT: Natural, 4432 shape with doubleton spade, minimum game-forcing values (8-11 points). 4NT instead would be balanced with more than that.

- 1C-1D, 2S- 4C, 4D, 4H: Splinter raises of spades.
- 1C-1D, 2S- 4S: Good spade support (Hxx or any four), no splinter, very few high cards outside spades.
- 1C-1D, 2NT: 21-23 HCP, balanced (slightly stronger than a standard 2NT opening). We have the advantage over standard players that if responder now transfers to a major, opener knows he will not be dropped if he bids three of the major (responder would have bid one of his major with a weak hand). The methods for continuation of the auction are the same as for the 2NT opening.
- 1C-1D, 3C: Natural, forcing. Responder can show a five-card or longer major now by bidding 3M, or bid 3D to ask opener for a four-card major, which he is allowed to have. (But not 4=4=0=5 shape; with that, he opens 1C and rebids either 1NT, showing clubs, or rebids 4C if too strong for 1NT.) Responder's bid of 3M over 3C shows values (since he could have responded 1M to 1C), but the 3D bid could be based on nothing but possession of a four-card major. Opener is going to get to game opposite a zero count here, so don't open 1C and rebid 3C without a really big hand. (Remember, you can always show your clubs by rebidding 1NT, which is forcing, so you don't need to bid 3C here unless you are sure you want to force to game.) Opener can have a side five-card major, which he bids at the four-level next.
- 1C-1D, 3D: Natural, forcing, but *denies* a four-card major. Responder bids a major now with five, showing values. Otherwise he bids 3NT, or 4C or 4D, both of which are natural. He can also raise directly to 5D with good support and nothing outside. Of course, if interested in a diamond slam he raises to 4D.
- 1C-1D, 3H, 3S: Special canapé rebids showing four in the bid major, longer diamonds. This is because after the 3D rebid, unlike after the 3C rebid, responder has no bid to ask for a four-card major. With 5-6 or 5-7, longer diamonds, opener can also do this, intending to rebid the major at the four-level to show a super-canapé. Natural continuations after this. The bid cannot be based on 4=4=5=0 shape, because with that, opener would either rebid 2C, showing diamonds, or 4D, super-strong three-suiter short in clubs. Opener does not fear that responder will have a weak hand with nothing but clubs when he rebids 4D, because that hand would already

have responded 2C to the 1C opening. It is possible that the hands could be 3=3=2=5 facing 4=4=5=0; tough.

1C-1D, 3NT: Game in hand with running minor, all suits stopped. Responder can now ask which minor with 4C; 4D shows diamonds, anything else shows clubs.

1C-1D, 4C, 4D: All four-level suit rebids by opener after 1C-1D show three-suited hands. The strength is 25+, or a bit less if the shape is 5440. We do not need any of these bids to show one-suited hands. Especially, the 4H and 4S rebids, dealt with next, do *not* show one-suiters. In normal Precision, 1C-1D, 4M shows a long suit and a hand that is not interested in slam now that partner has given a negative response. This does not apply to us, since our 1D response could be positive; the four-level rebid would be eating up bidding room on what could be a slam deal. With enough to drive to game by yourself, just show your major at a lower level by rebidding 2H or 2S, and see what partner does next.

The message of the four-level rebid is that the hand is *too strong* for a 2D rebid. Responder should go for slam with any fit that includes a smattering of working high cards. The shape is 4441 or 5440 type, but if there is a five-card suit, it must be a minor. 4C and 4D show length in the bid minor, shortness in the other minor, hence 4-4 in the majors. The hand must have no more than three losers, and responder can bid 4NT, *natural*, as an out spot. Game in any of opener's three suits is to play, of course. As opener, don't bid on over partner's game bid unless you have a one-loser hand; partner would have invited if he could make a slam opposite a two-loser hand. If responder is interested in slam, he jumps to five of the major he likes, or if opener has shown short clubs, responder can bid 5C, inviting slam in diamonds. If opener has rebid 4C, showing short diamonds, responder can bid 4D over that to invite slam in clubs. Responder does not need to bid opener's short suit naturally, as with a weak hand and a long minor, responder would have bid 2m or 3m over the 1C opener. (If responder has a positive with a self-sufficient suit that matches opener's shortness, he must jump in it directly over opener's four-level rebid.) To make these bids as opener, you must really have a killer hand; partner may have to bid 4NT to play if he has no values and no fit in any of your suits. If he does that, pray he has a stopper in your short suit.

1C-1D, 4H, 4S: Three-suited; opener has four of the bid major, shortness in the other. The bids are passable. Again, 4NT is to play. Over 4H, responder can bid 6S, to play, or 5S, slam invitational, if he has self-sufficient spades. 4S over 4H would be inviting slam in a minor (opener bids 5C with a three-loser hand, and responder passes or bids 5D; if opener can accept, he bids higher than 5C). If opener has rebid 4S, though, responder has no way to invite slam in the minor suits (but he can bid 5H, nonforcing and natural; an exception to the rule that responder can bid naturally in opener's shortness only by jumping). Too bad. Chances are this auction won't come up in our careers.

1C-1D, 4NT: Balanced, only two losers. Responder should raise to either six or seven, based on whether he has one or two A/K cards. This bid is not needed to show strong balanced hands in general because you always rebid 2H with those, and show extras later if you choose. The 4NT bid shows that opener is not interested in queens or jacks, only aces and kings.

Competitive Auctions After A 1C Opening

Traditionally, the main criticism of strong club systems has been that the 1C opening is vulnerable to interference bidding. I would be more willing to accept that this is a serious problem if so many of the most successful top pairs did not use a strong club, such as Rodwell-Meckstroth, Cohen-Berkowitz, Sontag-Weichsel, or Hamman with various partners. Eric Greco and Geoff Hampson switched to a strong club and won their first major teams event (the Spingold) soon afterward. These partnerships do not seem to have been prevented from winning innumerable championships over the past thirty years by the handicap of having to deal with destructive interference in their strong club auctions. Moreover, the R-M Precision system has over the years moved toward opening 1C more often, even including on some 13 counts. They would not do this if they feared intervention.

I have spent a fair amount of time looking at world championship hand records, to see how Revision's methods do on deals where we would have opened 1C and the opponents would have (or might have) interfered. What I have found is that deals where the opponents can really stick it to us and give us difficult problems do exist, but they seem to be much less common than the "let's clobber their club" people like to think. For one thing, the opponents are vulnerable half the time, and when they are, they cannot really afford to bid very much unless they actually have something. For another, we are not opening 1C that often. Taking the balanced hands with 16-20 points out and moving them into the 1NT and 2NT openings greatly reduces the number of 1C

openings, perhaps cutting the number in half, or nearly so.¹ (Not really a surprise. About half of the hands you hold are balanced, and balanced hands are more likely to have a high point count than unbalanced ones. This fact, that half of all bridge hands are balanced, is also one of the reasons that the opponents can't interfere effectively as often as they would like. Even at favorable vulnerability, there isn't much LHO can do when he hears you open 1C and he is looking at some dull 4-4-3-2.) On deals where 1C-with-interference is likely, I don't necessarily see us doing worse than standard players. In our methods, there is usually a way to get to a reasonable spot. True, responder won't have heard a natural suit from opener when the next player interferes, but he will know that opener is almost always unbalanced, he will know of a minimum 16 count or equivalent, and he will be able to take positive action of his own with much weaker hands than a responder to a standard one-bid would need. These plus factors seem to more or less balance out the adverse effect of not knowing immediately which suit is opener's longest.

Now, I am not saying that if you play Revision, it will never happen that you open 1C, get jammed by the opponents, make a wrong decision, and get a bad result. Of course it will happen. What I do say is that it will not happen often enough to amount to anything more than just another way to get a bad board. There are dozens (or hundreds, or thousands) of ways to get a bad result, and whatever methods you play, there will always be plenty of them. But having the opponents interfere effectively over your strong club is no more common than a lot of other bad things that can happen. The possibility that it will happen is *not* a reason to avoid playing a strong club system, especially Revision, where for various reasons it happens less often than in any other big club method. Don't believe what you read on Internet message boards about how strong club systems are so vulnerable to interference that what the world needs is some form of Polish or Swedish club, so that the opponents can't tell whether your hand is strong or weak when you open 1C. I don't see any of the Precision players I know giving up their always-strong club to play Polish or whatever because they are tired of getting beaten up by aggressive opponents. Nor do Eric Rodwell or Larry Cohen seem to think they need to change their methods. One thing that I *have* noticed is that when a strong partnership

1 A correspondent from South Africa told me that he has written a computer program designed to calculate how often various opening bids come up in various bidding systems. He used this to test Revision, and found that, as compared to the Berkowitz/Manley variety of Precision presented in the book *Precision Today*, a pair playing Revision will hold a 1C opener (in either of their two hands) 5.36% of the time, compared to 8.02% of the time playing the Berkowitz style. This represents a relative reduction of 33%, or one-third, in the frequency of 1C openings. Playing Revision, you or your partner will hold a 1C opener on only about one hand in nineteen. In practice, because sometimes the bidding will be opened by someone else ahead of you even when you hold a 1C opening, I estimate that you or partner will actually open 1C only about once in every 24 deals or so, or roughly once per session. When you add in the fact that our 1C opening is much less vulnerable to intervention, because of the presumption that opener holds an unbalanced hand, it is easy to see that we are going to have much less trouble with intervention than other big club pairs. I consider this a major practical advantage.

makes the commitment to learn and play Precision (or any other reasonable big club method), it very rarely happens that they decide they were better off with standard and switch back. Unless everyone who takes up a club system is too stupid to know whether it improves their results or not, this fact ought to mean something.

However, having said all that, it is surely true that strong club pairs are best served by having good agreements about how to deal with interference. Accordingly, we are going to devote considerable attention to developing suitable methods for continuing the bidding in competitive auctions.

1C-(X): Our methods are always the same (almost) regardless of what the enemy double means.

1C-(X), Pass: Less than a game force; a game force hand would always either redouble, or bid something constructive at a higher level. Pass also denies holding certain shapes, such as a five-card suit in diamonds, hearts, or spades, or six cards in clubs (all of those hands can make a negative free bid at this point).

1C-(X), XX: Creates a game force. Further bidding is natural, including doubles (by either partner) of anything they bid, which are penalties (unless they bid high enough to trigger pass/double inversion). One interesting point here is that it is now possible for the auction to go 1C-(X), XX-(P), 1D. This should be natural, showing diamonds, and leaving the 2D rebid free to show the 4441 type. So, it is not necessary now for a 1NT rebid to show clubs. Here, we rebid 2C with clubs, and a 1NT rebid shows 21-22 points, a 2NT rebid shows 23-25, and 2H followed by 2NT shows more than 25. A jump rebid of 2S or higher would have its usual meaning. But if fourth hand bids something over the redouble, we now switch to all natural methods (except 1NT is still 21-22, and a jump to 2NT is stronger than that).

1C-(X), One of a suit: Natural, less than a game force, 5+ suit, not forcing. This is true even if the opponents say that the double shows the same suit. E.g. if double shows “majors,” a bid of 1M by responder is still natural at the one level. A response of 1D over the double is now just the same as 1M; 5+ suit, less than a game force. If the next opponent passes, opener rebids naturally (of course he can pass too). But if the opponents say that their double absolutely guarantees five or more in some particular suit

(unlikely), responder's bid of that suit, even at the one level, is a Kantar cuebid (explained later).

1C-(X), 1NT and anything higher: Same as if there had been no double. Of course, for some of the stronger bids, you may prefer to redouble and try to penalize the opponents, depending on vulnerability. You are not *required* to make the "system bid" when they double; you are *permitted* to do so. It would probably not be a good idea to respond 1NT, showing 4-4 in the majors, if the double had been explained as showing the majors. (However, if you do make the bid, perhaps with Qxxx/Kxxx/xx/Jxx, opponents not vulnerable, it would mean that you thought playing 1NT was better than defending at the one level.) You also do not have to make a strong positive response showing a 4441 type, if you believe it would be better to play for penalties.

1C-(1 suit), X: Creates a game force. However, there is an important point to bear in mind. When the opponents' bid is natural – that is to say, it shows the suit they have just bid, even if it also shows some other suit – the double means that responder has at least two cards in their suit. Depending on vulnerability, this gives opener the option of passing for penalties with a suitable holding. Further bidding is natural and all doubles are for penalties (unless the opponents reach a level where pass/double inversion kicks in; see Chapter X). Hence passes are forcing, denying the ability (or desire) to double. The basic idea is that with a more or less balanced hand and game values, responder sends the message immediately that playing for penalties may be appropriate. With such unbalanced distribution that he thinks penalization at a low level is unlikely, he may do something else. However, while the double always shows two or more cards in the suit doubled, it is possible that responder may have a shortness in another suit. Later cue bids are not KCB (see below); usually they are choice-of-games, just a general force denying the ability, or desire, to double.

If the opposing bid says nothing definite about what suits the overcaller has – i.e., CRASH or a similar style – double creates a game force without saying whether responder has a shortness. When the opponents run to whatever, responder, at his next turn, can double (penalty suggestion), or cuebid (asking for a stopper, or four cards in the other major), or bid another suit (natural and forcing). If the next opponent passes the double of the artificial bid, opener should not pass without true length and strength in the suit, since doubler may be short.

If the opponents play that a bid of one of a suit shows some other suit – for example, 1D transfer overcall to hearts, combined with 1H transfer to spades – a one-level cuebid substitutes for a double, and double shows the suit they have actually bid, but without GF values. 1C-(1H). If 1H shows spades, a 1S response is GF with at least a doubleton spade, 2S is a KCB, and a double of 1H shows a hand that would have made a nonforcing response of 1H. A 2H bid would be forcing to game.

Since the double (of a natural bid) says nothing about responder's distribution, we need a method to find 4-4 major suit fits after overcalls at any level. How to do this is explained in part X. In brief, a direct bid in a major shows five, and a cuebid (either directly, or after a double) of their suit shows at most four. A bid of 1NT or 2NT by either partner does not deny a four card major. Nor does it show extras, if it is not a jump. Opener can rebid 1NT (or 2NT over a two-level overcall) with, for example, a minimum 4441 type containing four cards in their suit that does not want to pass for penalties.

1C-(1 suit), New suit at minimum level: Natural, not forcing, 5+ cards at the one level, 6+ (usually) at the two level. E.g., if they make a natural overcall of one heart, responder's bids of 1S, 2C, and 2D are all natural and nonforcing. This is true even if they say they are showing that suit. But there is an exception to this rule. If the opponents state that their bid, whatever it is, *guarantees* (not "may have," but guarantees) five cards in some other suit, a bid of that suit is a Kantar cuebid, not natural, at the two level. Example: if a one-heart overcall is explained as "guarantees five hearts and five clubs," a 2C bid is a cuebid, not natural. But if the clubs could be only four long, 2C is natural.²

While you are *allowed* to bid 2m here with a long minor suit, you are not *required* to do so. I think you should always show a five-card major suit at the one level if you can, even with a zero count. The benefits of finding a fit in a major are simply too great to pass up. However, if the auction goes, say, 1C-(1H), and you hold xx/xx/xxx/xxxxxx, there is no need to bid 2C now. You can afford to pass and wait to see what partner does next. A 2m bid here should be semi-constructive, showing 5-8 HCP or thereabouts. The idea is that you are not going to have a heart attack if your partner now bids 2NT, or 3NT, or game in his own suit. We can

² If one of us asks the opponents how many cards have been shown in a particular suit, and the answer is "don't know" or "no agreement" or the like, the presumption is that they have *not* shown five cards in the suit.

afford to change this treatment because, when RHO overcalls, partner now has another chance to bid. When partner opens 1C and the next hand passes, you have to bid something, and sometimes that something turns out to be 2m with a worthless hand.

- 1C-(1 suit), 1NT: Natural, not forcing, 6-8 points and a reasonable stopper position. The message is that responder is willing to play 1NT if opener has a minimum. Opener is, of course, free to go on if he has extras, or if his shape is unsuitable for notrump. New suits by opener at the two level are not forcing now, but at the three level, they are. (But not if the next opponent raises. Then, you can bid 3m NF (but 3M is forcing, and of course so is a cuebid). This 1NT bid is not mandatory; it is optional, so should be made only when the stopper position looks right.

We play this 1NT bid as natural because it is so likely that the opponents are going to raise the overcalled suit. This way, opener knows that he can drive to game with only a little bit extra. He can also double for penalties if they raise, of course.

- 1C-(1 suit), Minimum cuebid: Game forcing, short in the opponent's suit. Usually the shape will be 4441, 5431, or 5440. This is called the Kantar Cue Bid. I consider it to be one of the most valuable tools ever invented for coping with interference over the strong club. Opener immediately has a good idea of whether he wants to play the hand, or double if the opponents dare to bid again. Natural continuations. Failure to make a KCB, and doubling instead, distinguishes defensive from offensive game-going responding hands. Of course it is necessary to know whether the cuebid is really a cuebid, or a natural nonforcing response. The answer is that a nonjump bid at the one or two level of a suit they have "shown" without actually bidding it is a KCB only if they have *guaranteed* that they have at least *five*, not just four, of them.

However, an immediate two-level cuebid of the same suit they have actually bid is a KCB even if it could be only four long. This is because with, e.g., Axxx/x/Kxxx/Qxxx, when the opponents overcall 1H, responder needs to be able to bid 2H to show heart shortness; he can't double with a singleton when the 1H bid shows hearts. This arrangement takes away the immediate NFB in a suit the overcaller has shown. So, if the opponents overcall 1H, showing hearts, but possibly only four of them,

you pass first with xx/QJ9xxx/xxx/xx, and (perhaps) bid 2H at your next turn if the opponents run out to another suit.

1C-(1 suit), Jump in new suit: Natural, game forcing, 5+ suit (usually six). Responder has an unbalanced hand. Although he can always create a game force by doubling them (with 2+ in their bid suit), or making a KCB (with shortness), responder can also want to show his own suit before the bidding gets out of hand, regardless of whether he has shortness in their suit or not. For example, if the opponents make a natural 1H overcall, responder with both AKxxxx/x/Qxxx/xx and AKxxxx/xx/Qxxx/x should bid 2S next to create a game force. Showing the spades and forcing to game is more important than telling partner whether or not he is short in their suit. But with Qxxx/x/AKxxx/xxx or Qxxx/xx/AKxxx/xx respectively, responder can either make a KCB with 2H, or double (which call he selects depends on how many hearts he has), and follow up with a diamond bid next, to avoid overemphasizing the diamonds. (Having such a choice available is even more important when responder's longest suit is a minor, since he would have to jump to three in it to make a forcing natural bid.)

1C-(1 suit), 2NT: This is a "strong unusual" notrump, showing the *highest* suit not shown by the opponents (we are assuming here that the opponent's overcall was one-suited and natural), and one other suit, at least 5-5. Opener can carry on to 3NT, or bid one of the two suits that might be responder's second suit, to ask for a fit (shown by raising). The 2NT bid does wrongside the notrump, but it is relatively unlikely that we will play 3NT when responder has one of these hands; it should be obvious to opener when it is right for him to bid 3NT, and he will not do so without a firm stopper or stoppers that can stand to be led through. There is no other good way to show a 5-5, and 5-5 is an important hand type for responder to show before the opponents raise to a high level.

If the opponent's bid shows two known suits, the 2NT bid shows 5-5 in the other two suits. If their bid shows one suit, but not the suit bid (e.g. a transfer overcall), 2NT shows the highest suit other than the one they have actually shown, etc.

1C-(1 suit), 3NT: This is "strong unusual," showing 5-5 or better in the two *lowest* unbid suits, and game values. Again, opener is presumed to be responsible for making the final decision, which should not be hard, since

he knows partner's approximate shape. If responder's hand is too strong for this, he can jump to the three level in one of his suits, and follow with the other one later.

Again, this assumes the opponents have bid (or shown) one suit. If they have shown only one suit, but that suit is a different one from the one they actually bid, 3NT shows the two lowest suits other than their suit. And if they have shown two suits, 3NT is undefined, presumably natural (it isn't needed to show the other two suits, since 2NT does that).

1C-(1 suit), 4NT: This could be natural, too strong to bid 3NT, but that hand can start with double. Or it could be Blackwood, but that hand also can start with double, or with a KCB, or with a forcing bid in a new suit. I do not have a definition to propose.

1C-(1 suit), Double jump in new suit: E.g. 1C-(1H), 3S. I suppose these are similar to the same bids without interference, invitational but without the high-card strength to bid 2S. A long, decent suit with nothing outside. Four of a minor with the same meaning would be rare, but I suppose it could happen.

1C-(1 suit), Jump cuebid: E.g. 1C-(1H), 3H. This is a special form of the KCB. It shows shortness in their suit, and exactly five in the other major, therefore 4-3 either way in the other two suits (5440 shape is possible also). (Not 5-5, as that shape would make one of the "strong unusual" responses.)

1C-(1 suit), 4M or 5m: Natural, to play, but not particularly interested in slam. Rare, obviously.

You may notice that the above scheme yields an acceptable bid for just about every hand type. Of course, if the enemy bid responder's real suit, he is free to pass and hope that partner will reopen with a double. A strong 1C opening does not preclude the use of a classic trap pass, especially when the opponents are vulnerable. (Note the advantage here of our style of not opening balanced hands 1C unless they have at least 21 HCP; responder can trap-pass in confidence, because he does not need to fear that opener has a balanced 16 and will not reopen.) There is just one hand type that is not assigned a suitable action immediately. That is the classic negative double type, with shortness in the opponents' suit, values worth showing, but not strong enough to force to game. For example, if there is a 1S overcall directly over 1C, and responder holds x/Axxx/xxxx/Qxxx, he has no bid. Double shows more than a singleton in their suit (and is game forcing in any case), and the hand is not worth a KCB. If double of 1S

were a classic negative double, it would be an easy call, but we do not play it that way. Our solution is simply to pass fast with this hand type. If the next opponent passes 1S, partner is expected to do something most of the time other than pass out 1S; if he passes, he probably has an unbalanced hand with spade length, so it could be right to defend, and in any event we have avoided getting too high on our own.³ Partner is also allowed to reopen with 1NT; this shows 21-23, and allows us to bid 1NT on a hand that normally must bid to at least 2NT. But frequently, when responder is short in the suit the opponents have bid, the next player will raise. We define a reopening double after an auction such as 1C-(1S), P-(2S), P-(P) as shortness with less than game in their suit. It is not a trap pass that is now doubling freely. Rather, it is a delayed negative double. A trap-pass hand can only get a penalty when *partner* doubles. (However, if the opponents end up in a *different* suit than the one the first opponent bid, and it comes around to responder, he can double for penalties.) By the way, this delayed negative double applies no matter how high the opponents raise. If fourth hand raised to 4S in the auction shown above, responder's delayed double would still show x/Axxx/xxxx/Qxxx or something similar. The principle that a delayed double is negative applies even when overcaller rebids his suit. The rule is that you can only get a doubled penalty when opener is the one to double. If the auction goes 1C-(1S), P-(anything), P-(2S), you pass with Q10xx/x/Axxx/xxxx, hoping partner can reopen with a double. With x/Q10xx/Axxx/xxxx, you double 2S yourself, negative.

1C-(1NT), Pass: Less than a game force. The question is what a double means when the next player bids something (as he usually will), and it comes back around to responder. I say that it is a delayed negative double. The opponents will usually have a place to play, and know what they are doing. You can only make a penalty double if you have enough to double 1NT first. If you have less than a game force, the worst that will probably happen is that you will be forced to pass when they bid a suit you have length in. Since partner presumably has a minimum 1C bid and some length in their suit when he does not call again, we should have no game, and we will take an undoubled penalty on a partscore hand. There may be a missed opportunity, but there will not be a disaster. However, if you hold Axxx/x/Q10xxx/xxx and the 1NT bid is followed by 4H (let's say that 1NT showed hearts and a minor), and this comes back around, passing out 4H could be a disaster. Responder must be allowed to double to invite opener back in, as game our way could be cold, and if opener is forced to pass the double, 4HX should go down.

³ Experience shows that opener should only pass it out at the one level when the opponents have bid his longest suit, or perhaps when 4441. If you have something like 5431 and they bid your four-card suit, bid your longest suit at the one or two level.

- 1C-(1NT), X: Creates game force, invites doubling the opponents. This is true regardless of what the 1NT bid is supposed to mean. If the opponents happen to bid a suit responder is short in, he can cuebid next, or bid a new suit.
- 1C-(1NT), 2 of a suit: The basic meaning is non-forcing and natural. It is a KCB only when the 1NT bid is explained as *guaranteeing* at least *five* of the suit. If it is, or could be, only four of them, the bid is natural and NF. This treatment means that when the opponents do not have a known suit (e.g. if 1NT is explained as “majors or minors”), everything at the two level is natural.
- 1C-(1NT), 2NT: Natural, invitational. If the 1NT bidder has one or more unknown suits, responder may want to bid 2NT right away so that the other opponent, who is on lead, will not know what suit(s) his partner has. Over this, a rebid of 3m by opener is nonforcing, but 3M is forcing.
- 1C-(1NT), 3 of a suit: Natural, forcing. But if this is a suit the opponents have “shown” without actually guaranteeing five of them, it is a KCB, because two of the suit would have been natural.
- 1C-(1NT), 3NT: Like 2NT above, but enough for game. Make them guess the lead.
- 1C-(2 of a suit), Pass: As usual, could just be less than game values with no bid, or could be a classic negative double with less than game values, or could be a trap pass.
- 1C-(2 of a suit), X: Game-forcing. Not a singleton, since a KCB at the three-level takes care of that (if their bid was natural). If their bid does not have a known suit, double is just a general game force.
- However, if their bid shows a suit other than the suit bid (e.g. transfer overcalls), then double shows the suit they have bid but with less than GF values; a two-level cuebid of their suit substitutes for a GF double with at least two of their suit; and bids at the three level are as normal.
- 1C-(2 of a suit), 2 of a new suit: As usual, this is natural and nonforcing. But if they guarantee five in the suit, it is a KCB.

1C-(2 of a suit),	2NT: Natural, invitational.
1C-(2 of a suit),	3 of a suit: Game-forcing, natural, if they have not shown this suit. If their bid did show this suit, it is a KCB. If the only cuebid below 3NT is at the three level, it is always a KCB and not natural.
1C-(2 of a suit),	3NT and higher: 3NT is natural. Higher bids are the same as if they had overcalled at the one level.
1C-(2NT),	X: General game force.
1C-(2NT),	3 of a suit: Natural, game force, unless they have shown this suit. Then, it is a KCB. (The rule here is that if the only cuebid below 3NT comes at the three level, a cuebid is KCB any time they have “shown” the suit, even if they do not guarantee five.) By the way, this is true even if they have a known two-suiter. For example, if 2NT showed minors, bidding 3C or 3D now is shortness; double is a general game force; and majors are natural and forcing. Pass followed by a bid is the way to show weakness and make a non-forcing bid in a major.
1C-(3 of a suit):	Double is negative, notrump is natural (four is stronger than three), suits are forcing if below game. The same applies to overcalls at higher levels. I have noticed something interesting while kibitzing Rodwell on OKB, and also reviewing auctions of top big club pairs in world championship books. Whenever a three-level preempt is bid directly over 1C, and responder has seven points including an ace and king, or similar useful values, responder makes a negative double to create a game force. The idea seems to be that you can hope opener has an extra point or two to make up the difference, and stretching a little by doubling is better than passing and possibly missing a game. In this situation, you do not have to have eight or nine points to force to game; six or seven good ones will do. These light negative doubles seem to work well.

Opener’s Rebids In Competition After A 1C Opening

When the first intervention comes at his left, opener will usually have some idea of what to do based on responder’s action. Jumps in notrump to the two level would show 21-23, when partner has made a nonforcing free bid at the one level; if responder

has passed, possibly showing a zero count, opener can bid only 1NT with that hand. Jumps to three notrump would show either a running suit, or a very strong balanced hand (usually the former, of course).

If the opponents make a natural overcall at the one level and nothing else happens, e.g. an auction like 1C-(1H), P-(P), opener must consider what to do if his hand is unsuitable for passing out 1H or for natural bids at minimum level (1S, 1NT, 2C, and 2D are all natural, with all but 1NT possibly showing a minimum). Double takes care of all three-suited hands that are short in their suit. Jumps, such as 2S instead of 1S, should be very strong but not forcing. All hands that wish to force must cuebid first, and then the next bid is forcing if it is below game. This structure, of course, is similar to what is commonly played in balancing position when the opponents open the bidding and two passes follow. (But note that it is *not* similar to what we actually do play in the auction (1something)-P, (P); our balancing overcalls are the same as our direct ones, and follow a nonstandard structure). Similar principles apply when a two-level overcall is passed around; jumps below game are invitational but not forcing, and all forcing hands that are unsuitable for a takeout double start with a cuebid. (But on an auction like 1C-(2S), P-(P), opener's rebid of 4m is leaping Michaels, as if the opponents had opened with a weak two.)

If the opponents have bid two suits naturally by the time it is opener's next turn, and partner has passed, e.g. 1C-(1H), P-(1S), if opener doubles, it is for the two unbid suits, just like defensive bidding. Cuebids of either of their suits are natural. (This protects against psychs.) Jump-cues to the three-level are trying for 3NT, and you cuebid the suit in which you have a stopper, asking partner for a stopper in the other suit.

If partner has made a natural response, something like 1C-(P), 1S, and the opponents interfere, doubles by opener are penalty (because partner is presumed to have defined his shape). A redouble of a double of 1S in this auction would show confidence in making it, plus interest in doubling the opponents if they run. Opener, with an unbalanced 1C opening, can bid a new suit simply (minimum), jumping (highly invitational but not forcing), or can cuebid (game forcing).

Often, after LHO has passed over 1C, partner simply responds 1D, essentially saying nothing, and the next opponent will now bid something. Double by opener of a suit bid is takeout now, and essentially causes us to revert to a defensive bidding structure. Double of any notrump bid is extra values. 1NT over an overcall of one of a major is 21-23 (this is true also of a 2NT bid, when the opponents have bid at the two level), and a cuebid is whatever our defensive bidding structure defines it as. Example:

1C-(P), 1D-(2S). Opener pretends that RHO has opened 2S, and uses the defensive bidding structure, although of course his bids are all colored by the fact that he is already known to have 16+. A cuebid of 3S shows the same hand type as a direct cuebid of a 2S opening.

If the 1D response is doubled, this probably means either that RHO has diamonds, or is showing the majors. Opener should ask, and find out which it is. If it is majors (or a transfer overcall to hearts), he should ask whether it *guarantees* five cards in hearts. If the answer is yes, a rebid of 1H (or 1S if the opponents have *guaranteed* five cards in that suit with the double) is a KCB. When one of a major would be KCB in this auction, a jump to two of the major is also a KCB, but showing game-forcing values. (A jump to three of their 5+ suit is asking for a stopper – and if they have shown *two* suits, it is showing a stopper in one of them, and asking for a stopper in the other.) If the opponents have not guaranteed five cards in hearts, a 1H rebid by opener is a normal bid, ignoring the double; i.e., hearts. Similarly, all other bids are normal, exactly as defined if there had been no double (e.g., a 1NT rebid now would show clubs, and a jump to 2NT would show 21+ balanced, etc.), unless they are defined as KCB because an opponent has guaranteed five of the suit. But there is an exception to this too: if the opponents have guaranteed five diamonds by doubling 1D, 2C is now a natural, nonforcing bid, not a transfer to diamonds; and 2D is a KCB. (When opener has a giant hand and cannot start with a KCB because he has more than a singleton diamond, he starts with a takeout double, or redoubles if the auction has gone 1C-(P), 1D-(X)). 1NT over a natural double of 1D is 21-23; the auction progresses as if 1NT had been the opening bid, with point ranges adjusted.

A redouble of a double of a 1D response shows extra values and a defensive hand that is interested in doubling the opponents. 4441 shape would be perfect for this; you do not have to rebid 2D to show this shape when the opponents double. In fact, if the opponents double 1D, opener should probably not rebid 2D if the opponents have shown diamonds, unless his shortness is in diamonds and he wants to show diamond shortness here; consequently, 2D in this auction is defined as a KCB. And if the double shows majors, you also would not want to rebid 2D to show any hand with 4-4 in the majors and 4441 shape overall, so it seems that you never rebid 2D in this auction, except as a KCB. And consequently, you only redouble with length in diamonds, so that partner knows you can stand to play in the suit.

A jump to two or three of a suit is whatever it would have been without the double, unless the enemy have shown enough cards in the suit so that it is defined as a KCB.

The principle of reverting to defensive bidding applies any time partner has been silent in the auction and the opponents have bid and raised a suit. 1C-(1S), P-(2S). Pretend the opponents have opened 2S and use defensive methods.

Responder's Second-Round Actions

We have already said that if responder passes a natural overcall, he can double later (if the suit is raised or rebid) to show a non-game-forcing “negative double” type hand. This raises the question of what other bids, besides double, would show when responder has already refused a previous chance to bid. For example, after 1C-(1S), P-(2S), P-(P), responder could bid 2NT, or three of a minor. I suspect three of a minor does not exist, since responder could have bid two of the same suit, nonforcing, at a safer level. 2NT, however, would be unusual for any two suits, since responder could have bid 1NT, natural, when he had the chance.

Responder will more often have to show his hand when he responds 1D, the next opponent intervenes, and opener passes. After 1C-(P), 1D-(1H), P-(P), responder can bid a suit naturally to show that he has a game force. With many three-suited hands short in the opponent's suit, he should double, since opener is highly likely to have a trap pass of the enemy suit (most other hands would have bid something). In this instance, while the double can be called a “delayed negative double,” it does not say whether responder has competitive or game-forcing values; it can be either. (It won't be a 4441 type with 9+, since responder would have shown that hand type directly, but it could be a 5431; 5440 types with game values should make a delayed KCB rather than double with a void, unless they are vulnerable and we are not.) Accordingly, the auction is not forced to game, and opener should show his values at his next turn, bidding minimally with a minimum 1C bid, and jumping or cuebidding if he has extras.

If the opponents bid or show two suits before it comes back around to responder, and opener has not rebid, as in an auction like 1C-(P), 1D-(X), P-(1S), where the double showed majors, responder can bid a new suit, GF. He can also make a KCB in one of their suits, *if* they have implied a fit; e.g., the doubler has shown spades and the 1S bid was selecting one of doubler's suits; if the double was CRASH-type, not showing any particular suit or suits, the bid is natural. Responder can also bid notrump; 1NT over 1S in this example auction is natural and nonforcing. Of course responder can also double. The big question is what the double would mean. I think it should be takeout, so as to be consistent with our other treatments.

Delayed Intervention

If both opponents pass on the first round of bidding, it is unlikely that they will come in later with a suit bid. If either of them had a suit worth bidding, it would have been better to show it first, rather than allow us to exchange information. If they do bid a suit on the second round, doubles from either side are penalty.

It is more likely that the opponents will come in with a delayed double in certain auctions. After 1C-(P), 1D-(P), 1H, LHO could double. This might be takeout of hearts (some people might think a delayed takeout double on 4=1=4=4 shape is a good idea over a natural 1H rebid). When this happens, responder can now bid 1S or higher with the same meanings as if the double did not exist. If responder has a weak hand that does not want to say anything in particular, he passes. If responder redoubles, he creates a game force (this seems to be more useful than playing the XX to show a doubleton heart here).