

# SYSTEM NOTES

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Nikolas Bausback – George Hashimoto

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Summary*Constructive*

5 card Majors, 2/1 GF, 1NT forcing response = 5 -15 (OFF by Passed Hand - PH)

Better minor, Inverted Minor suit raises (no 4 card Major, on by PH BUT OFF in competition), WALSH

Bergen raises after first and second seat openings only (OFF in competition), Jacoby 2NT over 1♥/1♠

1NT = 15-17 (may have a 5 card major, although rare); 2NT = 20-21

2♣ = Strong and artificial (DEPO/REPO -aces if the OPP's X), but if OPP O/C, 2/3X=good suit w/2/3 top honours and says nothing about aces

2♦ = Multi (Weak 2♥ or ♠; 22-23 balanced) BUT 22-23 balanced in 4<sup>th</sup> seat.

2♥/♠ = 5 card ♥/♠ with unspecified 4 card minor (5 - 10H) (VUL = 5M/5m or better) BUT natural 6c in 4<sup>th</sup> (10-13H)

3 level = Preempt – over 3m/3M, 4m/4♣=Ace ask (responses =1430, really 1, 0, 2, 2+Q)

4♣/♦ = Natural preempt

2♣/♦ = Drury after 3rd seat openings (2M=Minimum) and 2♦/2♣ = GT

Weak jump shifts in all situations by non passed hand (Except Bergen raises and raises of minor suit opening), Fit jumps by passed hands

XYZ/XYNT

Splinters, 3NT serious slam try; Roman Keycard Blackwood, Exclusion (all 1430)

2NT moderateur (Lebensohl) after any 2 level Reverse, including 1m – 1NT, 2M – 2NT

3NT = serious

*Competitive*

Against strong 1NT, Landy, Multi, Muideberg and X = 4M and a longer minor (in both 2<sup>nd</sup> and 4<sup>th</sup> seats)

Against weak NT – as above except X = points (in both 2<sup>nd</sup> and 4<sup>th</sup> seats). IF ptr cannot stand the X, with a balanced hand he should pass and he bids a 5 card suit.

If we open 1m and OPP O/C 1NT, we play the same as against weak NT BUT if we open 1M, we play natural

Michaels (8+H) and Leaping Michaels (MAX 5 losers) against 2 level pre-empts

Relay double when OPP's pre-empt over our 1 level opening bid, X asks ptr to bid 3X+1 (like Lebensohl except that rather than 2NT-3♣, X and then cheapest bid). Do not play if we overcall and the opponents pre-empt.

If opponents double our 1 level opening suit bid, Truscott after 1M and reverse Truscott after 1m

Negative Doubles through 4♦: Sputnik, Responsive, Maximal, Competitive

Support Dbl (and redouble) to 2M-1

Lebensohl when we double their weak 2 [(2M) X (P) ?] or when responder raises opener's 1M opening after we double [(1M) X (2M) ?].

Lebensohl when they overcall our 1NT (NB 2NT is Lebensohl)

Natural versus 2♦-Multi but Leaping Michaels (4m=5m and 5♥) BUT with 5m and 5♠, pass then jump to 4m

DONT if doubled for penalty in 1NT (otherwise we play system on)

DEPO and REPO after key card or ace ask OR if they overcall / double our 2♣ opening)

If we overcall 1M, then 3M=4c 0-6H, 3cue=mixed raise 4c 7-9H, cue=3c 10+, 2NT=4c 10+ (ALL on by PH) (2M) 3M = bid 3NT with a stopper, without, bid 4C (P/C) or own good 6 card suit

*Leads/Signals*

3/5<sup>th</sup> against suit (unless count known in which case attitude)

4<sup>th</sup> against NT, 2<sup>nd</sup> highest from 4 small OR 3 any but 3<sup>rd</sup> in ptr's suit (unless count known in which case attitude)

Upside down count and attitude

The first discard is suit preference, low is encouraging and high is discouraging.

The following discards are count and what can be afforded to discard.

*Opponents interfere showing a known 2 suiter (without bidding one of the two suits, ie Ghestem or unusual NT)*

OPP's bid shows a known 2 suiter: Cue of lower known suit = limit raise or better; cue of higher suit shows the 4<sup>th</sup> suit and is stronger than bidding that suit directly which would be invitational 10-11H. Raises with or without a jumps are preemptive. Double, in principle, shows the desire to double one of the 2 suits and all subsequent doubles are penalty.

**DO NOT PLAY**

Namyats, Redwood

Rubensohl, Transfer Lebensohl

Minor suit Stayman

Good bad 2NT, snapdragon doubles

1. **Inverted Minor suit raises (On by PH BUT off if OPP overcall or double)**

US	THEM	US	THEM	
1♣		2♣		Inverted – No 4 card M 11H(+)
		2♦		5 card support and 7-10H
		2/3M		6/7 card suit and (4)5-8H
		3♣		5 card support and 0-6H
		4M		To Play
1♦		2♣		Natural GF
		2♦		Inverted – No 4 card M 11H(+)
		2/3M		6/7 card suit and (4)5-8H
		3♣		5 card support and 7-10H
		3♦		5 card support and 0-6H
		4M		To Play

US	THEM	US	THEM	<i>Responses to inverted minor suit raises</i>
1m		2m		Inverted – No 4 card M 11H(+)
2X				Not min, bidding stoppers up the line
2NT				Balanced minimum 11-12 (NF) → 3m=min to play
3m				Unbalanced minimum (NF)
3X				Jump = splinter+15HCP+ → 3NT/5m = no interest
3NT				18-19 bal → 4m=RKCB, 4X=splinter
4m				Does not exist
4X				Exclusion EKCB (1430)

2. **Continuations after opener 2NT rebid showing balanced 18-19H – we play TRANSFERS**

US	THEM	US	THEM	<b>2NT JUMP REBID (18-19) CONTINUATIONS</b>
1♣		1♣		
2NT		P		Good luck partner
		3♣		Transfer to diamonds
		3♦		Transfer to hearts → (3♣ = 3 card spade fit)
		3♥		Transfer to spades
		3♠		Transfer to clubs
		3NT		To Play
		4♣		SI 5+ spades and 4+ clubs → 4♦ = spade fit SI and 4♥ = club fit SI
		4♦/♥		SI 55 → 4♠ is TP, 4NT BW for spades else fit in 2 <sup>nd</sup> suit

US	THEM	US	THEM	<b>2NT REBID SHOWS 18-19</b>
1X		1NT		
2NT				<b>SAME AS ABOVE</b> , IF X = M, responder may have up to 15H

3. **2NT response to 1M (Jacoby)**

- 3♣=shortage
- 3♦=shortage
- 3OM=shortage
- 3M= 17+ Slam interest but no singletons or voids
- 3NT=sound opening 13-16 HCP, no shortage
- 4X=Good (2/3H) 5 card suit (5KCBW)
- 4M= minimum (dreck)

**They bid 3x over our 2NT Jacoby**

- P = no control in their suit**
- X = shortage
- 3NT = serious with A/K in their suit
- 3/4Y (non jump) = cue bid with control in their suit
- 3M (if available) = stronger than 4M with control in their suit
- 4X = if lower than 4M = void with/2-3H w/control in their suit
- 4M =Minimum with control in their suit

4. 1NT Opening (15-17 balanced and 5 card major or 6 card minor possible)

US	THEM	US	THEM	Smolen (extended Smolen for 64)
1NT		2♣		Stayman -- invite or better does not promises a 4cM
		2♦/♥		Transfer to Hearts/Spades
		2♠		Trf clubs (super accept = 2NT), new suit by responder = shortage
		2NT		Trf to diamonds (super accept = 3♣), new suit by responder = short
		3♣/♦		55m weak/55m GF → P/3NT/5m = to play
		3M		31(54)
		3NT		To play
		4♣		5/5M
		4♦/♥		Transfer
		4♠		55m or better, with 55m prefer 3♦
		4NT		Quantative → responses =

US	THEM	US	THEM	
1NT		2♣		Stayman -- invite or better and promises a 4cM
2♦				Denies 4cM
2M				4 (5) card Major denies 4cOM → 3m = natural GF and 3OM=fit SI
2NT				44M minimum → 3♦/♥ = transfer
3M				5cM and max (GF)
3NT				44M maximum → 3♦/♥ = transfer

US	THEM	US	THEM	
1NT		2♣		
2♦		2M		Invite with 5M and 4OM
		3♣/♦		GF Natural → 3M=cuebid/3NT=negative
		3M		GF 4M+5OM → if opener bids 3NT, then 4♣/♦ = 4M/6OM SI/GF only
		3NT		To Play
		4♣		SI 55M, short in m → 4♦=BW hearts, 4M=TP, 4NT=BW spades
		4♦		SI 55M, short in m → 4M=TP; 4NT=BW hearts, 5♣=BW spades
		4♥		Does not exist
		4♠		Does not exist
		4NT		Quantative with a 4cM → responses =

US	THEM	US	THEM	
1NT		2♦/♥		
2♥/♠		3m		
3M				3 card fit in M
3OM				4 card fit in m
3NT				2 cards in M and 3 cards in m
4♣				3 card fit in M AND 4 card fit in m

US	THEM	US	THEM	
1NT		2♦/♥		
2NT				4 card fit maximum
3♥/♠				4 card fit minimum
3X				4 card fit with xxx(x) in suit bid

**Opponents X our Stayman**

US	THEM	US	THEM	
1NT		2♣	X	
P				Denies stop → XX reask → 2♦/♥ = ♥/♠, 2♠=min w/o 4cM, 2NT=Max w/o 4cM
2M				Stopper + 4cM

5. **2 Diamond opening (MULTI) - Weak 2 in hearts or spades or 22-23 balanced**

**(4th seat opening = 22-23 balanced)**

US	THEM	US	THEM	If opener rebids 2/3NT (22-23) we play SYSON
2♦		2NT		Asks (Invitational or better)
3♣/♦				Minimum with hearts/spades
3M				Maximum with the OM

US	THEM	US	THEM	
2♦		2/3M		Pass or Correct
		2NT		Asks (Invitational or better)
		3m		Natural F1
		4♣/♦		Bid suit under yours, bid your suit
		4M		To play

US	THEM	US	THEM	
2♦		2NT		asks
3M		4X/Y		Generally first possible cuebid with fit
		4NT		BW
		5X/Y		Exclusion
		5OM		Bid 7 with 2/3HH, 6 with/ 1/3, P with 0/3

After 2♦ – 2M (p/c)

US	THEM	US	THEM	SYSTEM ON
2♦	X	P		good diamonds, opener should pass if he has 3 diamonds
		XX		Good hand
		2M		we play system on (pass or correct)

US	THEM	US	THEM	SYSTEM ON
2♦	3m	3M		P/C
2♦	2M	2NT		System on
2♦	2M	X		P/C

6. **2 Major - 5M and 5m (4 possible if NV) – 6 cards and 10-13H opening in 4<sup>th</sup> seat**

US	THEM	US	THEM	5M + 4m NV; 5M + 5M+ VUL
2M		2♠		Natural and non forcing,
		2NT		(Invitational or better) (asks min/max and which minor)
		3♣		P/C
		3♦		Invitational in M
		3M		To play
		3♠		F1 with nice spades
		4♣		P/C

US	THEM	US	THEM	
2M		2NT		
3m				Minimum with m
3♥				Maximum with clubs (5-5, or 5-6 or better)
3♠				Maximum with diamonds (5-5, or 5-6 or better)

THEM	US	THEM	US	2M opening in 4th seat
P	P	P	2M	
2NT				Fit 2cards and 10-11 BUT REALLY SHOULD PASS WITH THIS
3X				Naturel F1, Fit 3 cards and 10-11
3M				Fit 3 cards with 10-11
4M				4 card suit to make

7. 2NT opening responses

To play 3NT, responder must bid 3♠. Accepting the 3 level major suit transfer denies a fit.

US	THEM	US	THEM	
2NT		3♣		Puppet Stayman
		3♦/♥		Transfer to Hearts/Spades
		3♠		Trf → 3NT → 4m=6om SI; 4♥/♠ = 5♣+4♦ / 4♣/+5♦; 4NT = 55m SI
		3NT		5 spades and 4 hearts NF
		4♣		5/5M
		4♦/♥		Transfer
		4♠		55m → 4NT/5m = to play

US	THEM	US	THEM	
2NT		3♣		Puppet
3♦				3♦ = at least one 4M
3M				5 card major
3NT				Denies a 4 or 5 card major

US	THEM	US	THEM	
2NT		3♣		Puppet
3♦		3M		4 cards in the other Major, no 5 card Major
		3NT		No 4 card major
		4♣		4♣ = both M Slam Interest Opener: 4♦ = KC ask w/hearts; 4NT KC ask = w/spades
		4♦		Both majors GAME ONLY, slam going if 4NT/4M
		4M		6 card suit to play with 3 or 4 in the OM
		4NT		QUANTATIVE

US	THEM	US	THEM	
2NT		3♣		Puppet
3♠		4♥		Cue bid, agrees spades as trumps, slam interest
		4m		Natural, slam interest

US	THEM	US	THEM	
2NT		3♦/♥		Transfer
3♥/♠				Accept = NO FIT (Max of 2 cards)
3NT				FIT, responder retransfers to play game in the major
4♥/♠				Fit 4 <sup>th</sup> , first or second round control in all other suits
CUE				Fit 4 <sup>th</sup> , max, but no 1 <sup>st</sup> or 2 <sup>nd</sup> in all other suits; cue controls à la Baron. (UP THE LINE)

US	THEM	US	THEM	
2NT		3♦		Transfer
3♥		3♠		Bid 3NT, denies 4 spades
		3NT		I have 4 spades

US	THEM	US	THEM	
2NT		3♦		Transfer
3♠				4 spades +3 hearts
		3NT		Giving opener the option to play 3NT or 4♥
		4♦		Retransfer to 4 hearts
		4♠		5 hearts + 4 spades

8. Lebensohl (OPP's interfere over our 1NT, use in both direct and balancing position)

If responder bids 3NT, he denies a stopper.

US	THEM	US	THEM	
1NT	2X	X		TO, no game & no suit, UNLESS 2X is clubs, X is Stayman
		2y		To play
		2NT		Transfer to 3♣ (weak to play or 4M/OM w/wo stop)
		3X		Bid 3NT with stopper
		3y		Natural 8+
Essentially:				
<ul style="list-style-type: none"> <li>• X = take out</li> <li>• 2level = natural NF</li> <li>• 2NT = transfer to 3♣ → P/C</li> <li>• 3Y = natural 8+</li> </ul>				
		3NT		To play with Stopper

US	THEM	US	THEM	
1NT	2M	2NT		Transfer to 3♣ (to play or to continue)
3♣	→	3Y		To play
	→	3M		4OM, no stopper in M
	→	3/4NT		4OM, stopper in M/Quantative

US	THEM	US	THEM	
1NT	2M	3M		Bid 3NT with stopper
		3X		Natural 8+
		4m		m + OM (leaping Michaels)
		4M		Exclusion
		4OM		To play
		4NT		2 suitor

Situations when Lebensohl is used :

		Lebensohl 2NT	
1	They interfere over our 1NT opening or natural overcall 1NT (2X) ?? ( BUT natural if pre-empt 3X)	yes	NAT (8+)
2	We double their weak 2 (including Multi) (2X) X (P) ??	yes	NAT (8+)
	Opponents open 2♥=showing both majors (44 or better), and we double, 2NT is Lebensohl BUT 3X is natural and 8+	yes	NAT (8+)
3	After a 2 level reverse by opener	yes	NAT (8+)
4	Opponents open 1M, partner doubles, responder bids 2M (or 2M-1 if that is a raise). (1M) X (2M) ??	yes	NAT (8+)
5	Opponents open 1M, responder bids 2M, partner (PH or NOT) doubles, opener passes. (1M) P (2M) X (P) ??	yes	NAT (8+)
6	(1m) P (1M) P (2M) X (P) ??	Scrambling After either X = 2 places to play	NAT
7	1m – 1NT 2M - ?	yes	NAT (8+)
8	We open a minor and they make a weak jump overcall. 1m (2X) ??	NO, NAT 10-12	NAT (8+)
9	We open 1♥ and they bid 2♠. NB: double would be desire to compete to 3♥ or the minors.	NO, FIT 10+	NAT RF
10	We open, they pre-empt at the 2 level, and opener reopens with X, eg. 1♥ (2♠) P (P); X (p) ??	yes	Nat 8(+)



9. Competitive bidding methods

Major suit raises in competition

We open or overcall a Major, a cue bid is 10+ with 3 card support and 2NT (with or w/o a jump) is 10+ with 4 card support. **Note** that if we overcall a Major, a jump to 3 of opener's suit is a mixed raise (4 card support 7-9H).

Game tries with a major suit fit

In competitive auctions where we have agreed a major suit fit :

- 2NT asks partner to show where he has values if he is not min (bid 3M) nor max (bid 4M)
- New suit is natural (to assist in defend or bid decisions or slam interest)
- Maximal doubles (described later in this section)

Transfers after our 1M is doubled

Transfers from 1NT to 2M-1. If partner transfers to 2M by bidding 2M-1, he shows a constructive raise. If he then bids 3M, it shows a 3 card fit and 10-11H (with a 4 card fit and 10+ he would of course bid 2NT over the double),

1NT overcall in a sandwich position

When the opponents have bid 2 suits and we overcall 1NT, this shows a 2 suiter with 4 of the higher ranking suit and a longer lower ranking suit. HCP depends on the vulnerability and position.

2NT in sandwich

55 in 2 suits or better. i.e. (1X) P (2x) 2NT

They cue bid our suit

If the opponents cue bid our suit, if opener doubles he suggests to lead his suit and if responder doubles, he shows the queen, king or ace of opener's suit.

We double their splinter

Vulnerable: asks partner to lead the suit under the splinter suit and Non vulnerable – suggests a save.

Maximal doubles

This double is used as a game try when the opponents are bidding the suit just under ours. If our suit is M, and they compete to the 3 level in 3M-1, then X is the game try and 3M just competitive.

If a cue bid is available, then the cue is the game try, 3M is to play and X suggests penalty.

1♣ – (1♦) – 1♠ – (2♥)

2♣ – (3♦) – ?

X=penalty

3♥=Game try

3♠ and 3NT are TP

**Similarly** (1♦) – 1♥ – (2♠) – 2♥

(3♦) ?

X=Game try

3♥=TP

When a cue is not available, X is the GT

We reopen 1/2NT in the balancing seat

- 1NT shows 10-13 and we play system on. The 1NT reopening does not promise a stopper.
- 2NT shows the 2 lowest unbid suits.
- Cue bid is Michaels but reopening 2♣/1♠ is natural and 2♦ over 1♣ is both majors.

Negative doubles

Through 4M-1

1♣ - (1♦) – 1M/X :1M promises 4c only / X promises 44M

1m – (1♥) – 1♠/X: 1♠ shows 5 or more spades and X promises 4 spades

Relay double (we open or overcall and OPP's pre-empt at the 3 level in a lower ranking suit)

We find the relay double has the most value when partner has shown a major and the opponents have bid 3 of a lower suit. For example, after 1♥-(3♦)-? you might hold either xxx, KQxx, xx, xxxx or AJx, KJx, xx, Qxxxx. On the first hand, you would like to bid the third and final heart. On the second hand, you would like to bid 3 invitational hearts. Playing standard methods, you can't do both. Playing transfer doubles we can. [the double is similar to the Lebensohl 2NT so minimum hands go through X and stronger bid directly.]

Over an opponent's 3♠ call, our double is a normal negative or responsive double.

US	THEM	US	THEM	APPLIES WHEN X IS LOWER RANKING THAN M
1M	3X	X		X=TRANSFER TO THE NEXT HIGHER SUIT (3X+1)
		3/4Y		Natural, RF
		3M		Limit raise
		3NT		To play, good stopper

		4X		Fit, slam interest <b>with</b> 1st or 2nd round control in X
		4M		Fit, slam interest <b>without</b> control in their suit.
US	THEM	US	THEM	
1M	3X	X		X=TRANSFER TO THE NEXT HIGHER SUIT (i.e. 3X+1) Note that over 1♥ (3♦) X and 1♠ (3♥) X, opener needs to take into account that partner may pass his 3M conversion
3x+1		3M		Weak to play
		3Y		Weak to play
		3NT		Not sure about the stopper
		4X		<b>Not defined</b> , could be SI with 2 <sup>nd</sup> round ctrl and direct 4X=first but then not KISS
		4M		To play

We do not play Relay (transfer) doubles after we overcall and the opponents jump to the 3 level.

**10. The opponents double our 1NT (opening or natural overcall) for penalty →DONT)**

US	THEM	US	THEM	If X = penalty, also applies when we overcall 1NT-we play DONT
1NT	X	P		STRONG suggestion to play 1NT doubled
		XX		Single suited (partners bids 2♣ p/c or his own good 5-card suit
		2♣		♣ plus another
		2♦		♦ plus a M
		2♥		♥+♠
		2♠		6♠ (better than via XX) or wants to play rather than ptr for lead or decept,
		2NT		5-5 m
		3X		preemptive

*They interfere after our response to a 1NT opening:*

The philosophy is that if opener does not have a stopper, then responder should play to protect his stopper.

US	THEM	US	THEM	
1NT		2♦/♥	X	
P				P denies a 3 card fit (may or may not have a stopper)
XX				3 card fit w/o stopper; responder bids suit if wk, else cues
2♥/♠				3 card fit with stopper, opener wants to play
2NT				Stopper with a 4card fit and maximum; Responder will retransfer
3♦/♥				4card fit and no stopper
3♥/♠				4card fit and a stopper BUT not maximum

**11. Defense to weak 2 suiters**

*They open weak with both minors*

Natural.

*They open 2♥ weak with both Majors*

X=13-15 Balanced; 2♠=minors preferably 55, 2NT=16-18 Bal and 3m/M=natural very good and long suit

**12. Major suit fit ask**

In cases where partner supports our suit (we generally promise 4 cards, but with shortage and no other convenient bid support with only 3 cards), 2NT asks for more information as to length and min/max. For example:

US	THEM	US	THEM	
1♣		1M		
2M		2NT		Asks
3♣				3 card support and minimum
3♦				3 card support and maximum
3♥				4 card support and minimum
3♠				4 card support and maximum

Applies in all similar situations when supporter may only have 3 card support.

13. Games tries

Open	Resp	Explanation
1M	2M	
2NT		Game try, all other 3 level bids are natural and slam interest except for 3M (to play) (Exception 1♠-2♠; 3♥ is natural looking for a 44 fit)
	3M	Minimum
	3X	Values, not min nor max
	4M	Maximum

Note: 3NT after game tries is NEVER serious slam try but a suggestion to play there!

14. Passed hand bidding after a 1M opening

Fit showing bids

2♣ is the traditional Drury showing at least a 3 card fit and an invitational hand.

2♦ is a weaker hand with at least a 3 card fit and at least 2 kings

2NT is a 4 card fit with invitational values and an undisclosed shortage (3♣ asks)

3m is a fit jump showing an invitational hand with 4M and 5m (note 2♣ by a PH over 1♥ is a Weak Jump Shift)

2♣ Drury

- A 2♦ response by opener is the GT (not min nor max). Responder bids 2M with a 3c fit, 3M with a 4 card fit and 4M with a 5 card fit (note that the 4 and 5 card fits would be balanced as responder bid 2♣ and not 2NT).
- If opener rebids 2♥, this shows a 54 looking for a 44 fit (game only)
  - To show 54 with slam interest, opener rebids 2♦ and over 2M rebids 3♥ (assume M=spades)
- If opener rebids 3♥ rather than 2♦, this shows a 55 and slam interest
- All other rebids by opener are natural and game forcing.
- 2M or 4M is to play.
- Any other bid = natural with slam interest

2♦ Drury

2NT response by opener is the Game Try, responder shows where he has values.

Opener opens 1♠ and then rebids 2♥, this is looking for a 44 heart fit.

2NT

- 3♣ asks for the shortage → 3♦ = diamonds and 3M shows either ♣ or ♠ if M= hearts, if M=spades, then 3♥=shortage
- 3X is a natural game try (one of the few cases of a GT that is not 2NT as 2NT is no longer available)
- 3/4M is to play

15. Michaels

THEM	US	THEM	US	
1♠	2♠	P	2NT	Asks
			3♣	Pass or correct
			3♦	Invitational in hearts
			3♥	To play
			3♠	SI with heart fit
			3NT	To play
			4m	Pass or correct
			4♥	To play
			4♠	Exclusion with heart fit

THEM	US	THEM	US	
1♠	2♠	X	P	Suggest Hx in hearts for lead purposes
			XX	Asks for minor
			2NT	Asks for minor, invitational values
			3m	Own suit
			3♥	Fit

THEM	US	THEM	US	
1♠	2♠	P	2NT	Asks
3m				Minor minimum NF
3♥/				Max 15+ with ♣/♦

16. Leaping Michaels

THEM	US	THEM	US	<b>At least 55 in the minor and the other major with max 5 losers</b>
2♥	4♣	P	P	
			4♦	Spade fit (closest suit going up the line)
			4♥	Club fit
			4♠	To play

THEM	US	THEM	US	
2♠	4♣	P	P	
			4♦	Heart fit (closest suit going up the line)
			4♥	To play
			4♠	Club fit

17. Other Notes

**1NT opening**

OPP's interfere:

1NT (2M) ?

- X = take out, generally 4OM
- 2NT = Lebensohl
- 3X = natural (invitational or better)
- 3M = invites, denies 4OM and denies stopper
- If OPP's overcall showing known 2 suiter, i.e. 2♣ Landy, 2M = shows stopper and invites NT game

**2/1 opener rebid**

1M - 2X

2M = Catchall, does not promise a 6 card suit

2NT = 14+ and balanced

3X = support but could be minimum

3Y = natural and 14+

**Defense to 1NT (we bid 2♦ showing a 6 card major)**

(1NT) – 2♦ - (P) - 2NT: 2NT invites game in partner's major

**Opening lead**

OL hits dummy's singleton or void (Lavinthal but middle card is suggestion to continue the suit rather than switch).

**XYZ (in the examples below, Z can be a suit or NT)**

1X – 1Y

1Z – 2NT (2NT is a transfer to 3♣)

1X – 1Y

1Z – 2♣

2♦ – 2NT (2NT is 10-11 balanced invitational to 3NT but if 10 should include a 5 card suit)

**In competition**

(1♠) 2♦/♥ (2♠) 2NT; 2NT = natural 10-11 if partner overcalled a minor but a 4c fit invitation or better if overcalled a Major.

18. Minorwood (4♣/♦) 1430

Trumps are clubs, it is 4♣ which is key card ask (5 key cards)

Trumps are diamonds, it is 4♦ which is key card ask (5 key cards)

When we are in a game forcing auction, 4m is ace ask in the following 3 situations:

1. Minor suit fit agreed below the 4 level
2. Minor suit fit agreed by jumping to 4m
3. 4m after 3NT if the minor has been bid before as a real suit

Blackwood responses are 1430. When the response does not show or deny the trump queen, the next step by asker is the trump queen ask. Bidding the trump suit at the cheapest level denies the trump queen. Bidding 5NT (over the 4NT ask shows the queen but denies a side king and bidding a suit shows the king of that suit as well as the trump queen. Responder may have a king in a higher ranking suit and skipping a suit denies the king of that suit.) If asker skips the step asking for the queen, he is asking for kings. In the event that ♥ are trumps, and responder bids 5♦ to show 0 or 3 key cards, asker’s bid of 5♥ is to play or is the queen ask depending on whether responder has 0 or 3 key cards.

19. ♦ Multi opening in 4<sup>th</sup> seat = 22-23 balanced

THEM	US	THEM	US	
P	P	P	2♦	
P	2♥			Trf to 2♠ → P/C or 2NT with both minors
	2♠			Trf to 2NT, SYSON

After 2NT by opener, we play the same system as after our 2NT opening.

20. Summary of System ON / OFF

Convention	UNPASSED HAND	PASSED HAND	OPP OVERCALL	OPP DOUBLE
1m - 2m	Fit 11+ no 4cM	on	OFF	OFF rev Truscott Fit and weak
XYZ/NT	2m by responder are artificial	on	On @ 1 level	on
1♣ - 2♦	Fit 8-10H	on	OFF – Natural	OFF reverse Truscott natural 4-7H
1♦ – 3♣	Fit 8-10H	on	OFF - Natural	OFF reverse Truscott natural 4-7H
1m- 2M	6M 4-7H	Fit jump (5M)	OFF	on
Forcing NT	5-15H	OFF	OFF	OFF – natural 8-10H
1M – 2NT	4cM GF	OFF- 4cM, Invite w/shortage	OFF – modified 4c and invite +	OFF-TRUSCOTT
Bergen	3m = 4c fit	Fit jumps	OFF	Mixed raise, m=values
1NT	15-17 balanced	on	2NT=Lebensohl 3X=Transfer Lebensohl	On except if penalty, then DONT
2♣	GF or SF	on	OFF (DOPI)	on
2M	5M4m or better	on	on	6 card suit 12-13H
Multi	6cM or 22-23bal	on	On if O/C 2M → X=P/C	On, but PASS shows 5+ diamonds
Key card ask	Aces/trump king ask	on	DEPO (X=0,2,4; P=1,3,5)	REPO (XX=0, 2, 4; P=1,3,5)
2NT	20-21	on	???	on
3NT	gambling	on	OFF (but 5♣=P/C)	on
Others ????				

21. Conventions to consider

Minor suit Stayman over 1NT and 2NT

Over 1NT: Start with Stayman and over 2♦ or 2M, 3♣ is MSS

Over 2NT: Start with Puppet Stayman and over 3♦ or 3NT, 4♣ is MSS (so if opener has 5cM, no MSS)

US	THEM	US	THEM	Minor suit Stayman (MSS) (only after Stayman)
1NT		2♣		Stayman – does not promise 4 card major
2♦		3♣		3♣ = minor suit Stayman (MSS)
3♦				Unspecified 5m; 3♥ asks; 3♣=clubs; 3NT=diamonds → 4m=BW
3♥				3♥ = 4 clubs → 3NT is TP; 4♣=BW, otherwise cuebid
3♠				3♠ = 4 diamonds → 3NT is TP; 4♦=BW, otherwise cuebid
3NT				Both minors → 4♣/♦=BW for ♣/♦

US	THEM	US	THEM	Minor suit Stayman (MSS) simplified
1NT		2♣		Stayman – does not promise 4 card major
2M		3♣		3♣ = minor suit Stayman (MSS)
3♦				Have minor → 3♥ asks, → 3♣/NT = ♣/♦ → 4♣/♦ = BW for ♣/♦
3M				5 card suit
3OM				If M=♥, OM=4 Spades [may not exist as opener bids 2NT/3C with 44M]
3NT				No 4 card minor, 5M or 4OM

NB must start with Puppet Stayman BUT MSS not possible if opener shows a 5 card Major)

US	THEM	US	THEM	Minor suit Stayman (MSS) (only after Puppet Stayman)
2NT		3♣		3♣ = Puppet Stayman
3♦		3M		
3NT		4♣		4♣ = MSS, opener should not have two 4 card minors with a 4cM (4441)
4♦				Unspecified 5m; 4♥ asks; 4♣=clubs; 4NT=diamonds → 5m=BW NOTE: so 4NT and 5♣ are not BW, because this is harmonised with the answers after 1NT.
4♥				4♥ = 4 clubs → 4NT is TP; 4♠=BW, otherwise cuebid
4♠				4♠ = 4 diamonds → 4NT is TP; 5♣=BW, otherwise cuebid
4NT				No 4 or 5 card minor, should be 4333

US	THEM	US	THEM	Minor suit Stayman (MSS)
2NT		3♣		3♣ = P Puppet Stayman
3NT		4♣		4♣ = MSS
4♦				Unspecified 5m; 4♥ asks; 4♣=clubs; 4NT=diamonds → 5m=BW NOTE: so 4NT and 5♣ are not BW, because this is harmonised with the answers after 1NT.
4♥				4♥ = 4 clubs → 4NT is TP; 4♠=BW, otherwise cuebid
4♠				4♠ = 4 diamonds → 4NT is TP; 5♣=BW, otherwise cuebid
4NT				Both minors → 5♣/♦=BW for ♣/♦, Responder can Pass 4NT if he was looking for a 5 card minor

Redwood (4♦/♥) 1430

Trumps are clubs, it is 4♦ which is key card ask (5)

Trumps are diamonds, it is 4♥ which is key card ask (5)

REDWOOD applies when the fit is given at the 4 level.