

Last Revised: November 13, 2011

# Gary – Various Partners Bridge Notes

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*November 13, 2011*

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## Slam Bidding

We use 1430 RKCB replies to all control asking bids, regardless if the strain is a major or minor. First step = 1 or 4, second step = 3 or 0, etc.

We use 1430 steps in response to Exclusion Blackwood

We use 1430 replies to Gerber.

We have abandoned Kickback. In a strong heart auction, a non-jump bid to 4♠ is a cue-bid. In an auction where the opening bid is in hearts, and spades have been bid and rebid at the 4-level, then 4♠ is to play.

After any minor suit is agreed upon (in a strong auction), four of the minor (Minorwood) is RKCB (1430) in an uncontested auction. Usually, to qualify as Minorwood, there needs to be a jump to the 4-level; the exception is that once 3NT has been bid and bypassed, then four of either minor is still Minorwood.

After a minor has been agreed upon, any 4NT bid is to play unless, of course, it results from the response to a Minorwood enquiry.

*Any new suit bid at the 4-level is not an offer for a trump suit!*

### Examples – Major Suit Auctions

2♠ – 4NT      RKCB for spades

2♥ – 4NT      RKCB for hearts

2♥ – 2♠      Forcing

2♥ – 3♠      Splinter

2♥ – 4♠      To play

1♥ – 1♠

2♥ – 4♠      To play

1♥ – 1♠

2♥ – 4NT      RKCB for hearts

## Example Minor Suit Slam Auctions

1♣ – 2♣	
4♣ – 4♦	1 or 4
4♥ – 5♣	Queen-Ask – No Queen
1♣ – 2♣	
4♣ – 4♦	1 or 4
4♥ – 6♣	Queen-Ask – Queen, no side K's
1♣ – 2♣	
4♣ – 4♦	1 or 4
4♥ – 5♦/5♥5♠	Queen-Ask – Queen plus K of suit bid
1♣ – 2♣	
4♣ – 4♥	0 or 3
4♠ – 5♣	Queen-Ask – No Queen
1♣ – 2♣	
4♣ – 4♥	0 or 3
4♠ – 6♣	Queen-Ask – Queen, no side K's
1♣ – 2♣	
4♣ – 4♥	0 or 3
4♠ – 5♦/5♥/5♠	Queen-Ask – Queen plus K of suit bid
1♣ – 2♣	
4♣ – 4♠	2 w/o Q
4NT – 5♣	Any side K's? - No
1♣ – 2♣	
4♣ – 4♠	2 w/o Q
4NT – 5♦/5♥5♠	Any side K's? – Yes, the one bid
1♣ – 2♣	
4♣ – 4NT	2 w Q
5♣ – 6♣	No side K's
1♣ – 2♣	
4♣ – 4NT	2 w Q
5♣ – 5♦/5♥5♠	Two KC's, Q of clubs and lowest ranking K

## Responses to RKCB with a Void

5NT = Two KC's and a *useful* void

6X = One KC and a void in X

Over 5NT response, 6♣ asks for trump Q:

6 of trump suit = no trump queen

7 of trump suit guarantees Q, but no side-suit K's

7 of any other suit = trump Q + King of the 7-level suit (allows play at 7NT)

## Queen-Ask at the 5-Level When Hearts are Trump

After a very strong sequence and RKCB reveals 0 or 3 key cards (4NT - 5♦) a bid of 5♥ asks for the heart Queen. The asker is usually the weaker hand and promises one Key card, expecting to hear three or four key cards from responder. For example, in the Kokish sequence:

2♣	2♦	
2♥	2♠	
2NT	3♦	
3♥	4NT	RKCB with hearts as trump
5♦	5♥	Queen Ask

When there is doubt as to whether all the key cards are accounted for, the the RKCB bidder bids **one over the trump suit**. For example, opener has a huge hand with all the key cards and 4 hearts. Responder transfers to hearts and opener uses RKCB just to get the ball rolling. Over 5♦ opener must bid 5♠ to ask for the trump Q.

In both cases, responder bids 6 of the trump suit missing the trump Q or the cheapest side-suit K when he owns the trump Q.

## When a Great Fit has been discovered via Stayman

*Bidding the “other major” at the 3-level shows slam interest.*

e.g.

1NT    2♣  
2♠    3♥

1NT    2♣  
2♥    3♠

Any 4NT bid by opener or responder *subsequent* to bidding the other major is always RKCB.

The corollary is that if you **don’t** bid the other major at the three-level, then no fit has been found and a jump to 4NT is **quantitative**

e.g.

1NT    2♣  
2♠    4NT    is quantitative

## Serious 3NT

*Serious 3NT* is used to investigate slam when a good major-suit fit has been found. Any bid of 3NT starts an up-the-line cue-bidding sequence:

1♠    3♣    (Jacoby)  
3♥    3NT    (3♥= d shortness, 3NT asks for first-round control cue-bids, up the line)  
4♣    4♦    (4♣= club A, 4♦= diamond A)  
5♣    7♠    (5♣ = club K but no heart control; 7♠ = I have all the bases covered ☺).

Note that cue bids that do not go through 3NT are *non-serious*. The cue bidder doubts slam is possible opposite his hand, but just in case the other hand fits well he makes the bid; e.g.

1♠    3♣    (Jacoby)  
3♦    4♣    (3♦=club shortness, 4♣ shows first round club control )

*See Appendix B for a more complete discussion of Serious 3NT and “Last Train”*



## The Idle Major

We are familiar with the use of 3♠ as a relay to 3NT when opener bids 2NT or jumps to 2NT at his second turn. We also use the “idle major” when a big fit is discovered using Stayman. It is useful to extend this principle of using the “idle major” in other auctions in order to show higher aspirations; e.g

1♦	1♥	
2NT	3♣	Checkback
3♦	3♠	Not 3 hearts or 4 spades. 3♠ = bid 3NT, I might make you happy
3NT	4♦	Looks like we might have a d slam!

Or

1♦	1♠	
2NT	3♣	Checkback
3♦	3♥	Not 3 spades or 4 hearts. 3♥ = bid 3NT, I might make you happy
3NT	4♦	Looks like we might have a d slam!

## Control Asking Bid Responses

1 <sup>st</sup> step	No 1 <sup>st</sup> or 2 <sup>nd</sup> round control
2 <sup>nd</sup> step	Second round control
3 <sup>rd</sup> step	1 <sup>st</sup> round control

(Control Asking Bids are used elsewhere)

## Short Suit Asking Bids

1 <sup>st</sup> step	No shortness
2 <sup>nd</sup> step	Short clubs
3 <sup>rd</sup> step	Short diamonds
4 <sup>th</sup> step	Short hearts (unless h's is the trump suit, then it's short spades)

e.g

1♥	2♥	Constructive
2♠	3♣	2♠=Shortness? / Yes, clubs
	3♦	Yes, diamonds
	3♥	Yes, spades

## Short Suit Telling Bids

1 <sup>st</sup> step	Short Clubs
2 <sup>nd</sup> step	Short diamonds
3 <sup>rd</sup> step	No shortness, but good hand
4 <sup>th</sup> step	Shortness in other major (“one-over-trump-suit” step)

e.g

1♥	2NT	Jacoby
3♣		Short clubs
3♦		Short diamonds
3♥		No shortness (good hand)
3♠		Short spades

1♠	3♣	Jacoby
3♦		Short clubs
3♥		Short diamonds
3♠		No shortness (good hand)
3NT		Short hearts

1♥	2♠	Limit with shortness
2NT	3♣	Where? / Short clubs
	3♦	Short diamonds
	3♥	Short spades

1♠	2NT	Limit with shortness
3♣	3♦	Where? / Short clubs
	3♥	Short diamonds
	3♠	Short Hearts

## Constructive Bidding

### General Approach

- Two-over-one always forcing
- Forcing 1NT over major even after a third seat opening
- 1M-1NT/2♦ always shows 4+ diamonds. Therefore 1M-1NT/2♣ could be as few as 2 clubs.
- 1♦-2♣ **is** forcing to game *unless responder rebids his club suit*
- 1♦-2♣/2♥ shows hearts stopped, denies spade stopper, but promises at least 2 clubs. With any 4-3-5-1 hand bid 2♦. If responder has an opening hand with a major he will bid the major.
- 1♦-2♣/2♠ shows spades stopped, denies heart stopper, but promises at least 2 clubs. With any 4-3-5-1 hand bid 2♦. If responder has an opening hand with a major he will bid the major.
- 1♦-2♣/2NT shows both majors stopped, at least one club; e.g. 4=4=4-1.
- 1♦-2♣/3NT shows 18-19 HCP
- “free-bids” by a passed hand show values or extreme distribution with few HCP
- “Good-Bad” 2NT in the following situations (2NT is always *good*)
  - Opener’s second bid when the auction goes 1m-1M-P-2M/2NT
  - Responder’s bid when opener re-opens with a TO double
  - In response to opener’s reverses
  - When the opponents interfere with our 1NT openings
- 1♣-1♦/1♥-1♠ is absolutely forcing one-round
- 1♣-1♦/1♥-2♠ **denies** four spades and is a game force.
- We play *Walsh style* where responder, holding less than limit values, bids a 4-card major before diamonds in response to an opening bid, but bids diamonds before clubs with a 4-card major and limit values. Thus the auction  
1♣      1♦  
1♥      2♥ **is a game force**

And

1♣      1♦  
1♥      3♥ **is slammish**

## 2-Way Responses to 1♣

1♣	1♦	6-7 HCP, could have as few as 3 d's
1♣	1NT	8-10 HCP, could have as few as 3 d's

### Inverted Minors

- 1m – 2m      Limit +, Forcing to 2NT or 3m
- 1♣ – 2♦      Constructive raise
- 1♦ – 3♣      Constructive raise
- 1m – 3m      Preempt

**Inverted minors are still on by a passed hand. When there is an intervening double, the jump shift is fit showing and the single raise is constructive to limit.**

P	P	1♣	P	
2♣				is limit with 5 clubs
P	P	1♣	P	
2♦				is constructive with 5 clubs
P	P	1♣	X	
2♣				is constructive to limit with 5 clubs
P	P	1♣	X	
2♦				is fit showing (at least 9 cards in c's and d's)

### Preemptive 3NT after Major-Suit Opener

1♥/1♠ - 4♥/4♠

Preemptive raise, 5 trumps, with *absolutely* no outside values

1♥/1♠ - 3NT

Preemptive raise, 5 trumps, with some outside values; e.g. a K

Any cue-bid at 4-level is control-ask in that suit: e.g

1♠ 3NT

4♣

Controls in clubs?

4♦

no first or second round control

4♥

second round control

4♠

first round control

### Stayman Replies to 1NT

#### Weak Sequences

1NT 2♣

2♦ 2♥

shows a **weak** hand with 4 or 5 hearts and 4 spades. Drop dead

2♠

shows a **weak** hand with 5 spades, 4 hearts. Drop dead.

#### Invitational Sequences

Transfer and then bid other major is *invitational*

1NT 2♦

2♥ 2♠

Shows 5h, 4s and is *invitational*

1NT 2♥

2♠ 3♥

Shows 5s, 4h and is *invitational*

1NT 2♣

2♥ 2♠

Shows 4 spades and is *invitational*

#### Forcing Sequences

Smolen sequences are forcing

1NT 2♣

2♦ 3♥

is forcing hand with 4♥ and 5♠ (Smolen)

1NT 2♣

2♦ 3♠

5h's, 4s and forcing to game

### Super Acceptances – Majors

With non-minimum, and 4 trumps, bid useless doubleton or 2NT with no useless doubleton. For example, holding:

xx/AQxx/AKxx/KJx

1NT    2♦  
2♠

### Super Acceptances – Minors

With three *good* trump, regardless of strength, bid *one-under* the trump suit; e..g

Ax/AQxx/KQx/xxx

1NT    2NT  
3♣

With 4 *trumps* to the ace, or KQ-fourth, bid one-over the trumps suit. For example:

Ax/KJTx/Axxx/Kxx

1NT    2NT  
3♥

Both bids allow responder to know if his hand is good enough for 3NT or 5 of the minor.

### Extended Stayman (Optional)

This approach solves several problems that crop up when one plays Walsh style, as we do; i.e. Responder bids diamonds first when holding an opening hand and a 4-card major. Over a 1NT response by Opener, responder now bids his major.

Opener	Responder	Meaning
--------	-----------	---------

1 ♣	1 ♦	
-----	-----	--

1 NT		The opener may or may not have a 4-card Major suit. Partnership agreement dependent.
------	--	---

	2 ♣	This continuance may not be necessary unless the partnership agreement is to allow a natural 1 ♦ first response on holdings containing a 4-card Major suit. In this case, this bid becomes Extended Stayman asking whether opener has a 4-card Major suit.
--	-----	--

### Extended Stayman Continuances

2 ♦	Shows minimum values and no 4-card Major suit.
-----	--

2 ♥	Shows minimum values and a 4-card Heart suit. Denies a 4-card Spade suit.
-----	---

2 ♠	Shows minimum values and a 4-card Spade suit. Denies a 4-card Heart suit.
-----	---

2 NT	Shows minimum values and promises both 4-card Major suits. Compare original Extended Stayman.
------	--

3 ♣	Shows maximum values and promises both 4-card Major suits. Compare original Extended Stayman.
-----	--

See Appendix G for a complete description.

## Romex Puppet Stayman

For any auction that either starts off with 2NT or where opener bids 2♣ followed by 2NT.  
Designed to discover 5-card major in opener's hand.

### *Opener's rebids*

2NT	3♣	Any 4- or 5-card major?
3♦		No four-card major, no 5 hearts
3♥/3♠		Four hearts/4 spades
3NT		Five hearts

After opener's 3♦ bid, responder relays to 3♥ to ask about 5 spades;

2NT	3♣	
3♦	3♥	
3♠		Opener has 5 spades
3NT		Opener has no 4- or 5-card major

### *When Responder holds 4-5 or 5-4 in majors*

Responder bypasses the 3♥ relay after Opener's 3♦

2NT	3♣	
3♦	3♠	3 or 4 spades, 5 hearts
	3NT	5 spades, 3 or 4 hearts

*Note that a 5-3 fit can always be located using this method ( "Caplan Romex") See Appendix D for sample auction with a live hand.*

## Bergen 5-step

1♥ – 2♠	Limit with shortness
2NT (asks)	
	3♣=short clubs
	3♦=short diamonds
	3♥=short spades

1♥ – 2NT	Jacoby
1♥ – 3♣	Limit, no shortness
1♥ – 3♦	Constructive

1♠ – 2NT	Limit with shortness
3♣ (asks)	
	3♦=short clubs
	3♥=short diamonds
	3♠=short hearts

1♠ – 3♣	Jacoby
3♦	Short clubs
3♥	Short diamonds



1♠ – 3♦      Limit, no shortness  
1♠ – 3♥      Constructive

### The Impossible Spade Bid

1♥ – P – 1NT – P  
2♥ – P – 2♠!!      shows the minors!!

Or

1♥ – P – 1NT – P  
2♣ – P – 2♠!!      Found a big fit!

### Replies to Opening 2♣ Bids

2♦ =    waiting, at least 2 Q's or 1 K, virtual game force  
2♥ =    bust  
2NT =    balanced 8-10  
          e.g. QJxx, Jxx, Jx, Kxxx

3♣/3♦/3♥/3♠ – a 6-card suit headed by at least KQ, but not the Ace.

### Over our Reverse

Bid of the 4<sup>th</sup> suit shows weakness.

All other bids are forcing

e.g.

1♦	1♠	
2♥	2NT	forcing
	3♦	forcing
	3♥	forcing
	3♣	weak hand, no preference for either of opener's suits

### Exception:

1♣	1♠	
2♥	3♣	weak preference
	3♦	limit raise of clubs

### Balanced 18-19 Point Hands

1♣	1♦	May be the equivalent of a 6-7HCP 1NT response
2NT		18-19, balanced
	3♠	Relay to 3NT
	3NT	Relay to 4♣

1♣	1NT	
2NT		This bid no longer exists since 1NT shows 8-10.

## Meckwell Responses to 1♣ or 1♦ Openings (UMJOOMO)

Unusual Major Jump Over One-of-a-Minor Opening (UMJOOMO) was invented by Raghavan and popularized by Meckwell.

This convention allows us to initiate *constructive, invitational and forcing responses* to a **1♣ or 1♦** opener, *in any position*, when responder holds 5 spades and four or more hearts. It is used to solve rebid problems over 1♦ when opener's second bid is clubs, since holding 5-4 in the majors, responder cannot bid the other major at his second turn because that would create a "fourth-suit forcing" game force; i.e.

1♦      1♠  
2♣      ?      (2♥ would be forcing and not necessarily show H's)

1♦ – 2♥      5 spades, 4+ hearts, constructive  
1♦ – 2♠      5 spades, 4+ hearts, limit

1♦ – 1♠  
2♣ – 2♥      Fourth suit forcing, may or may not have hearts

1♦ – 1♠  
1N – 2♥      5 spades, 4+ hearts, GF (otherwise would have bid 2♥ or 2♠ at 1<sup>st</sup> turn)

1♦ – 1♠  
1N – 2♣      Checkback, forcing one round

1♦ – 1♠  
1N – 3♣      Drop dead- 4 spades, 5 or 6 clubs, weak

The same bids apply over a 1♣ opening; i.e.

1♣      2♥      Constructive with 5 spades and 4 or more hearts  
1♣      2♠      Limit with 5 spades and 4 or more hearts

1♣      1♠  
1N      2♥      Game force

Note the inference that

1♣      1♠  
1N      2♣

Is still checkback, but denies four hearts.

**Therefore, we no longer play weak jump shifts!!**

## Drury

1M – 2♣      4 trumps, constructive or limit  
1M – 2♦      3 trumps, limit

Opener's rebid of 2M shows less than an opening hand. Opener's bid of another suit shows concentration of values in that suit and should be considered as a game try.

## BART

The original Bart convention was devised to distinguish between a 5-card or 6-card Heart suit after a forcing 1 No Trump response. The concept of the Bart convention is an artificial forcing 2 Diamonds bid used in the following sequence.

Opener	Responder
1 ♠	1 NT
2 ♣	2 ♦

According to the partnership agreement, this sequence shows various hands, many of them including a 5-card Heart suit. If this is the partnership agreement, then the opener will make this assumption. He will then bid 2 Hearts with only a doubleton. Responder, with doubleton spade honour, bids 2 spades when he lacks a fifth heart. This, in contrast to an immediate 2spade raise over 2clubs, shows constructive or better values. A complete description is provided in Appendix E.

## Flannery 2♦

5 or 6 Hearts, 4 spades, 11-16 HCP.

### Responder's Bids

- a) 2♥, 2♠ are to play
- b) 2NT asks for description of opener's hand - *forcing to game*

Opener's rebids in response to 2NT

- 3♣/3♦ shows 3 cards in that minor
- 3♥ shows 2-2 in minors (any strength)
- 3♠ shows 6H's, 4♠'s with singleton or void in clubs
- 3NT shows 6H's and 4♠'s with singleton or void in diamonds
- 4♣/4♦ shows 4 cards in that minor

After a 2NT ask and receiving a 3♣ or 3♦ response, responder can make a further enquiry about opener's strength by **bidding 4♣**. Opener's rebids are:

- 4♦ = minimum (11 to a poor 14)
- 4♥ = maximum (14 good to 16)

After a 3♠ or 3NT response (showing 6 hearts and 4 spades) responder can ask whether minor suit shortness is singleton or void by bidding next suit up: e.g.

- |    |     |                               |
|----|-----|-------------------------------|
| 2♦ | 2NT |                               |
| 3♠ | 3NT | (singleton or void in clubs?) |
| 4♣ |     | (singleton)                   |
| 4♦ |     | (void)                        |

Similarly

- |     |     |                                  |
|-----|-----|----------------------------------|
| 2♦  | 2NT |                                  |
| 3NT | 4♣  | (singleton or void in diamonds?) |
| 4♦  |     | (singleton)                      |
| 4♥  |     | (void)                           |

- c) 3 ♣/3 ♦ is a limit raise in one of the majors with concentration of strength in the bid minor. Opener bids 3 ♥ if his hand does not fit well or 4 ♥ when it does fit well with responder's minor. Responder passes or corrects to spades when that is his suit. Example:

AQxx	Kx	2 ♦	3 ♣
Kxxxx	QJxx	4 ♥	
X	xxx		
Kxx	AQxx		
AQxx	Kxxx	2 ♦	3 ♣
Kxxxx	x	3 ♥	3 ♠
Kx	xxx		
xx	AQJxx		

- d) Responder bids 3 ♥ or 3 ♠

Limit raise – invitational with scattered values; i.e. no minor-suit concentration of values. Opener raises to game with good 14+

## Competitive Bidding

### By Non-Passed Hand

1♥	X	?
?	<b>System on</b>	
	XX	It's our hand, I promise you another bid
	1NT	Forcing 1 round
	2♣/2♦	Game force
	2♥	Constructive, 3-trumps
	2♠	Limit, 4 trumps, shortness somewhere
	2NT	Jacoby
	3♣	Limit, 4 trumps, no shortness
	3♦	Constructive, 4 trumps, no shortness
	3♥	Preempt
	3NT	Preempt to 4H with a bit of defense
	4♥	Absolutely no outside values

1♠	X	?
?	<b>System on</b>	
	XX	It's our hand, I promise you another bid
	1NT	Forcing 1 round
	2♣/2♦	Game force
	2♠	Constructive, 3-trumps
	2NT	Limit, 4-trump, shortness somewhere
	3♣	Jacoby, 4 trump
	3♦	Limit, 4 trumps, no shortness
	3♥	Constructive, 4 trumps, no shortness
	3♠	Preempt
	3NT	Preempt to 4S with a bit of defense
	4♠	Absolutely no outside values

### Forcing and NF Actions by Fourth Seat

1♥	2♣	2♥	2♠	is <b>Non-Forcing</b> (you have to be able to compete)
1♥	2♣	P	2♠	is <b>Forcing</b>
1♥	2♦	2♥	X	is <b>Forcing</b> since 2♠ would not be forcing
P	3♣	P	3♠	continues the force established by the X
P	3x	P	3y	is <b>Forcing</b> . Opener either rebids x or supports y

## By Passed Hand

P	P	1♥/1♠	X
?			
?	2♣/2♦	Drury	
	2♥/2♠	Constructive	
	2NT	Jordan (limit)	
	3♣/3♦	Fit showing (Applies <i>only</i> over a M – Meckwell applies over m)	

## Mixed Raises

Jump shift into one of opponents' known suits is a "mixed" raise and shows 6-9 HCP, 4 trump; i.e. more than a pre-empt, less than a limit. A preempt is "pure" and should have **nothing** on the outside.

e.g.

P	P	1♥	X	(One of doubler's suits is sure to be spades)
2♠				

2♠ bidder can have as little as:

Kxxx/Axxx/xxx/xx or Axxx/Kxxx/xx/xxx or xxxx/Axxx/Kx/xxx

Or

P	P	1♠	X
3♥			
1♦	1♥	P	3♦

---

## When They Double Our 2-Level Preempts

2♠	X	?	
?		New suit	Natural, NF, spade tolerance, <i>lead my suit</i>
		XX	Rozenkrantz – promises one honor in weak-two suit
		2NT	Good hand, opener must bid 3♣

## When They Interfere with Our Strong 2 Club Opening

Conventional treatment is that Pass is forcing and Double shows a bust if they bid a suit. Pass is forcing and re-double is a bust if they double 2 Club opening.

## Over Their 3-Level Preempts

3x	4♣	Majors
	4♦	One-suit
	4♥	Hearts and a minor
	4♠	Spades and a minor

## RAPTOR Over Their 1-Level Opening (*Optional*)

The idea is that when they open 1M/1m a *direct* 1NT overcall shows one four-card major and a 5- or 6-card minor. For example,

West	North
♠ AK873	♠ Q65
♥ 43	♥ KQJ5
♦ AQ65	♦ 8
♣ 43	♣ QJ1076
1 ♠	1 NT

The 1 No Trump overcall by North shows exactly a 4-card Heart suit and an unknown 5/6-card Minor suit. The other Raptor 1 No Trump overcalls are shown in the following chart:

Opener	Overcaller	Meaning
1 ♣	1 NT	Shows an unknown 4-card Major suit and a 5/6-card Diamond suit
1 ♦	1 NT	Shows an unknown 4-card Major suit and a 5/6-card Club suit
1 ♥	1 NT	Shows a 4-card Spade suit and an unknown 5/6-card Minor suit
1 ♠	1 NT	Shows a 4-card Heart suit and an unknown 5/6-card Minor suit

See Appendix F for a complete description



## Transfer Advances

Used when partner makes a direct overcalls of an opening bid and you have a raise of his suit, a suit of your own, or a suit of your own and a raise of his suit; either weak, constructive or forcing.

- Advances *not used* when there is a suit bid after the overcall
- Advances *do apply* when there is a double after the overcall
- Advances apply at the 1-, 2- or 3-level provided there is no bid after the overcall
- The advance must be *between* a cue-bid of opener's bid and intervener's overcall; e.g

Opener's Bid	Overcall	Legitimate Advances	Natural
♣	♠	♣ or ♦ or ♥ or ♠	NT
♣	♥	♣ or ♦ or ♥	♠ or NT
♣	♦	♣ or ♦	♥ or ♠ NT
♦	♠	♦ or ♥ or ♠	♣ or NT
♦	♥	♦ or ♥	♣ or ♠ or NT
♥	♠	♥ or ♠	♣ or ♦ or NT

- Advancer's NT bids are natural

## Sample auctions

1♣	1♠	P	2♣	is a transfer to diamonds
1♣	1♠	P	2♦	is a transfer to hearts
1♣	1♠	P	2♥	is a good spade raise
1♣	1♠	P	2♠	is a poor spade raise
1♣	1♥	P	2♣	is a transfer to diamonds
1♣	1♥	P	2♦	is a good heart raise
1♣	1♥	P	2♥	is a poor heart raise
1♣	1♥	P	1♠	is natural
1♥	1♠	P	2♣	is <i>natural</i> (it is not <i>between</i> 2♥ and 2♠)
1♥	1♠	P	2♦	is <i>natural</i> (it is not <i>between</i> 2♥ and 2♠)
1♥	1♠	P	2♥	is a good spade raise
1♥	1♠	P	2♠	is a poor spade raise

1♦	1♠	P	2♣	is <i>natural</i> (it is not <i>between</i> 2♦ and 2♠)
1♦	1♠	P	2♦	is a transfer to hearts
1♦	1♠	P	2♥	is a good spade raise
1♦	1♠	P	2♠	is a poor spade raise
1♥	2♦	P	2♥	is a transfer to spades
1♥	2♦	P	2♠	is a transfer to clubs (it is still lower than 3♦)
1♥	2♦	P	3♣	is a good diamond raise (it is still lower than 3♦)
1♥	2♦	P	3♦	is a poor diamond raise
1♥	2♦	P	2♥	
P	2♠	P	3♦	shows spades and diamonds
1♥	2♦	P	2♠	is a transfer to clubs (it is still lower than 3♦)
P	3♣	P	3♦	shows clubs and diamonds
2♦	2♠	P	3♣	is <i>natural</i>
2♦	2♠	P	3♦	is a transfer to hearts
2♦	2♠	P	3♥	is a good spade raise
2♦	2♠	P	3♠	is a poor spade raise

See Appendix A for the original Mark Smith article.

### When We Overcall (for partners who do not play Transfer Advances)

1♥	2♣	2♥	2♠ <i>is Non forcing</i>
1♥	2♣	P	2♠ <i>is forcing</i>

### 2NT Scramble

Used in response to partner's take-out double when both of you have initially passed and responder is forced to bid at the 3-level.

Responder will only bid a suit holding 5+ cards in the suit bid.

Otherwise, responder bids 2NT, which initiates a sequence of bidding 4-card suits up-the-line.

e.g.

P	1♠	P	2♠
P	P	X	P
2NT			

Or

2♠	P	P	X
P	2NT		

Or

1♠	P	2♠	P
P	X	P	2NT

This allows the partner to balance with the following hand-types:

X/KXXX/QJXXX/KXX

Or

X/AXX/KXXX/QJTX

(You should never assume that partner always has 4 of the other major in balancing.)

The bidding stops as soon as a 7-card fit is found (hopefully an 8-card fit).

### Unusual-over-Unusual

Cue-bid of the **lower** ranking suit shows the **lower ranking unbid suit** and cue-bid of **higher ranking suit** shows the **higher ranking unbid suit**.

e.g.

1♥ – 2NT – X shows specifically 4 spades and 10+ HCP; i.e. negative  
3♣ shows hearts (10+ HCP)  
3♦ shows spades (5 or more) (10+ HCP)

1♠ – 2NT – X shows specifically 4 hearts and 10+ HCP; i.e. negative  
3♣ shows hearts (10+ HCP)  
3♦ shows spades (10+ HCP)

1♣ – 2NT – X shows specifically 4 spades and 10+ HCP; i.e. negative  
3♦ shows clubs  
3♥ shows spades

1♦ – 2NT – X shows specifically 4 spades and 10+ HCP; i.e. negative  
3♣ shows diamonds  
3♥ shows spades

1♥/1♠ – 2NT 3♥/3♠ constructive raise

### When They Use Modified Michael's Over our Minor

1♣1♦ – 2♣/2♦ - ? (showing spades and the other minor)

X TO showing 4 hearts, constructive, tolerance for our minor  
2♥ is to play, the equivalent of a WJS  
2♠ (Cheapest bid) limit-raise in our minor  
2NT natural, limit values, stoppers in both their suits  
3 of *their* minor shows 5+ hearts, limit+ values (more expensive bid)  
3 of *our* minor is competitive  
3♥ is a suit that plays with one loser opposite a singleton  
3♠ asks for a stopper

### Astro Cue Bids (Modified)

When opponents have bid 2 suits a cue-bid of *cheapest of the opponents' two suits* shows the other two suits with a length discrepancy of *at least two* e.g. 6-4, 7-4, 7-5 in the remaining suits

1♣	P	1♠	2♣	shows diamonds and hearts
1♣	P	1♠	2♠	doesn't exist (not cheapest suit)
1♦	P	1♠	2♦	shows clubs and hearts
1♥	P	2♣	2♥	shows diamonds and spades
1♥	P	2♣	3♣	doesn't exist (not cheapest suit)

If advancer has 4-card support for any of the suits, he bids that suit, regardless. With less than 4-card support, advancer “supports” the lower ranking suit.

### Sandwich NT

Applies when they have bid two suits. A 1NT intervention shows the other two suits, minimum 5-5 length. *Only by a passed hand.*

A 1NT bid in fourth seat by a ***non-passed hand shows a strong NT***. System on. For example:

1♦      P      1♥      1NT  
Would show a hand such as

AK/Q53/AK864/763

### Equal Level Conversion (ELC)

Balancing hand has diamonds and spades, e.g.

AQxx/xx/QJxxx/ Kx and auction goes:

2♥      P      P      X  
P      3♣      P      3♦

In Standard American the 3♦ bid shows a big hand but this is not so when you play ELC; i.e. you are removing to a new strain at the same level. Otherwise it makes it impossible to compete with hand types such as the one above. I suggest playing this up to the 3-level.

## Cue Bids of Opponents Suits

In a competitive auction when the opponents have:

- bid a *single suit* a cue-bid *asks* for control in that suit for no-trump purposes
- bid two suits, a cue-bid in one suit shows a stopper in that suit and asks partner about the other suit

## Mitchell Overcalls

When we open 1m and they overcall 1NT, third hand bids as if *opener* had opened 1NT by using Stayman and transfers; e.g.

Third hand holds QJxxx/xx/Qxxx/xx and the auction goes

1♣     1NT   ?  
         2♥     is a transfer to spades

## Limit Raises to an Overcall by a Passed Hand

(Applies where partnerships do not play Transfer Advances)

P – 1♦ – 1♠ – P  
?

1. A cue-bid (i.e. 2♦ in this case) shows a limit with 3 trumps and shape.
2. A double jump (i.e. 3♠ shows a limit with 4 trumps, nice shape). **Not preemptive!**

Similarly, in the auctions:

P – 1♣/1♦ – 1♥/1♠ – 2♣/2♦  
?

3♣/3♦ shows limit with 3 trumps

3♥/3♠ shows limit with 4 trumps

## Balancing 1NT Over Their 1-Level Suit Bids

When the auction proceeds:

P – 1♣/1♦ – P – P  
??  
1NT = 11 -13 HCP

P – 1♥/1♠ – P – P  
??  
1NT = 11 -15 HCP

## **Balancing Over Their Forcing 1NT Response**

The following is recommended by Eric Kokish

It is frustrating to have a strong hand in fourth seat with no way to show it when the auction goes:

1M – P- 1NT

- Double shows a strong NT
- 2♣ is a takeout of their major

## When They Interfere with our 1NT

### If X is not for penalty

1NT X system-on all the way up to 3♣, 3♦, 3♥, 3♠

### If X is for penalty

XX	forces opener to bid 2C – responder passes or corrects
Pass	forces XX
2♣	clubs + diamonds (touching suits)
2♦	diamonds + hearts (touching suits)
2♥	hearts + spades (touching suits)
2♠	spades + clubs (touching suits)

After opener XX'S

Pass	for business	
2♣	clubs + hearts	lowest non-touching suits
2♦	diamonds + spades	highest non-touching suits
2♥	hearts + clubs	same as 2C, but promises 5 hearts
2♠	spades + diamond	same as 2♦, but promises 5 spades

### 1NT – 2♣ - ?

system on

X	stayman
2♦	transfer to hearts
2♥	transfer to spades
2♠	transfer to clubs
2NT	transfer to diamonds

### 1NT – 2♦ - ?

X	Take out
2♥	to play
2♠	to play
2NT	forcing, opener must bid 3♣
3♣	natural, nf
3♦	lebensol (stayman w/o stopper)



1NT - 2♥ - ?

X = TO

2♠ = to play

2NT = forcing, opener must bid 3♣

3♣ = natural, nf

3♦ = natural, nf

3♥ asks for a heart stop

1NT - 2♠ - ?

X = TO (the hand belongs to us)

2NT = forcing, opener must bid 3♣

3♣ = natural, nf

3♦ = natural, nf

3♥ = natural, nf

3♠ asks for a spade stopper

### When they interfere with our Stayman – Re-Stayman

1NT – 2♣ – X - ?

Opener *always passes lacking a club stopper*

Opener re-doubles to show a willingness to play in 2-clubs, redoubled

*Any bid by opener (2d, 2h or 2s) promises a club stopper*

If opener passes, *responder redoubles* to once again ask for a major (Re-Stayman)

? Pass = no club stopper

2♦/2♥/2♠ = bid that would be made, but *with* a club stopper

XX = willingness to play 2C-XX

An interesting variation could be played to “right-side” the contract when *responder* has a club stopper by using XX to show *no stopper*, but 4 hearts and 2 diamonds to show *no stopper* but 4 spades. Not to be used unless agreed upon.

### Opener's & Responder's rebids when we pass 1NT and they bid in balancing

1NT – 2♠ – P – P

X

X = max, useless doubleton in spades, pass or correct

1NT – P – P – 2♠

P – P – 2NT

Balanced, 6-8 HCP, ½ spade stopper

1NT – P – P – 2♠

P – P – 3 suit

To play

1NT – P – P – 2♠

P – P – X

Business

1NT – P – P – 2♣/2♦/2♥/2♠

X

Takeout

## Balancing Over Their 1NT

1. DONT in direct seat against **strong** NT's
2. Cappelletti in direct seat against **weak** NT's
3. If the opening 1NT gets passed around to 4<sup>th</sup> seat, we play **modified** Cappelletti:
  - a. 2♣ One-suited hand (bid 3♣ for preemptive value if that's your suit)
  - b. 2♦ Majors
  - c. 2♥ H's + minor
  - d. 2♠ S's + minor
  - e. 2NT Minors
  - f. X = T.O. (balancer should TO with *weaker* hands and avoid balancing with a strong, balanced hand. **Transfer responses apply**; e.g.

P	1NT	P	P
X	P	2♦	P
2♥			

4. SUCTION against 1♣, 2♣, 1NT (weak or strong), direct and balancing where permitted and we agree before the event.

## Balancing Over Their Mini 1NT (10-12)

Most pairs who play mini notrumps have runout agreements when they are doubled by the opponents. When we double in direct and they run out, we play "Cappelletti – over – Cappelletti" by fourth seat. See Appendix C for various treatments on this situation.

## When They Interfere Over Our OGUST

We use DOPI/ROPI-type step responses; e.g. if they bid 3xx over our 2NT then use stepped replies

X	Bad suit, bad hand
P	Good suit, bad hand
3xx+1	Bad suit, good hand
3xx+2	Good suit, good hand

For example,

2♠	P	2NT	3♥	
X				Bad suit, bad hand
P				Good suit, bad hand
3♠				Bad suit, good hand
3NT				Good suit, good hand

Similarly if they double our 2NT

2♠	P	2NT	X	
XX				Bad suit, bad hand
P				Good suit, bad hand
3♣				Bad suit, good hand
3♦				Good suit, good hand

## When They Open a Strong 1♣ or 2♣ or a Weak NT

### SUCTION

(Memory device: You haven't got the suit you bid or double)

1♣- X	♦ or majors
1♣-1♦	♥ or <♠ + ♣>
1♣-1♥	♠ or <♣ + ♦>
1♣-1♠	♣ or <♦ + ♥>
1♣-1NT	non-touching
1NT X	non-touching
2♣	♦ or majors
2♦	♥ or ♠ + ♣
2♥	♠ or ♣ + ♦
2♠	♣ or ♦ + ♥
2♣ X	♦ or majors
2♦	♥ or ♠/♣
2♥	♠ or minors
2♠	♣ or ♦+♥
2NT	non-touching

#### Notes:

1. Suction may be played against strong club at any level
2. Suction may be played over 1NT or 2♣ only at A-level KO's and NABC+ events
3. Useful memory tool: A bid of NT over 1♣ or 2♣ always shows non-touching suits (1NT or 2NT). A double of 1NT always shows non-touching suits.
4. When a known fit exists for both possibilities (a single-suit or 2-suit hand) advancer may refuse to relay to lower-ranking suit; e.g.

1♣ 1♦ p ? (1♦ showing hearts, or spades + clubs)

Responder holds

Xxx/Axx/Qxxx/xx	bid 1♥
Jxxx/Axx/xxxx/Qx	bid 1♠

When advancer has good support for one or two of intervener's non-touching suits, advancer should *jump*; eg.

1♣	1N	p	?	(1N shows ♠+♥ (rounded suits) or ♦+s (pointed)
	x/xxx/Kxxx/QJxxx			bid 3♦, showing diamonds. Intervener will pass with pointed suits, bid hearts with rounded suits.
	KJxxx/Qxx/xxxx/x			bid 2♥, intervener will pass with rounded suits, will bid 2♠ with pointed suits

## Defensive Signaling

Upside down count + attitude

Coded 9's and T's

Lead of A or Q asks attitude

Lead of K asks count

3<sup>rd</sup> and 5<sup>th</sup> on opening lead against suits (even without an honour)

3<sup>rd</sup> and 5<sup>th</sup> on subsequent leads through dummy (unless it's a surround play)

Attitude leads *through* declarer (unless it's a surround play)

When 3<sup>rd</sup> hand cannot beat dummy he gives count

Primary signal to opening lead is *attitude, even if dummy has a singleton.*

## What we No Longer Play

- No more "Flannery Overcalls"; i.e. 1♣ - 2♦ and 1♦-3♣ are now preempts
- Kickback
- 2M – 4m is control asking
- RKCB 0314
- Weak Jump Shifts (Meckwell over both 1c and 1d)

## To Discuss

## Change Log

Feb 14, 2010	<ul style="list-style-type: none"> <li>- Clarification on super acceptances</li> <li>- Several typos, errors corrected</li> <li>- Drury “on” by passed hand over TO double</li> </ul>
April 29, 2010	<ul style="list-style-type: none"> <li>- Clarified Short Suit Asking Bids (page 7)</li> </ul>
	<ul style="list-style-type: none"> <li>- Clarified Short Suit Telling Bids (page 8)</li> </ul>
	<ul style="list-style-type: none"> <li>- Confirmed that inverted minors still apply by passed hand (pg 10)</li> </ul>
	<ul style="list-style-type: none"> <li>- 1c-1d is 6-7, 1c-1NT is 8-10 (pg 10)</li> <li>- Added examples (page 13)</li> </ul>
	<ul style="list-style-type: none"> <li>- Moved Transfer Advance text to Appendix A</li> <li>- Added Serious 3NT and Last Train as Appendix B</li> <li>- Added example auction of Serious 3NT (pg 6)</li> <li>- Added Kokish balance over 1M-P-1NT (p 25)</li> </ul>
June 27, 2010	<ul style="list-style-type: none"> <li>- When We Overcall and Transfer Advances do not Apply (pg 23)</li> <li>- Sandwich vs. Natural NT in 4th seat (pg 25)</li> <li>- When 1NT opener doubles their 4th seat balance (pg 28)</li> <li>- Balancing Over Their Mini 1NT (10-12) (Pg 29)</li> <li>- Balancing Over Their Mini 1NT (10-12) (Appendix C)</li> </ul>
August 1, 2010	<ul style="list-style-type: none"> <li>- Queen-Ask at the 5-Level When Hearts are Trump (pg 7)</li> <li>- 1m-2M is always Meckwell (pg 17)</li> <li>- Sandwich and Non-Sandwich Balance of 1NT by Fourth Seat (pg 21)</li> <li>- Forcing and NF Actions by Fourth Seat (pg 21)</li> </ul>
October 31, 2010	<ul style="list-style-type: none"> <li>- Added example hands at end of document</li> <li>- Modified text on “Short-Suit” telling bids (page 10)</li> <li>- 1d-2c is GF unless responder rebids 3c (page 11)</li> </ul>
August 29, 2011	<ul style="list-style-type: none"> <li>- Added BART (for Steve only) (page 18)</li> <li>- When they interfere with our strong 2c opener (page 22)</li> <li>- Changed “when they interfere with our Stayman” to “Re-Stayman” (page 30)</li> </ul>
Nov 13, 2011	<ul style="list-style-type: none"> <li>- Added Balancing 1NT Over Their 1-Level Suit Bids (page 28)</li> <li>- Modified Meckwell – Applies over our 3<sup>rd</sup> seat 1m opening (i.e. fit-showing no longer applies) Page 22 &amp; page 28</li> <li>- Added RAPTOR (page 22) <i>OPTIONAL</i></li> <li>- Added Extended Stayman (page 14) <i>OPTIONAL</i></li> <li>- Defined Walsh Style (page 11)</li> </ul>

## **APPENDIX A – TRANSFER ADVANCES**

The general rules, taken from part I of Marc Smith's article is as follows:

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Transfer Advances apply after any second-seat non-jump suit overcall at the one, two or three level.

Next, which bids become transfers? Here is the basic premise:

Bids between a simple cue-bid and a simple raise are conventional (rotated).

Thus, a transfer into overcaller's suit now becomes the sound raise. (If this sounds obscure, do not give up - yet!)

Other bids are unaffected, but here is a sound set of principles that works effectively:

- Bids in other suits are natural and forcing
  - Bids of NT are natural
  - Raises of overcaller's suit are always pre-emptive
  - Jumps in new suits are fit-showing
  - Jumps in opener's suit are splinters
-

---

## Those Useful Conventions - Transfer Advances (Part 2)

Marc Smith

To recap, we established last month that transfers could be used by switching the meaning of the bids between a cue-bid raise and the bid immediately below a simple raise. Thus:

RHO	You	LHO	Partner
		1♣	1♠
Pass	?		

Standard methods:

- 2♣ Sound spade raise
- 2♦ Natural (weak, invitational or forcing - choose one only)
- 2♥ Natural (weak, invitational or forcing - choose one only)
- 2♠ Competitive-only raise

Using Transfer Advances:

- 2♣ Transfer to diamonds (may be weak, invitational or strong, with or without a spade fit)
- 2♦ Transfer to hearts (may be weak, invitational or strong, with or without a spade fit)
- 2♥ Transfer to spades (sound spade raise)
- 2♠ Competitive-only raise

Note: Any hands that you could have shown using standard methods can still be shown using transfers.

The advantage is that so too can many of the hand types that could not be described using standard methods.

OK, so how does partner respond to your transfer? In most cases, he simply accepts the transfer.

RHO	You	LHO	Partner
		1♣	1♠
Pass	2♣*	Pass	2♦

Partner should always remember that you might have a very weak hand



- something like:

♠4 ♥Q 7 2 ♦K J 10 7 6 4 2 ♣9 5

Which do you think would be a better contract: 1♠ or 2♦? You will be wrong occasionally, but I'll bet you voted for 2♦.

Partner's simple acceptance of the transfer is neutral and suggests that he would have passed a non-forcing bid in the suit. This allows you to correct the contract when you hold a weakish hand with a long suit and no fit for partner's overcall. Partner is allowed to rebid his own suit (with a good six-card suit but usually longer and no fit for your suit). This does not show extra values:

RHO	You	LHO	Partner
		1♣	1♠
Pass	2♣*	Pass	2♠

♠K Q J 10 7 6 5 ♥K J 7 ♦9 ♣7 2

He wants to play in spades, even if you have the diamond hand shown in the previous column.

He can also accept your transfer with a jump:

RHO	You	LHO	Partner
		1♣	1♠
Pass	2♣*	Pass	3♦

♠A K 6 5 2 ♥7 6 ♦K 8 6 3 ♣J 5

If your RHO has a weak hand with five or six hearts, he is quite likely to take the opportunity to show his suit if your partner simply bids 2♦. The pre-emptive jump may shut out the enemy's best suit. Again, this jump does not show extra high-card values. If you now return to partner's suit, this is non-forcing, but you have shown an invitational raise with values in the suit to which you transferred.

A bid of the fourth suit is natural and shows extra values.

RHO	You	LHO	Partner
		1♣	1♠
Pass	2♣*	Pass	2♥

Partner will often be 5-5, but may be 5-4-3-1 with a three-card fit for your suit.

A cue-bid, as in the auction below:

RHO	You	LHO	Partner
		1♣	1♠
Pass	2♣*	Pass	3♣

shows a good hand with a fit for your suit.

2NT is natural with extra values and usually doubleton support for your suit. With a weak hand and a long suit, you can now repeat (bid) your suit and partner will pass. Thus:

RHO	You	LHO	Partner
		1♣	1♠
Pass	2♣*	Pass	2NT
Pass	3♦	End	

It is when you intend to bid on after transferring that the method offers the greatest flexibility. Assuming partner makes the neutral transfer-completion response, you can now describe your hand much more accurately than standard methods allow. Let's use the following auction as an example:

You	LHO	Partner	RHO
	1♣	1♥	Pass
2♣*	Pass	2♦	Pass
?			

2♥ A sound three-card heart raise with diamond values/length  
e.g. ♠J 7 3 ♥J 8 5 ♦A Q 10 5 4 ♣Q 5

2♠ Natural reverse,  
e.g. ♠A Q 10 5 ♥9 4 ♦A Q 10 5 4 ♣9 2

2NT Natural and invitational,  
e.g. ♠K 8 4 ♥9 3 ♦A Q J 8 3 ♣K 10 6

3♣ Stop-asking,  
e.g. ♠A 9 5 ♥8 3 ♦A K Q 10 8 6 ♣9 6

3♦ Invitational,

e.g. ♠5 4 3 ♥9 ♦K Q J 9 6 5 4 ♣A 8

3♥ Invitational three-card heart raise with diamond values.

e.g. ♠J 6 5 ♥A 8 5 ♦A Q 10 7 6 ♣Q 9

3♠ Splinter with heart support,

e.g. ♠8 ♥A 9 6 ♦A Q J 9 7 5 ♣K 10 9

Let's finish by looking at a few complete auctions. In each case, you are sitting West.

♠J 7 3		♠A 8 5
♥J 8 5		♥A Q 7 6 4
♦A Q 10 5 4		♦9
♣Q 5		♣K 8 6 3



You	LHO	Partner	RHO
	1♣	1♥	Pass
2♣*	Pass	2♦	Pass
2♥	End		

You have shown a constructive heart raise with length/values in diamonds. With a miss-fitting hand, partner has an easy pass despite having some extra high cards to spare. By contrast:

♠J 7 3		♠A
♥J 8 5		♥A Q 7 6 4
♦A Q 10 5 4		♦K 9 6
♣Q 5		♣8 6 4 3



You	LHO	Partner	RHO
	1♣	1♥	Pass

2♣*	Pass	2♦	Pass
3♥	Pass	4♥	End

The auction begins in the same way but, with a diamond fit and a non-minimum overcall, partner bids game confidently.

♠5 4 3		♠Q J 7
♥9		♥A 10 8 7 5
♦K Q J 9 6 5 4		♦10
♣A 8		♣K 10 5 4

You	LHO	Partner	RHO
	1♣	1♥	Pass
2♣*	Pass	2♦	Pass
3♦	Pass	3NT	End

On the lay-out above, you transfer and then raise yourself to show an invitational hand with very good diamonds. With stops in the other two suits, partner takes a reasonable shot at game.

♠7 3		♠K 6 5
♥K J 9		♥A Q 10 7 6
♦K Q J 6 5 4		♦A 7
♣A 6		♣9 7 4

You	LHO	Partner	RHO
	1♣	1♥	Pass
2♣*	Pass	2♦	Pass
4♣	Pass	4♦	Pass
4♥	Pass	4♠	Pass
4NT	Pass	5♠	Pass
6♦	End		

This time, you transfer to diamonds and then jump to 4♣, showing slam interest with good diamonds, a heart fit and a club control (remember that 3♣ would be forcing). Opposite a slam try, partner's hand looks good. Once he shows a spade control, you can take over with Blackwood and bid the excellent slam.

When electing to add a new toy to your system, you must always remember to discuss situations that may arise. For example, suppose opener's partner does not pass. Do transfers still apply? My suggestion is that they should do so if LHO's bid is below a raise of opener's suit (i.e. if the bid does not remove one of your artificial bids). What if responder makes a negative double? Then you can play that a Redouble is a lead-directing raise (a la Rosencrantz) showing a top honour in the overcaller's, suit while a simple raise denies one. (The transfer-raise says nothing about a top honour.) If third hand bids a new suit below a raise, then Double can still be used as a normal responsive double, showing the fourth suit and at least tolerance for partner's overcall.

If opener's partner raises or bids anything higher, then all transfer advances are off and you bid as you would using standard methods.

## APPENDIX B – SERIOUS 3NT & LAST TRAIN

### The Serious (and Frivolous) 3NT

There's a concept known as the "obligatory cue-bid", which says that, in certain game-forcing situations, where a fit has been established, we are obliged to make a cue-bid, if it is below game, however putrid our hand may be. But it takes more than controls to make a slam, a source of tricks and/or some extras are usually required. Here is the obligatory cue-bid in action:

<i>West</i>	<i>East</i>
♠ KQ64	♠ AJ52
♥ K3	♥ A9865
♦ 73	♦ AJ6
♣ A9876	♣ 4

1♣	1♥	(a) Fourth Suit Forcing
1♠	2♦ (a)	(b) Setting the trump suit in a game-forcing auction
3♣	3♠ (b)	(c) The "obligatory cue-bid", saying nothing about strength
4♣ (c)	4♦ (d)	(d) More cue-bidding
4♥ (d)	4NT (e)	(e) Roman Key Card Blackwood
5♠ (f)	5NT (g)	(f) Two Key Cards with the Queen of trumps
6♥ (h)	6♠	(g) Asking for specific Kings
Pass		(h) Showing the K♥, and denying both the K♣ and K♦

Our protagonists went through a Fourth Suit Forcing auction in order to agree Spades ... then West felt "obliged" to make a 4♣ cue-bid, and the partnership then cue-bid and Key Carded its merry way to a hopeless slam. The slam was hopeless because neither partner had any extra high-card values, nor any source of tricks. But they both had good controls and got propelled into slam on sheer momentum.

### A Solution

The above auction would have gained some direction if one or other of the partners had either shown or denied some extras. Enter the Serious 3NT. The logic is that, once we have agreed a major suit in a game-forcing auction, we are not going to play it in 3NT. So, we can use 3NT to show that we have a "serious" slam hand. In the above auction, over 3♠, that 3NT bid is available to West as his way of saying "I have a serious slam try here, if I had less I would merely cue-bid".

Playing the Serious 3NT, in the above example, West would still bid 4♣, but it would now have a completely different meaning. It would show something in Clubs, of course,

but it would also deny the ability to make a "serious" slam try. Faced with that information, East will gently come to rest in 4♠, seeing no reason to go to slam opposite a merely average hand.

So, suppose that we are in a game-forcing auction, and that Spades (or Hearts) have been agreed, let's give a simpler auction than the one earlier:

1♠	2♣	2♣ in this auction was game-forcing.
2♠	3♠	
??		

Now, Opener's options, playing the Serious 3NT, are as follows:

<b>3NT</b>	Serious slam try, Partner is <i>forced</i> to cue-bid.
<b>Cue-Bid</b>	Not enough for a Serious 3NT, a hand without substantial extras, but one with decent slamvalues.
<b>4♠</b>	A really bad hand (does not deny the ability to cue-bid, but does show a hand that strongly discourages slam).

The benefit of the above method is that at least allows Opener to express an opinion about his hand, and that opinion can be expressed in three ways (serious, polite interest, no interest). Quite a contrast to the earlier auction where there was absolutely no opinion being expressed, merely cue-bids.

### When Does The Serious 3NT Apply?

The basic conditions are:

- The auction is already game-forcing
- A major suit has been agreed
- The bidding is at the 3-level
- One player bids 3NT, which cannot possibly be to play.

Yes, it's that last condition which is the kicker! When, after agreeing a major, do we decide that 3NT is a possible contract? We'll offer two extremes:

1. We can *never* play in 3NT after agreeing an 8-card major fit, at least not when one of the players has yet to limit his hand
2. We can *always* play in 3NT after agreeing a major, *unless* the fit is 9 cards (typically 5-4)

We think that the second treatment is too restrictive, we'd prefer to be able to use the Serious 3NT more often.

## Serious 3NT Theory

One of the worst bidding crimes is showing your values to partner then essentially “bidding them again”. The “serious 3NT” is a tool to get to slams from both sides of the table. The rule for “serious 3NT” theory is that either side Q bids as a courtesy in case the other side is unlimited & has slam aspirations. If one side does not bid 3NT when they have the chance there is no “serious” slam aspirations. That should be a signal to stay in game unless exceptional distributional hands. Q bidding of course does not show any extra values with “serious 3NT” theory. Serious 3NT only applies with a major suit fit and at least a 4-4 fit in trump.

Once you do make a “serious 3NT” bid you have indicated to partner that you want to go to slam. Once you have got that bid off your chest and do not have any extra you can bid game with impunity knowing that you have “done your duty” If partner does not carry on there must be a reason so the hand probably belong in game .

A partner and I had a “serious 3NT auction” where the principle of “bidding your hand the 2nd time” came up. Partner opened 1♠ and I bid 2♥ which brought 3♦ from partner . I bid 3♠ and partner made a serious slam try with 3NT . I had xxx AK10xxx x AQx so as ordered I bid 4♣ and partner bid 4♦ . I complied with 4♥ and partner bid Blackwood. With all the aces we contracted for 6♠ which was a hopeless slam and went down one. Why was the slam so bad ? The main reason was that it was bid from only one side of the table. Partner had a nice hand for his serious 3NT bid but nothing really extra for a serious slam try bid. He was “all in” ( to borrow a poker expression) with his 3NT bid so he can bid 4♠ over my 4♥ with impunity. Now my judgment comes into play . I have exactly zero HCP's in his two suits. I have nice controls outside which I have showed him . I will drag my feet and pass 4♠ and that's the limit of the hand . **Both sides** contributed to the final game contract and avoiding the bad slam.

There is no such thing about being embarrassed about your opener and not show controls when asked by the “serious 3NT “ bidder or an unlimited hand . An unlimited hand demands a Q bid just as much as a ‘serious 3NT” bid. Say you open 1♠ with this bow wow **A109xxx xx Qx KQ10** and partner bids 2♥ . You choose 2♠ ( maybe 2NT would be better ) and partner bids 3♠ . This shows that partner is unlimited and demands a Q bid. You can not refuse to do so because your hand is bad . The reason will become obvious later in this auction. You bid 4♣ and partner bids 4♦ and you retreat to 4♠ . Partner holds **xxx KQJ1098 AKJ10 void** and partner gives up as you have shown duplication of value in clubs and you never made any serious slam try yourself . You win 12 IMPs as the spades do not behave and 5♠ does not make ! The opponents were in 5♠ down one on an aborted slam try !



Ok. See what happens when if you do not Q bid 4♣ as **asked by the unlimited hand** and bid 4♠. Partner now knows that there is **no** duplication of value in clubs ! In order to have an opener your points must be in spades and possible the heart Ace . Knowing that you do not have the ♣ Ace **or** King partner now bids 4NT and you are too high . The “serious 3NT” philosophy is supposed to allow the partnership to explore slam below game level. If you break the rules you end up like the “standard” bidders the ignominy of a 5 level contract going one down.

There are a number of unique and useful inferences playing “serious 3NT” theory . The jump to game is a picture bid showing no outside controls. This means that partner has good trump or an opener does not exist.

**AKQxx Qx QJxx xx**

1♠-p-2♣-p

2♦-p-2♠-p

4♠ .

Partner has **109x Kx AKx AKxxx** and knows that you do not have the heart Ace. Your points must all be in spades for your opener . He bids 6♠ after your 5♠ Blackwood response because the slam is better then 50-50 with the known AKQ of trump over there. The heart Ace can be onside or partner can hold the heart queen which makes the slam very very good..

## Serious or non-serious 3NT

*(Tnx to exams I haven't been able to post much, and this will probably be for another two weeks. When this period is over, I'll be back completely with weekly updates.)*

When you found a fit in a GF auction, it's usually interesting to stay low. One of the players hasn't shown his real strength and might be interested in slam, so jumping to game is preempting your partner. Usually you should start cuebidding, but your partner doesn't know how strong your slam aspirations really are. An example is probably better to understand:

Suppose you're playing 2/1 GF:

1♠ - 2♥

3♥ - ...

Now responder will start cuebidding. However, none of the players are sure how strong their partner really is! Opener can be both minimum or maximum, responder can have a minimum GF but he's also unlimited. If you start cuebidding, you may have a combined point range from 25 to 40! How can one know what to do?

The solution is to use 3NT (and skipping 3NT) to show the difference between slam interest and not. 3NT is a free bid. Suppose the bidding continues:

1♠ - 2♥

3♥ - 3NT

or

1♠ - 2♥

3♥ - 4♣

Now, partner can make a good decision if he knows you're minimum or maximum for your bidding.

There are 2 main 'schools':

- use 3NT to show serious slam interest (serious 3NT)
- use 3NT to show a minimum hand (non-serious or frivolous 3NT)

Serious 3NT is widely spread, and used by many players. But, like most of the time, the reversed way of standard is better. There are several theoretical advantages for non-serious 3NT:

- When you're minimum, you're going to bid more games than slams. If you have

to cue with minimum hands, you give opponents more information for the lead. If you can bid 3NT on the other hand, opponents can't double for the lead, and also don't know anything about controls.

- With minor fits, you may want to play 3NT instead of 5m if partner isn't interested in slam. Non-serious 3NT gives you this possibility.
- Perhaps a stupid advantage, but it is one: if your partner forgets the convention and passes, it won't be such a disaster when it's a non-serious 3NT. But when you showed serious slam interest and partner forgets, you'll probably lose a slam!

I see many people playing a standard Jacoby 2NT over their partner's 1M opening, and the bidding goes:

1M - 2NT (2NT = GF with support M)

4M - 4NT (4M = minimum hand)

5X - 6M

They go off because they have 2 quick losers in a side suit.

When playing serious or non-serious 3NT (doesn't really matter) you can easily bid 3M with minimum and maximum hands, and show the strength later (or let partner show his strength). This clearly improves your slam bidding, since you'll always be able to cuebid at 4-level before using the precious 'Blacky'.

It's always clear to the other player if a slam auction is necessary. Examples:

1♠ - 2NT

3♠ - 3NT

4♠ (minimum hand, no cues given away)

1♠ - 2NT

3♠ - 3NT

4m (cue with maximum hand)

1♠ - 2NT

3♠ - 4m (not a minimum GF)

### Serious 3NT and “Last Train”

9

Assuming a major fit , serious 3NT is an integral part of the slam bidding structure . There is also a Q bidding inference with the serious 3NT when **hearts** are the agreed trump . Bidding 3NT denies a spade control. Therefore partner still may have serious slam interest with a ♠ Q bid so she must Q bid on that basis.

There are some holes in this “serious 3NT” Q bidding structure that must be filled with a Q bidding understanding . This hole comes from the simple Bridge fact that the order of Q bidding can result in higher ranking suits shutting out lower ranking suits and you have reached game level. You do not want to go to the 5 level to Q bid as in the American style of Q bidding but you are still interested. Q bidding at the 5 level kills Blackwood and the Italian style of Q bidding 2<sup>nd</sup> round controls first. You need a way of telling partner you have that control but not go beyond game or Blackwood. This understanding is called “Last Train to Clarksville” and means a bid in a suit just below your major suit game is a serious slam interest and shows the control in a lower ranking suit but not the suit bid.

This understanding is a message to partner. Partner has two inferences on what you **did not do** . You did not sign off in your major suit game and you did not take further control by bidding Blackwood . Therefore you are lacking a key control to bid Blackwood but you are making one last attempt at slam. Last Train Is not that hard a concept. Why is partner not bidding 4NT ? Review the Q bidding and you have your answer.

Some sample auctions to further describe the concept:

1♠-P-2♦-P  
2♠-P-3♠-P  
3NT-P-4♦-P  
4♥

You have serious slam interest via your 3NT bid . Partner has denied a club control and you have it or you would have signed off in 4♠ . You are telling partner that you have a club control by still trying for slam ...

1♥-P-2♦-P  
2♥-P-3♥-P  
3NT-P-4♦-P

You have denied a spade control by bidding 3NT . I have a spade control but I can not bid it below game . I do not have a club control or I would have bid it so I am making a last try at slam with the spade control.

1♠-P-2♥-P  
2♠-P-3♠-P  
3NT-P-4♣-P  
4♥

The 4 heart bid is a last try for slam saying I do not have a diamond control but I am still interested via overall strength.

1♠-P-2♥-P  
2♠-P-3♠-P  
4♣-P-4♥-P

4♣ was a courtesy Q bid so 4♥ is an “asking” last slam try attempt. It says I do not have a diamond control but I am still interested in slam .

1♠-P-2♥-P  
2♠-P-3♠-P  
4♦-P-4♥-P

Since the 4♦ bidder denies a club control , 4♥ must say I still have interest and the club control but I still do not have enough to take control by bidding 4NT. Over to you ..

1♥-P-2♦-P  
2♥-P-3♥-P

4♦                      This is simply a diamond control showing no spade or club control and no serious slam interest.

This “Last Train” Q bidding style is a part of serious 3NT theory. Interestingly , Bridge World standard has adopted “Last Train” Q bidding with any slam strain but not serious 3NT . Here is the definition from Bridge World Standard .

“Last Train: Any time there is only one call that indicates slam interest or further slam interest without **raising the partnership’s level of commitment**, it is a Last Train slam-try, unrelated to the strain named (unless followed by an **uninvited** further action).”

## APPENDIX C- Competing Against Their Mini 1NT (10-12) Runnouts

This is the situation

THEY open a 10-12 NT and WE Double to show good hand, typically a strong NT, and they runout: e.g.

1NT – X – P - ? (where P forces a XX)

Or

1NT – X – XX - ? (where XX forces 2c)

Any advice for fourth hand bids?

### Larry Crevier Notes

#### Competing Over Their Weak 1NT Runouts (Larry Crevier Notes)

Hi Guys

I suggest that you agree on the strength of hands that you will have opposite the various No trump opening.

I suggest that it should always be a Strong No trump equivalent of some variety in HC or playing strenght.

Having played for many years 10-12 and at some point 12-14 I suggest that just having equivalent range is akin to Playing Russian Roulette and even with top of range, good to have a 2 way values, either extra strength or good lead and quality of suit to get off to a good start defensively if partner chooses to defend (which we play is showing 'balance of power' 7+ HCP).

a) a Good lead, so a long suit hopefully with good supporting spots and also so if partner is weak we have a safe runout and not go for some number conversely.

b) a real reason to take action.

Over 10-12 I would suggest a very robust 13 with a good suit of my own to lead if it goes all pass, or if the Opponent shows balance of Power and partner runs we have a shot at playing at the 2 level and not getting crushed ourselves as a minimum

Other than that I would expect a minimum Strong No trump.

The greatest value of this tool and treatment is that Responders Pass shows values (7+) and so then all doubles by either side is penalties and you are in a forcing pass up to 2 hearts.

They cannot play 2 hearts undoubled but can play 2 spades undoubled.

Like all systems or treatments there is some flaw or imperfection of some kind.

In this case the run from the double, less than 7 points Cappel over Cappel has one scramble element, that is the 2 Club runout.

2 Clubs says

I prefer not to defend 1NT doubled (often very weak) and want to play some where else.

I hold either

a) a 1 suiter and so you can bid 2D and I will either pass or bid a new suit or

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b) I have a balanced hand, less than 7 points and no suit or 2 suiter either in majors, and simply want to run from 1nt doubled.

## Bobby Wolff Notes

How about the simplest possible methods. Pass or run out to 2C/2D/2H is forcing. First Double is take-out from either side, (subsequent x = Pen) and responder bids as if PARTNER had opened 1NT and thus system is on.

Therefore

1NT x 2C x = Stayman, and transfers apply.

1NT x (xx/P forcing xx) Transfers and Stayman apply

For 2D/H/S; x = t/o and Lebensohl.

If you pass a xx round, or a pass forcing xx then again both sides double for take-out, but suits now natural

If responder removes a t/o x to 2NT its a scramble, natural from opener.

Bobby Wolff

## Eric Kokish Notes (modified by Karen McCallum)

**Let's get back to the "high-card" double of 1NT in the direct seat.**

It's beyond the scope of this article to go into the sort of detail this subject merits, but we'll try to get you pointed in the most important directions.

The first thing you'll want to decide is this:

*How far should your side be forced after the initial double if the bad guys should try to escape from 1NT doubled?*

The aggressive approach is "forcing through 2♠." A more conservative view is "forcing through 2♦." Another, more conservative, view is "no force at all." Since you have to tell your opponents about any agreement you make on this subject, it's easy to see that they might be able to take advantage of you by bidding (in the "aggressive" scenario) to 2♠ with a good hand, waiting for you take further action

before handing you your head. Both Eric and Karen would vote for a conservative approach here.

Assume for the moment that the double of 1NT is forcing through 2♦:

(a) WEST NORTH EAST SOUTH

1NT Db1 2♣/2♦ P

P ?

... North must not pass.

(b) WEST NORTH EAST SOUTH

1NT Db1 P1 P

RDb12 P 2♣/2♦ P

P ?

1 Forces West to redouble

2 I do what I'm told

... North must not pass.

(c) WEST NORTH EAST SOUTH

1NT Db1 RDb11 P

2♣2 P P ?

1 Forces 2♣; East has any one-suiter

2 I do what I'm told

... South must not pass.

In all three of these cases, some information has been exchanged before the bidding gets to the player in the passout seat. The nature of this information will depend on the meaning you assign to alternatives to those previous passes.

In (a), South could have doubled 2♣/2♦. Just so we'll have something relevant to discuss, let's say that you agree to play that after the initial double, each partner has one chance to make a takeout double if the other has not yet done so. Obviously, you might be happier playing all doubles for penalties, and in that approach, forcing passes are like takeout doubles. You ought to choose the plan that suits your partnership personality.



Here South's pass denies the sort of hand that would make a takeout double of East's suit but South might have a pure penalty double or simply nothing to say. When it gets back to North, he can make a takeout double himself, catering to a penalty pass by South. What North cannot do is double for pure penalty. That's the price you pay for having this sort of agreement. It's an extension of negative double theory. Essentially, you can get them if one of you has a trump stack; you might not get them so easily when your trumps are three-three. If North has not been dealt a true takeout double anyway, he can double just the same if other actions seem worse. Alternatively, he can bid a suit minimally or with a jump, bid some number of notrump, or cue-bid to establish a game force, showing a two-suited hand inappropriate for a direct action other than double. You will decide on the parameters.

In (b), South had a chance to run himself after East's pass. Should he do so with any very weak hand? That's another partnership decision. If you think he should, then perhaps a bid of 2♣ should simply send that message, with no long suit. Thus, with a weak hand and long ♣'s, you might have to get to 3♣ or you might wish to pass, then hope to run to 2♣ later if partner doesn't get in your way. If South's first pass shows some values by agreement, you may consider this a different sort of scenario. You might wish to agree on penalty doubles by both partners in this situation. If you wish to retain the same agreements as in (a), both South and North can double 2♣/2♦ for takeout.

(c) might seem like a variant of (b), but here North-South might be off the hook altogether; East might convert 2♣ to 2♥/2♠, and there would no longer be a forcing situation for the defending side. Still, you can make a case for South's pass over the redouble to show some values. South may have to act over 2♣ or 2♦ at his 2nd turn and ought to be prepared to do so, particularly since there will be some ethical considerations if his action is out of tempo. This is not at all easy for the defenders, but it is even more difficult if you do not look at the opponent's convention card before you start.

By far the best approach (ktm thinks), is this last one hinted at by eok in his original article. After the first double, use negative doubles by both sides until the weak hand shows values, and penalty doubles thereafter. No force exists until the weak hand shows values (unless you are short in their trump suit). They may escape when we have 3 opposite 3 in their suit, and only moderate values, but this is a hand where we almost certainly didn't want to be in the bidding anyway. The advantages of such a scheme are self-evident. First, we will never stick our neck out on the chopping block. (Well, it

won't be out there twice. We've already taken some risk with the first double, partner has nothing to say - so it's time to call it quits with moderate hands). And secondly, we will be doubling the opponents more often, particularly with balanced hands, since very often, all we've said is "double" to show cards.

Eric has pointed out the disadvantage of such a scheme - you have no purely penalty double. It's a trade-off, but one I think well-worth making. (In practice, they don't often get off the hook - the hand short in trumps scrapes up a double whenever he can.) It's a matter of percentages: You are more likely to want to re-enter with takeout hands than with penalty hands, and are far less likely to have been dealt a purely penalty double hand (assuming no cooperation from partner).

Using the ktm approach, with (a) North can pass unless he is short in ♣'s/♦'s (LHO's suit). Partner would have doubled with anything resembling reasonable values, unless he has a trump stack.

However, with (b) North may not pass because the opponents have told us that they are weak. In other words, the weak hand (South) has shown values by inference. We are in a force.

Ditto with (c)

What should you do if the bidding begins...

(d) WEST NORTH EAST SOUTH

1NT Db1 P1 ?

1 no special meaning

If your hand is balanced, I suggest that you pass and take your chances, even with a very weak hand. You might go minus 180 or 380 or worse by passing, but in this case, it might be much worse if you bid. East has not redoubled so there is no game bonus to worry about and East's silence suggests that North will have a pretty good hand when South has a bad one. The picture changes if East makes a business redouble or makes a conventional pass and then passes West's forced redouble. It might still be correct to pass, of course, but with less than 4-5 HCP, you will often do better (notice that I am not saying "do well") to try to grope your way into a playable spot. It is moments such as this that the mini-notrump aficionados dream about.

If you have a bit of shape, you ought to decide how much you need to pass 1NTx or 1NTxx. With 5/6 points, you could go either way. With less, you will probably prefer to take out, and with more you ought to pass.

If you're content with a simple approach after partner's double: two-level takeouts are natural and weak, and jumps are invitational, based on distribution rather than high cards, of course. A takeout to 2NT shows a distributional two-suiter with some interest in game.

If you want to get fancy, there are some good methods on the market. One of them [suggested by Marc Smith] uses a 2♣ takeout to show any weak one-suiter (you can't play in precisely 2♣), 2NT to start game-forcing one-suiters, jumps as natural and invitational, 2♦ to show

any weak two-suiter, 2♥ to show a strong two-suiter without ♠'s and 2♠ to show a strong two-suiter including ♠'s. Various relays are employed to identify specific combinations. This is good stuff, but it involves some study and memory work and is certainly not for everyone. The point, I guess, is that you don't have to be caught with your pants down after 1NT-(Dbl)-Pass-?

(e) WEST NORTH EAST SOUTH

1NT Dbl 2♠ ?

Here pass is no longer forcing, according to agreement. I suggest that you play negative doubles here, a method that will appeal to you if you already play negative doubles after 1NT-(2♠ overcall). In fact, what you might wish to do is treat other actions as you would in that sequence, i.e., South uses Lebensohl, or Rubensohl, or whatever methods you use now after an opponent overcalls partner's 1NT with 2♠. Although North might not have a balanced hand for his double of 1NT, this technique enables South to show a wide variety of hands without going past 3NT and without overstating his values. Here is a sample scheme...

WEST NORTH EAST SOUTH

1NT Dbl 2♠

?

Pass Non-forcing; might be a moderate penalty Dbl of 2♠

Dbl Negative; say 7/8+ HCP; if 4♥/strong... no ♠ stop

2NT Puppet to 3♣ (then 3♦/3♥=long/weak; 3♠=4♥/S stop

3♣ Invitational or better, ♦'s

3♦ Invitational or better, ♥'s

3♥ Invitational or better, ♣'s

3♠ Invitational or better, both minors

3NT NAT/S stoppers

4♣ 6+C/4♥/FG

4♦ 6+D/4♥/FG

4♥ NAT, but not strong

4♠ Extreme minors, slam try

4NT Simple Blackwood

You as Doubler are invited to express yourself at this point.

So you could pass 2 clubs with a Club suit, or by Bypassing 2D you would be showing a suit.

The acceptance of 2D in this auction would have some implications

a) Not single suited clubs (would have passed)

b) Not single suited in 1 of Majors would have bid it here

So like the 2 clubs is nebulous, the 2D suggest to scramble around.

Responder usually passed 2D unless happy to bid a Major single suiter.

Responder will not have 4-4 or longer in Majors as would have bid 2D in response with less than 7 points.

I would play that Responder has other options as follows but would only play these corrolaries over 10-12 or 12-14 NT and not offer 14-16 or stronger openings

Opener Doubler Opp 2 Responder

1NT X P 2NT would show an invitational 2 suiter and we scramble to find a fit at the 3 level

3x Invitational of some kind Natural

Very offensive hand playing strength not wanting to defend 1nt X

Invite to 3nt it Minor

Invite to 4M or 3nt if Major

Over the years I have simply accepted that game is unlikely opposite a strong No trump generally and so would not entertain the above treatment versus a 15-17 No trump but would be preemptive but still with good playing strength

## APPENDIX D- Actual deals illustrating bidding methods

### Modified ROMEX (or Caplan-ROMEX)

#### The way it should be bid

North bids Stayman to see whether a 5-3 (or better) heart fit can be uncovered. When opener bids 3♦, thereby denying a 4-card major or 5 hearts (3NT over 3♣), North *pretends* that he has 4 spades and 5 hearts, and continues the puppet by bypassing the 4♥ bid and bidding 4♠, a la Smolen. He is handsomely rewarded in finding the 5-3 spade fit, albeit revealing the strong hand as dummy. Four spades wasn't easy, but it can always be made on careful play when the diamond Ace is in the west hand.

<div> <div> <b>North</b>  ♠5 4 2  ♥Q J T 5 2  ♦K 7 4  ♣6 4 </div> <div> <b>West</b>  ♠  ♥  ♦  ♣ </div> <div> <b>East</b>  ♠  ♥  ♦  ♣ </div> <div> <b>South</b>  ♠A K Q J 9  ♥K 7  ♦Q 9 5  ♣A J 7 </div> </div>			
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		Pass	2NT
Pass	3♣	Pass	3♦
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

#### The way it was bid

Using “standard” Romex, North could not both ask for a 5-card spade suit and also show a 5-card heart suit, so he settled for second best, showing 5 hearts and game-going values.

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		Pass	2NT
Pass	3♦	Pass	3♥
Pass	3NT	Pass	Pass

This was no bargain, after a club lead. Declarer lost 3 clubs, one diamond and one heart.

## APPENDIX E- BART

This concept was devised and developed by **Mr. Leslie C. Bart**. The original Bart convention was devised to distinguish between a 5-card or 6-card Heart suit after a forcing 1 No Trump response. The concept of the Bart convention is an artificial forcing 2 Diamonds bid used in the following sequence.

Opener	Responder
1 ♠	1 NT
2 ♣	2 ♦

According to the partnership agreement, this sequence shows various hands, many of them including a 5-card Heart suit. If this is the partnership agreement, then the opener will make this assumption. He will then bid 2 Hearts with only a doubleton.

### The Five Hand Patterns

1. The responder has a 5-card Heart suit and a 2-card Spade suit and approximately 8-10 points. The responder plans to pass after any rebid by the opener. The options of the opener are also shown in the example.

Opener	Responder
	♠ 105
	♥ KJ974
	♦ Q105
	♣ J84
1 ♠	1 NT
2 ♣	2 ♦

Continuances:

2 ♥ Pass

2 ♠ Pass

2. The responder holds a doubleton Spade honor with 9-11 high card points. The responder will correct a rebid by the opener of 2 Hearts to 2 Spades, pass a rebid of 2 Spades, or raise a 2 No Trump rebid to 3 No Trump. The options of the opener are also shown in the example.

Opener	Responder
--------	-----------

♠ K6

♥ AJ84

♦ 1097

♣ Q854

1 ♠	1 NT
-----	------

2 ♣	2 ♦
-----	-----

Continuances:

2 ♥	2 ♠
-----	-----

2 ♠	Pass
-----	------

2 NT	3 NT
------	------

3. The responder holds a game invitational hand with a good to excellent Diamond suit. The responder, over any rebid by the opener, will bid 3 Diamonds to clarify.

Opener	Responder
--------	-----------

♠ 74

♥ Q95

♦ AKJ986



	♣ 93
1 ♠	1 NT
2 ♣	2 ♦

Continuance:

2 ♥	3 ♦
-----	-----

4. The responder promises a good 4-card or 5-card Club suit raise and approximately 10-11 points. The responder, over any rebid by the opener, will bid 3 Clubs. The options of the opener are also shown in the example.

Opener	Responder
--------	-----------

	♠ 9
	♥ AJ5
	♦ J862
	♣ KQ1095
1 ♠	1 NT
2 ♣	2 ♦

Continuance:

2 ♥	3 ♣
-----	-----

5. The responder, over any rebid by the opener, will rebid 2 No Trump with a 4-card Club suit support and approximately 10-11 points. The options of the opener are also shown in the example.

Opener	Responder
--------	-----------

	♠ 87
	♥ AQ6

♦ Q984

♣ K1093

1 ♠

1 NT

2 ♣

2 ♦

Continuances:

2 ♥

2 NT

2 ♠

2 NT

2 NT

3 NT

Immediate bids of 2 Spades or 3 Clubs by responder are similar but weaker.

## APPENDIX F- RAPTOR

# RAPTOR Convention

The origin of this particular conventional method is somewhat disputed. The word raptor actually means a bird of prey, such as an eagle, falcon, hawk, and vulture. According to **Mr. Ulf Nilsson**, the Raptor 1 No Trump overcall is a Swedish innovation from the **mid-80s** by Mr. Magnus Lindkvist and played at the time in his partnership with Bjørn Fallenius. This convention was adapted by a lot of Swedish players in the mid-level and generally extended to include, after a 1 Minor suit opening, some 4-card Major and specifically 5+ in the other Minor suit. It was later picked up by Mr. Zmudzinski-Balichi (who often has played against Sweden) and was under debate during the 1994 semifinals against Sweden.

But, according to **Mr. Tomasz Kozlecki**, he began using 1 No Trump 5-4 in **1988**. This convention was from a special edition of the Polish "Bridge" magazine from 1987. In the beginning of 1990s, according to Mr. Tomasz Kozlecki the original description of this convention was found in Polish "Bridge" dated 1979, which has not been confirmed. And, according to **Mr. Konrad Ciborowski**, this convention was created by the authors of Polish Strong Pass Systems, devised by Mr. Stanislaw Ruminski and Mr. Lukasz Slawinski (the same authors who created NoName, Regres, etc) but sadly, as most of Polish bidding inventions, received no publicity in English bridge-related publications. It was created in the 1970s or late 1960s, and a description of this convention can be found in a Polish "Pikier" magazine in 1981). This particular conventional method is sometimes referred to also as the **Polish No Trump**, especially by bridge communities in Europe. See: [Poland 1 No Trump Overcall](#) - [Polish 1 No Trump Overcall](#).

Another source claiming origin follows with the explanation of the concept. This explanation can be found on [Wikipedia](#). Raptor 1NT overcall is a contract bridge convention that indicates a two-suited hand with exactly four cards in an unbid Major and a longer suit in an unbid Minor.

The idea to utilize a 1NT overcall to denote a 5-4 two-suiter seems to have originated independently in Sweden and Poland in the early eighties of the twentieth century. The name, however, comes from **Mr. Ron Sutherland** and his son who re-invented this approach and published it in a Toronto magazine in **1993** under the acronym "wRAP around **TOR**onto" style.

Therefore, the exact origins of this conventional method is unknown, and there are several variations and/or even conventional bidding sequences, whereby the Raptor method may be used and employed depending on the partnership agreement. The concept behind a Raptor 1 No Trump overcall is to show a distributional holding with exactly a 4-card Major suit and a 5/6-card Minor suit. The following illustration should clarify the concept.

West	North
♠ AK873	♠ Q65
♥ 43	♥ KQJ5
♦ AQ65	♦ 8
♣ 43	♣ QJ1076

1 ♠

1 NT

The 1 No Trump overcall by North shows exactly a 4-card Heart suit and an unknown 5/6-card Minor suit. The other Raptor 1 No Trump overcalls are shown in the following chart:

Opener	Overcaller	Meaning
1 ♣	1 NT	Shows an unknown 4-card Major suit and a 5/6-card Diamond suit
1 ♦	1 NT	Shows an unknown 4-card Major suit and a 5/6-card Club suit
1 ♥	1 NT	Shows a 4-card Spade suit and an unknown 5/6-card Minor suit
1 ♠	1 NT	Shows a 4-card Heart suit and an unknown 5/6-card Minor suit

By inference, if the overcall is either 2 ♣ or 2 ♦, the overcaller, in most cases, will not hold a 4-card Major suit. The disadvantage, many feel, is that the natural 1 No Trump overcall is lost, but many partnerships employing the Raptor 1 No Trump overcall have adopted the pass or double to fill this void. This is due to the fact that the Raptor 1 No Trump overcall can also be employed in the sandwich position, such as in the following auction:

South	West	North	East
1 ♦	Pass	1 ♥	1 NT

The 1 No Trump by East in this auction shows exactly a 4-card Spade suit and a 5/6-card Club suit. By any auction by the opponents after both opponents have bid a Minor suit and a Major suit, a Raptor 1 No Trump overcall in the Fourth Seat shows exactly a 4-card suit in the other Major and a 5/6-card suit in the other unbid Minor suit.

The name however seems to have come from Canada. Mr. Ron Sutherland and his son wrote claiming a third invention in the 90's, but they gave it the acronym "wRAP around TORonto" style, publishing in a Toronto magazine in 1993. It is also, according to an interview with Mr. Eric Rodwell, sometimes called the Polish Notrump Overcall.

## APPENDIX G– Extended Stayman

By Ron Klinger

According to **Mr. Ron Klinger**, a bridge expert, prolific author of bridge publications, and theoretician of the highest caliber, the concept behind the Extended Stayman conventional method has some drawbacks, which are quoted below:

1. It gives a lot of information to the opponents. While finding your best contract is your primary aim and may entail revealing part of your hand pattern, it is usually best to give the opponents as little information as possible.
2. Since the reply of the opener can be at the three level, you cannot safely use the 2♣ response to bail out of 1 No Trump with a weak hand.
3. Neither simple nor Extended Stayman provides a satisfactory solution to the problem of responder holding invitational values with 5-4 in the Major suits. You cannot afford to transfer to the 5-card Major and then bid the other Major. That is played as game-forcing.

After reviewing and studying the conventional method designated as Extended Stayman, Mr. Ron Klinger concluded that the identical concept could also be applied and employed if the opening bid was a suit bid and the rebid is 1 No Trump, as in the following bidding sequences. However, the continuances are not identical as shown below.

Opener	Responder		Opener	Responder
1 ♣	1 ♦	or	1 ♣	1 ♥
1 NT			1 NT	

The opener may or may not have a 4-card Major suit. There are some approaches or bidding systems, which allow for a 1♦ first response by partner on holdings containing a 4-card Major suit and permit, if not strongly recommended, a 1 No Trump rebid by the opener on holdings containing a 4-card Major suit. Bridge players employing the Walsh bidding system do allow this possibility and encounter this bidding

situation and who, as a consequence, must have a means of finding a possible fit in either or even both Major suits.

Although originally not designed for a suit and then a No Trump rebid bidding sequence, the continuances of the original Extended Stayman concept, according to Mr. Ron Klinger, apply suitably and appropriately also for this particular bidding sequence, although they are not identical.

The following responses are **not identical** to those of the Extended Stayman conventional method. They have been developed by **Mr. Ron Klinger** of Australia for employment after opening a suit on the one level, generally without competition, and a rebid of 1 No Trump. These continuances are as follows and are designated also as Extended Stayman responses. The bridge player must note the distinction between the two situations.

Opener	Responder	Meaning
--------	-----------	---------

1 ♣	1 ♦	
-----	-----	--

1 NT		
------	--	--

	2 ♣	
--	-----	--

### Extended Stayman Continuances

2 ♦		
-----	--	--

2 ♥		
-----	--	--

2 ♠		
-----	--	--

2 NT		
------	--	--

3 ♣		
-----	--	--

	card Major suits. Compare original Extended Stayman.
3 ♦	Shows maximum values and no 4-card Major suit.
3 ♥	Shows maximum values and a 4-card Heart suit. Denies a 4-card Spade suit.
3 ♠	Shows maximum values and a 4-card Spade suit. Denies a 4-card Heart suit.

The following example should clarify this concept, which is first initiated once the No Trump bidder has denied holding a 4-card Major suit after bidding 1 No Trump.

Opener	Responder	Meaning
♠ AQJ4	♠ K986	
♥ K75	♥ Q10	
♦ 983	♦ AQ76	
♣ KJ103	♣ A97	
1 ♣		
	1 ♦	
1 NT		The partnership agreement is to first show a certain <i>value-range</i> , an approach which bypasses a 4-card Major suit.
	2 ♣	With this bid the responder triggers the Klinger Extended Stayman conventional method to discover whether partner has bypassed a 4-card Major suit. (Note: this bid is not game-forcing.)
3 ♠		With a 4-card suit in Spades the partner shows that he does indeed possess a 4-card suit in Spades. If the opener had 4-cards in both Major suits, then the opener would bid first the lower-ranking Heart suit. The jump shows maximum values.
	4 ♠	After discovering that the partner holds a 3-

card suit in Spades, the responder, with game values, bids game in Spades knowing that there is a 4-4 fit.

Once the opener has clarified and more closely defined the holding via the continuances designated by Mr. Ron Klinger as Extended Stayman after the rebid of 1 No Trump, then the responder is better qualified to judge and establish the final contract. The possibility of agreeing upon a Moysian fit, or a 7 card trump suit, is more frequent. Source: Taigabridge by Mr. Gordon Bower.