

# Modified Precision System with Transfer Positive Responses

(Level 2)

Date: Jan 01, 2024

Issued to Andrew, Kenny Y, Julien, Paul and Peter on Dec 30, 2023

## Difference from Level 1

- (1) 1C – 1D –  
1H = 20+ HCP, forcing one more round.  
1NT = 17~19 HCP, may have 5-card Heart or 5-card lousy Spade.  
2H = 17~21 HCP, 6+ cards Heart.  
2S = 17~21 HCP, 4441 hand, singleton Heart or Spade,  
2NT = 17~21 HCP, 4441 hand, singleton Club.  
3C = 17~21 HCP, 4414 hand, singleton Diamond.
- (2) 1C – 1D – 1H – 1S (0~4 HCP) –  
1NT = 20~22 HCP, balanced, may have 5-card Heart or 5-card lousy Spade.  
2NT = 23~24 HCP, balanced, may have 5-card any suit.  
2C = (1) 22+ HCP, 5+ cards Club;  
(2) 22+ HCP, 444 plus any suit singleton hand;  
(3) 25+ HCP, any shape.  
2D/2H/2S = 22+ HCP, 5+ cards suit.
- (3) 1C – 1S – 1NT – 2C = 4 –card C plus a 4-card unspecific suit;  
2D = H and S 4-4; 2H = D and S 4-4; 2S = D and H 4-4.
- (4) 2NT opening = 5~10 HCP, both minors at least 5-5+.
- (5) 2C Puppet Stayman use on 1C – 1D – 1NT.
- (6) 1C – 1S – 1NT, after knowing shape and range, Next Available Bid is Gerber Ace asking.
- (7) Precision Jacoby 2NT is used.

## 11+ HCP, 5+ cards Heart opening in this system

- (1) 11~16 HCP, 5+ cards Heart, any shape: open 1H
- (2) 17~21 HCP, 5+ cards H plus a 4+ cards another suit: open 1H,  
1H – 1S – 3C/3D = 17~21 HCP, 5+ H plus 4+ cards C/D suit.  
1H – 1NT – 2S/3C/3D = 17~21 HCP, 5+ H plus 4+ cards S/C/D suit.
- (3) 17~21 HCP, 6+ card H: open 1C – 1D – then 2H
- (4) 17~19 HCP, 5-card H balanced hand: open 1C then 1NT.
- (5) 20~ 22 HCP, 5-card H balanced hand: open 1C – 1D – 1H – 1S – then 1NT.
- (6) 23~ 24 HCP, 5-card H balanced hand: open 1C – 1D – 1H – 1S – then 2NT.
- (7) 22+ HCP, 5+ cards H: open 1C – 1D – 1H – 1S – then 2H.

Note: Each player may have some biddings tolerance. Should make some agreements on bidding card first.

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| <u>Opening Bid</u> | <u>Description</u>  |
|--------------------|---|
| 1C                 | = (1) 17+ HCP, any shape.<br>(2) Only 16 HCP, with one 6+ cards and at least a semi-solid suit.<br>(3) Less than 17 HCP, with one major suit having 10 tricks or one minor suit 11 tricks on hand.  |
| 1D                 | = (1) 11 HCP, 5 cards D or 12 HCP, 4 cards D;<br>(2) 13~16 HCP, 1~5 D. (with 14~16 HCP, balanced, 2~5 D, should open 1NT. But only 14 HCP, balanced hand with one or both 4-card major, it is suggested to open 1D not 1NT)   |
| 1H/1S              | = (1) 11~16 HCP, 5+ cards Heart or 17~21 HCP 5+ cards Heart plus a 4+ cards side suit.<br>(2) 11~16 HCP, 5+ cards Spade suit.<br>[Response 1NT = Forcing, (Pass hand semi-forcing); 2 over 1 = Game Forcing;<br>3C = 7~10 HCP/3D = 11~12 HCP Bergan Raises; 2NT = 13+ HCP, Precision Jacoby Raise;<br>Single raise is 8~10 HCP, 3 cards support; 3NT = 9~15 HCP, for play.] |
| 1NT                | = 14~16 HCP, balance hand, no 5-card good major, may have 5-card minor.<br>(If only 14 HCP, balanced, with at least one major 4 cards or Vulnerable. It is better to open 1D).  |
| 2C                 | = 10~16 HCP, 6+ cards Club or 5-cards Club plus one or both 4-card major.   |
| 2D                 | = (1) 10~16 HCP, 6+ cards Diamond;<br>(2) 13~16 HCP, 5-card Diamond (at least KQxxx) plus one or both 4-card major.   |
| 2H/2S              | = 5~10 HCP, 6-card suit, <i>pre-emptive</i> . (13~15 HCP @ 4 <sup>th</sup> seat.)   |
| 2NT                | = 5~10 HCP, both minors at least 5-5, most points are concentrated in minors, no 3-card major.  |
| 3C/3D/3H/3S        | = 5~10 HCP, 7-card suit, no 3-card other major, <i>pre-emptive</i> . (Invitational value in 4 <sup>th</sup> seat)   |
| 3NT                | = Gambling  |
| 4C                 | = 8-card Club suit, <i>pre-emptive</i> . (Invitational value in 4 <sup>th</sup> seat)   |
| 4D                 | = 8-card Diamond suit, <i>pre-emptive</i> . (Invitational value in 4 <sup>th</sup> seat)  |
| 4H/4S/5C/5D        | = for play.   |

| <u>Open</u>  | <u>Response</u>  |
|--------------|--|
| 1C           | 1D = 0~7 HCP, <i>negative</i> .<br>1H = 13+ HCP, any shape, <i>forcing</i> .<br>[Opener's rebid: 1S = Relay bid, 20+ HCP, <b>Slam Forcing</b> , asking responder to bid his transfer suit;<br>1NT = 17~19, balanced hand, no 5-card suit;<br>2C/2D/2H/2S = 17~19 HCP, 5+ cards C/D/H/S suit.<br>2NT/3C/3D/3H = 17~19 HCP, 4441 bid suit singleton, (2NT is singleton Spade). ] |
| 1S           | = 8~12 HCP, balanced hand, no 5-card D/H/S, may have a 5-card Club.  |
| 1NT          | = 8~12 HCP, 5+ C, un-balanced hand. (Bid 1S with balanced hand.)   |
| 2C/2D/2H     | = 8~12 HCP, 5+ D/H/S.  |
| 2S/2NT/3C/3D | = 8~12 HCP, 444 plus singleton S/H/C/D. (2NT = singleton Heart)  |
| 3H/3S        | = 5~7 HCP, 7-card H/S suit.  |
| 4C/4D        | = 5~7 HCP, 8-card Heart/Spade headed by Ace or King.<br>[Opener: 4H/4S = for play; new suit = cue bid; 4NT = RKC].   |
| 4H/4S        | = 5~7 HCP, 8-card H/S suit without an Ace or King. [4NT = RKC in the bid suit.]  |

| <u>Open</u> | <u>Response</u>  |
|-------------|--|
| 1C          | 1D   |
| 1H          | = 20+ HCP, <i>forcing one more round</i> .   |
| 1NT         | = 17~19 HCP, balanced, may have 5-card Club/Diamond/Heart or 5-card lousy Spade.   |
| 1S/2C/2D/2H | = 17~21 HCP, 5+ cards suit, <i>non-forcing</i> .   |
| 2S          | = 17~21 HCP, 444 plus singleton major*.<br>[Responder: 2NT = asking for which major. Opener: 3C = singleton H; 3D = singleton S] |
| 2NT         | = 17~21 HCP, 444 plus singleton Club*.   |
| 3C          | = 17~21 HCP, 444 plus singleton Diamond*.<br>* Singleton cannot be an Ace, if 444 plus a singleton Ace, we treat it as balanced; |

Open      Response

1C      1D

1H      1S = 0~4 HCP, 2<sup>nd</sup> *negative*.

1NT/2C/2D/2H = 5~7 HCP, 5+ cards in the **transfer suit, game forcing.**

2S = 5~7 HCP, balanced hand, no 5-card D/H/S suit, may have 5-card C suit, **game forcing.**

2NT/3C/3D/3H = 5~7 HCP, 444 plus bid suit singleton, (2NT = singleton Spade for 5~7 HCP.)

1C – 1D – 1H – 1S –

1NT = 20~22 HCP, balanced, may have a 5-card any suit. [Responder's 2C = **Puppet Stayman**]

2NT = 23~24 HCP, balanced, may have a 5-card any suit.

[Responder: 3C = **Puppet Stayman**; 3D/3H = Transfer;

3S = One or both minors, Opener rebid 3NT = like Diamond, rebid 4C = like Club.]

2C = 25+ HCP, balance hand with one or both 4-card major, Forcing to 3NT or 4 of a major.

2D = 22+ HCP, 444 plus any suit singleton hand.

2H/2S = 22+ HCP, 5+ cards suit.

3C/3D = 22+ HCP, 5+ cards C/D, un-balanced, forcing to 3NT or 4C/D. [Responder's all bids are natural.]

3H/3S = 22~24 HCP, 6+ cards single suit with max 9 tricks in hand, non-forcing.

3NT = 25~28 HCP, balanced, no 4-card major .

[Responder: 4C = Gerber; 4D/4H = transfer H/S; 4S = have one or both minors.]

4NT = 29~32 HCP, balanced, no 4-card major. [Responder's all bids are natural.]

4H/4S/5C/5D = for play.

**Opener's 25+ HCP, balance hand, Game Forcing**

1C – 1D – 1H – 1S –

2C – 2D/2H = 4+ cards transfer H/S suit (4-card major priority. Even 5+ cards minor plus 4-card major).

2S/3C = 4+ cards transfer C/D suit. No 4-card major suit.

Reponder avoid to bid No Trump at first response.

1C – 1D – 1H – 1S –

2C – 2D/2H/2S –

2NT = Asking responder transfer one more time. If responder's major is a 5+ cards major. He should transfer the same major one more time. If the responder transfer a minor suit at 2<sup>nd</sup> time. Then the 1<sup>st</sup> transfer major is only a 4-card suit. The minor suit could be longer then the major suit.

**Opener's 22+ HCP, 4441 hand with any suit singleton.**

1C – 1D – 1H – 1S –

2D – 2H = Short suit asking, (1) 3~4 HCP any shape.

(2) 0~2 HCP, balanced or two suiter 4-4+, 5-3+.

2S/3C/3D/3H = 0~2 HCP, 6+ cards suit, no other suit 4+ cards.

1C – 1D – 1H – 1S –

2D – 2H –

2S = 1444 or 4144 hand, singleton major. [Responder's 2NT = asking which major; Opener' 3C = H, 3D = S]

2NT = 4441 hand, singleton Club.

3C = 4414 hand, singleton Diamond.

**Opener's 22+ HCP, 5+ cards major, Forcing one more round**

1C – 1D – 1H – 1S –

2H – 2S/2NT/3C = 4+ cards C/S/D transfer suit, no 3+ cards H support. (2NT = 4+ cards S suit.)

[If opener bid the 4+ cards transfer suit, responder can pass with 0~2 HCP. Other biddings are natural.]

3D = 3~4 HCP, 3 cards H support, **game forcing.**

3H = 0~2 HCP, 3+ cards support, **for play.**

4H = 4+ cards H, **for play.**

1C – 1D – 1H – 1S –

2S – 2NT/3C/3D = 4+ cards C/D/H transfer suit, no 3+ cards S support. (2NT = 4+ cards C suit.)

[If opener bid the 4+ cards transfer suit, responder can pass with 0~2 HCP. Other biddings are natural.]

3H = 3~4 HCP, 3+ cards support, **game forcing**.

3S = 0~2 HCP, 3+ cards support, **for play**.

4S = 4+ cards S, **for play**.

Remark: 3~4 HCP should be A, K, QJx, or 4 Jacks. One Q and one J or 3 Jacks equal to 2 HCP only.

### Opener's 17~21 HCP, 444 plus any singleton

Open      Response

1C          1D

2S          = 17~21 HCP, 444 plus singleton major.      [Responder use 2NT to ask which major]

2NT        = 17~21 HCP, 444 plus singleton Club.      [Responder's any suit is natural and non-forcing.]

3C          = 17~21 HCP, 444 plus singleton Diamond. [Responder's any suit is natural and non-forcing.]

1C          1D

2S          2NT = asking for which major; other biddings are natural and non-forcing.

3C = 4144, singleton Heart.

3D = 1444, singleton Spade.

### Opener's balanced hand, 17~22 HCP, may have 5-card any suit.

(1) 17~19 HCP : 1C – 1D – 1NT;

(2) 20~22 HCP : 1C – 1D – 1H – 1S – 1NT –

1NT      2C      = **Puppet Stayman** with invitational hand.

2D/2H = transfer to 2H/2S, 5+ cards suit, **Jacoby transfer**. [Opener: 3H/3S = Max. with 4-card support]

2S      = Range asking or, 6+ cards C.      [Open: 2NT = Low range; 3C = high range]

2NT      = transfer to D, 6+ D, or both minors at least 5-5, weak hand. [Opener: 3C = like C; 3D = like D]

3C      = (1) 6~7 HCP at least 5-5 in the minors, **invitation**. (for 17~19 HCP 1NT only.)

          (2) 3~4 HCP at least 5-5 in the minors, **invitation**. (for 20~22 HCP 1NT only.)

3D/3H/3S = N/A

3NT      = for play.

4D/4H = transfer to 4H/4S, **Texas transfer**.

Other response biddings refer to 1NT opening.

### Answers to 2C **Puppet Stayman**:

Open      Response

1C          1D

1NT (17~19)      2C (**Puppet Stayman** with invitational hand)

2D = having one or both majors.

2H/2S = 5-card Heart/Spade suit.

2NT = no 4-card major, minimum hand.

3NT = no 4-card major, maximum hand.

1C          1D

1NT        2C (**Puppet Stayman** with invitational hand)

2D          2H = 6~7 HCP, 4-card Spade.

          2S = 6~7 HCP, 4-card Heart.

          3C = 6~7 HCP, both Majors 4-4.

          2NT = 6~7 HCP, no a-card major.

### **Responder's 5+ HCP, 5+ cards transfer suit.**

(1) 5~7 HCP, 5+ cards C/D/H/S : 1C – 1D – 1H – 1NT/2C/2D/2H –

(2) 8~12 HCP, 5+ cards C/D/H/S : 1C – 1NT/2C/2D/2H –

(3) 13+ HCP, 5+ cards C/D/H/S : 1C – 1H – 1S – 1NT/2C/2D/2H –

Opener bids the implied suit = Accept responder's transfer suit, 3+ cards support with slam interest, no 4+ cards major if the implied suit is a minor suit. 6 steps **TAB** (Trump quality Asking Bid), followed by 5 steps **CAB** (side suit Control Asking Bid).

Or 2NT, asking for **2<sup>nd</sup> transfer suit**.

New Suit = Opener's 5+ cards suit, do not accept responder's transfer suit, **natural bidding to follow**.

2NT = not necessary balanced hand, asking for **2<sup>nd</sup> transfer suit**. may have 3+ cards support responder's 1<sup>st</sup> transfer suit, but wishes to find a 4-4 fit in a major suit.

Jump to game in responder's implied suit = minimum opening, no short suit, no slam interest.

### **Response to 6 steps trump quality asking bid (TAB)**

1<sup>st</sup> step = 5+ cards suit without honor, i.e. A, K or Q.

2<sup>nd</sup> step = 5-card suit with one top honor.

3<sup>rd</sup> step = 5-card suit with two top honors.

4<sup>th</sup> step = 6+ cards suit with one top honor.

5<sup>th</sup> step = 6+ cards suit with two top honors.

6<sup>th</sup> step = 5+ card suit with all three honors.

### **After 6 steps TAB, opener's new suit is 5 steps side suit control asking bid (CAB)**

1<sup>st</sup> step = no control (xxx).

2<sup>nd</sup> step = 3<sup>rd</sup> round control (Qxx, or xx).

3<sup>rd</sup> step = 2<sup>nd</sup> round control (Kx or x).

4<sup>th</sup> step = 1<sup>st</sup> round control (A or void).

5<sup>th</sup> step = very good control (AK or AQ).

5 steps side suit **CAB** will be compressed to 4 steps (combine 1<sup>st</sup> and 2<sup>nd</sup> step) when the side suit control is asking in 5 level. **CAB** can be used for more than one side suit.

### **After 5 steps side suit CAB, opener rebids the same suit as 2 steps asking**

1<sup>st</sup> step = bad, 2<sup>nd</sup> step = good,

\* When partner has shown 1<sup>st</sup> or 2<sup>nd</sup> or 3<sup>rd</sup> round control, bad = short suit control, good = honor control;

When partner has shown no or 3<sup>rd</sup> round control, bad = no control, good = 3<sup>rd</sup> round control.

### **Response to 2<sup>nd</sup> suit asking by opener with 2NT**

Responder shows his 2<sup>nd</sup> suit of 4+ cards in transfer mode, i.e. 3C for Diamond, 3D for Heart, 3H for Spade, or 3S for Club. If the transfer is to his original suit, he means that it is a 6+ cards suit and denies any 4-card side suit. With 5332 shape, he bids 3NT.

### **Intervention by opponent after asking**

(1) TAB or CAB asking

If opponent interferes us at 2 or 3 level. We use DOPI.

That means Double is 1<sup>st</sup> step; Pass is 2<sup>nd</sup> step; continuous to bid is 3<sup>rd</sup> step up.

If opponent Double us while we are asking. We don't use ROPI. We response same as no double.

If opponent interferes us at 4 level, Pass = our bid is lower than their bid.

Double = this is exactly our bid.

Continue bid = Same as no intervention.

(2) RKC or Kick Back Roman Key Card asking

If opponent interferes us at 4-level or higher. We use DEPO

That means Double is even Key Cards; (0, 2 or 4) Pass is odd Key Cards. (1 or 3)

**Opener 17~21 HCP, 5+ cards suit, unbalanced hand**

1C – 1D – 1S/2C/2D/2H – pass = 0~4 HCP. If void in bid suit, rescue later.

Any bid = 5~7 HCP, natural.

**Responder's 13+ HCP, any 5+ card suit, 4441 hand or 13+ HCP, balanced hand**

Opener      Responder

1C            1H

1S = Relay bid, 20+ HCP, **Slam Forcing**, asking responder to bid his transfer suit;

1NT = 17~19, balanced hand, no 5-card suit. [Responder is the captain to decide Game or Slam.]

2C/2D/2H/2S = 17~19 HCP, 5+ cards C/D/H/S suit. [Responder is the captain to decide Game or Slam.]

2NT/3C/3D/3H = 17~19 HCP, 4441 bid suit singleton, (2NT is singleton Spade).

Open            Response

1C            1H

1S            1NT = 13+ HCP, 5+ cards Club suit.      [2C = 6 steps **TAB** (Trump quality Asking Bid)]

2C = 13+ HCP, 5+ cards Diamond suit.    [2D = 6 steps **TAB** (Trump quality Asking Bid)]

2D = 13+ HCP, 5+ cards Heart suit.        [2H = 6 steps **TAB** (Trump quality Asking Bid)]

2H = 13+ HCP, 5+ cards Spade suit.        [2S = 6 steps **TAB** (Trump quality Asking Bid)]

2S = 13+ HCP, balance hand, no 5-card any suit.

[Opener's 2NT = ask responder to bid his 4-card suit up to line (no transfer).]

2NT/3C/3D/3H = 13+ HCP, 444 plus singleton S/C/D/H. (2NT = singleton Spade.)

[Opener bid any suit below game means the bid suit is trump suit, Range Asking,

Response to Range Asking: 1<sup>st</sup> step = 13~14, 2<sup>nd</sup> step = 15~16 HCP, 3<sup>rd</sup> step = 17~18 HCP...]

1C            1H

1NT          2C = asking opener to bid his 4-card suit up the line, responder may have a 4+ card Club.

[Responder and opener then bid the 4-card suit above by turn until game is reached.]

2D/2H/2S/2NT = 13+ HCP, 5+ cards suit, Transfer to 2H/2S/3C/3D.

3C = 13+ HCP, 4441 hand.

3D = 13+ HCP, 4414 hand.

3H = 13+ HCP, 4144 hand.

3S = 13+ HCP, 1444 hand.      [Opener: 4H = to play; 4S = RKC for Heart]

3NT = 13~15 HCP, balanced with 4333 hand with any suit 4-card,

4C = 16+ HCP, balanced with 4333 hand, Gerber.

1C            1H

1NT          2D/2H/2S/2NT

2H/2S/3C/3D = 6 steps **TAB** (Trump quality Asking Bid),

followed by 5 steps **CAB** (side suit Control Asking Bid).

2NT = 2<sup>nd</sup> Transfer suit asking.

(3C after 2NT = 2<sup>nd</sup> Transfer suit asking.)

1C            1H

1NT          2D/2H/2S (13+ HCP, 5+ cards transfer suit)

2NT          3C/3D/3H/3S = 4+ cards D/H/S/C 2<sup>nd</sup> transfer suit, or 6+ cards transfer suit,

3NT = 13~15 HCP, 5332 hand.

5NT = 18~19 HCP, 5332 hand. **Invite to 7NT.**

6NT = 16~17 HCP, 5332 hand.

7NT = 20+ HCP, 5332 hand.

1C            1H

1NT          2NT

3C            3D/3H/3S/4C = H/S/C/D 2<sup>nd</sup> transfer suit, or 6+ cards transfer suit.

**Responder's balance hand, 8~12 HCP, may have 5-card Club with 5332 hand.**

Opener      Responder  
1C              1S

1NT = 17+ HCP, balanced hand or 4441 hand or 5-4+ cards in two any suits.

2C/2D/2H/2S = 6+ cards semi-solid single suit, no other 4-card suit.

[Responder: raise with at least Qx or 3+ cards support, otherwise bid 2NT]

3NT = 17~19 HCP, 4333 hand, or 4432 hand without a 4-card major, no slam interest.

4C = Gerber.

1C              1S

1NT            2C = 8~12 HCP, C & another suit. [Opener's re-bid: 2D = your 2<sup>nd</sup> suit? Answer below]

2D = 8~12 HCP, H & S. (Excluding C and the suit bid by responder)

2H = 8~12 HCP, S & D. (Excluding C and the suit bid by responder)

2S = 8~12 HCP, D & H. (Excluding C and the suit bid by responder)

3C = 8~12 HCP, 5-card Club with 5332 hand.

2NT = 11~12 HCP, 4333 hand with any suit 4-card.

[Opener: 3C = asking for the 4-card suit. Responder: 3D = H; 3H = S; 3S = C; 3NT = D.]

3NT = 8~10 HCP, 4333 hand with any suit 4-card.

[Opener: 4C = asking for the 4-card suit. Responder: 4D = H; 4H = S; 4S = C; 4NT = D.]

1C              1S

1NT            2C = C x 4 & another suit.

2D (Relay)    2H = 1<sup>st</sup> step for the lowest suit, i.e. D x 4.      [Opener: 2S = **NAB** for doubleton]

2S = 2<sup>nd</sup> step for the middle suit, i.e. H x 4.      [ " 2NT = " ]

2NT = 3<sup>rd</sup> step for the highest suit, i.e. S x 4      [ " 3C = " ]

1C              1S

1NT            2D/2H/2S [Opener's 2H/2S/2NT = **NAB**, it is for doubleton asking. (2 steps)]

3C              [Opener's 3D = **NAB**, Responder's 3H/3S/3NT = D/H/S doubleton. (3 steps)]

When bid a major suit below game to show a 4-4 fitted. Responder should bid his lowest Ace included trump Ace up the line. If no Ace, bid 3NT or raise to 4 of the major.

1C              1S

1NT            3C

3D = **NAB**

3NT/4H/4S/5C = for play

4C = Slam try in Club, asking responder to bid his lowest Ace included Club up the line. If no Ace, bid 4NT.

4D = Kick Back RKC for Club.

4NT = Ask responder bid 5NT for 11 HCP. Bid 6NT for 12 HCP. Pass for 8~10 HCP.

1C              1S

1NT            2/3NT = only one 4-card suit.

3C/4C (Relay) 3D/3H/3S/3NT/4D/4H/4NT = the 4-card suit is H/S/C/D.

Answer opener's **NAB** for doubleton, 1<sup>st</sup> step for the lower or 2<sup>nd</sup> step for the higher suit. For 5-card Club, the answer should be Low/middle/high suit. Opener: Now **NAB** as **Gerber** Aces asking. Then **NAB** again as K....

**NAB** (**N**ext **A**vailable **B**id) = Next step bidding below game level and excluded 3NT.

**Response to Ace/K/O Gerber Asking**

1<sup>st</sup> step = 0 or 4 Aces/King/Queen.

2<sup>nd</sup> step = 1 Aces/King/Queen.

3<sup>rd</sup> step = 2 Aces/King/Queen.

4<sup>th</sup> step = 3 Aces/King/Queen.

### Responder has a balanced hand 5~7 HCP facing opener's 20+ HCP:

1C – 1D – 1H – 2S –

2NT = no 5-card Major, asking responder to bid his lowest 4-card suit. Then opener and responder bid their 4-card suits up the line. Opener selects a game in NT or the 4-4 Major. As his strength is known to him only, he decides on the level of the contract.

3C/3D/3H/3S = 5+ cards suit. [Responder: 3 level higher ranking suit = 4 cards; raise Major to game = 3 or 4-card support; 3NT = 2-card support]

3NT = for play, no 4+ cards Major.

4NT = invite to 6NT with maximum, no 4+ cards Major.

5NT = *forcing* to 6NT and invite to 7NT with maximum, no 4+ cards Major.

6NT = for play, no 4+ cards Major.

### Responder has a balance hand 13+ HCP facing opener's 20+ HCP:

1C – 1H – 1S – 2S –

2NT = No 5-card major, may be 4441, asking responder to bid his 4-card suit up to line. (no transfer)

3C/3D/3H/3S = 5+ cards suit. [Responder: 3 level higher ranking suit = 4 cards suit, *Slam Forcing*;  
Raise major to game = 3+ cards support, *Slam Forcing*;  
3NT = 13~15 HCP, 2-card support, *Slam Forcing*.]

5NT = 22~23 HCP, balanced hand, no 4-card major. *Invite to 7NT*.

6NT = 20~21 HCP, balanced hand, no 4-card major.

7NT = 24+ HCP, balanced hand, no 4-card major.

4C = Gerber.

### Responder's 444 plus any suit singleton, 5+ HCP

(1) 5~7 HCP, singleton S/C/D/H : 1C – 1D – 1H – 2NT/3C/3D/3H – (2NT = singleton Spade)

Opener's bid of any game is a sign-off. Opener's bid responder's short suit = 7+ cards self-sufficient suit, Any other bid below game is slam interest. Responder should bid his suit with A or K, otherwise bid his singleton again.

(2) 8~12 HCP, singleton S/H/C/D : 1C – 2S/2NT/3C/3D – (2NT = singleton Heart)

(3) 13+ HCP, singleton S/C/D/H : 1C – 1H – 1S – 2NT/3C/3D/3H – (2NT = singleton Spade)

Opener's new suit = 4+ cards suit below game is range asking with *Slam interest*.

Opener bid responder's singleton below game = 7+ cards self-sufficient suit, range asking.

3NT = 17~18 HCP, balanced hand, good stopper in responder's short suit.

4NT = balanced hand, good stopper in responder's short suit, invited 6NT.

4H/4S/5C/5D = for play.

Response to range asking: 1<sup>st</sup> step = 8~9, 2<sup>nd</sup> step = 10~11 HCP, 3<sup>rd</sup> step = 12 HCP. (for 8~12 HCP)

1<sup>st</sup> step = 13~14, 2<sup>nd</sup> step = 15~16 HCP, 3<sup>rd</sup> step = 17~18 HCP... (for 13+ HCP)

### Intervention by opponent after 1C Pass 1D Pass 1H Overcall (?)

| <u>Opener</u> | <u>RHO</u> | <u>Responder</u> | <u>LHO</u> |
|---------------|------------|------------------|------------|
|---------------|------------|------------------|------------|

|    |      |    |      |
|----|------|----|------|
| 1C | Pass | 1D | Pass |
|----|------|----|------|

|    |          |                            |  |
|----|----------|----------------------------|--|
| 1H | Overcall | Pass = 0~4 HCP, any shape. |  |
|----|----------|----------------------------|--|

New suit = 5~7 HCP, 5+ cards suit.

Double = 5~7 HCP, *Penalty*.

No Trump = 5~7 HCP, stoppers in bid suit, expecting we will gain more than penalty.

Cue Bid minor = 5~7 HCP, 4-4 in the majors, no 5-card suit, no stopper in the bid suit.

Cue Bid major = 5~7 HCP, 4 cards in the other major, no 5-card suit, no stopper in the bid suit.



## Intervention by opponent after 1C opening

After opponent's double, transfer mode responses are on. If opponent overcall, all transfers are off.

| <u>Opener</u> | <u>RHO</u> | <u>Responder</u>   |
|---------------|------------|--|
| 1C            | Double     | Pass = 0~4 HCP, any shape.<br>1D = 5~7 HCP, < 5-card C, may have 5+ cards suit to be shown later.<br>Redouble = 5~7 HCP, 5+ cards Club suit.<br>Other bids are same as if no double. |

| <u>Opener</u> | <u>RHO</u> | <u>Responder</u>  |
|---------------|------------|---|
| 1C            | 1x         | Pass = (1) 0~4 HCP, any shape, (2) 5+ HCP, opponent's suit 5+ card, trap pass.<br>Double = (1) 5~7 HCP, any shape. (2) 8+ HCP, no suitable bidding.<br>Opener's re-bid any new suit = 17~19 HCP, 4+ cards suit/ no trump = 17~19 HCP.<br>Jump bid any new suit/ jump no trump = 20+ HCP;<br>Cue bid = 20+ HCP, no 5+ cards major.<br>1NT = 8~11 HCP, balanced, stopper in opponent's suit.(Note 1) Better hand if unbalanced.<br>Opener's re-bid 2C = 5+ C or ask responder bid his 4+ cards suit up the line.<br>2D/2H/2S = 5+ cards suit. (included opponent's bid suit.)<br>2NT = 12~13 HCP, balanced, stopper in opponent's suit.(Note 1)<br>3NT = 14~15 HCP, balanced, stopper in opponent's suit.(Note 1)<br>Simple overcall = 8+ HCP, 5+ cards suit.<br>Cue bid minor = 8+ HCP, both majors 4-4, no 5+ cards suit, no stopper in opponent's suit.<br>Cue bid major = 8+ HCP, other major 4-card, no 5+ cards suit, no stopper in opponent's suit.<br>Jump Cue-Bid = 8+ HCP, 444 plus singleton in opponent's bid suit. |

Note 1: If opponent's suit is artificial, stopper in bid suit. If opponent's suit is transfer, stopper in implied suit.

|    |    |  |
|----|----|--|
| 1C | 2x | Pass = (1) 0~4 HCP, any shape, (2) 5+ HCP, opponent's suit 5+ card, trap pass.<br>Double = 5+ HCP, any shape.(Note 3)<br>overcall = 8+ HCP, 5+ cards suit<br>Cue bid = 8+ HCP, no 5+ cards suit, no stopper in opponent's suit.(Note 4)<br>2NT = 8+ HCP, balanced hand, stopper in opponent's suit. (Note 1) |
|----|----|--|

Note 3: If opponent's suit is artificial. Responder's double is 5~7 HCP, 5+ cards in opponent's bid suit.

Note 4: If opponent's suit is artificial. Responder's cue-bid in 3 level is 8+ HCP, 5+ cards real suit.

|    |    |   |
|----|----|---|
| 1C | 3x | Pass = (1) 0~7 HCP, any shape, (2) 8+ HCP, opponent's suit 5+ cards, trap pass.<br>Double = 8+ HCP, no suitable bidding<br>New suit = 8+ HCP, 5+ cards suit<br>3NT = 8~11 HCP, balanced hand, stopper in opponent's suit. |
|----|----|---|

| <u>Opener</u>  | <u>RHO</u> | <u>Responder</u> | <u>LHO</u> |
|--|------------|------------------|------------|
| 1C   | Pass       | 1D               | X          |
| XX = 20+ HCP, Take Out, <i>any distribution</i> .            |            |                  |            |
| 1H/1S/2C/2D = 17~19 HCP, 5+ cards suit, <i>non-forcing</i> . |            |                  |            |
| 1NT = 17~19 HCP, balanced hand, no 5-card major.             |            |                  |            |

| <u>Opener</u> | <u>RHO</u>   | <u>Responder</u> | <u>LHO</u> |
|---------------|--|------------------|------------|
| 1C            | Pass   | 1D               | Overcall   |
| Pass          | = 4+ cards in overcalled suit, no other good bidding.<br>[Responder: Pass = 0~4 HCP; Double = 5~7 HCP, Take Out; new suit = 5~7 HCP, 5+ cards suit.] |                  |            |
| Double        | = Take Out   |                  |            |
| No Trump      | = 17~19 HCP, balanced, stopper in opponent's bid suit.<br>[Responder: 2C = standard Stayman with 4-suit transfer. System is on.]                     |                  |            |

## Intervention by opponent after 1C Pass 1 H Overcall (?)

Opener   RHO   Responder   LHO

1C      Pass      1H      Overcall

Pass = 4+ cards in overcalled suit, forcing.

Double = Take Out

No Trump = balanced with stoppers, maximum 3 cards in overcalled suit.

New suit = 5+ cards suit.

1C      Pass      1H      Overcall

Pass      Pass      new suit = 13+ HCP, 5+ cards suit.

Double = 13+ HCP, **Penalty**.

No Trump = 13+ HCP, stoppers in bid suit, expecting we will gain more than penalty.

Cue Bid minor = 13+ HCP, 4-4 in the majors, no 5-card suit, no stopper in the bid suit.

Cue Bid major = 13+ HCP, 4 cards in the other major, no 5-card suit, no stopper in the bid suit.

Opener   RHO   Responder   LHO

1C      Pass      1D      Pass

1H      Overcall      pass or new suit in 2 level = 0~4 HCP; double, cue-bid or new suit in 3 level = 5~7 HCP.

## Biddings against opponent's artificial 1C opening (included Fantunes 1C opening)

Date: May 20, 2023

Opponent      Partner

1C      Pass = (1) 0+ HCP, balance hand, (included 16+ HCP)

(2) 16+ HCP, One suit hand, will bid out in next round if have chance.

Double = 8+ HCP, short Club, take-out, at least 3+ cards in other three suits.

1D/1H/1S = 8+ HCP, short in bid suit, take-out, at least 3+ cards in other three suits.

(1. 8+ HCP, singleton or void, 4441 or 5440 with 5-card minor. Void suit hand could be less than 8 HCP.

(2. 11+ HCP, maximum 2 cards in the short suit. Worse case is 4432.)

If the other opponent pass or Double.

You bid:

Pass = 5+ cards in your short suit, no other 4+ cards suit. Or 4333 hand with 4-card in your short suit. Next time re-double to escape to 4-3 fitted if opponent double.

1NT = 11~13 HCP, good stoppers in your short suit.

2NT = 14~16 HCP, good stoppers in your short suit.

New suit (no Jump) = 4+ cards suit.

Jump new suit – 5+ cards suit, pre-emptive.

Bid your short suit = 13+ HCP, 4333 hand with 4 cards baby in your short suit.

1NT = 8~15 HCP, one suit hand, ask you to bid 2C for a relay bid.

[Your 2C = relay, no 6-card suit; 2D/2H/2S = your own 6+ cards good suit.]

2C = 8+ HCP, Brozel, 5+ cards C plus 5+ cards H.#

2D = 8+ HCP, Brozel, 5+ cards D plus 5+ cards H.#

2H = 8+ HCP, Brozel, both majors 5-5+.#

2S = 8+ HCP, Brozel, 5+ cards S, plus a 5+ cards minor.# [Your 2NT = asking which minor]

2NT = 8+ HCP, both minors 5-5+.

(If the two hand is 6-5+ could be less than 8 HCP)

3C/3D/3H/3S = 7+ cards suit, pre-emptive.

# Some player can use DONT instead of Brozel.

**1D = 11~16 HCP, 1~5 cards Diamond suit** (Level 1, 2)

Dec 24, 2023

Note: (1) 11 HCP, at least 4 cards Diamond at 1<sup>st</sup> or 2<sup>nd</sup> position opening. (Pass if no 4+ cards D)

(2) 12~16 HCP, 1~5 Diamond. (If 14~16 HCP, balanced hand. Open 1NT not 1D.)

Open    Response

1D        1H/1S = 6+ HCP, 4+ cards suit.  
          1NT = 6~10 HCP, balanced hand.  
          2C = 6~10 HCP, 5+ cards C, no 4+ cards major.  
          2D = 6~10 HCP, 5+ cards D, no 4+ cards major.  
          2H = (1) 11~12 HCP, 5+ C, no 4+ cards major, forcing to 2NT or 3C. (Except 2S response)  
                  (2) 13+ HCP, 5+ C, may have 4+ cards major.  
          2S = (1) 11~12 HCP, 5+ D, no 4+ cards major, forcing to 2NT or 3D.  
                  (2) 13+ HCP, 5+ D, may have 4+ cards major.  
          3C/3D/3H/3S = Pre-emptive.

1D – 1 Major/1NT –

1NT = 11~14 HCP, balance, may have 5-card D or 5-card C.

2C = 11~16 HCP, both minors 5-4+ or 4-5. (If 5-5 in the Minor, 14~16 HCP, bid 3C)

2D = 11~16 HCP, 5-card D plus 4-card H. (If 5-4 in good Diamond and Heart, 13~16 HCP, bid 2D first)

2 or 3 Same Major = 4-card support.

2 other Major or 2 Major over 1NT = 15~16 HCP, 5-card not good Diamond plus 4-card bid Major.

2NT = 15~16 HCP, 4441 with singleton Q or small in the bid Major. (If singleton A or King, open 1NT first)

3C = 14~16 HCP, both Minors 5-5+.

1D        1H/1S

1NT – 3C/3D = 6~10 HCP, 4-card major plus 6-card minor .

1D – 2H –

2S = 14~16 HCP, 3+ cards C support.

2NT = 11~13 HCP, no 3+ cards C support.

3C = 11~13 HCP, 3+ cards C support, for play.

3D = 14~16 HCP, 4-card both majors plus 5-card weak Diamond, void C. (If good Diamond, should open 2D)

[Responder: 4D = 3+ D support, non-forcing; 4C = 7+ C, non-forcing.]

3H = 14 HCP, balanced with 4-card H or 14~16 HCP, 4-card H plus 5-card weak Diamond, **Game Forcing**.

3S = 14 HCP, balanced with 4-card S or 14~16 HCP, 4-card S plus 5-card weak Diamond, **Game Forcing**.

3NT = 14~16 HCP, 4441 hand with singleton Club.

1D – 2S –

2NT = 11~13 HCP, for play.

3C = 11~13 HCP, both minors 5-4 or 4-5.

3D = 11~13 HCP, 3+ card D, for play.

3H = 14 HCP, balanced with 4-card H or 14~16 HCP, 4-card H plus 5-card weak Diamond, **Game Forcing**.

3S = 14 HCP, balanced with 4-card S or 14~16 HCP, 4-card S plus 5-card weak Diamond, **Game Forcing**.

3NT = 14~16 HCP, 4414 hand with singleton Diamond.

**Ace Cue-bid request Slam Try**

(Asking opener to bid his lowest Ace up the line. Including Trump Ace not Trump King)

1D – 1H –        or        1D – 1S –

2H – 2S –               2S – 2NT –

Opener response:

New suit = lowest Ace

3NT = 14~16 HCP, no Ace.

4 original suit 11~13 HCP, no Ace.

## 1H Opening for Level 2 Modified Precision System

Date: Oct 19, 2023

(1) 11~16 HCP, 5+ cards Heart suit.

(2) 17~21 HCP, two suits hand with 5+ cards Heart plus 4+ cards side suit.

### Open    Response

1H            pass    = 0~4 HCP.  
1S            = 5 + HCP, 4+ cards Spade suit (could be only 3 cards if short in Heart).  
1NT          = 5~12 HCP, may be or may not be a balanced hand, **forcing**.  
              (1) 5~7 HCP, 3-card Heart support, will bid 2H or pass 2H in next round.  
              (2) 5~10 HCP, H < 3, will bid 2H or pass 2H in next round.  
              (3) 11~12 HCP, H < 3, will bid 2NT or 3 of a suit in next round.  
              (4) 11~12 HCP, 3-card Heart support, will bid 3H in next round.  
2C = 13+ HCP, could be short, at least 2 cards Kx or 3 cards QJx in Club suit, **game-forcing**.  
2D = 13+ HCP, 4+ cards Diamond suit, **game-forcing**.  
2H          = 8~10 HCP, 3-card support, **Constructive Raise**.  
              (If only 5~7 HCP, 3-card support, bid 1NT first, then 2H)  
2S          = 6+ cards Spade, H < 3, for play.  
2NT        = 13+ HCP, 4+ H, **Precision Jacoby Raise**.  
              (To play **Precision Jacoby Raise**, should make partnership agreement first.)  
3C/3D = 6~9 HCP/10~12 HCP, 4+ cards Heart support, **Bergen Raise**.  
3H          = 4+ cards Heart support, **pre-emptive**.  
3NT        = (1) 13~15 HCP, balanced with 2-card Heart support, for play  
              (2) 9~15 HCP, with one 7-card solid minor, no 3+ cards H, for play.  
4H          = for play.  
3S/4C/4D = 11~14 HCP, 4+ cards Heart support, singleton or void in the bid suit, **Splinter**.  
4S          = Kick Back RKC for Heart. (should make partnership agreement first.)

### Open    Response

1H    –    1S    –  
1NT = 11~16 HCP, 5-card H, balanced, S < 4. [Responder: 2C/2D = **New Minor Forcing**.]  
2C/2D = 11~16 HCP, 2<sup>nd</sup> bid suit 4+ cards.  
2H = 11~14 HCP, 6+ card Heart, S < 4.  
2S = 11~14 HCP, 5+ H, 4-card Spade, **non-forcing**.  
3H = 15~16 HCP, 6+ cards Heart, S < 4.  
3S = 15~16 HCP, 5+ H, 4-card Spade, **invitational**.  
3C/3D = 17~21 HCP, 4+ cards 2<sup>nd</sup> bid suit.  
4C/4D over 1S = 15~16 HCP, **Splinter** with fitted in Spade.  
4H/4S = for play.  
4NT = RKC in S.

1H – 1S – 1NT – 2C = XYZ, asking opener to bid 2D. Then responder may pass or any bid is invitational.  
2D = XYZ, after that, any bid is **game-forcing**.  
(To play XYZ, should make partnership agreement first.)

1H – 1S –  
2H – 3C = New Minor Forcing with better Club.  
3D = New Minor Forcing with better Diamond.

## The theory of 27 HCP can make 6

When the trump suit is 5-4+ fitted with one short suit singleton. All the High Card Point in the short is not counted. The point in the 3 long suit are totally 30 points. If only have 27 points. That means there are missing one King or one Queen plus one Jack. Therefore one trick in short suit is lost. But finesse the King good will make 6. With the same theory. If the short suit is void. 23 HCP can make 6. The **Precision Jacoby Raise** is to check do we have at least 27 HCP in the 3 long suits while one suit is short. For more safe. We set it to at least 28 HCP. So we just need to finesse one Queen only.

**Precision Jacoby Raise**

1H/1S – 2NT = **Precision Jacoby Raise**.

3C = 13 max HCP, with one short suit singleton or void. [Responder: 3D = relay bid.]  
(The HCP in the short suit is not counted)

3D = 14+ HCP, with one short suit singleton or void. [Responder: 3H = relay bid.]

4 level new suit = 5+ cards of the 2<sup>nd</sup> suit.

3 level original major = 14+ HCP, 5+ cards original major.

4 level original Major = 11~13 HCP, 5+ cards original major.

3NT = 14~16 HCP, balanced hand with bad trump suit. [Responder: new suit = Cue bid.]

1H/1S – 2NT – 3C – 3D –

3H = 1<sup>st</sup> step, short suit is a void suit. [3S = relay bid.]

3S = 2<sup>nd</sup> step, singleton C.

3NT = 3<sup>rd</sup> step, singleton D.

4C = 4<sup>th</sup> step, singleton other major.

1H/1S – 2NT – 3D – 3H –

3S = 1<sup>st</sup> step, short suit is a void suit. [3NT = relay bid.]

3NT = 2<sup>nd</sup> step, singleton C.

4C = 3<sup>rd</sup> step, singleton D.

4D = 4<sup>th</sup> step, singleton other major.

1H/1S – 2NT – 3C – 3D – 3H – 3S –

3NT = 1<sup>st</sup> step, void C.

4C = 2<sup>nd</sup> step, void D.

4D = 3<sup>rd</sup> step, void other major.

1H/1S – 2NT – 3D – 3H – 3S – 3NT –

4C = 1<sup>st</sup> step, void C.

4D = 2<sup>nd</sup> step, void D.

4H = 3<sup>rd</sup> step, void other major.

**Ace Cue-bid request Slam Try**

When Responder Bid a 2/1 game forcing bid. Then support opener’s major at 2 or 3 level.

That is Ace Cue bid request Slam Try. (Responder should have a Slam invitation hand.)

Asking opener to bid his lowest Ace up the line. Including Trump Ace But not Trump King. If opener no Aces.

Bid No Trump for 14~16 HCP. Bid 4 level original suit for 11~13 HCP.

1H – 2C –

or 1H – 2D –

2D/2H/2S/2NT/3C – 2H/3H = 3+ H, **Slam try**, 2H/2S/2NT/3C/3D – 2H/3H = 3+ H, **Slam try**,

(Asking opener to bid his lowest Ace up the line. Including Trump Ace but not Trump King.)

Opener rebid 2NT/3NT = 14+ HCP or 4H = 11~13 HCP, no Aces.)

Opener response:

New suit = lowest Ace. [Then responder also cue bid his lowest Ace.]

3NT = 14~16 HCP, no Ace.

4 original suit = 11~13 HCP, no Ace.

**1NT Forcing (Non-Forcing over overcall.)**

1H – 1NT –

2C = 11~16 HCP, 5-card H, 2+ cards C suit. (2C can be 1 card in 4531 shape).

2D = 11~16 HCP, 5-card H, 4+ cards D suit.

2H = 11~14 HCP, 6+ cards H.

2S = 17~21 HCP, 5+ cards H plus 4-card S.

3H = 15~16 HCP, 6+ cards H.

3C/3D = 17~21 HCP, 5+ cards H plus 4+ cards bid suit.

1H – 1NT –

2x 2 level opener’s major = 8~10 HCP, 1 or 2-card support, or 5~7 HCP, 3-card support.

3 level opener’s major = 11~12 HCP, 3-card support.

2 level new suit = 5+ cards suit, **non-forcing**.

3 level new suit (non-jump) = 6+ cards suit, **non-forcing**.

3 level new suit with jump = 11~12 HCP, 6+ cards suit.

raise opener’s 2<sup>nd</sup> suit to 3 = 11~12 support points, min. 8-card fit.

2NT = 11~12 HCP, balanced hand without 3-card support.

3NT = 13~15 HCP, balanced hand without 3-card support.

**1S = 11~16 HCP, 5+ cards Spade suit (Level 1, 2)**  
(For 11 HCP opening, the Spade suit should preferably contain at least 1 honor.)

Oct 19, 2023

| <u>Open</u> | <u>Response</u>   |
|-------------|---|
| 1S          | pass = 0~4 HCP any shape or 5~7 HCP, 1~2 cards Spade support.   |
| 1NT         | = 5~12 HCP, may be or may not be a balanced hand, <b>forcing</b> .<br>(1) 5~7 HCP, 3-card Spade support, will bid 2S or pass 2S in next round.<br>(2) 8~10 HCP, S < 3, will bid 2S or pass 2S in next round.<br>(3) 11~12 HCP, S < 3, will bid 2NT or 3 of a suit in next round.<br>(4) 11~12 HCP, 3-card Spade support, will bid 3S in next round. |
| 2C          | = 13+ HCP, could be short, at least 2 cards Kx or 3 cards QJx in Club suit, <b>game-forcing</b> .   |
| 2D          | = 13+ HCP, 4+ cards Diamond suit, <b>game-forcing</b> .<br>[Opener raises to 3 levels, then responder's 4 levels same minor is <b>agreed minor RKC</b> .]   |
| 2H          | = 13+ HCP, 5+ cards suit, <b>game-forcing</b> .   |
| 2S          | = 8~10 HCP, 3-card support, <b>Constructive Raise</b> . [Opener: new suit = <b>Help Suit Game Try</b> ]   |
| 2NT         | = 13+ HCP, 4+ S, <b>Precision Jacoby Raise</b> .<br>(To play <b>Precision Jacoby Raise</b> , should make partnership agreement first.)  |
| 3C          | = 6~9 HCP, 4+ cards Spade support, <b>Bergen Raise</b> .  |
| 3D          | = 10~12 HCP, 4+ cards Spade support, no short suit, <b>Bergen Raise</b> .   |
| 3S          | = 4~6 HCP, 4+ cards Spade support, <b>pre-emptive</b> .   |
| 3NT         | = (1) 13~15 HCP, balanced with 2-card Spade support.<br>(2) 9~15 HCP, with one 7-card solid minor, no 3+ cards S, for play.   |
| 4S          | = for play.   |
| 4C/4D/4H    | = 11~14 HCP, 4+ cards Spade support, singleton or void in the bid suit, <b>Splinter</b> .   |
| 4NT         | = RKC, (1) 21+ HCP, 4+ S. (2) 15+ HCP, 4+ S with one solid long suit, no void suit.   |
| 5C/5D/5H    | = 4+ S plus one 6+ cards solid suit, void in the bid suit, <b>Exclusion Key-Card Blackwood</b> .  |
| 5NT         | = <b>Grant Slam Force</b> in S.   |

**1NT Forcing (Non-Forcing over overcall.)**

|          |  |     |   |
|----------|--|-----|---|
| 1S       | -  | 1NT | - |
| 2C       | = 11~16 HCP, 5-card S, 2+ cards C suit. (2C can be 2 cards in 5332 shape).                                 |     |   |
| 2D/2H    | = 11~16 HCP, 5-card S, 4+ cards bid suit.  |     |   |
| 2S       | = 11~14 HCP, 6+ cards major.   |     |   |
| 3S       | = 15~16 HCP, 6+ cards major.   |     |   |
| 3C/3D/3H | = 15~16 HCP, 5+ cards S plus 5+ cards of the 2 <sup>nd</sup> suit and strength concentrated in long suits. |     |   |

|       |  |  |   |
|-------|--|--|---|
| 1H/1S | -  | 1NT  | - |
| 2x    | 2 level opener's major                   | = 8~10 HCP, 1 or 2-card support, or 6~7 HCP, 3-card support. |   |
|       | 3 level opener's major                   | = 11~12 HCP, 3-card support.                                 |   |
|       | 2 level new suit                         | = 5+ cards suit, <b>non-forcing</b> .                        |   |
|       | 3 level new suit (non-jump)              | = 6+ cards suit, <b>non-forcing</b> .                        |   |
|       | 3 level new suit with jump               | = 11~12 HCP, 6+ cards suit.                                  |   |
|       | raise opener's 2 <sup>nd</sup> suit to 3 | = 11~12 support points, min. 8-card fit.                     |   |
|       | 2NT                                      | = 11~12 HCP, balanced hand without 3-card support.           |   |
|       | 3NT                                      | = 13~15 HCP, balanced hand without 3-card support.           |   |

**Bidding against opponent's Double 1H/1S opening**

|                  |  |
|------------------|--|
| Pass             | = (1) 0~4 HCP, any shape.<br>(2) 5~10 HCP, no 3+ cards support, no other 5+ cards suit.          |
| Re-Double        | = 11+ HCP, no 3+ cards support.  |
| 1NT              | = (1) 6~10 HCP, no 3+ cards support (regular). (2) 8~10 HCP, 3-card support. (mini-Jordan Raise) |
| 2-level new suit | = 6~10 HCP, 5+ cards suit, non-forcing.  |
| Simple raise     | = (1) 6~10 HCP, 3-card support (regular). (2) 5~7 HCP, 3-card support. (mini-Jordan Raise)       |
| 2NT              | = 11+ HCP, 3-card support. Jordan Raise.   |
| 3C/3D            | = 4+ cards support, Bergen Raises are still On over Double.                                      |

**Ace Cue-bid request Slam Try**

When Responder Bid a 2/1 game forcing bid. Then support opener's major at 2 or 3 level.

That is Ace Cue bid request Slam Try. (Responder should have a Slam invitation hand.)

Asking opener to bid his lowest Ace up the line. Including Trump Ace But not Trump King. If opener no Aces.

Bid No Trump for 14~16 HCP. Bid 4 level original suit for 11~13 HCP.

1S – 2C –

or 1S – 2D –

2D/2H/2S/2NT/3C – 2S/3S = 3+ S, **Slam try**,

2H/2S/2NT/3C/3D – 2S/3S = 3+ S, **Slam try**,

(Asking opener to bid his lowest Ace up the line. Including Trump Ace but not Trump King.

Opener rebid 2NT/3NT = 14+ HCP or 4H = 11~13 HCP, no Aces.)

**Opener response:**

New suit = lowest Ace. [Then responder also cue bid his lowest Ace.]

3NT = 14~16 HCP, no Ace.

4 original suit = 11~13 HCP, no Ace.

**3<sup>rd</sup> or 4<sup>th</sup> Seat Opening 1H = 10~21 HCP/1S = 10~16 HCP, 5+ cards suit**

Response   Opponent   Open   Opponent

Pass   Pass   1H/1S   Pass

1S over 1H = 4+ S, H < 3, could be 3-card S if short H, **non-forcing**.

1NT = 5~11 HCP for Heart open/8~11 for Spade open, no 3+ cards support, **Semi-forcing**.

Single raise = 7~9 HCP, 3 or 4 cards support.

Double raise = pre-emptive.

2C = 10~12 HCP, 3 cards support, **Reverse Drury**.

2D/3C = 5+ cards D/C suit, no 3+ cards support, **non-forcing**.

2H over 1S = 5+ H, S < 3, **non-forcing**.

**Bergan Raises** = only 3D is on.

Response   Opponent   Open   Opponent

Pass   Pass   1H/1S   Pass

1NT   Pass   Pass = minimum balance hand

2C/2D/2H(after 1S) = 4+ cards suit.

**Response Reverse Drury**

Pass   Pass   1H/1S   Pass

2C   2 level original major = 5+ cards suit, 10~12 HCP, **light opening, non-forcing**.

3 level original major = 6+ cards suit, 13~16 HCP, **full opening, forcing**.

2D = 5-card original major, 13~16 HCP, **full opening**, no other 4+ cards suit, **forcing**.

Other major/3C/3D = 4+ cards of the 2nd suit, 13~16 HCP, **full opening, forcing**.

2NT = 4-card original major, good suit, 13~16 HCP, **full opening, forcing**.

**2-level Negative Free Bid** (Bergan Raises off, Splinter off)

Opener   RHO   Responder

1D1H/1S   Overall   Double = 8+ HCP, Negative Double or better hand.

2-level new suit = 8~12 HCP, 5+ cards suit. (Should be **Alert!**)

3-level new suit = 13+ HCP, 5+ cards suit, game forcing.

4-level minor = invitational.

Cue Bid = 3+ cards support, invitation or better hand.

Jump Cue Bid in 3-level = **Western Cue**, asking for stopper.

Jump raise opener's suit = pre-emptive.

2NT = 11~12 HCP, stopper in opponent's bid suit, non-forcing.

3NT/4H/4S/5C/5D = for play.

If 14 HCP only, balanced with one or both major 4-card or Vulnerable. It is suggested to open 1D not 1NT.

When opponent double, please ask what kind of Double.

If the Double is artificial (like one suit hand).

Responder's Re-double shows invitation or better hand.

If the Double is Penalty.

Responder's Re-double is asking opener to bid 2C. Then responder can pass or bid 2D to escape.

(Because direct bid 2C and 2D are system on)

Open    Response

- 1NT    2C    = *Stayman* with one or both major 4-card.  
2D    = Transfer to H, *Jacoby transfer*. [Opener: 3H = Max. hand with 4-card H, Super Accept]  
2H    = Transfer to S, *Jacoby transfer*. [Opener: 3S = Max. hand with 4-card S, Super Accept]  
2S    = (1) *Range Asking*.                    [Opener: 2NT = low range; 3C = high range.]  
          (2) 6+ cards weak or strong Club suit.  
2NT    = (1) 6+ cards weak or strong Diamond suit. [Opener: 3C = Club is better; 3D = Diamond is better.]  
          (2) 0~7 HCP, both minors at least 5-5.  
3C    = 8~10HCP, both minors at least 5-5+, *Invitational*.  
3D    = 11+ HCP, both minors at least 5-5+, *game-forcing*,  
3H    = 11+ HCP, Singleton in H, 4-1-4-4, or 3-1-5-4 or 3-1-4-5 *game-forcing*.  
3S    = 11+ HCP, Singleton in S, 1-3-5-4 or 1-3-4-5 *game-forcing*.  
3NT    = For play.  
4C    = Gerber.  
4D/4H = Transfer to 4H/4S, *Texas transfer*.  
4NT    = Balanced, no 4-card major, invite to 6NT.

1NT    2C    = *Stayman* with one or both major 4-card.

If opener has both major 4-4, he should bid 2S first. When responder bid 2Nt or 3NT, then he should bid 3H/4H.

**Responder has a 6+ cards majors, 11+ HCP**

- (1) No Slam interest: *Texas transfer* the 6-card major in 4-level then pass.
- (2) With some Slam interest: *Jacoby transfer* the 6-card major in 2-level then jump bid to 4.  
If opener has 3+ cards support with maximum hand. Opener can make Slam try.
- (3) Slam try: *Texas transfer* the 6-card major in 4-level then bid 4S (Kick back RKC for H) or 4NT for S.

**Responder has both majors 5-5+**

- (1) 0~7 HCP, transfer either one better major then pass.
- (2) 8~10 HCP, bid 2D transfer H first then bid 2S = both majors at least 5-5, *Invitation*.
- (3) 11+ HCP, bid 2H transfer S first then bid 3H = both majors at least 5-5, *game-forcing*.

**Responder has both weak majors 6-5+**

- (1) 0~4 HCP, transfer the 6+ cards major then pass.
- (2) 5~7 HCP, If 6+ cards Spade plus 5+ cards Heart, bid 2H transfer 2S, then bid 4H.  
If 6+ cards Heart plus 5+ cards Spade, bid 2D transfer 2H first, then bid 3S.

**Responder has both majors 5-4**

- (1) 0~7 HCP, transfer a 5-card major then pass.
- (2) 8~10 HCP, bid 2C first, if opener bid 2D then bid a 5-card major in 2-level.
- (3) 11+ HCP, bid 2C first, if opener bid 2D then bid a 4-card major in 3-level, *Smolen*.

**Responder has both majors 6-4, 11+ HCP.**

Bid *Stayman* 2C first, then if opener answers 2D, bid 4D/4H *Texas transfer* to 4H/4S.



### Responder has a 6+ cards Club

- (1) 0~7 HCP, bid 2S first, if opener bid 2NT then bid 3C. If opener bid 3C then pass.
- (2) 8~10 HCP, bid 2S first, if opener bid 2NT then bid 3C. If opener bid 3C then bid 3NT or 4C.
- (3) 11+ HCP, bid 2S first, if opener bid 2NT/3C then bid 3H or 3S to show 6+ cards Club, *game-forcing*.

### Responder has a 6+ cards Diamond

- (1) 0~7 HCP, bid 2NT first, if opener bid 3C then bid 3D. If opener bid 3D then pass.
- (2) 8~10 HCP, bid 2NT first, if opener bid 3C then bid 3D. If opener bid 3D then bid 3NT or 4D.
- (3) 11+ HCP, bid 2NT first, if opener bid 3C/3D then bid 3H or 3S to show 6+ cards D, *game-forcing*.

### Responder has both minors 5-5+

- (1) 0~7 HCP, bid 2NT first, no matter opener bid 3C or 3D, pass!
- (2) 8~10 HCP, bid 3C = both minors 5-5+, *Invitation*.
- (3) 11+ HCP, bid 3D = both minors 5-5+, *game-forcing*.

### Responder has both weak minors 6-5+

- (1) 0~4 HCP, bid 2NT first, no matter opener bid 3C or 3D, pass!
- (2) 5~7 HCP, bid 2NT first, then raise opener's better minor to 4 or 5 level.

### Responder has both minors 5-4 with 31 in the major

- (1) 0~7 HCP, pass.
- (2) 8~10 HCP, bid 2S, treat it like a semi-balance hand.
- (3) 11+ HCP, bid the singleton major in 3-level.

### Responder has a 5+ cards minor plus a 4-card major

- (1) 0~7 HCP, bid 2S or 2NT, treat it as a 5+ cards minor. Forget about the major.
- (2) 8~10 HCP, bid 2C, treat it as a semi-balance hand.
- (3) 11+ HCP, bid 2C, when opener bid 2D or the other major, 3-level bid the 5+ cards minor. *GF*  
[Opener's rebid 1<sup>st</sup> step = 3 cards support; 2<sup>nd</sup> step = 4+ cards support; 3NT = 2 cards support].

## Counter Opponent's Intervention

| <u>Opener</u> | <u>Opponent</u> | <u>Responder</u>   |
|---------------|-----------------|--|
| 1NT           | X               | Pass = nothing to show, may be trapping if the Double is artificial.<br>XX = (1) vs Penalty Double, asking opener to bid 2C. Responder will pass or bid 2D for play;<br>(2) vs artificial, re-double is showing invitational hand with no 4-card major.<br>System is <b>ON</b> . |

| <u>Opener</u> | <u>Opponent</u> | <u>Responder</u>  |
|---------------|-----------------|---|
| 1NT           | 2C              | Double = Stolen bid ( <i>Stayman</i> ).   |
|               | 2D/2H/2S        | Double = Take Out.<br>2 level over call = 5+ cards suit, <i>non-forcing</i> .<br>3 level over call = 10+ HCP, 5+ cards suit, <i>forcing</i> . |
|               |                 | 2NT = <i>Lebensohl</i> , asking opener to bid 3C.   |
|               |                 | 3NT = for play, but no stopper in opponent's bid suit.  |
|               |                 | Cue-bid = asking for 4-card major, no stopper in opponent's bid suit.   |
|               | 3C/3D/3H/3S     | Double = Penalty.   |

## **2C = 10~16 HCP, 6+ cards Club or 5-card Club plus a 4-card major**

If only 10 HCP, should be 6+ cards Club with at least 2 honors.

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| <u>Open</u> | <u>Response</u>   |
|-------------|---|
| 2C          | 2D = 11+ HCP, any shape, <b>forcing</b> , if only 9~10 HCP, should have 3+ cards Club support.<br>Next round new suit is <b>game forcing</b> ; 3C is <b>non-forcing</b> ; 4C is <b>game forcing</b> . |
|             | 2H/2S = 8~12 HCP, 5+ cards suit, <b>non-forcing</b> . [Opener pass or 3C = minimum; 2NT = maximum]  |
|             | 2NT = 10~12 HCP, balanced, may have 3-card Club, no 4-card major.   |
|             | 3H/3S = 10~12 HCP, 6+ cards suit, <b>invitation</b> .   |
|             | 3D = 10~12 HCP, 6+ cards good Diamond suit.   |
|             | 3C = 6~8 HCP, 3+ cards C, <b>pre-emptive</b> , may be less points with longer C.  |
|             | 4C = 10~12 HCP, 4+ cards C, <b>invitation</b> .   |
|             | 4D = Kick Back RKC in C. (partnership agreement first)  |
|             | 4H/4S/5C = for play.  |

|                 |  |
|-----------------|--|
| 2C – 2D – 2H/2S | = 10~16 HCP, 4-card suit. [Responder's 3C = 9~10 HCP, 3+ cards C.]           |
| 2NT             | = 13~14 HCP, 6 or 7 cards Club, 6322, 6331, 7222, 7321 hand.                 |
| 3C              | = 10~14 HCP, 6+ cards Club, not suitable to bid 2NT.                         |
| 3D/3H/3S        | = 15~16 HCP, 6+ cards Club, short in bid suit.                               |
| 3NT             | = 15~16 HCP, 6 or 7 cards Club, 6322, 7222 or 6331, 7321 with singleton Ace. |
| 4C/5C           | = 10~14/15~16 HCP, 8+ cards Club. [Responder's 4D/5D = Kick Back RKC for C]  |

|                    |   |
|--------------------|---|
| 2C – 2D – 2NT – 3C | = 9~10 HCP, 3+ cards C.                         |
| 3D/3H/3S           | = 13+ HCP, 5+ cards suit, <b>game forcing</b> . |
| 4C                 | = 13+ HCP, 3+ cards Club, <b>game forcing</b> . |
| 4D                 | = Kick Back RKC in C.                           |

|                         |   |
|-------------------------|---|
| 2C – 2D – 3C – 3D/3H/3S | = 13+ HCP, 5+ cards suit, <b>game forcing</b> . |
| 4C                      | = 13+ HCP, 3+ cards Club, <b>game forcing</b> . |
| 4D                      | = Kick Back RKC in C.                           |

Open   RHO   Response   LHO

Pass   Pass   2C   Pass

2D = Still **forcing**, asking for 4-card major.

### **Intervention by opponent after 2C opening**

| <u>Open</u> | <u>RHO</u> | <u>Response</u>  |
|-------------|------------|--|
| 2C          | X          | XX = 9+ HCP, 3 or 4 cards C.<br>2D = 11+ HCP, <b>forcing</b> , no 3+ cards C.<br>Other = same as no double.  |
| 2C          | 2D         | Double = <b>forcing</b> , asking for 4-card major.<br>2H/2S = 5+ cards suit, <b>non-forcing</b> .<br>2NT = 11~12 HCP, <b>invitation</b> with D stopper.<br>3H/3S = 11~12 HCP, 5+ cards suit, <b>invitational</b> .<br>3C = <b>non-forcing</b> .<br>4C = <b>invitational</b> .<br>3D = 13+ HCP, Western Cue, asking to bid 3NT if opener can stop D.  |
| 2C          | 2H/2S      | Double = 8+ HCP, Take Out or better hand.<br>2S over 2H = <b>non-forcing</b> .<br>2NT = 11~12 HCP, <b>invitation</b> with stopper in opponent's bid suit.<br>3C = <b>non-forcing</b> .<br>3D = 11~12 HCP, 5+ cards Diamond, <b>invitational</b> .<br>3H over 2S = 11~12 HCP, 5+ cards Heart, <b>invitational</b> .<br>Opponent's suit at 3-level = 13+ HCP, Western Cue.<br>4C = <b>invitational</b> . |

## **2D = 10~16 HCP, 6+ card D or 13-16, 5-card D with at least two Honors plus a 4-card major**

Note: (1) If only 10 HCP, should be 6+ cards Diamond with at least 2 honors. Date: Jan 01, 2024

(2) 11~14 HCP, with 5-card weak Diamond plus a 4-card major, open 1D not 2D.

(3) 11~14 HCP, 4-4 major and void Club, 4450 hand, it is suggested to open 1D not 2D.

| <u>Open</u> | <u>Response</u> | <u>Description (point range and suit quality)</u>   |
|-------------|-----------------|---|
| 2D          | 2H              | = 11+ HCP, forcing, <b>major suit asking</b> , if 3+card D support, may be 9~10 HCP.<br>(1) Next round new suit = 13+ HCP, 5+ cards suit, <b>game forcing</b> .<br>(2) Next round 3D = 9~10 HCP, <b>non-forcing</b> ; 4D = 13+ HCP, <b>game forcing</b> . |
|             | 2S              | = 8~12 HCP, 5+ cards S, <b>non-forcing</b> , (same as 2C opening)   |
|             | 2N              | = 10~12 HCP, <b>invitation</b>  |
|             | 3D              | = (1) 7~8 HCP, 3+ cards D support.<br>(2) 9~10 HCP, 3+ cards D support without a 4-card major.  |
|             | 3C/3H/3S        | = 10~12 HCP, 6+ cards bid suit, <b>invitation</b>   |
|             | 4D              | = 10~12 HCP, 4+ cards D support without a 4-card major, <b>invitation</b> .   |
|             | 4H              | = Kick Back RKC in D. (partnership agreement first)   |

2D 2H  
2S = 10~14 HCP, 5+ cards D plus a 4-card H or S. [Responder's 2NT = **major asking** / New suit = **forcing**]  
2N = 13~14 HCP, 6 or 7 cards D, no 4-card any side suit, no void suit. (6322, 6331, 7222, 7321 hand)  
3C = 15~16 HCP, 6+ cards D plus 4-card C. [Responder's any suit = Forcing]  
3D = 10~14 HCP, 6+ cards D, no 4-card major, not suitable to bid 2NT.  
3H/3S = 15~16 HCP, 5+ cards D plus a 4-card H/S. [Responder's any suit = Forcing]  
4C = 10~16 HCP, 6+ cards D and 5+ cards C.  
3N = 15~16 HCP, 6 or 7 cards D, no 4-card any side suit, no void suit. (6322, 6331, 7222, 7321 hand)  
4D/5D = 10~14/15~16 HCP, 8+ cards Diamond. [Responder's 4H/5H = Kick Back RKC for D]

2D – 2H – 2S – 2NT = 9+ HCP, **major suit asking**,  
3C/3H/3S = 13+ HCP, 5+ cards suit, **game forcing**.  
3D = 9~10 HCP, 3+ cards D support.  
4D = 13+ HCP, 3+ cards D support, **game forcing**.  
4H = Kick Back RKC for D.

2D – 2H – 2NT – Pass = 9~10 HCP, 3+ cards D support with some stoppers in other 3 suit.  
3C/3H/3S = 13+ HCP, 5+ cards suit, **game forcing**  
3D = 9~10 HCP, 3+ cards D support, not suitable for 2NT.  
3NT = for play.  
4D = 13+ HCP, 3+ cards D support, **game forcing**.  
4H = Kick Back RKC for D.

2D – 2H – 2S – 2NT –  
3C = 10~14 HCP, 5+ cards D plus a 4-card H.  
3D = 10~14 HCP, 5+ cards D plus a 4-card S.

2D – 2H – 2S – 2NT – 3C – 3D = 9~10 HCP, 3+ cards D with 4-card S.  
3H = Heart fit, **invitation**.  
3NT = for play with 4-card S.  
4D = 13+ HCP, 3+ cards D with 4-card S, **game forcing**.  
4H = for play.  
4S = Kick Back RKC in Heart.

2D – 2H – 2S – 2NT – 3D – Pass = 9~10 HCP, 3+ cards D with 4-card H.  
3S = Spade fit, **invitation**.  
3NT = for play with 4-card H.  
4D = 13+ HCP, 3+ cards D with 4-card S, **game forcing**.  
4S = for play. / 4NT = RKC in Spade.

## 2NT = 5~10 HCP, both minors at least 5-5 (Level 2)

| <u>Open</u> | <u>Response</u>   |
|-------------|---|
| 2NT         | Pass = could be best contract.<br>3C/3D = for play.<br>3H/3S = 6+ cards suit, <i>forcing</i> .<br>4C/4D = invitational<br>5C/5D = for play. |

### Completive biddings against opponent's 2NT (both minors) overcall.

| <u>Opener</u> | <u>Opponent</u> | <u>Responder</u>  |
|---------------|-----------------|---|
| 1 Major       | 2NT             | double = 11+ HCP, one long minor, no 3+ cards support opener's Major.<br>3C = 11+ HCP, 4-card another Major, no 3+ cards support opener's Major.<br>3D = 11+ HCP, 3+ cards support opener's Major.<br>3 other Major = 11+ HCP, 5+ cards other Major, no 3+ cards opener's Major.<br>3 same Major = 8~10 HCP, 3+ cards support opener's Major. |

### . Kick Back Roman Key-Card (KBRKC)

4D/4H/4S are the KBRKC for Club/Diamond/Heart suit.

After the KBRKC for Key-card.

Then 5D/5H/5S are the side King asking for Club/Diamond/Heart suit.

The answer is to bid the Side King suit up the line. 5NT is the side King in the asking bid suit. If no side King, bid directly to 6 of the trump suit. The bid one step over 6 of the trump suit shows all 3 side Kings

Or after the KBRKC for Key-card. The Next Available Bid below 6 of the trump suit is Trump Queen asking.

The answer is to bid the lowest side King if having the Trump Queen.

Otherwise bid directly to 6 of the trump suit.

If bid one suit or response one suit first. Then 4 of the bid suit can not use as Kick Back Roman Key-Card. Then should be change back to 4NT as regular Roman Key-Card asking.

For D/H/S are 1430. For Club is 3014.

For example: If open 1H or response Heart first. Then 4H can not be Kick Back Roman Key-Card for Diamond. Should use 4NT.

If 4D/4H/4S can use as Kick Back Roman Key-Card asking. Then 4NT is use to invite for 6NT.

#### Response to 1430 Roman Key-Card or Kick Back Roman Key-Card :

1<sup>st</sup> step = 1 or 4 Key Cards.

2<sup>nd</sup> step = 0 or 3 Key Cards.

3<sup>rd</sup> step = 2 Key Cards without Trump Queen.

4<sup>th</sup> step = 2 Key Cards with Trump Queen.

After response 1<sup>st</sup> or 2<sup>nd</sup> step, a next available bid excluded trump suit is Trump Queen asking. If Responder has no Trump Queen. He just return to the Trump suit at lowest level. If has Trump Queen but no side King. Bid 6 of trump suit. If he has Trump Queen with side King. Bid the lowest specific side King.

After response 3<sup>rd</sup> or 4<sup>th</sup> step, a next available bid excluded trump suit is specific side King asking.

Or jump to 4NT or 5NT is asking for how many Kings. [Responder step answers: 0, 1, 2 and 3 Kings.]

**Remark: Exclusion RKC/Kick Back RKC/1430RKC by partnership agreement first.**

## Precision Jacoby 2NT

1M-2NT = 13+ HCP, 4+ cards support.

### Opener responses:

- 3♣ 11~13 HCP, with an unspecified short suit- 3♦ asks for void or singleton.
- 3♦ 14~16 HCP, with an unspecified short suit- 3♥ asks for void or singleton. (Level 2 - 1H could be 14~21)
- 3M 14~16 HCP, no shortnees. (Level 2 - 1H open could be 14~21)
- 3N 14~16 HCP, balance hand, (5332).
- 4M 11~13 HCP, no shortnees.
- 4 new suit = 5+cards with two honors, shows a source of trick, slamish.

Follow-ups:

AFTER opener's 3♣:

Responder bids 3♦ to ask, then

- Step 1 (3♥) = A VOID somewhere.
- Step 2 (3♣) = singleton in lowest side suit (♣)
- Step 3 (3NT) = singleton in next side suit (♦)
- Step 4 (4♣) = singleton in highest side suit (other major)

After Step 1 (VOID)

Next bid (3♣) asks where and Step 1 = ♣, Step 2 = ♦, Step 3 = other major.

AFTER opener's 3♦:

Responder bids 3♥ to ask, then:

- Step 1 (3♣) = A VOID somewhere
- Step 2 (3NT) = singleton in lowest side suit (♣)
- Step 3 (4♣) = singleton in next side suit (♦)
- Step 4 (4♦) = singleton in highest side suit (other major)

After Step 1 (VOID)

Next bid (3NT) asks where and Step 1 = ♣, Step 2 = ♦, Step 3 = other major.

Note: Singleton Ace and King is not suitable to bid as a short suit. Singleton Queen and Jack will not be counted into the total High Card Point. Once the total HCP is more than 28 in all 3 long suits with one short suit singleton. That will be enough to bid a small Slam.

### Exclusion Roman Key-Card (Void RKC)

Response: 1<sup>st</sup> step = 0 Key-card; 2<sup>nd</sup> step = 1 Key-card; 3<sup>rd</sup> step = 2 Key-cards (Exclude the bid suit).

### Intervention by opponent after 1D opening

| <u>Opener</u> | <u>RHO</u> | <u>Responder</u> |   |
|---------------|------------|------------------|---|
| <u>1D</u>     | X          | Pass             | = (1) 10~12 HCP, 5+ cards D. [Opener: Re-double = S.O.S, short in D]<br>= (2) No other good biddings better than the following. |
|               |            | XX               | = 10~12 HCP, 1~4 cards D without stopper, or 13+ HCP, good hand.  |
|               |            | 1NT              | = 6~10 HCP(non-vul), 8~10 HCP(Vulnerable), balanced with D stopper.   |
|               |            | 2NT              | = 11~12 HCP, balanced with D stopper.   |
|               |            | 1H/1S            | = 4+ cards suit, <b>forcing one round</b> .   |
|               |            | 2C/2D            | = 5+ cards suit, max. 9 HCP, <b>non-forcing</b> .   |
|               |            | 2H/2S/3C/3D      | = <b>Pre-emptive</b> .  |