

Richard Chan's BRIDGE SYSTEM

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GENERAL APPROACH

- 2/1 game force
- Strong NT
- 5 card majors
- Weak 2's : ♦, ♥, ♠

OPENING BID REQUIREMENTS

1♣*	2+
1♦	4+
1♥/1♠	5+ except 3rd and 4 th seats
1NT	14+ -17 balanced. Could include 5 card M or 6 card m.
2♣	strong, artificial, and forcing
2♦/2♥/2♠	5 to 6 cards, 5-10 HCP
2NT	20-21 balanced
3♣-3♠	normal aggressive preempts
3NT	gambling (7+ solid minor) no outside A or K in 1 st & 2 nd
4♣-4♠	preemptive

1♣ OPENING

RESPONSES

1♦/1♥/1♠	Natural, although frequently bypass ♦ to bid M with weaker hands. may be bid with less than 4♦, if insufficient values for 1NT or ♣ support.	1♦
1NT	8-10 balanced, denies 4M	
2♣*	inverted, limit raise or better, no 4M. On BPH.	
2♦*	constructive raise in ♣, unbalanced	
2♥*	5-8 HCP = 5+♠ and 4+♥ [Reverse Flannery]; (On after X) Pass: to play 2♠: to play 2NT: asks: then 3♣ = short in ♣ or ♦, (3♦ asks: 3♥ = short ♣, 3♠ = short ♦), 3♦ = 5422 min, 3♥ = 5/5, 3♠ = 6/4, 3NT = 5422 max 3♣: to play 3♦: natural, reverse 3♥/3♠: invitational 3NT: to play. 4♥/4♠: to play	
2♠*	9-11 HCP = 5+♠ and 4+♥ [Reverse Flannery]; (ON after X) Pass: to play 2NT: asks: responses as above 3♣: to play 3♦: natural, reverse 3♥: to play 3♠: invitational 3NT: to play. 4♥/4♠: to play	
2NT	11-12 balanced, denies 4M 3M* by opener = shortness	
3♣	preemptive	
3♦/3♥/3♠	splinter 13-15, 5+ support, denies 4M	
3NT	13-15 balanced	
4♣	preemptive	
4♦/4♥/4♠	exclusion KCB- responses 0314	
4NT	16-18	

Rebids by Opener (after 1♣ opening)

New Suit Rebid

Reverse bids show longer 1st bid suit and is forcing to the 3-level.

After a reverse, if responder rebids his suit or gives simple preference, it is forcing.

2NT or 2S (if unbid) by responder after a reverse, is Ingberman- relay to 3♣.

Jump shifts by opener are GF.

1NT Rebid

Minimum, balanced over 1♦(may have both majors), bid one major over 1♦

= unbalanced. Always bid 1♠ over 1♥.

Jump to 2NT

18-19 balanced. Then Wolff relays are on: 3♣ relay to 3♦ (if then 3M = NF, 3NT = slam interest in ♣), 3♦ is GF checkback Stayman, 3♥/3♠ = Natural and forcing.

3♣ Rebid

Invitational.

Jump Support

Invitational, at least 4-card support.

Jump to 3NT

Solid suit with stoppers in unbid suits.

Jump to 4♣

Shows at least 4 card support for partner's M and 6 good ♣.

Jump Reverse

Splinter.

4NT RKCB for agreed or last bid suit if major.

4th Suit

At one-level 1♠ = natural and game forcing . Otherwise, artificial and GF. 1♣-1♦-1♥-2♠ = 4th Suit GF, deny 4♠.

INVERTED MINORS

1♣-(P)-2♣-(P)

2♦* unbalanced minimum

2♥ by responder is a relay to ask for shortness. Then:

2♠ = ♦ shortness

2N = ♥ shortness

3♣ = ♠ shortness

2♥* balanced (including 5422, 6322), 18-19 HCP. Then:

2♠ by responder asks:

2N = 2 ♣

3♣ = 4+♣

3♦, 3♥, 3♠ = cue-bid with 3♣

2♠* non minimum with ♠ shortness

2NT* balanced minimum, 2-3♣

3♣* balanced minimum, 4+♣

3♦* non minimum, ♦ shortness

3♥* non minimum, ♥ shortness

3NT balanced, good 13-14 HCP

1♦ OPENING

For 1♦ opening, responses and rebids are the same as with 1♣ opening; except:

1♦ 3♣* = constructive raise in ♦, unbalanced

After opponent's 1NT overcall of our 1 minor: [Other Minor Stayman]

Dbl = penalty

2 other minor = both majors

2♥, 2♠ = natural, one suit

XYZ

Applicable to all auctions where it goes, 1x, 1y, 1z by unpassed hand (on after X by opponent, off after overcall). By PH, 2♣ is a relay to 2♦; 2♦ undefined.

The following structure is based on the agreement that 1m-2M is **Reverse Flannery** with 5+♠ & 4+♥.

Responder's Bids:

- 2♣ is a relay to 2♦ to be used as an invitational sequence, or to play in 2♦. Opener can reject and bid 2 of responder's M to show maximum with 3.
- 2♦ is artificial and GF, and usually asks about majors but can be a prelude to forcing bid in minor. Opener responds 3-card support or other major with lower ranking one.
- Responder's rebid of 2M is not forward going.
- Jump rebids by responder, in any suit, are GF.

After a relay to 2♦ responder clarifies his invitational hand type.

1♣-1♠/ 1NT-2♣/ 2♦

Pass to play, weak hand with ♦

2♥ 5+♠, 5+♥, GF

2♠ 5♠, invitational

2NT invitational

3♣ invitational, with 4M and 5♣

3♦ invitational, with 5+♦

1♣-1♠/ 1NT-2♦/ 2♥

2♠ 6+♠

2NT random force, 17+ HCP

3♣/3♦ natural

3♥ stronger than 4♥

3♠ 6+♠, solid

3NT to play. Opener can correct to 4♠ with 3 card support

4♣ splinter, in support of ♥

4♦ splinter, in support of ♥

Special treatment

1♣/1♦-1♠-1NT-2♥ = 6♠, 4♥, 5-8 HCP.

43344 Game-Try Structure:

After 1minor-1Major/ 2Major; next step is a relay/ask:
[A raise to 2M shows 4 trumps OR 3 trumps + shortness]

1♣-1♥/ 2♥-2♠ = relay:

2N = 4 trump, minimum with shortness;

3♣ asks: 3♦ = short in ♦, 3♥ = short in ♠

3♠ = 3 trump, short in ♦

3♦ = 3 trump, short in ♠

3♥ = 4 trump, balanced, minimum

3♠ = 4 trump, balanced, maximum

4♣ = 4 trump, non minimum, ♦ short

4♦ = 4 trump, non minimum, ♠ short

Same structure applies after 1♣-1♠/ 2♠-2NT = relay.

Same structure applies after 1♦ opening.

CONTESTED AUCTIONS AFTER A MINOR OPENING

Jump shift: fit showing over interference, constructive+ values

Single raise: natural, 6-9

Jump raise: preemptive

Cue-bid: limit +

Criss Cross: 1m-(X)-2NT = preemptive
1m-(X)-3m = limit raise

Splinters: fit jumps take precedence where only one level jump is available

Unusual/unusual: lower cue-bid for fourth suit/ higher cue-bid = limit+

Unusual/Michaels: same as above, however if only one suit is known, then cue bid is limit raise +

SPECIAL DOUBLES

Negative Through 4♥. 4/4 in majors over 1♣-(1♦).
1♣-(1♥)-1♠ shows 5+♠.

Responsive Through 4♥. Whenever we make a takeout X and opponents raise the opened suit, advancer's X is responsive. New suit by opponents then X is cards
At 4♠ and higher, X shows cards more than distribution.

Competitive Through 4♥. When we have overcalled, and the opened suit is raised, our X is competitive, showing unbid major and other suit or ability to support partner.

Support Through 2♥ = 3 card support. XX over opponent's X applies.

Maximal Game try. Where opponents have left no room to make a natural game try.

1♥ OPENING

RESPONSES

- 1NT semiforcing
- 2♣ game forcing, 2+C
- 2♦ game forcing, 5+♦
- 2♥ usually constructive 3-card raise, but may be 4-card raise with hands too good for preemptive but not good enough for Bergen raise
- 2♠ GF with 3♥, no good 2/1 side suit (2 honors) available
- 2NT Jacoby raise, game forcing, 4+ support
 - 3♣ = minimum with or without shortness
 - 3♦ asks. Response same as non-min with short, 4 level cue, 4 of Suit = 6 card suit
 - 3♠ = balanced, non-min,
 - 3♥ = asks range
 - 3♠ = 18,19
 - 3N = 15-17
 - 4♣ = 13, 14, ♣ value
 - 4♦ = 13, 14, ♦ value

- 3♥ = ♣ short, non-min
- 3♠ = ♦ short, non-min
- 3N = other M short, non-min
- 4♥ = worst minimum, no shortness
- 3♣ artificial, 4 card limit raise
- 3♦ artificial, 4 card constructive raise
- 3♥ preemptive raise
- 3♠ mini-splinter, unspecified, 9-11 HCP; 3NT asks: respond = low, middle, high
- 3NT ♠ shortness, 12-14

4♣ ♣ shortness, 12-14
 4♦ ♦ shortness, 12-14
 4♥ preemptive raise
 4♠/5m exclusion KCB. Response: 0314
 4NT RCKB

SUBSEQUENT AUCTIONS

After 1♥-1♠

- 2m = natural, non-forcing
- 2NT = 18-19, then (Wolf sighoff)
 - 3♣ = transfer to ♦, then all bids signoff
 - 3♦ = artificial GF
 - 3♥ = 5-7 with 3♥
 - 3♠ = 6+ S, slam interest
 - 4 bids = cue with limit raise
- 3♣ = GF, with 4 card side-suit, OR strong 1 suit;
 - 3♦ asks: 3♥ = 4♣; 3♠ = 4♦
- 3♦ = 5♦+5♥, GF
- 3♥/3♠ = natural, invitational
- 3NT = solid suit, stoppers outside
- 4♣/4♦ = splinter in support of ♠
- 4♥/4♠ = natural
- 4NT = RKCB in ♠
- 5m = EKCB

After 1♥-1NT

- 2♣ = could be as short as 2♣
- 2♦ = could be as short as 3♦ if opener's distribution is 4531
(then 2♠ is best possible raise for opener's minor --- "Impossible Spade Bid")
- 2♥ = 6+♥, minimum
- 2♠ = reverse, forcing
- 2NT = 18-19, balanced
- 3♣ = GF, with 4 card side-suit, OR strong 1 suit ♥, just short of 2♣;
 - 3♦ asks: 3♥ = 4♣; 3♠ = 4♦; 3NT = 4♠
- 3♦ = 5♦+5♥, GF
- 3♥ = 6+♥, invitational
- 3♠, 4♣, 4♦ = self splinter

After 1M-2♣/2♦

- New suit = natural
- Reverses including 3-level bids = show extra points or distribution
- 2NT = shows stopper in other suits, non min, OR 18-19 balanced
- 2M = bad opening, may be 5-card suit
- 3M = solid suit, not necessarily more than minimum

1♠ OPENING

After 1♠ opening, same principles apply.

After 1♠-1NT

- 2♣ = could be as short as 2♣
- 2♦ = 4♦
- 2♥ = natural, 4+♥
- 2♠ = 6+♠, minimum
- 2NT = 18-19, balanced, Wolf signoff as after 1H
- 3♣ = GF, with 4 card side-suit, OR strong 1 suit ♠, just short of 2♣;
3♦ asks: 3♥ = 4♣, 3♠ = 4♦, 3NT = 4♥. After 3NT: 4♦ = transfer to ♥
- 3♦ = 5♦+5♠, GF
- 3♥ = 5♥+5♠, GF
- 3♠ = 6+♠, invitational
- 4♣, 4♦, 4♥ = self splinter

3♣ artificial, 4 card limit raise

3♦ artificial, 4 card constructive raise

3♥ 6+ ♥ invitational, short ♠

3S weak

3NT mini splinter, 9-11 HCP, 4C ask, low, middle high

4C, 4D, 4H = splinter 12- 14 HCP

CONTESTED AUCTIONS AFTER A MAJOR OPENING

1M-(X)-? transfer responses over X, starting with 1NT; XX is not transfer

1M-(X)-'2M-1' constructive raise

1M-(X)-2M weak raise

1M-(X)-2NT Dormer, limit+

1M-3M preemptive

1M-(Bid)-Cue limit raise or better

Jump shift = fit showing, at least 9 cards in 2 suits

Double jump splinter

PASSED HAND AUCTIONS AFTER A MAJOR OPENING (THREE-WAY REVERSE DRURY)

1NT	semi-forcing
2♣*	Drury, 4 card support, constructive or limit raise
2♦*	Drury, 3 card limit raise
2♥ (M=1♠)	5+♥, 10-11 HCP, non-forcing
2M	3+M, simple raise, 6-9 HCP
2NT	5♣ and 5♦, invitational, 11-12 HCP (RUNT: Responsive Unusual No Trump)
3M	jump raise, preemptive
Jump shift = fit	showing

OPENER'S REBIDS AFTER DRURY 2♣* or 2♦*

2♦* (over 2♣)	artificial inquiry. Responses are: 2M = constructive raise 2oM = limit raise with oM shortness 2NT = limit raise with <u>no</u> shortness 3♣, 3♦ = limit raise with ♣, ♦ shortness
2♥ (M=♠)	natural, GF
2♠ (M=♥)	strong opening, 4♠ and 5♥, 16+ HCP
2M	weak opening, signoff
2NT*	singleton/void ask
Jump Shift*	singleton/void (auto-splinter)
3M	strong opening, GF with slam interest, demands cue-bid
3NT	strong opening, choice of games, no slam interest
4M	to play, no slam interest

Handling Interference:

Drury is **OFF** after any interference

1NT OPENING

RESPONSES

2♣ Non-forcing Stayman

- 2♦ transfer to ♥
- 2♥ transfer to ♠
- 2♠ range ask, OR ♣
 2NT = minimum. Responder pass, OR bid 3♣ to play,
OR bid 3♦, 3♥, 3♠ to show shortness with good ♣
 3♣ = maximum
- 2NT transfer to ♦ OR both minors weak (opener bids 3♦ to super-accept ♦)
 Responder pass 3♣, OR bid 3♦ to play, OR bid 3♥, 3♠ to show shortness
- 3♣ Puppet Stayman, opener bids 3♦ to show zero, one or two 4 card major, 3NT with no 5 Major.
 After 3♦, responder bids the major he does not have.
- 3♦ GF minors 5♣+5♦ or better,
 3♥ agrees ♣, 3♠ agrees ♦.
- 3♥/3♠ shows singleton in suit bid, with 3 in the other major, and 5/4 in minors
- 3NT to play
- 4♣ Gerber
- 4♦/4♥ Texas Transfer
- 4♠ 4/4+ minors
- 4NT quantitative
- 5♣/5♦ to play

OVER DIRECT INTERFERENCE

Lebenshol only on after opponent's bid at 4th seat or balancing situation

Systems are on over 2♣ (non Majors) and artificial double.

DONT rescues are on over penalty doubles **by both responder and opener**, whether opened 1NT or overcalled 1NT.

- XX = single suiter
- 2♣ = ♣ and higher
- 2♦ = ♦ + M
- 2♥ = ♥ + ♠
- 2♠ = ♠

2NT = GF 2-suiter
 3♣-3♠ = natural, invitational
 4♦/4♥ = Texas Transfer

Double Negative, shows 7-9 points with no place to go.
 2 bids To play
 2NT Lebenshol. Then a suit that could have been bid at the 2-level is forcing with a stopper.
 A cue bid is Stayman with a stopper, GF
 Cue-bid 3-level is Stayman without a stopper
 3 bids Forcing.
 3NT To play. No stopper.

Texas Transfers are on over interference up to 3♣.

REBIDS & SUBSEQUENT AUCTIONS

After 1NT-2♣

2♦ denies 4M
 2♥ shows ♥, and may also have ♠
 2♠ shows ♠, denies ♥

After 1NT-2♣/ 2♦

Pass to play, weak hand with ♦

2♥ weak with both majors [Garbage Stayman]

2♠ = 5♠ and 4♥, invitational

2NT = Invitational. Implied at least one 4 card M.

3♣ Asks for minors:

3♦ = 5+ minor; 3♥ asks again: 3♠ = 5+♣, 3NT = 5+♦

3♥ = 2344

3♠ = 3244

3NT = 3343 or 3334; 4♣ asks again: 4♥ = 4♣, 4♠ = 4♦

3♦ Natural and forcing with 4 card M

3♥/3♠ Smolen. Then 3NT then transfer = 6-4 slam interest

4♦/4♥ Transfer, 6-4 majors, no slam interest

After 1NT-2♣/ 2♥

2♠ = 5♠ and 5 minor, mildly invitational.

2NT = invitational, with 4♠

3♣/3♦ natural, forcing with 4♠

3♥ invitational

3♠* unspecified splinter, artificial slam try in ♥

3NT* asks: 4♣, 4♦, 4♥ = shortness in ♣, ♦, ♠ respectively

3NT to play, with 4♠

4♣ balanced slam try

4♦ RKCB in ♥

4♠/5♣/5♦ EKCB (0314 responses)
4NT quantitative, with 4♠

After 1NT-2♣/ 2♠

3♥* unspecified splinter, artificial slam try in ♠
3♠* asks: 3NT* = C singleton, 4C = D short, 4D = H short

Other as above

INTERFERENCE OVER 1NT-2♣

After opponent doubles 2♣: Opener rebids as follows:

- Pass denies ♣ stopper; responder XX to re Stayman
XX shows 4+ good ♣
2♦ shows ♣ stopper, denies 4M
2♥,2♠ shows ♣ stopper, 4+M

After 1NT-2♦: Opener rebids as follows:

2♥ 2 or 3♥ with non-max, then 2♠ is invitational majors usually 5/5
2NT 4♥ max, any shape
3♥ 4♥ min (good min)

After 1NT-(P)-2♦-(X): Pass = less than 3♥, XX = 3♥ with no ♦ stopper, 2♥ = 3♥ with ♦ stopper.

After 1NT-2♠ (range asking)

2NT minimum
3♣ maximum
3♦/3♥/3♠ short
3NT to play
4♣ RKCB in ♣
4♦/4♥/4♠ EKCB
4NT balanced slam try

After 1NT-2NT (♦ or weak minors)

3♣/3♦ better minor
3♦ to play
3♥/3♠ shortness
3NT to play
4♣ shortness
4♦ RKCB in ♦

4NT balanced slam try

After 1NT-3♥/3♠

3NT to play
4♣/4♦ forcing
4M to play

After Texas transfer (1NT,2NT - 4♦,4♥) 4NT is RKCB and 5 of a new suit is EKCB

After 1NT-4NT/ 5-suit = 4-card suit up-the-line (accept), 6-suit shows 5 cards

2♣ OPENING

RESPONSES TO 2♣

2♦ waiting

2♥/2♠/3♣/3♦ 5+ with 2 of the top 3 honors

3NT solid minor, 6+

NT REBIDS BY OPENER AFTER 2♣-2♦

2♥ Kokish relay to 2♠, then 2NT shows 25+

2NT 22-24

SUIT REBIDS BY OPENER AFTER 2♣-2♦

2♥ Kokish relay to 2♠, then 3♥ is single suiter ♥ hand, another suit shows ♥ and suit bid

2♠ natural, forcing (3♣ over 2♠ = only second negative)

3♣/3♦ natural, forcing

3♥/3♠ 5+ solid♦ + 4M

Over interference by opponents, X or XX is negative, and pass or bid is positive.

2♦ OPENING

RESPONSES TO 2NT AFTER WEAK 2♦ (5-10 HCP)

3♣ = good hand
3♦ = bad hand
3NT = Solid suit

2♥/2♠ OPENING

After 2♥ opening (5-10HCP)

2NT ask:

3♣ = best hand
3♦ = middle hand
3♥ = worst hand

3NT = 6 card solid suit

RESPONSES to 2NT AFTER WEAK 2♠ (5-10 HCP)

3♣ = best hand
3♦ = middle hand
3♥ = 4 ♥
3♠ = worst hand
3NT = 6 card solid suit

2NT OPENING

2NT OPENINGS, 2♣-2X-2NT, 2♣-2♦-2♥-2♠-2NT

2NT - 3♣

3♦ [Denies 4♥/5♥/4♠, might still have 5♠]

- 3♥ [Asking, then: 3♠ shows 5♠, 3NT denies]
- 3♠ [5♥+4♠, slam interest+ or not, 4♣ then would be slam interest in ♥, 4♦ slam interest in ♠ (also shows 5♠)]
- 3NT [5♠+4♥, slam interest+, F1, Opener bids 4NT with no fit minimum, 4X would be cue-bid agreeing ♠]

3♥ [Shows 4♥, could still have 4♠]

- 3♠ [Relay to 3NT]
- 3NT [4♠, NF]
- 4♣ [Natural, shows 4♠]
 - 4♦ [Slam-suitable hand for ♣]
 - 4♥ [Good hand with 4♠]
 - 4♠ [Bad hand with 4♠]
 - 4NT [Natural, signoff]
- 4♦ [Natural, shows 4♠, responses as above, 5♣ by opener would show slam-suitable hand for ♦]
- 4♠ [4♠, slam interest+, F1, Opener bids 4NT with minimum no fit, 5X would be keycard response agreeing ♠, 6X would be no fit max 4 card suit up-the-line]

3♠ [Shows 4♠, denies 4♥]

- 4♣ [Natural] *** Opener bids 4♦ with a slam-unsuitable hand, 4♥ and up are keycard responses for ♣
- 4♦ [Natural] *** Similar to above
- 4♥ [Slam interest in ♠]

3NT [Shows 5♥]

- 4♣ [Natural] *** opener bids 4♦ with a slam-unsuitable hand, 4♥ and up are keycard responses for ♣
- 4♦ [Transfers to 4♥]
- 4♥ [Shows ♦] *** caution*****, opener bids 4♠ for a slam-unsuitable hand, 4NT and up are keycard responses for ♦

2NT - 3NT [5♠+4♥]

Transfer to ♠ then bid 4♥ is 5♠ no slam interest, transfer to ♥ and bid 3♠ is 5♠ slam interest. Then opener bid 4♣ for ♥, and 4♦ for ♠.

MINOR SUIT

2NT - 3♠*

3NT - 4♣

relay to 3NT

♣ single suiter, 4♦ by opener = no interest, others = RKCB response to ♣.

4♦	After 4♦, 4♥ by responder = RKCB in ♣
4♥/4♠	♦ single suiter, same treatment as above
4NT	shortness in suit bid with 5-4 or better in minors 2254 or 2245 forcing, because 4♠ over 2NT was available with quantitative raise

RESPONSES TO 3-LEVEL PREEMPTS

Raise to play

New suit forcing

3NT to play

4♣ modified RKCB. Responses: 0, 1, 1+Q, 2, 2+Q

Over interference X/XX is penalty oriented. New suit is lead directing with some fit over X, natural over suit-non-forcing

RESPONSES TO 3NT

4♣ pass-or-correct

4♦ singleton ask then:

4♥/4♠	singleton
4NT	7222
5♣/5♦	this is my suit, I have singleton in other m
5NT	8-card suit

4♥/4♠ to play

4NT asks about Q's. Responder must know which suit opener has. 5NT by opener shows an 8-card suit

5♣/6♣ pass-or-correct

OPENINGS HIGHER THAN 3NT

4m preemptive bid. Responder bids 4M=to play

4M preemptive

4N Ace asking; respond: 5♣=no Aces, 5♦=♦A, 5♥=♥A, 5♠=♠A, 5NT = any two Aces,
6♣=♣A

COMPETITIVE BIDDING

SIMPLE OVERCALLS

- 7+ HCP, more with 4 card suit at one-level. Sound at two-level.
- 2 over 1 new suit nonforcing by partner, but constructive
- Cue-bid usually limit raise+
- Jump cue = mixed raise
- Jump shift is fit showing, implies 4 card limit raise
- Jump raise is preemptive
- Competitive double. When opponents support after our overcall, double shows the unbid suits
- After our overcall and opponent's bid of 1NT, double is penalty

DOUBLE

- Usually disciplined as to shape and HCP.
- Aggressive responses
- After a non-jump response, only a cue-bid is forcing
- After a strength showing bid (Q, jump or a free bid), new suits by doubler are forcing
- After a one-level free bid, only a jump in a new suit is forcing

JUMP OVERCALLS

- Preemptive. in 4th's seat, 2 bids are weak.

DIRECT CUE-BID

- Michael's. 2NT asks (=invitational with minors. 3♣, pass-or-correct, 3♦ = inv with major). After 2NT, responder bid 3♣ = ♣ (weak), 3♦ = ♦ (weak), 3OM = ♠ (good), 3NT = ♥ (good)

2NT JUMP OVERCALLS

- For 2 lower unbid suits. Weak or strong
- In 4th seat, shows 2NT opener

1NT OVERCALLS

- 15-18 HCP
- Systems on. Lebenshol and negative doubles apply if opener's partner bids.
- Double of 2♣ is Stayman
- DONT rescues.

2NT OVERCALLS OVER WEAK 2's

(2♥)-2NT-(P)	3♣	Transfer to ♦
	3♦	Transfer to ♠: 3♥ deny 3♠; 3♠ is 3 or 4♠
	3♥	Stayman
	3♠	♣ weak/strong, 3NT super-accept ♣. Then 4♣ is to play
(2♠)-2NT-(P)	3♣	transfer to ♦
	3♦	transfer to ♥
	3♥	♣ weak/strong, 3NT super-accept ♣. Then 4♣ is to play
	3♠	Stayman

DEFENSE OVER THEIR 1NT OPENING

Against Strong 1NT (14-16 or better)

Double	5+ minor and 4 card Major, or 6♦
2♣	majors
2♦	1 major (direct Vul = at least opening hand)
	2♥, 2♠, 3♥, 3♠ all = pass-or-correct; 4♥, 4♠ is to play by responder
	2NT (good hand, at least opening hand) ask, 3♣ good ♥, 3♦ good ♠, 3♥ weak ♥, 3♠ Weak ♠
2♥	♥ + minor
2♠	♠ + minor
2NT	minors
3♣-3♠	preemptive

Against Weak 1NT (12-15 or lower)

Double	Values 15+
	Responder pass = forcing.
	2♣ = less than 5 HCP, no suit
	2♦/2♥/2♠ = less than 5 HCP, 5+ cards

2♣	majors
2♦	1 major
2♥	♥ + minor
2♠	♠ + minor

DEFENSE OVER THEIR WEAK TWO'S

2NT	15-18 HCP
Double	takeout, then: 2NT* is Lebenshol. If the suit could have been bid at the 2-level, then going through 2NT is invitational ~ 10 HCP.
(2X)-Dbl-(P)	2NT then 3X = cue-bid, GF, asks for a stopper 2NT then 3NT = game values, with stopper(s) 3Y = natural, invitational, 8-11 HCP 3X = cue-bid, GF, ~ 13 HCP 3NT = game values, without stopper
Over 2♦	3♦ = asks for a stopper 4♣ = 5+♣ and 5+ unspecified M; 4♦ by responder asks [Leaping Michaels] 4♦ = both majors
Over 2M	3M = asks for a stopper 4♣ = 5+♣ and 5+oM [Leaping Michaels] 4♦ = 5+♦ and 5+oM [Leaping Michaels]

DEFENSE OVER THEIR HIGH-LEVEL BIDS

3-Level	Overcall	good hand, good suit
	Cue-bid over m	= majors, good hand
		over M = other M & m, good hand
	3NT	natural with several possibilities: (1) 16-18 balanced (2) 19+ balanced (3) stopper & long suit, bad hand (4) stopper & long suit, good hand
		partner's bid of 4♣ asks
		(1) 4♦ = 16-18 balanced, then 4♥ by partner = 4♥, NF; overcaller bid 4♠ with 4♣ or 4NT
		(2) 4♥ = long suit, bad hand
		(3) 4♠ = long suit, good hand
		(4) 4N = 19 + balanced, then 5♣ by partner = Stayman
	4NT	minors
	Jump overcall	good suit, more playing strength
4m	5m	shows 2-suiter
4M	4NT	shows 2-suiter. Responder may only skip a suit if tolerance for

highest ranking unbid suit. i.e. over 4NT after 4♠ opener, don't bid 5♦ with a hand distribution such as 2263.

GENERAL METHODS

THE 1♣ "WALSH"

Bypass longer ♦ suit to bid a 4-card major with weaker hands in response to partner's 1♣ opener. Opener will bypass 4-card major to rebid 1NT over 1♦ when balanced. Always bid 1♣ over 1♥ with 4♠.

OTHER

If our splinter bid is doubled, pass shows slam interest, and XX shows 1st round control

MISCELLANEOUS

Misc cue-bids	(1X)-P-(1Y)-2Y = natural
1NT	After opponents have bid 2 suits, 1NT is distributional T/O (BPH). If unpassed hand, 1NT shows 15-18 balanced.
SOS doubles	Only where obvious
Splinter Doubles	suggest save in suit
Bergen Doubles	Limit raise = takeout Constructive raise = takeout
Balancing 1NT	11-14 over minor, systems on . 11-16 over Major, systems on. (over 2♣, bid 2NT =15-16; 3♣ re-Stayman)

DEFENSES TO ARTIFICIAL OPENINGS

Principle	Generally, pass then double is a balancing T/O double, when the opponents come to rest at the 1 or 2 level after an artificial opening
Strong 1♣	Suction (one suit above or two suits above, NT = two untouched suits) at all levels

Flannery	X = 15-18 2♥ = T/O with ♠ 2♠ = natural 2NT = minors
Unusual 2NT	3♣ = strong T/O 3♦ = routine T/O
2♠ or 2NT	
Random preempt	X = 15-18, others natural
Transfer preempts	Their suit T/O, double shows suit bid, NT as expected
Two-suiter	With 2 known suits; X is T/O, cue-bid asks for stopper With 1 known suit; treat as weak-2 if they opened the known suit With no known suit; X is 15-18, others natural

ROMAN KEY CARD BLACKWOOD

5 key cards with 1430 responses.

5NT asks for specific Kings and guarantees all 5 key cards and trump Queen.

6-level bids below agreed upon suit asks for Q : grand slam try.

When queen ask is initiated, responder bids outside king to show queen as well, or 6NT with queen and no outside king.

After interference:	X/XX = 1st step
	Pass = 2nd step
	Bids = next steps up-the-line

After 6-level interference:	X = even
	P = odd

RESPONDING TO RKCB WITH A VOID (MUST BE A USEFUL VOID):

- Bid 6 of void (if lower rank than trump suit, otherwise, jump to 6 of trump suit) with odd #.
- Bid 5NT with even #.
- Ignore trump queen in these situations. Can use 6C to ask for trump Q after 5 NT response.

MODIFIED RKCB AFTER WE PREEMPT

- After partner opens 2♦/2M/3♦/3M, responder asks for key cards by bidding 4♣.

Responses are:

- 1st step = 0 key cards
 - 2nd step = 1 key card, no trump Queen
 - 3rd step = 1 key card, plus trump Queen
 - 4th step = 2 key cards, no trump Queen
 - 5th step = 2 key cards, plus trump Queen
- After partner opens 3♣ or 4♣, responder asks for key card by bidding 4♦; same step responses.
- Responder's 4NT asks for Aces (Regular Blackwood, not RKCB).
- Off in competition.

DEFENSIVE CARDING

LEADS

3rd and 5th against suits.

4th best against NT.

Lead of A and Q against NT asks for attitude, lead of K asks to unblock or count.

SIGNALS

- UDCA count and attitude
- standard remainder count
- attitude on our leads, count on declarer's leads
- suit preference where obvious
- trump echo: suit preference, high –low strong signal, low-high less so.

