

Modified Precision System with Positive Transfer Responses (Level 2)

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Difference from Level 1

- (1) 1H opening = 11~16 HCP, 5+ cards Heart or 17~21 HCP, 5+ cards Heart plus a 4+ cards side.
- (2) 1C – 1D –
 - 1H = 20+ HCP, nothing about Heart, forcing one more round.
 - 1NT = 17~19 HCP, may have 5-card Heart or 5-card lusy Spade.
 - 2H = 17~21 HCP, 6+ cards Heart.
 - 2S = 17~21 HCP, 1444 hand, singleton Spade,
 - 2NT = 17~21 HCP, 4144 hand, singleton Heart.
 - 3C = 17~21 HCP, 4441 hand, singleton Club.
 - 3D = 17~21 HCP, 4414 hand, singleton Diamond.
- (3) 1C – 1D – 1H – 1S (0~4 HCP) –
 - 1NT = 20~22 HCP, balanced, may have 5-card Heart or 5-card lusy Spade.
 - 2NT = 23~24 HCP, balanced, or semi-balced hand, may have 5-card any suit.
 - 2C = (1) 22+ HCP, 5+ cards minor plus a 4+ card side sut;
(2) 25+ HCP, balanced hand with one or both 4-card major.
 - 2D = 22+ HCP, 444 plus any suit singleon hand;
 - 2H/2S = 22+ HCP, 5+ cards suit.
 - 3C/3D/3H/3S = 22~24 HCP, 6+ cards single suit.
- (4) 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; 3C 5-card C, 5332 shape.
[Next Available Bid (NAB) is Shape/Doubleton/Gerber asking.]
- (5) 2NT opening = 7~12 HCP, both minors at least 5-5+.
- (6) 2C Puppet Stayman use on 1C – 1D – 1NT.
- (7) Precision Jacoby 2NT is used.
- (8) **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.
 - 2S – 2NT/3C/3D = 4+ cards C/D/H transfer suit.
- (9) **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,
 - (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.

Level 2 Modified Precision System with Positive Transfer Responses

Date : Nov18, 2024

<u>Opening Bid</u>	<u>Description</u>
1C	= (1) 17+ HCP, any shape. (2) Only 16 HCP, with one 6+ cards and at least a semi-solid suit. (3) Less than 17 HCP, with one major suit having 10 tricks or one minor suit 11 tricks on hand.
1D	= (1) 11 HCP, 4 or 5 cards D; (2) 12~16 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. (2) 11~16 HCP, 5+ cards Spade suit. [Response 1NT = Forcing, (Pass hand semi-forcing); 2 over 1 = Game Forcing; 3C = 7~10 HCP/3D = 11~12 HCP Bergen Raises; 2NT = 13+ HCP, Precision Jacoby Raise; 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. (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	= 10~16 HCP, 6+ cards Diamond.
2H/2S	= 5~10 HCP, 6-card suit, <i>pre-emptive</i> . (13~16 HCP @ 4 th seat.)
2NT	= 7~12 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 th seat)
3NT	= Gambling
4C	= 8-card Club suit, <i>pre-emptive</i> . (Invitational value in 4 th seat)
4D	= 8-card Diamond suit, <i>pre-emptive</i> . (Invitational value in 4 th seat)
4H/4S/5C/5D	= for play.

<u>Open</u>	<u>Response</u>
1C	1D = 0~7 HCP, <i>negative</i> .
1H	= 13+ HCP, any shape, <i>forcing</i> . [Opener's rebid: 1S = Relay bid, 20+ HCP, Slam Forcing , asking responder to bid his transfer suit; 1NT = 17~19, balanced hand, no 5-card suit; 2C/2D/2H/2S = 17~19 HCP, 5+ cards C/D/H/S suit. 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 5-card C, 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. [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. [4S over 4H = KBRKC in Heart suit.]

<u>Open</u>	<u>Response</u>
1C	1D
1H	= 20+ HCP, balanced hand or 22+ HCP, un-balanced hand, <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	= 17~21 HCP, 5+ cards suit, <i>non-forcing</i> .
2H	= 17~21 HCP, 6+ cards suit, <i>non-forcing</i> .
2S	= 17~21 HCP, 1444 singleton Spade*.
2NT	= 17~21 HCP, 4144 singleton Heart*. (Since 2H = 17~21 HCP, 5+ H. Therefore 2NT = singleton Heart)
3C	= 17~21 HCP, 4441 singleton Club*.
3D	= 17~21 HCP, 4414 singleton Diamond*.

* Singleton cannot be an Ace, if 444 plus a singleton Ace, we treat it as balance hand;

Open Response

1C 1D

1H 1S = 0~4 HCP, 2nd *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, could be 6-card minor, 6322 with stoppers in both short suits or 6331 singleton A.

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

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

2C = (1) 22+ HCP, 5+ cards C or D suit plus a 4+ cards side suit. Forcing to 2NT, 3C or 3D.

(2) 25+ HCP, any balance hand.

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

2H/2S = 22+ HCP, 5+ cards bid suit, forcing to 3H/3S.

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

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

4C/4D = 22~24 HCP, 7+ cards single C/D suit, max 10 tricks in hand, non-forcing.

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

Opener's 22+ HCP, 5+ cards minor plus a 4+ cards side suit or 25+ HCP, balance hand.

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 = 22~24 HCP, semi balanced hand with one 5 or 6 cards minor, non-forcing.

3C/3D = 22~24 HCP, 5+ cards bid minor, non-forcing.

3NT = 25~28 HCP, balanced, could be 6-card minor, 6322 with stopper in both short suit or 6331 singleton A.

[Responder: 4C = Gerber; Other bidings are all natural.]

4NT = 29~32 HCP, balanced,

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 = 0~2 HCP, 4+ cards Spade.

2NT = 3~4 HCP, 6+ cards suit, no other suit 4+ cards. Asking opener bid his singleton.

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

1C – 1D – 1H – 1S –

2D – 2H –

2S = 1444 hand, singleton Spade. [Responder's any suit below game = 0~2 HCP, natural and non-forcing.]

2NT = 4144 hand, singleton Heart. [Responder's any suit below game = 0~2 HCP, natural and non-forcing.]

3C = 4441 hand, singleton Club. [Responder's any suit below game = 0~2 HCP, natural and non-forcing.]

3D = 4414 hand, singleton Diamond. [Responder's any suit below game = 0~2 HCP, natural and non-forcing.]

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**.

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

Open Response

1C 1D

2S = 17~21 HCP, 1444 singleton Spade. [Responder's any suit is natural and non-forcing.]

2NT = 17~21 HCP, 4144 singleton Heart. [Responder's any suit is natural and non-forcing.]

3C = 17~21 HCP, 4441 singleton Club. [Responder's any suit is natural and non-forcing.]

3D = 17~21 HCP, 4414 singleton Diamond. [Responder's any suit is natural and non-forcing.]

Opener's balanced hand, 17~24 HCP, may have 5-card any suit.

(1) 17~19 HCP : 1C – 1D – 1NT – 2C = **Puppet Stayman**

(2) 20~22 HCP : 1C – 1D – 1H – 1S – 1NT – 2C = **Puppet Stayman**

(3) 23~24 HCP : 1C – 1D – 1H – 1S – 2NT – 3C = **Puppet Stayman**

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.

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

1C 1D

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

2D 2H = 5~7 HCP, 4 or 5 cards Spade.

2S = 5~7 HCP, 4 or 5 cards Heart.

3C = 5~7 HCP, both majors 4-4 or 5-4.

2NT = 5~7 HCP, no 4-card major.

1C – 1D – 1NT – 2C –

2NT/3C – 3D = 5~7 HCP, transfer Heart with 5 cards H plus 4 card S.

3H = 5~7 HCP, transfer Spade with 5 cards S plus 4 cards H.

4D = 5~7 HCP, transfer Heart with 6 cards H plus 4 card S.

4H = 5~7 HCP, transfer Spade with 6 cards S plus 4 cards H.

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 *2nd 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 *2nd transfer suit*. may have 3+ cards support responder's 1st 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)

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

2nd step = 5-card suit with one top honor.

3rd step = 5-card suit with two top honors.

4th step = 6+ cards suit with one top honor.

5th step = 6+ cards suit with two top honors.

6th 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)

1st step = no control (xxx).

2nd step = 3rd round control (Qxx, or xx).

3rd step = 2nd round control (Kx or x).

4th step = 1st round control (A or void).

5th step = very good control (AK or AQ).

5 steps side suit CAB will be compressed to *4 steps* (combine 1st and 2nd 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

1st step = bad, 2nd step = good,

* When partner has shown 1st or 2nd or 3rd round control, bad = short suit control, good = honor control;
When partner has shown no or 3rd round control, bad = no control, good = 3rd round control.

Response to 2nd suit asking by opener with 2NT

Responder shows his 2nd 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 1st step; Pass is 2nd step; continuous to bid is 3rd 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 Spade suit

1C – 1D –

1S – pass = 0~4 HCP. If void in bid suit, rescue later.

1NT = 4~7 HCP, balanced hand, no 3+ cards Spade support.

New suit = 4~7 HCP, 5+ cards bid suit, naturally.

2S = 4~5 HCP, 3 cards support.

3S = 6~7 HCP, 3 cards support or 4~5 HCP, 4 cards support.

4S = to play.

Opener 17~21 HCP, 5+ cards Club/Diamond/Heart suit

1C – 1D –

2C/2D/2H – pass = 0~3 HCP. If void in bid suit, rescue later.

Any bid = 4~7 HCP, natural.

Responder's 13+ HCP, any 5+ card suit, 4441 hand or 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: 1st step = 13~14, 2nd step = 15~16 HCP, 3rd 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.

<u>Open</u>	<u>Response</u>
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 nd Transfer suit asking.
(3C after 2NT)	= 2 nd 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 2nd 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 2nd 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 2nd 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 (NAB) 2H = 1st step for the lowest suit, i.e. D x 4. [Opener: 2S = NAB for doubleton]

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

2NT = 3rd 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 (NAB) 3D/3H/3S/3NT/4D/4H/4NT = the 4-card suit is H/S/C/D.

Answer opener's NAB for doubleton, 1st step for the lower or 2nd 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 (Next Available Bid) = Next step bidding below game level and excluded 3NT.

Response to Ace/K/Q Gerber Asking

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

2nd step = 1 Aces/King/Queen.

3rd step = 2 Aces/King/Queen.

4th 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: 1st step = 8~9, 2nd step = 10~11 HCP, 3rd step = 12 HCP. (for 8~12 HCP)

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

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

Opener RHO Responder LHO

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**.

Opener RHO Responder

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

Opener RHO Responder

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

Opener RHO Responder LHO

1C Pass 1D X

XX = 20+ HCP, Take Out, **any distribution**.

1H/1S/2C/2D = 17~19 HCP, 5+ cards suit, **non-forcing**.

1NT = 17~19 HCP, balanced hand, no 5-card major.

Opener RHO Responder LHO

1C Pass 1D Overcall

Pass = 4+ cards in overcalled suit, no other good bidding.

[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.

[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, 1~6 cards Diamond suit (Level 1, 2)

Sep 20, 2024

Note: (1) 11~12 HCP, at least 4 cards Diamond at 1st or 2nd position opening. (Pass if only 1~3 cards Diamond)
(2) 11~12 HCP, 6 cards louse Diamond, open 1D not 2D. (3) 13~16 HCP, 1~5 cards Diamond.

Open Response

1D 1H/1S = 6+ HCP, 4+ cards suit.
 1NT/2NT = 6~10 HCP/11~12 HCP, balance or semi-balance 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, balanced or semi-balanced hand, may have 5-card C/D or 6-card louse C/D.

2C = 11~16 HCP, both minors 5-4+ or 4-5. (may have 6 cards louse D plus 4 cards C)

2D = 11~16 HCP, 5-card D plus 4-card H or 11~12 HCP, 6 cards louse D.

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, **Game Forcing**.

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

3C = 11~13 HCP, 3+ cards C support, **Non-Forcing**.

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 if Slam interest. Including Trump Ace not Trump King.
(Once Ace Cue-bid start. There is no more Kick Back RKC. Because 4S could be King Cue-bid.)

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: Jun 05, 2024

(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 = **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 cards Heart support, for play
 (2) 9~15 HCP, with one 7-card solid minor, no 3+ Heart support, for play.
 (3) **1NT first then 3NT is 13~15 HCP, balanced with 3-card support**.
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, 2nd 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 2nd 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 2nd 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 = 1st step, short suit is a void suit. [3S = relay bid.]

3S = 2nd step, singleton C.

3NT = 3Rd step, singleton D.

4C = 4th step, singleton other major.

1H/1S – 2NT – 3D – 3H –

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

3NT = 2nd step, singleton C.

4C = 3Rd step, singleton D.

4D = 4th step, singleton other major.

1H/1S – 2NT – 3C – 3D – 3H – 3S –

3NT = 1st step, void C.

4C = 2nd step, void D.

4D = 3rd step, void other major.

1H/1S – 2NT – 3D – 3H – 3S – 3NT –

4C = 1st step, void C.

4D = 2nd step, void D.

4H = 3rd 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.

(Once Ace Cue-bid start. There is no more Kick Back RKC. Because 4S could be King Cue-bid.)

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 if Slam interest. 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. = 11~12 HCP, 6+ cards suit.

raise opener's 2nd suit to 3 = 11~12 support points, min. 8+ card fitted.

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

3NT = 13~15 HCP, **balanced hand with 3-card support.**

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

Jun 05, 2024

Open Response

1S pass = 0~4 HCP any shape or 5~7 HCP, 1~2 cards Spade support.
1NT = **forcing**. (1) 5~7 HCP, 3-card Spade support, will bid 2S or pass 2S in next round.
(2) 8~10 HCP, S < 3, will bid 2S or pass 2S in next round.
(3) 11~12 HCP, S < 3, will bid 2NT or 3 of a suit in next round.
(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, **game-forcing**.
2D = 13+ HCP, 4+ cards Diamond suit, **game-forcing**.
[Opener raises to 3 levels, then responder's 4 levels same minor is **agreed minor RKC**.]
2H = 13+ HCP, 5+ cards suit, **game-forcing**.
2S = 8~10 HCP, 3-card support, **Constructive Raise**. [Opener: new suit = **Help Suit Game Try**]
2NT = 13+ HCP, 4+ S, **Precision Jacoby Raise**.
(To play **Precision Jacoby Raise**, should make partnership agreement first.)
3C = 6~9 HCP, 4+ cards Spade support, **Bergen Raise**.
3D = 10~12 HCP, 4+ cards Spade support, no short suit, **Bergen Raise**.
3S = 4~6 HCP, 4+ cards Spade support, **pre-emptive**.
3NT = (1) 13~15 HCP, balanced with 2 cards Spade support, for play.
(2) 9~15 HCP, with one 7-card solid minor, no 3+ cards Spade support, for play.
(3) **1NT first then 3NT is 13~15 HCP, balanced with 3-card support**.
4S = for play.
4C/4D/4H = 11~14 HCP, 4+ cards Spade support, singleton or void in the bid suit, **Splinter**.
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, **Exclusion Key-Card Blackwood**.
5NT = **Grant Slam Force** 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 = 15~16HCP, 6+ cards major.
3C/3D/3H = 15~16 HCP, 5+ cards S plus 5+ cards of the 2nd 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, **non-forcing**.
3 level new suit. = 11~12 HCP, 6+ cards suit, **non-forcing**.
raise opener's 2nd suit to 3 = 11~12 support points, min. 8+ card fitted.
2NT = 11~12 HCP, balanced hand without 3-card support.
3NT = **13~15 HCP, balanced hand with 3-card support**.

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

Pass = (1) 0~4 HCP, any shape.
(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 (1) 16 HCP or (2) 13+ HCP with a special hand.

Once Ace cue-bidding start, there is no more Kick Back RKC. Because 4S may to use as King cue-bid.]

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 if Slam interest. 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.

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

<u>Response</u>	<u>Opponent</u>	<u>Open</u>	<u>Opponent</u>
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Pass	Pass	1H/1S	Pass
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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. (included opponent's double)

<u>Response</u>	<u>Opponent</u>	<u>Open</u>	<u>Opponent</u>
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Pass	Pass	1H/1S	Pass
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1NT	Pass	Pass = minimum balance hand	
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2C/2D/2H(after 1S) = 4+ cards suit.

Response Reverse Drury

Pass	Pass	1H/1S	Pass
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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**.

Pass	Pass	1H/1S	Double
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2C or 2 level new suit = 5+ cards suit, no 3+ cards support. (**After double, Drury is off**.)

Other biddings, same as non-pass hand.

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

<u>Opener</u>	<u>RHO</u>	<u>Responder</u>
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1D1H/1S	Overall	Double = 8+ HCP, Negative Double or better hand.
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2-level new suit = 8~12 HCP, 5+ cards suit. (Should be **Alert!**)

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

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.

1NT = 14~16 HCP, balance hand, may have a 5-card minor (Level 1, 2) Jun 05, 2024

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 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/3S/4C to show 6+ cards Club, **game-forcing**.
When Responder bid 4C, It is 6+ C Slam try. Opener should start Ace cue bid or 5C no side Ace.

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 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/3S/4D to show 6+ cards D, **game-forcing**.
When Responder bid 4D, It is 6+ D Slam try. Opener should start Ace cue bid or 5D no side Ace.

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 3-1 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 is 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 1st step = 3 cards support; 2nd step = 4+ cards support; 3NT = 2 cards support].

Game / Slam try after major transfer

<u>Open</u>	<u>Response</u>
1NT	2D or 2H

3C or 3D = max. hand with 3-cards support in responder's transfer suit. Bid suit shows 5-card good suit.

<u>Open</u>	<u>Response</u>	or	<u>Open</u>	<u>Response</u>
1NT	2D		1NT	2D
2H	3 any bid.		2H	3NT

3NT/4H = for play

New suit = max. hand with 4+ cards H, Cue bid Ace up the line, Slam try in Heart. Once Ace cue-bid started. There is no more Kick Back RKC.

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. XX = (1) vs Penalty Double, asking opener to bid 2C. Responder will pass or bid 2D for play; (2) vs artificial, re-double is showing invitational hand with no 4-card major. System is ON .

<u>Opener</u>	<u>Opponent</u>	<u>Responder</u>
1NT	2C	Double = Stolen bid (<i>Stayman</i>).
	2D/2H/2S	Double = Take Out. 2 level over call = 5+ cards suit, non-forcing . 3 level over call = 10+ HCP, 5+ cards suit, forcing .
		2NT = Lebensohl , 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 11~16 HCP, 5-card Club plus a 4-card major (Level 1, 2)

- (1) If only 11 HCP, should be 5+ cards Club with at least 2 honors. Date: Feb 03,2025
(2) or only 11 HCP, 6 cards louse Club, pass, don't open at 1st or 2nd position.

<u>Open</u>	<u>Response</u>
2C	2D = 11+ HCP, any shape, Forcing , if only 9~10 HCP, should have 3+ cards Club support. Next round new suit is Game Forcing ; 3C is non-forcing ; 4C is Game Forcing, Slam Try .
	2H/2S = 8~12 HCP, 5+ cards suit, non-forcing . [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, invitation .
	3D = 10~12 HCP, 6+ cards good Diamond suit.
	3C = 6~8 HCP, 3+ cards C, pre-emptive , may be less points with longer C.
	4C = 10~12 HCP, 4+ cards C, invitation .
	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, no 4-card major.
3C = 10~12 HCP, 6 or 7 cards Club, no 4-card major.
3D/3H/3S = 15~16 HCP, 6+ cards Club, short in bid suit.
3NT = 15~16 HCP, 6 or 7 cards Club, no 4-card major.
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, **Game Forcing**.
4D = Kick Back RKC in C.
4C = 3+ cards C, **Game Forcing. Slam Try**, asking cue-bid Ace included Club Ace up the line.
If no Ace, bid 5C. Don't bid 4NT, because 4NT this time bid from any side is 0314 RKC.
(After interrupt, 4C is invitation only)

<u>Open</u>	<u>RHO</u>	<u>Response</u>	<u>LHO</u>
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. 2D = 11+ HCP, forcing , no 3+ cards C. Other = same as no double.
2C	2D	Double = forcing , asking for 4-card major. 2H/2S = 5+ cards suit, non-forcing . 2NT = 11~12 HCP, invitation with D stopper. 3H/3S = 11~12 HCP, 5+ cards suit, invitational . 3C = non-forcing . 4C = invitational . 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. 2S over 2H = non-forcing . 2NT = 11~12 HCP, invitation with stopper in opponent's bid suit. 3C = non-forcing . 3D = 11~12 HCP, 5+ cards Diamond, invitational . 3H over 2S = 11~12 HCP, 5+ cards Heart, invitational . Opponent's suit at 3-level = 13+ HCP, Western Cue. 4C = invitational .

Further development bidding after new suit forcing of 2C opening

Date: Jun 05, 2024

Since the new suit forcing is at 3-level. There has not too many bidding room to try Slam even having 3+ cards support. Therefore we make 3NT is equal to no support, any other biddings are showing 3+ cards support.

Open Response

2C 2D
2X/3C 3D = 5+ cards D, **Game Forcing**.
3H/3S/4C/4D = 3+ cards D, cue bid the Ace up the line included Diamond Ace. (remark)
3NT = 2 or 3 little cards D no Aces.
4H = Kick Back RKC for Diamond.
5D = 4+ cards D, no Aces.

2C 2D
2S/2NT/3X 3H = 5+ cards H, **Game Forcing**.
3NT = max. 2 cards Heart.
3S/4C/4D = 3+ cards H, cue bid the Ace up the line not included Heart Ace. (remark)
4H = 3+ cards H, no side Ace.
4S = Kick Back RKC for Heart.

2C 2D
2H/2NT/3X 2/3S = 5+ cards S, **Game Forcing**.
2/3NT = max. 2 cards Spade.
C/D/H = 3+ cards S, cue bid the Ace up the line included Spade Ace at 3-level. (remark).
4S = 3+ cards S, no side Ace.
4NT = RKC for Spade.

2C 2D
Any bid 3C = 3+ cards C. non-forcing.
 4D = Kick Back RKC in Club.
 4C = 3+ cards C, **Game Forcing. Slam Try**, asking cue-bid Ace included Club Ace up the line.
 If no Ace, bid 5C. Don't bid 4NT, because 4NT this time bid from any side is 0314 RKC.
 (After interrupt, 4C is invitation only)

(remark: Once cue bid started. There is no more Kick Back RKC)

Opponent interrupt

Open Opponent Response Opponent

2C pass 2D 2H/2S
Pass = could have 4 cards opponent's major
Double = 10~14 HCP, 4 cards other major.
3D = 6+ D, no 4 cards major.
3 level other major = 15~16 HCP, 5+ C plus 4 other major.

2D = 10~16 HCP, 6+ card Diamond

Note: (1) If only 10 HCP, should be 6+ cards Diamond with at least 2 honors.
(2) 11~12 HCP, with 6 cards luzy Diamond, open 1D not 2D.

Date: Feb 03, 2025

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

2D 2H
2S = 10~14 HCP, 6+ 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 major.
3C = 15~16 HCP, 6+ cards D plus 4-card C. [Responder's any suit = Forcing]
3D = 10~12 HCP, 6 or 7 cards D, no 4-card major.
3H/3S = 15~16 HCP, 6+ 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 major.
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, 2+ cards D support.
4D = 13+ HCP, 3+ D, **Slam Try**, asking cue-bid Ace up the line. If no Ace, bid 4NT.
4H = Kick Back RKC for D.

2D – 2H – 2NT – Pass = 9~10 HCP, 2+ cards D support with some stoppers in other 3 suit.
3C/3H/3S = 13+ HCP, 5+ cards suit, **Game Forcing**
3D = 9~10 HCP, 2+ cards D support, not suitable for 2NT.
3NT = for play.
4H = Kick Back RKC for D.
4D = 13+ HCP, 3+ D, **Slam Try**, asking cue-bid Ace up the line. If no Ace, bid 4NT.

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.
4H = for play.
4S = Kick Back RKC in Heart.
4D = 3+ D, **Game Forcing. Slam Try**, asking cue-bid Ace included Club Ace up the line.
If no Ace, bid 5D. Don't bid 4NT, because 4NT this time bid from any side is 1430 RKC.
(After interrupt, 4D is invitation only)

Further development bidding after new suit forcing of 2D opening

Date: Jun 05, 2024

Since the new suit forcing is at 3 or 4 level. There has not too many bidding room to try Slam even having 3+ cards support. Therefore we make 3NT is equal to no support, any other biddings are showing 3+ cards support.

Open Response

2D 2H

2X/3C/3D 3H = 5+ cards H, **Game Forcing**.

3NT = max. 2 cards Heart.

3S/4C/4D = 3+ cards H, cue bid the Ace up the line not included Heart Ace. (remark).

4H = 3+ cards H, no side Ace.

4S = Kick Back RKC for Heart.

2D 2H

2X/3C/3D 3S = 5+ cards S, **Game Forcing**.

3NT = max. 2 cards Spade.

4C/4D/4H = 3+ cards S, cue bid the Ace up the line not included Spade Ace. (remark).

4S = 3+ cards S, no side Ace.

4NT = RKC for Spade.

2D 2H

2X/3D 4C = 6+ cards C, **Game Forcing, Slam interest**.

4NT = max 2 little cards Club, for play.

4D/4H/4S = 2+ cards C, cue bid the Ace up the line.

5C = 2+ cards C, no side Ace.

2D 2H

2X/3X 3D = 3+ cards D, non-forcing.

4H = Kick Back RKC in D.

4D = 3+ D, **Game Forcing. Slam Try**, asking cue-bid Ace included Club Ace up the line.

If no Ace, bid 5D. Don't bid 4NT, because 4NT this time bid from any side is 1430 RKC.

(After interrupt, 4D is invitation only)

(remark: Once cue bid started. There is no more Kick Back RKC)

Opponent interrupt

Open Opponnt Response Opponent

2D pass 2H 2S

Pass = could have 4 cards Spade

Double = 10~14 HCP, 4 cards Heart.

3D = 6+ D, no 4 cards major.

3H = 15~16 HCP, 5+ D plus 4 cards H.

2NT = 7~10 HCP, both minors at least 5-5 (Level 2)

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If only 7~9 HCP, all the points should concentrated in the minors

<u>Open</u>	<u>Response</u>
2NT	Pass = could be best contract. 3C/3D = for play. 3H/3S = 6+ cards suit, forcing . 4C/4D = invitational. 4NT = at least 3-3 in the minors. Ask opener to bid his better minor. 5C/5D = for play.
2NT	4NT
5C/5D	5D/5H = Kick Back RKC in Club/Diamond

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. 3C = 11+ HCP, 4-card another Major, no 3+ cards support opener's Major. 3D = 11+ HCP, 3+ cards support opener's Major. 3 other Major = 11+ HCP, 5+ cards other Major, no 3+ cards opener's Major. 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. (No Kick BRKC after Ace Cue-Bid)

After the KBRKC for Key-card. The 1st NAB is Trump Queen asking. The 2nd NAB is side King asking. Or 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 :

- 1st step = 1 or 4 Key Cards.
- 2nd step = 0 or 3 Key Cards.
- 3rd step = 2 Key Cards without Trump Queen.
- 4th step = 2 Key Cards with Trump Queen.

After response 1st or 2nd step, The 1st NAB is Trump Queen asking. 2nd NAB is side King 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 side King up the line.

After response 3rd or 4th step, a Next Available Bid excluded trump suit is specific side King asking.

5NT for Club/Diamond/Heart suit is asking for how many Kings. The answers is 0, 1, 2, 3 Kings. If the Trump suit is Spade suit. Answer for specific King. (lowest King up the line)

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 shortness. (Level 2 - 1H open could be 14~21)

3N 14~16 HCP, balance hand, (5332).

4M 11~13 HCP, no shortness.

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: 1st step = 0 Key-card; 2nd step = 1 Key-card; 3rd 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] (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, forcing one round .
		2C/2D	= 5+ cards suit, max. 9 HCP, non-forcing .
		2H/2S/3C/3D	= Pre-emptive .

