

## GENERAL NOTES & AGREEMENTS

- 1. A King lead against 1NT :** Asks for Standard Attitude
- 2. BLACKOUT :** Going through the cheapest bid of EITHER 2NT OR 4th suit is Blackout and non-forcing  
All immediate raises are forcing. E.g. 1♣-1♠-2♥-3♥  
A rebid of responder's suit is a one round force only.
- 3. Responses to 1x – 2y – 2NT (15-bad 20) :**  
1x – 2y – 2NT - 3♣ shows Slam Interest opposite Maximum; All other bids are looking for right game;  
1x – 2y – 2NT – 3♣ – 3♦ Accepts (18 - 19+) all other bids 15 – 17;  
1x – 2y – 2NT – 3♣ – 4♣ = 18-19+ with 4 cards in ♣;  
After a 3♦ response we are obliged to go past 3NT;  
After 1x – 2y – 2NT – 3NT we are obliged to bid 4NT with 19 - bad 20;
- 4. Defence to Short 1♣ and 1♦ :** 2♣/2♥/2♠ = Weak n/v, Intermediate Vulnerable;  
2♦ = Michaels; 2NT=♣+ a Major; 3♣=♦+ a Major; Dbl = T/Out;
- 5. 2♣ Opening - Game Forcing or 23+ Balanced :** 2♦ = -ve, <8 hcp or possible "waiting bid";  
2♣-2♦-2♥-2♠-2NT = 23-24 Bal; 2♣-2♦-2NT = 25-26 Bal;  
2♣-2♦-2♥-2♠-3NT = 27-28 Bal; 2♣-2♦-3NT = 25+ with Solid Minor suit;  
A +ve = at least 3 Controls (Ace = 2, King = 1) and a Good suit ( KJxxx(x) or better ).  
2♥/2♠ = +ve, 3+ Controls, 5+ cards, usually 2 of 4 top hon  
2NT = +ve in diamonds 3♥ = +ve in diamonds (6 cards) with 4 hearts  
3♣ = +ve in clubs 3♠ = +ve in diamonds (6 cards) with 4 spades  
3♦ = +ve in diamonds (6 cards) with 4 clubs 3NT = At least 11 cards in the Minors
- 6. Bidding after opponents open various 2 level bids :** We overcall 2NT and responder bids 3♣:  
(2♥/2♠ - Weak) OR (2♥/2♠ - Lucas) OR (2♦ - Multi) OR (2♦ - Weak) OR (2♦ - Both Majors)  
System on with 5 card **Puppet** Stayman to all of the above.  
  
**Note :** after any 2NT bid, no transfer breaks, always accept the transfer;
- 7. Responses to overcall of Opponents 1NT opening bid:**
  - To 2♣ : 2♦ = no strong preference, max of one card disparity;  
2♥/2♠ = better major Non Forcing;  
2NT asks if min/max and for better major;  
3♣ = min better ♥; 3♦ min better ♠;  
3♥ = max better ♥; 3♠ max better ♠;  
3♥/3♠ = Invitational;
  - To 2♦ : 2♥ = to play if suit is ♥;  
2♠ = to play if suit is ♠, has support to 3 level in ♥;  
2NT = Enq, 3♣ min♥; 3♦ min♠; 3♥ max♥; 3♠ max♠;  
Over any min bid next suit asks for good/bad min;  
3♣/3♦ = Natural, & FORCING;  
3♥/3♠ = Natural, INVITATIONAL, 6+ card suit;(Force to Game through 2NT first)
  - To 2♥/2♠ 2NT asks for better minor; 3♣/3♦ show min with bid minor;  
3♥/3♠ show max with corresponding minor;  
4♣/4♦ = 5+ cards and super maximum;
- 8. After 1x – 1y – 2NT :**  
3 of a New Major = 5 card suit; Go through 3♣ if wishing to find 4 card suit fit;
- 9. Control Asks :** 1<sup>st</sup> step = no K or Q; 2<sup>nd</sup> step = Q but no K; 3<sup>rd</sup> step = K but no Q; 4<sup>th</sup> step = K & Q;
- 10. New Suit Response to 1 level Overcall** = Natural & constructive;
- 11. Fit Jumps** – in competition where LHO passes after RHO opens  
**OR** after initial pass by partner **OR** after LHO overcalls our opening bid;



## Redwood

After an inverted Minor suit raise a jump to 4 of the next higher ranking RED suit is Redwood.

1♣ - 2♣ - 4♦ = RKCB for Clubs

1♣ - 2♣ - 2NT/3NT - 4♦ = RKCB for Clubs

1♦ - 2♦ - 4♥ = RKCB for Diamonds

1♦ - 2♦ - 2NT/3NT - 4♥ = RKCB for Diamonds

RKCB Responses when Clubs are trumps

1♣	2♣ (Inverted Minor)
4♦ (Redwood)	4♥ (1/4 key cards)
	4♠ (3/0 key cards)
	4NT (5/2 no Queen trumps)
	5♣ (5/2+ Queen trumps)

RKCB Responses when Diamonds are trumps

1♦	2♦ (Inverted Minor)
4♥ (Redwood)	4♠ (1/4 key cards)
	4NT (3/0 key cards)
	5♣ (5/2 no Queen trumps)
	5♦ (5/2+ Queen trumps)

The next bid up AFTER the response to Redwood is a trump Queen ask.

Responses :

Next bid up = No Queen.

Next suit bid(s) = trump Queen and the King of the suit bid.

5NT = trump Queen and any TWO Kings

6 of trump suit = trump Queen only – no King to show (weakest bid to show Q)

Eg 1

1♣	2♣ (Inverted Minor)
4♦ (Redwood)	4♠ (3/0 key cards)
4NT (Queen trumps ?)	5♣ (No Queen trumps)
	5♦ (Q♣ + K♦)
	5♥ (Q♣ + K♥)
	5♠ (Q♣ + K♠)
	5NT (Q♣ + Any TWO Kings)
	6♣ (Queen only no King)

Eg 2

1♦	2♦ (Inverted Minor)
4♥ (Redwood)	4NT (3/0 key cards)
5♣ (Queen trumps ?)	5♦ (No Queen trumps)
	5♥ (Q♦ + K♥)
	5♠ (Q♦ + K♠)
	5NT (Q♦ + Any TWO Kings)
	6♣ (Q♦ + K♣)
	6♦ (Queen only no King)

The next **BID UP** after response to trump Queen ask **OR** if the Queen has been shown, the next suit

**AFTER TRUMPS**, is Quantity of Kings ask with simple step responses.

Eg 3

1♦	2♦ (Inverted Minor)
4♥ (Redwood)	4NT (3/0 key cards)
5♥ (Quantity Kings ask)	5♣ = 0 Kings
	5NT = 1 Kings
	6♣ = 2 Kings
	6♦ = 3 Kings

Eg 4

1♦	2♦ (Inverted Minor)
4♥ (Redwood)	5♣ (5/2 + Queen trumps)
5♥ (Quantity Kings ask)	5♠ = 0 Kings
	5NT = 1 Kings
	6♣ = 2 Kings
	6♦ = 3 Kings

## Blackout

After a 1-level response and a reverse, the cheaper of 4th suit forcing and 2NT shows a non-game-force.

Unless responder rebids his own suit below the cheapest Blackout bid available, or bids Blackout, bids are GF.

1♣	1♠	
2♦	2♥	Blackout
	2♠/2NT/3♣/3♦/♠	Natural, FG

1♣	1♥	
2♦	2♥	Nat, weak, 1 Rnd Force Max
	2♠	Blackout
	2NT/3suit	Natural, FG

1♣	1♠	
2♥	2♠	Nat, weak, 1 Rnd Force Max
	2NT	Blackout
	3 any suit	Natural, FG

1♦	1♠	
2♥	2♠	Nat, weak, 1 Rnd Force Max
	2NT	Blackout
	3 any suit	Natural, FG

## Inverted Minors

1m – 2m 10-15 hcp

1m – 3m 4-9 hcp

With 16+ make a jump bid in a suit or bid 2NT (Baron style) if balanced and no 4 card Major held.

**After 1m-3m :** PASS unless 18+hcp. Other bids are cue bids OR game forcing  
OR show a stop in the suit bid trying for 3NT. A direct bid of 3NT is to play.

**After 1m-2m :** 1♣-2♣-2♦/2♥/2♠ = 12-14 (or GF if opener goes past 3♣), show a stop in the suit bid and are forcing to 2NT or 3♣. If responder bids 2NT/3♣ they can be passed.

1♣-2♣-2NT = 15-17 Bal (Forcing)

1♣-2♣-3NT = 18-19 Bal

1♣-2♣-4♣ = Asks for Cue Bid ( A, K, Sing, Void ) GF

1♣-2♣-3♦/3♥/3♠ = Splinters

1♣-2♣-3any – 3NT = To Play

1♦-2♦-2NT = 15-17 Bal (Forcing)

1♦-2♦-3NT = 18-19 Bal

1♦-2♦-4♦ = Asks for Cue Bid ( A, K, Sing, Void ) GF

1♦-2♦-3♥/3♠/4♣ = Splinters

1♦-2♦-3any – 3NT = To Play

### Note : After say 1♣-2♣

2♥ denies a stop in diamonds. Further cues from Responder show, by inference, at least half a stop in diamonds as well as the suit bid. eg 1♣-2♣-2♥-2♠

So, 1♣-2♣-2♥-2♠-2NT shows half stop by opener as well (Qx or Jxx) and 1♣-2♣-2♥-2♠-3♣ denies a half stop.

1♣-2♣-2♥-2NT shows stops but minimum values (9-11/12) and can be passed.

1♣-2♣-2♠-3♦ shows a stop in diamonds and at least half stop in hearts because responder denied a stop by bidding 2♠ and is forcing to 3NT or 4♣

## Weak 2 Diamonds & Responses to 2NT Ask

2♦	2NT	Enquiry
3♣		Shows a 5 card suit only – forces 3♦ if asker is minimum (15-16)

2♦	2NT	Enquiry
3♣	3♦	
3♥/3♠		Shows Maximum with a feature Kxx or better – Interested in 3NT

2♦	2NT	Enquiry
3♦		6 card suit minimum
3♥		6 cards suit, points outside ♦
3♠		6 cards suit, points inside ♦
3NT		AKQxxx

2♦	3♣/3♥/3♠	Natural & Forcing; Raise or bid 3NT (or feature over 3♣ if possible)

As we play them now :

2♦	2♥	Encouraging but Not Forcing
2♦	2♠	Encouraging but Not Forcing
2♦	3♦	Preemptive, Not Forcing

2♦	4♣/4♥/4♠	Splinter
	4♦	Preemptive
	4NT	RKCB

## Defensive Notes

### Defence to 2NT [pre-empt in either minor]

In 2<sup>nd</sup> seat

- With Diamonds Pass then reopen with 3♦ if possible
- (2NT) – 3♣ = Natural
- (2NT) – 3♦ = Both Majors at least 4/5 either way round
- (2NT) – Double = Take Out usually 15+ balanced
- (2NT) – Four of a minor is that minor + a Major
- (2NT) – Pass – (3♣) – Double = Take Out , bids are natural
- (2NT) – Pass – (3♦) – Double = Take Out with the Majors (says nothing about minors)
- Other bids natural
- Pass at any stage followed by Double = Take Out

### Defence to 2♣ [strong or weak with Diamonds]

Directly over 2♣ (not Suction !)

- (2♣) – 2♦ = Majors, generally 5/4 either way 10+ (maybe 4/4 at pairs ?)
- (2♣) – 2NT = Natural, 15-18, balanced with responses as if overcalled a Strong NT
- (2♣) – 2♥/2♠/3♣ = Natural, fair hand but Non Forcing
- (2♣) – Double = General Take Out of ♦
- (2♣) – Double – (2♦) – Double = Value showing but passable

Bids in fourth seat are natural with :

- (2♣) – Pass – (2♦) – Double = Take Out of Diamonds
- (2♣) – Pass – (2♦) – 2NT = Natural, 17-20
- (2♣) – Pass – (2♦) – Pass – (Pass) – **Double** = Penalties
- (2♣) – Pass – (2♦) – Pass – (Pass) – Any bid now is natural not forcing, just to compete.

### Defence to Unusual 2NT Overall over our 1 Major Opening Bids

1♥	(2NT – both Minors)	3♣ = Good Raise in Hearts;
		3♦ = Good Raise in Hearts WITH Spades;
		3♥ = Natural – Non Forcing;
		3♠ = Natural Forcing;
		X = Penalty Double of at least one of the opponents anchor suits;

1♠	(2NT – both Minors)	3♣ = Good Raise in Spades;
		3♦ = Good Raise in Spades WITH Hearts;
		3♥ = Natural Forcing
		3♠ = Natural - Non Forcing;
		X = Penalty Double of at least one of the opponents anchor suits;

1♣	(2♣ - Michaels)	2♦ =
		2♥ =
		2♠ =
		2NT =
		3♣ =
		X =

## Others Notes

### After we overcall a Weak NT with Multi style hand

- (1NT) – 2♦ – (Pass) – 3♥/3♠ = Invite in bid Major
- (1NT) – 2♦ – (Pass) – 2NT – (Pass) – any – (Pass) – 3S/4H = Game Forcing
- (1NT) – 2♦ – (2NT or 3 minor) – 3 Major = Pass or Correct
- (1NT) – 2♦ – (2NT or 3 minor) – Pass – (3 minor) – Pass – (Pass) – **Double** = Penalties
- (1NT) – 2♦ – (2NT Lebensohl) – Double = Good general values
- (1NT) – 2♦ – (2NT transfer to ♣) – Double = Good general values
- (1NT) – 2♦ – (3♣ transfer to ♦) – Double = Clubs
- (1NT) – 2♦ – (2NT transfer to ♣) – Pass – (3♣) – Pass – (Pass) – Double = Take Out

### Bidding after a JUMP minor suit raise

- 1♣ – 1x – 3♣ – 4♣...      **OR**
- 1♦ – 1M/2♣ – 3♦ – 4♦...

Asks how good the trump suit is.

Over 4♣ :

4♦ = Minimum of AJTxxx

4♥ = 2 of 3 top hons, 6 card suit

4♠ = 3 top hons, 6 card suit

4NT = 2 of 3 top hons, 7 card suit

5♣ = 3 top hons, 7 card suit

Over 4♦ :

4♥ = Minimum of AJTxxx

4♠ = 2 of 3 top hons, 6 card suit

4NT = 3 top hons, 6 card suit

5♣ = 2 of 3 top hons, 7 card suit

5♦ = 3 top hons, 7 card suit

Then the cheapest non sign off bid is **Blackwood** (0/1/2/3 - Aces only).

e.g. 1♦ – 2♣ – 3♦ – 4♦ – 5♣ – 5♥      5♣=0, 5NT=1, 6♣=2, 6♦=3

## Minor Michaels

After opponents open a Weak 2♥/2♠ :

A bid of their suit at the Four level shows a Slam Try with both minors

(2♥) - 4♥

OR (2♠) - 4♠

A 4NT bid shows both minors but limited :

(2♥) – 4NT

OR (2♠) – 4NT