

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level overcalls wide ranging - lead directing suit
2 level overcalls are good
If Advancer: Advancer will cue bid opener's suit to show 3+cd and limit raise e.g. p- 1♣-1♥-p-2♣ and 2nt shows 4 cd support and limit raise, e.g. p- 1♣-1♥-p-2nt.
3 of OPPs suit = mixed raise (7-9pts and 4cd SUPP) 1♣-1h-p- 3♣.
After an overcall a cue bid, by responder, of opponent's suit is INV+ and 2nt = INV with 4 cards. Jump supports are weak
After an overcall- dbl - T/O
After an opening if there is an overcall and passes by 3 rd and 4 th seat a reopening of 1nt promises 18-19 pts and a reopening dbl is T/O and extra values.
If opponents overcall a 1nt- Multi-landy applies see defence to 1nt.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15- 18 in second seat, all systems on= Staymen- 2♣ Transfer- 2♦, 2♥, 2♠ (range as or TRANS to ♣), 2nt 3♣- 5/5 minors GF, 3♦- 5/5 in majors gf 3h- singleton ♥, fragment ♠ (5/4) minors 3s- singleton ♠, fragment ♥, (5/4) m 3nt- to play
1nt in live seat = 15-18 All systems are on – see above
Reopening 1nt = 11-14 pts. Implies a stopper. All systems are on 2♣ - stayman if Overcaller is max will bid 2nt and 3♣ reinstates stayman all responses at the 2 level are min.
JUMP OVERCALLS (Style; Responses; Unusual NT) Unusual NT- 2 suiters after a 1 level bid: promises the 2 lowest suits and 1nt by a passed hand between 2 bids is the other two suits, after 2 majors 2nt is take out for the minors
4 level jump overcalls = very distributional 9+ HCP
Jump Overcalls = Weak 3-6 HCP+ 6cd suits

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd / 5 th , singleton/ high- low = doubleton, top of sequence	3 rd / 5 th , singleton/ high- low = doubleton, top of sequence
NT	4 th or 2 nd (if suit is bad), unbid suit, high low if doubleton, top of sequences	3 rd / 5 th or high- low if doubleton, top of sequences
Subseq	Low promises an H, high denies	Low promises an H, high denies
Other:		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Top of sequence, doubleton, Asks for ATT	Asks for ATT if holds Q or unblock if has K
King	K then A shows doubleton, K and then switch suit shows singleton in 2 nd suit, top of sequence or doubleton,	ATT if holds J or unblock if Q
Queen	top of sequence or doubleton	Asks att if holds T or unblock if holds J
Jack	top of sequence or doubleton	top of sequence or internal sequence
10	top of sequence or doubleton	top of sequence or internal sequence
9	top of sequence or doubleton	Shows top of a suit with no H or a doubleton
Hi-X	doubleton	doubleton
Lo-X	3+	3+

SABF CONVENTION CARD
CATEGORY: i.e. Green : NCBO: South Africa
PLAYERS: Carol Stanton and Hennie Fick
EVENT Mixed Trials
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, 15-17 NT- 4 suit transfers and stayman promises a major, weak 2s- Ogust, Invitational jump shifts by responder, Inverted minors, Strong 2♣ and 2NT, RKCB 14/30, Reversed exclusion, 2 way drury (4 and 3), Jacoby,
-5 card majors- 1nt by RESP= F1 unless passed hand -2/1- -Minor openings- 1♣ = 2+/ 1♦ = 4+ -Jump shifts by responder = INV e.g. 1♦ - 3♣, 1♣ - 2♥ --Inverted minors (1♣- 2♣ = F2nt) - jumps= weak support Reverses = F2NT
Neg Dbl thru 4♥
1nt = 15- 17 and may contain a 5-card M/ may have H Singleton. 2nt = 20/21 and may have a 5cd M/ may have H singleton
2♣ = 22+ or 9 playing tricks-
4NT = Both minors and weak 6/5+ less than 11 hcp

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DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
 Michaels and the unusual NT – 1m-2m = 5/5, 5/4, 4/5 in the M
 1M-2M = OM and a 5cd m
 1m-2nt= 2 lowest suits
 1M-2nt = 2 lowest suits

1M- 3M – stopper ask
 1m-3m- stopper ask

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VS. NT (vs. Strong/Weak; Reopening;PH)
 Multi- landy after a strong 1nt opener=
 2♣ = both majors 4/4, (4/5), 5/5 and ADV will choose a major or bid ♦ to ask responder to choose;
 2♦ = 1Long M
 2♥ = ♥ + m, 2nt by ADV asks for the m
 2♠ = ♠ + m, 2nt by ADV asks for the m
 2nt = both minors
 X= a longer m than M

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl- T/O- Advancer will use lebensohl. 2♥-dbl-P-2nt-P-3c-P-P or conversion to 3d= weak, bidding suit directly = invitational, going via lebensohl and then bidding opponents suit shows stopper in ♥ and bidding opponents suit directly asks for a stopper and T/O.
 2♥-dbl-p-3♠ = invitational with 5 ♠
 2♥-dbl-p-2nt-p-3♣-p-3♠ = invitational with 4 ♠

Cue bid of pre-empts = stopper ask
 After a Weak two- 2nt = 16-18, promises a stopper

Defence to Multi- Rubensohl

Leaping Michaels- after a weak 2M opening: 4♣/♦ promises 5 of that m and 5+OM

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	ATT low = ENC High= DISC If ATT obvious S/P	CT Low high = even High low = odd If CT is known S/P	Low = ENC High = DISC
Suit 2	ATT low = ENC High= DISC	CT, Low high = even High low = odd	Low = ENC High = DISC
3	ATT low = ENC High= DISC		
1			
NT 2	ATT low = ENC High= DISC	Reverse Smith Peters- low = ENC lead, high = DISC lead	Low = ENC High = DISC
3	Remaining CT Low high = odd High low = even	CT, Low high = odd High low = even	Low = ENC High = DISC

Signals (including Trumps): Low ENC high DISC

Reverse Smith Peters- low = ENC lead, high = DISC lead

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DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Support dbls and rdbls. Rosenkrants Doubles and RDBLs showing Hx in partner's suit, Lightner doubles,

Neg dbls: , dbl of M promises TOLERANCE for OM not nec 4cd. Jump cue in response to dbl is F1, Jump shows 8-10pts in response to dbl.
 1♣ - (1♦) dbl shows 4, 4, in both M 6 +pts, 1m- (1♥) dbl shows 4♠,
 1m-(1♠) dbl strongly suggests 4+ ♥ 6+ pts could be 5 but too weak to raise to 2.

T/ O doubles may be light if 4441 or 5440. Could be light 9+ in balancing seat. Dbl and change of suit can be 16/ 17 if hand is off- shape with 6+cd suit.

Pre-empts = 7cd/ or 6 + 4 cd in side suit – 0-10HCP
 Wide range overcalls (good 2 level)
 2NT artificial in competition
 Light openings 3rd/ 4th seat and 2♣ 4cd SUPP and INV
 2♦ SUPP and INV (Drury)
 After a 1m-1M- will raise the major with 3cd SUPP if UNBAL

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Michaels and the unusual NT – 1m-2m = 5/5, 5/4, 4/5 in the M
 1M-2M = OM and a 5cd m
 1m-2nt= 2 lowest suits
 1M-2nt = 2 lowest suits
 Leaping Michaels- after a weak 2M opening: 4♣/♦ promises 5 of that m and 5+OM. Non leaping Michaels -**tbd**

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<p>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Truscott- New suit shows that suit and the one above, double = ♣ and ♥ and NT = ♦ and ♠. after (1♣)- p-(1♦) - 1♥= ♥+♠, ♠+♣ now double shows ♦ and ♠ and nt shows ♣ and ♥</p>	<p>RESP dbls imply 4 + in highest unbid suit. Play up to 4♦ Maximal Overcall Doubles: are used even where the opponents' suit has not been supported; if there is room for a game try in a new suit, the double suggests penalty. A strength-showing RDBL of 1X creates a force to at least 2X or PEN Dbl</p>	<p>SPECIAL FORCING PASS SEQUENCES After a 2♣ opening if direct opponent overcalls or doubles a pass is F1</p>
	<p>SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS</p>	<p>After opponents double and partner bids 2♣ (SUPP and INV) and ADV interferes a pass by opener is forcing.</p>
	<p>Support doubles 1♣ (opener)-P-1♥- 1♠ - dbl = 3cd supports, raise of ♥ = 4 and any other bid is less than 3</p>	<p>After a 2/1 sequence if opponents overcall a pass is forcing.</p>
	<p>Dbl of NT by opener's RHO asks for lead of first suit bid by dummy</p>	<p>If we are in any GF sequences or have bid game and opponents interfere a pass is forcing.</p>
<p>OVER OPPONENTS' TAKEOUT DOUBLE</p>	<p>DBLs of transfers, Key card responses and cue bids ask for lead of that suit</p>	<p>IMPORTANT NOTES</p>
<p>2nt- 10+HCP and 4 cd support for opener's suit</p>	<p>1♥-2♦-3♦ -dbl the dbl shows Hx in partner's suit</p>	
<p>Rdbl- value showing rdbl,</p>	<p>Thrup Double- 1♥-3♠-dbl (asks for a stopper for NT)</p>	
<p>2 of partner's suit is natural and 3+HCP</p>		
<p>Jump raise of opener's suit – pre-emptive</p>		<p>PSYCHICS: Rare</p>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11+ HCP	1 level bid F1, 1nt- 6-10, 1♣- 2♣ = invitational F2nt. 2 level bids -INV 6cd suit, 2nt- 11-12, 3 level bids- splinter, 3nt- 13-15, 4♣- good 4 level preempt in an undisclosed Major. 4nt - RKCB	-Jumps to 2nt – 18/19 hcp – checkback – see supplementary note 3 -Jumps to 3nt – 8 trick hand of ♣ -After a Major bid by partner common to raise on 3 or 4 if no interference- see supplementary note 4 for responder’s enquiry and opener’s responses - after a m- M- 1nt- 2- way checkback- see supplementary note 5 -after a m-M- splinters apply, 4♣- agrees M shows source of tricks.	Inverted minors – raise of 1♣ to 2♣ is invitational + with ♣ denying 4cd M,
1♦		4	4♥		1 level bid F1, 1nt- 6-10, 1♦- 2♦ = invitational F2nt. 2 level bids -invitational 6cd suit except for 2♣ which is GF, 2nt- 11-12, 3 level bids- splinter except for 1♦-3♣- invitational with 6cd ♣, 3nt- 13-15, 4♣ is a splinter. 4♦ good 4 level preempt in an undisclosed M. 4nt - RKCB	Jumps to 2nt – 18/19 hcp- see supplementary 3 note on checkback. Jumps to 3nt – 8 trick hand of ♦ -After a Major bid by partner common to raise on 3 or 4 if no interference- see supplementary 4 note for responder’s enquiry and opener’s responses - after a m- M- 1nt- 2 way checkback- see supplementary note 5	Inverted minors – even if p is a passed hand. Except in contested auctions or after a dbl 1♦-dbl-2♦ = weak.
1♥		5	4♥		1♠- 4+, 1nt- F1, 2level bids-GF, 2nt- Jacoby (GF and 4+ SUPP in ♥ see supplementary notes 6), 3♣- 7-9 and 4♥, 3♦10-11 and 4♥, 3♥ 0-7pts and 4♥, 3♠/4♣/4♦- splinters and 4♥ weak shut out, 4♠/5♣/5♦- exclusionary RKCB see supplementary 7 note	See supplementary note 8 for subsequent actions after a 1nt. After Jacoby- 3 level bids show shortage, 3nt- 12-15, 4 level bids a secondary suit with a good source of tricks, 4nt – RKCB. If P is a passed hand- Drury. See supplementary note 12.	Jordan after a double, rdbl shows values, 2♣ 3cd support 10+HCP-. -2♦- is a good raise (6-9) 3cd support. 2 of partner’s suit is natural and 3+HCP After an overcall 2nt as a raise in ♥ and invitational, cue at 2 level – GF, 3 level cue- mixed raise (7-9) and defensive values,
1♠		5	4♥		1nt- F1, 2level bids-GF, 2nt- Jacoby (GF and 4+ SUPP in ♠); 3♣- 7-9 and 4♠; 3♦ 10-11 and 4♠; 3♠ 0-7pts and 4♠; 4♣/4♦/4♥- splinters and 4♠ weak shut out; 5♣/5♦/5♥- exclusionary RKCB	See supplementary note 8 for subsequent actions after a 1nt. See above same as 1♥	See above, the same as 1♥

INT			4♥	15-17, may have 5cd M and could have a H singleton	<p>2♣- staymen – promises a 4cd M, 2♦- transfer to ♥, 2♥- transfer to ♠ 2♠- either invitational balanced hand or transfer to clubs 2nt- transfer to ♦ 3♣- Puppet Staymen 3♦- (5/5) in the minors and GF- opener bids 3♥= ♣, and 3♠= ♦ to set the suit and minimum. 4♣ or 4♦ by opener 3♥- singleton ♥, fragment in ♠ 3♠- singleton in ♠, fragment in ♥ 3nt to play 4♣- SA Texas transfer to ♥ 4♦- SA Texas transfer to ♠ 4♥ - to play 4♠- to play 4nt- quantitative invite to 6nt 5nt- very good quantitative invite to 6</p>	<p>-After staymen- bid 4cd M, if none 2♦ and if partner has 4♠ and 5♥ will bid 3♠ (smolen) and if partner has 4♥ and 5♠ partner will bid 3♥. If responder bids 2♥/ 2♠ it's a drop. -After a transfer if opener breaks the transfer = doubleton in that suit and if bid 3 instead of 2 in the transferred Major either no doubleton or a doubleton in transferred suit. If break transfer into 2nt promises 3cd SUPP and 17pts. -After responder bids transfer any jump to game by responder is a mild slam try. -After a 2♠ bid: if minimum bid 2nt if maximum bid 3♣. -After puppet: 3♦ if have 4cd major, if 5cd ♥ or ♠ bid 3♥ or 3♠ respectively. -After 3♥ or 3♠ either select a minor or bid 3nt</p>	Lebensohl after interference see supplementary note 9.
2♣	x	0		20+/ or 8 playing tricks	<p>2♦- waiting bid 2♥- bust hand = no A, K and less than 3 Q Any other suit- natural = 2/3 of top H Jump suit – 1 loser suit 2NT- positive in H After 2♣- 2♦- Kokish- see supplementary note 10.</p>	<p>If opener jumps in a suit- shows longer diamonds than that major. If opener rebids suit it sets suit.</p>	If interference DbL/ RDBL shows no values- Pass is forcing and shows values
2♦	x			2-7HCP	<p>2♥- P/C 2♠- own suit 2nt- 17+ 3♣/3♦ - own suit 3♥ - pre-emptive raise in p's suit P/C 3♠- 6+ ♠, good hand</p>	<p>If responder bid 2nt - 3♣= 6+ HCP and ♥ - 3♦= 6+ HCP and ♠ - 3♥= 2-5 HCP and ♥ - 3♠= 2-5 HCP and ♠</p>	
2♥		5/ 6		8-10HCP	<p>2♠- own suit Non F 2nt- 15+ 3♣/3♦ - own suit F1 3♥ - pre-emptive raise in p's 3♠- 6+ ♠, good hand</p>	If responder bids 2nt- Responses found in supplementary notes 11	
2♠		5/ 6		8-10HCP	<p>2nt- 15+ 3♣/3♦ - own suit F1 3♥ - pre-emptive raise in p's 3♠- 6+ ♠, good hand</p>	If responder bids 2nt- Responses found in supplementary notes 11	

2NT	-		20/21	3♣- Puppet Staymen 3♦- transfer to ♥ 3♥- transfer to ♠ 3♠- minor suit staymen 3NT- 5♠/4♥ 4♣- slam try in ♣ 4♦- slam try in ♦ 4♥- 5/5 majors 4♠- 5/5 minors 4NT- Quantitative 5NT- Pick a slam.	After Puppet Opener will bid 5 cd Major and with a 4cd Major will bid 3♦. If responder has both and slam interest will bid 4♣- Opener will accept slam try by bidding own M and will deny slam try by bidding 4♦, If responder has both and no slam interest will bid 4♦.
3♣	6	4♥	3HCP-10HCP	New suit at F1 Raise of Suit- natural 3nt to play	In response to Responders new Suit -Raise of Responders suit= natural 2+ -3NT= void or singleton -New suit = singleton and SUPP
3♦	6	4♥	3HCP-10HCP	New suit F1 Raise of Suit- natural 3nt to play	In response to Responders new Suit -Raise of Responders suit= natural 2+ -3NT= void or singleton -New suit = singleton and SUPP
3♥	6	4♥	3HCP-10HCP	New suit F1 Raise of Suit- natural 3nt to play	In response to Responders new Suit -Raise of Responders suit= natural 2+ -3NT= void or singleton -New suit = singleton and SUPP
3♠	6	4♥	3HCP-10HCP	New suit F1 Raise of Suit- natural 3nt to play	In response to Responders new Suit -Raise of Responders suit= natural 2+ -3NT= void or singleton -New suit = singleton and SUPP
3NT	7m	4♥	10HCP+	4♣ P/C 4♦ do you have a singleton? -4♥/4♠/5Om = singleton and 4NT = no singleton 4♥/4♠ natural to play	
4♣	x		9 HCP + 1 loser ♥ suit with some outside values	4♦= shortage ASK 4♥= to play 4NT= RKCB	After the 4♦ Ask Opener bids a shortage or 4NT with an extra trump. -
4♦	x		9 HCP + 1 loser ♠ suit with some outside values	4♥= shortage ASK 4♠= to play 4NT= RKCB	After the 4♥ Ask Opener bids a shortage or 4NT with an extra trump. -
4♥	8+		8cd broken suit. Not running without values to open 1M.	4NT- RKCB 5♣/5♦/control show	
4♠	8+		8cd broken suit. Not running without values to open 1M.	4NT- RKCB 5♣/5♦/control show	
4NT			ACE ASK	5♣-0 5♦-Ace of ♦ 5♥- Ace of ♥ 5♠- Ace of ♠ 5NT- 2 Aces 6♣- Ace of ♣	

					HIGH LEVEL BIDDING
5♣		8+		Big shortages in the M. 8-10HCP	
5♦		8+		Big shortages in the M. 8-10HCP	If hand belongs to us, Pass = forcing pass and partner must choose to continue or to double
5♥		n/a			RKCB- 5♣- 14/ 5♦- 30, 5♥2 no Q, 5♠ 2with Q, 5nt even number with void, 6♣- odd number with void in ♣, 6♦- odd number with void in ♦, 6♥- odd number with void in ♥, next bid up is Q ask and if Q and no K bid 5nt, if Q and a K higher than the original suit bid original suit e.g. if ♥ is our suit 4nt- 5♣-5♥-5♠ (Q ask)- 6♥ shows ♥ Q and K of ♠,
5♠		n/a			Jumps to 5♣, 5♦, 5♥ is exclusionary RKCB, with the responses bring 0/3 ,1/4, 2, 2 with the Q

Supplementary Notes

1. NAMYATS

An opening of 4♣/♦ shows a good 4♥/♠ opener – 8/9 playing tricks 7+ cards, specifically a running suit (AKQxxxxx) without outside tricks, or semi-solid AQJxxxxx with an outside A or KQ.

R can :

- bid relay step for O to play 4M – after relay O can bid a void or bid 4N with an extra trump.
- bid 4M to play
- use RKCB (4♠ over 4♣ opener)
- Make a one under cue-bid looking for a control in suit above cue – responses should be consistent with blackwood (starting with 5M)

An opening 4M is therefore (usually) an 8 card broken suit, not running, without the values to open 1M and rebid 3M or 3NT, or distributional playing strength to rebid 4M.

2. Defence to Multi

2nd Seat

Dbl = 13-15 Balanced or 20+

2N = 16-19 Balanced usually both majors stopped

Suits = natural

Jumps = strong

6th Seat

Pass then Dbl = T/O

Pass then cue = often a solid minor suit but always asks for stopper to bid 3N

Pass then 4♣/♦ = Leaping Michaels shows minor and 5 card of the OM

Pass then 2N = minor suit T/O

4th Seat

Dbf = T/O
2N = 16-18
Suits = natural
Jumps = strong
4♣/♦ = Leaping Michaels
Cue = solid suit stopper ask
4N = minor suits

8th Seat

Pass then x = T/O
4♣/♦ = Leaping Michaels
Bids of 3N from any party are to play – if immediately bid may be based on a long minor

3. Checkback after 2nt -18/19

1m - 1M;

2N - ?

1. Responders **Pass, 3N or 4H/S** in responders original major suit are signoff bids

1m - 1M;

2N - 3N/4M

2. All other responder rebids force re-rebids by opener

A. Responders **3C** bid is always an artificial relay forcing opener to re-bid **3D**;

re-rebids by responder all force opener to pass or correct, excepting responders **3N** follow-up bid which is generally a slam try in openers minor suit

1m - 1M;

2N - 3C;

3D

i. After opener puppets to **3D**, responder may pass or re-bid **3S** or **3H**

a. If responder re-bid original suit, opener must pass

b. If responder initially bid **1S** and re-bid **3H**, opener passes or corrects to **3S** with best support

B. Any other rebid by responder is game forcing (excepting **4M** as described above)

1m - 1M;

2N - 3D/3H/3S...

i. Responders 3 level bid in original major promises 5+, showing extra values with some slam interest

ii. Responders 4 level bid in original major promises 6 or good shapely 5 in major without extras (fast denies)

iii. Responders **3D** rebid is "checkback" seeking:

a. 4 card fit in the unbid major *

b. 3 card fit in responders major suit

iv. Responders **3H** rebid after **1S** promises 5-5 or more in the majors

4. Dove Street

Major Suit raises after 1m – 1M

2M – may frequently be made on 3 card support if the NT bid is flawed

- 1) A return to 3m is natural NF
- 2) New suits are NF game tries (e.g. 3♦ would show longer ♦ than M)
- 3) over 2♥ 2N is invitational+ showing 4♠ and is F1
- 4) After 1m - 1♥, 2♥ - 2♠ is an artificial relay

as is 1m - 1♠, 2♠ - 2N (all the sequences are invitational or better)

Then a new suit = shortage + 3 card trump support

Jump new suit = shortage + 4 trumps

3M = 4 trumps, no shortage + minimum

4M = 4 trumps, no shortage + maximum

3m = 3 trumps, no shortage + minimum

3N = 3 trumps, no shortage + maximum or 4M-3-3-3

(note 1m - 1♥, 2♥ - 2♠ - 3♠ = 4 trumps + short ♠ and

1m - 1♥, 2♥ - 2♠ - 2N = 3 trumps + short ♠

Here, shortage is void/singleton.

5. 2 way checkback

- i. All invitational hands start 1X-1Y / 1N - 2♣

2♣ is transfer to 2♦ which may be passed or

2 own suit = balanced or semi balanced 5 card suit

2 other major = 5/4 shape (with 4/4 inv.- would have just bid 1♣-1♥-1nt-2♠)

2N = invitational balanced (in principle denies 5M)

3 minor opened = 5 major + 4 in minor opened

3 new suit = 5/5

- ii. 2♦ is game forcing checkback – responses are up the line and natural by both sides
- iii. 2nt is transfer to ♣

6. Jacoby 2nt

After 1M- 2nt- GF and 4cd SUPP

Bid 3M = better than minimum no shortage (serious and non serious slam tries apply)

Bid 4M = minimum no shortage

Bid 3N = 12-15 no shortage

3 level bids new suit = singleton

Bid 4 any = 5/5 slam try

7. Exclusionary RKCB

Double jump in a new suit (above a splinter) is RKCB excluding the suit bid

0/3, ¼. 2 no Q, 2 with Q

8. Tim's System

BART Basically deals with actions after the response to a forcing NT and the subsequent follow ups. It is a necessary addition to the FNT structure otherwise one will not be able to bid too many hand types.

1. Openers Actions after 1S -1NT

- a) 2C – Either genuine clubs or a catchall response of all balanced hands up to 17pts with no other second suit
- b) 2D/2H – Natural

- c) 2S – Natural 6+ card suit
- d) 2NT – 18/19 balanced (or a good 17)
- e) 3C – GF – either with S & C or S& H or just S
- f) 3D – GF with S & D
- g) 3H – 5S & 5H – good hand but NF
- h) 3S – 15+/17 – invitational 6+c
- i) 3NT – 6+ solid spades with about a trick and a half on the side
- j) 4S – close to (or equal to) an Acol 2 in spades

Responders actions

A high proportion of the hands will start 1S – 1N / 2C since opener is more likely to be balanced than anything else.

Now responder can bid:

- a) 2D – Transfer to 2H (showing 5+ card suit) – Opener will nearly always accept this transfer with two exceptions – i) with a heart void they can refuse the transfer or ii) with 3 card heart support and a suitable hand to make a game try opposite what may just be a weak hand with long hearts they can jump to 3H (say a 5-3-1-4 shape with about 15pts or a 5-3—3-2 shape with 16/17pts).

After the transfer has been accepted then responder can:

- i) Pass
 - ii) Bid 2S – this will show 5H and 2S and a constructive hand of 8/10 pts
 - iii) Bid 2NT – this will show 5 hearts with 10 ½ - 11 ½ pts
 - iv) Bid 3C – invitational with 5H and 4C
 - v) Bid 3D – invitational with 5H and 5D
 - vi) Bid 3H – invitational with 6H
 - vii) Bid 3S – Invitational with 5H and 3S
- b) 2H – This is a transfer to 2S – Opener here has **no option** but to bid 2S – now Responder can:
 - i) Pass – we would use this transfer and pass mechanism on hands with 2 or 3 spades and 5-7pts – since opener has not made a more aggressive bid than 2C this should be high enough
 - ii) Bid 2NT – Invitational to 3NT but **guarantees 4 clubs** – this gives Opener a chance to pass, duck out to 3C (knowing there is a 4-4 club fit) or raise to 3NT
 - iii) Bid 3C – guarantees 5+ clubs and is invitational
 - iv) Bid 3D – shows 6+ D and is invitational to 3NT
 - v) Bid 3S – invitational with 3 spades and guarantees a singleton (opener can ask for the singleton by bidding 3NT, whereupon Responder bids the singleton)
 - c) 2S – this shows a good 8 to a bad 10 pts specifically with a doubleton spade. This is why Opener can afford to open 1S with hands that many would open a strong NT (not that a NT opening denies a 5 card major if the hand looks more NT oriented). After this bid if opener has the strong NT type hand they can bid 2NT or 3NT (and with other hand types just pass)
 - d) 2NT – Invitational to 3NT but denies a four card clubs suit (with which we would go via the 2H transfer above)
 - e) 3C – pre-emptive in clubs (with an invitational hand we would go via 2H)
 - f) 3D – pre-emptive in diamonds – with an invitational hand we would go via 2H)
 - g) 3S – invitational with 3S, but denying a singleton (again via 2H) – this gives Opener a chance to convert to 3NT when also balanced (or they can pass or raise to 4S)

If the auction does not start 1S -1NT /2C then all actions are natural with the one exception of the auction 1S 1NT / 3C – so for example 1S 1N / 2D 2H would just be natural NF (as would 1S 1N / 2H 3C).

1S – 1N / 3C as said earlier is a GF – but it can be:

- a) Spades and Clubs
- b) Spades and hearts
- c) A spade one suiter

Whilst we say that 3C is a GF, the responder can try to break the GF by NOT bidding 3D (e.g. 1S 1NT / 3C 3H would be an attempt to play in 3H with a weak hand and a long heart suit (effectively overruling the GF). Bidding 3D however accepts the GF and allows opener to show their hand type. So after 1S 1NT / 3C 3D opener would bid:

- a) 3H with a GF hand with S & H
- b) 3S with a GF hand with a spade single suiter
- c) 3NT with a GF hand and S & C
- d) 4C with a GF hand with S & C and extreme distribution

After these responses responder should be well placed to determine the final contract.

2. BART after the 1H opener

- a) 1H – 1NT / 2C is again the catchall response for all balanced hands (12-17) – here responder has one action of bidding 2D – as in the spade sequence this is a transfer to 2H which opener can then (which is consistent with the 1S -1N / 2C – 2H / 2S sequence)
 - i) Pass – on any hand they wish to play in 2H
 - ii) Bid 2S – to show invitational 5/5 in minors
 - iii) Bid 2NT – Invitational to 3NT but **guarantees 4 clubs** – this gives Opener a chance to pass, duck out to 3C (knowing there is a 4-4 club fit) or raise to 3NT
 - iv) Bid 3C – guarantees 6+ clubs and is invitational
 - v) Bid 3D – shows 6+D and is invitational to 3NT
 - vi) Bid 3H – invitational with 3 hearts and guarantees a singleton (opener can ask for the singleton by bidding 3S, whereupon Responder bids the singleton with 3NT showing the spade singleton)
- b) 1H – 1NT / 2C / 2S 5c clubs invitational
- c) 1H – 1NT / 2C / 2NT invitational without 4c clubs
- d) 1H – 1NT / 2C / 3C/D preemptive with clubs/diamonds
- e) 1H – 1NT / 2C / 3H invitational in H without singleton
- f) 1H – 1NT / 2D/H natural

3. Game Forcing hands after 1H – 1NT

Here after this start to the auction we just bid 2S – this can be any GF hand. After this bid Opener can relay with 2NT to find out what the GF is based upon. So after 1H 1N / 2S 2N then:

- a) 3C will be GF with H&C
- b) 3D will be GF with H&D
- c) 3H will be GF with just H
- d) 3S will be GF with H&S

Because all GF follow this route, it means that 1H 1N / 3C or 3D are good hands, but only invitational and at least 5/5.

9. Lebensohl after a 1nt and interference

Any bids at 3 level and direct are GF, any bids that were unavailable at the two level and go through lebensohl are weak and to play.

A bid of lebensohl and then cue bid opponents suit shows a stopper.

A cue bid of opponents suit directly denies a stopper.

10. Kokish

- 2H = relay to 2S, with follow-up of 2N showing semi-balanced. 24+
- 2N direct = semi-balanced. 22/23
- -Other bid shows hearts and second suit

11. Responses to the weak majors

Responses to 2N relay after 2♥/♠ opening:

- 3♣ = weak hand 5 card suit
- 3♦ = good hand 6 card suit
- 3♠ = good suit poor points
- 3M = weak hand 6 card suit
- 3N = good hand 5 card suit
- 4 any = 6/5 shape

12. Drury

After partner opens a M in 3rd or 4th seat

- 2♣ shows 3cd support 10+ HCP
- 2♦ shows 4cd SUPP and 8+HCP

Further agreements

After a passed hand

- a) Jumps into a new suit – fit showing jumps – no Bergen raises. -Fit showing Jumps are only employed by passed hands to denote at least a 4 card support in partner's suit and a second 5 card suit that may be a good source of tricks. It is expected that the point count ought to be approximately 12+ support points with most of the HCP concentrated in the 2 suits. E.g.

North

♠ 98

♥ 10752

♦ 8

♣ AKQ85

After North originally passed and partner opens 1♥ in 3rd seat North can bid 3♣.

In 3rd position South opened 1♣. North's hand

♠ AQJ65♥74♦83♣K1097

With the above holding, North can bid 2♠.

To discuss- with the following hand is it more important to drury or do a FSJ? To discuss if partner had opened 1♥ or 1♠ do both apply for a FSJ or only after a 1♥ bid?

♠AKxxx ♥QJxxx ♦xx ♣x

Balancing 1nt

After a minor suit opening

After 1♣ - P- P-

- a) 1nt= 11-14HCP
- b) Dbl then 1nt = 15-17
- c) 2nt = 18-19

Responses to a) (a straight 1nt bid showing 11-14HCP)

All systems are on- staymen, transfers, puppet and all invites

Responses to b) If opener passes the dbl and Advancer has the opportunity to bid with no interference and the bidding comes back to the balancing seat overcaller and they bid 1nt showing 15-17HCP then Advancer bids basic checkback- 2♣ forces a 2♦ bid, 2♦ by advancer is GF, 2 of M = weak, 2 of OM = 5/4 weak and if advancer bid 1♥ originally and then bids 2♠ = 4/4 INV, 2nt = transfer to ♣

Responses to c) (18-19) Systems on- Puppet staymen/ transfers/ minor suit staymen etc.

After a major suit opening

1nt = 11- 16 HCP

Advancer - 2♣ = a quantitative staymen

2♦ = minimum no 4cd major

2♥ = minimum 4+ ♥

2♠ = minimum 4+ ♠

2nt = maximum

3♣ by advancer then asks the balancing overcaller to complete the staymen inquiry

2♦/2♥/ 2♠/ 2nt = transfer. (note there is no reason to do the quantitative range ask 2♠ transfer because the range ask is already built into the staymen.)

3♣ = puppet

3♦ = 5/5 minor and GF

3♥ = splinter and fragment

3♠ = splinter and fragment

Dbl then 1nt = 17-18 HCP and checkback applies

2nt = 19- 20 HCP

Defence to the 2nt opening which shows 5/5 in the Minor suits.

Dbl = equivalent to the 2nt overcall over weak 2 bids – 15-18 HCP balanced

3♣ = weak takeout 12-15 HCP

3♦ = stronger takeout 16-18HCP

3♥/3♠ = good overcall

4♣ = slam try in ♥

4♦ = slam try in ♠