

2016-17 Infernal Machine

Table of Contents

A. Conventions used: defined on convention card

B. Leads and signals: p. 2

C. Bids that require a defense: see outside of convention card (WBF/EBL) or F3 (ACBL).

D. Defensive and competitive bidding: see p. ~18

E. Doubles: see p. ~p21

F. Back of convention card/detailed definitions of bids, responses and rebids: see pp. 1-23;

G. Others: p.1

H. Prepared defences: empty

G. Others: Legend: $\frac{1}{2}$ = 1st/2nd seat; $\frac{3}{4}$ = 3rd/4th seat; GCC=General Convention Chart; MC=Midchart (and level 3 chart); SC=Super Chart (KO only); [new for USBF 2017 Trials](#)

F1. System overview

- Strong diamond
- 1M 4+M, could have longer suit
- 2m forcing: 2♣ strong with ♠, 2♦ strong with ♥

F2. Miscellaneous agreements

- Once shortness is ruled out, and pattern is unknown and cannot always be found below 3♦, and strength is not known to within a 3-point range, then 2nd step (not 2N) is weak relay and use max possible suit lengths (e.g., 6233 when “high and equal” has been shown) to determine scan order for denial cue bids
- If denial cue bidding starts and there are two possible 6+ suits scan each as if 5
- Relay break to 3M (not weak relay) or 4m is “Caspar” invitational keycard with 4♦ KC in ♠, 4♣ KC in ♥, 3♠ KC in ♣ and 3♥ KC in ♦ (mnemonic: 4N clubs is next to useless playing 03.14.2 responses)
 - responses: No, followed by regular RKC responses
- Keycard asks do not set trump, but min bid in KC suit not an ask; other than queen ask and king ask, every other bid is a signoff unless otherwise agreed (e.g., 5N when 3N or 4N is signoff is pick a slam)
- 4N response or rebid is RKC unless otherwise agreed as signoff or natural (e.g., relay auction cheapest nt first relay break or failed Caspar when another call is reask)
 - The 4N RKC suit is ♦ except as otherwise agreed; if opener has shown a 5+ suit & if Caspar RKC not available in opener’s suit, then RKC suit is opener’s; if opener has two 5+ suits, the lowest one that is not clubs takes precedence (mnemonic: 4N clubs is next to useless playing 03.14.2 responses)
- No ask for remainder shape (e.g., 23 32 if 62(32)) on semi-pos track or higher including 2♦, 2M $\frac{1}{2}$ openers
- Don’t bid a grand if the wheels are coming off

B. Defensive Carding

Our primary signal is suit preference, including trick 1 and discards, except on K leads

- high (usually 10-9-8) means can stand a lead in (at least one of two of) the highest other relevant suit(s) not the signal card suit
- low (usually 2-3-4) means can stand a lead in (at least one of two of) the lowest other relevant suit(s) not the signal card suit
- Play the relative card if you think partner can read it--if you have T98, the 9 can be ostensibly neither switch
- When there is only one relevant side suit, if the side suit's higher than the signal card's suit, high is SP for it (usually T-9-8-7) and if it's lower low is SP for it (usually 5-4-3-2)
- If you have nothing to signal and only a high and low card, play low
- If count is more important than suit preference (e.g., obvious cash out situation or known bust), give count at trick 1
- Confirm or resolve the first signal at the next opportunity if first signal is ambiguous and preference is important, otherwise tell honor placement in a second suit (if crew in defense and count's not important) or give current count.
- Jack and higher may be "alarm clock" demanding a switch to the high suit

C. Pre-alerts / F3. Alerts

ACBL Pre-alerts

Our 1M is a 4-card or longer major and could have a longer suit, ½: NV 8-9 HCP, Vul 8-10
Our preempts are undisciplined with respect to suit quality. E.g., 3♣ could be bid on six small.
We play a lot of other weird conventions.

ACBL Alerts and announcements (*All alerts including thru 2NT*)

1♣:	1st/2nd	Av(9+SC)-14 0+ clubs, NF, any shape, some shapes have narrower ranges
——	3rd/4th	14+-17- unbal. 5 or fewer losers.
1♦:	1st/2nd	15+ 0+♦ F1, usually <6M
	3rd/4th	17+-37 0+♦ F1 5+controls if 17, usually <6M
1♥:	1st/2nd	Near Av-9(10V) 4+♥ "Natural 4 or more hearts, Near Av-9(10V) HCP"
	3rd/4th	alert a new suit rebid that could be longer "4-5M 14-17- balanced or any (4441) with 4♥"
1♠:	1st/2nd	Near Av-9(10V) 4+♠ "Natural, 4 or more spades, 0-3♥, Near Av-9(10V) HCP"
	3rd/4th	alert a new suit rebid that could be longer "4-5♠ 14-17- balanced or exactly 4=1=4=4"
1N:	1st/2nd	"Alert" "10-12, the", (V "10 and"), "twelve counts have no major"
	3rd/4th	"Alert" "14-17- no major"
		All seats SC "May have small singleton minor"
2♣:	1st/2nd	5+♣ Strong, forcing, 15+ if bal.
	3rd/4th	5+♣ Strong, forcing, 17+-35 if bal.
2♦:	1st/2nd	5+♥, Strong, forcing, 0-3♠, unbal, 15+ if 54
	3rd/4th	5+♥, Strong, forcing, 0-3♠, unbal, 17+-33 if 54
2♥:	1st/2nd	10-11 or 13-14 HCP 5+♥ 0-3♠ unbal
	3rd	0-14 5+♥
	4th	11-14 "5+♥ Sum of HCP and ♠ at least 15"
2♠:	1st/2nd	10-11 or 13-14 HCP 5+♠ 0-3♥ unbal
	3rd	0-14 5+♠
	4th	11-14 5+♠
2N:	1st/2nd	"Alert" GCC: "Natural 6m(322) 12-15 " Midchart+ "6+m no major 12-15"
	3rd/4th	"Alert" GCC: "Natural 6m(322) 14+-17-" Midchart+ "6+m no major 14+-17-"

F4. Shortness/Patterns

Typical rule:

Show start bidding suits or show 3-suiter, then reverser, then shortness, then pattern in order of frequency then numerically (exceptions noted)

Positive short two-suiter subtrack

2N = high shortage, rebid pattern
 3♣ = 5422 or 7411;
 rebid cheapest clubs with 7411
 3♦+ = low shortage, zoom to pattern
Pattern
 3♦ = 5431
 3♥ = 6421
 3♠ = 643
 3N = 742

Positive long two-suiter subtrack

3♣ = high shortage rebid pattern
 3♦ = equal shortage
 3♦-3♥ = Ask
 3♠ = 5611
 3N = 6511
 3♥+ = low shortage, zoom to pattern
Pattern
 3♥ = 5521
 3♠ = 553
 3N = 562
 4♣ = 652

Positive one-suiter subtrack

2♠ = high shortage or high and equal
 2♠-2N = Ask
 3♣ = High and equal 6322
 (rebid remainder numerically)
 3♦+ = Pattern
 2N = middle shortage, rebid pattern
 3♠ = equal shortage 7222 or 6322 with 3 in
 the high side suit (rebid by likelihood
 with 6322 coming first)
 3♦+ = low shortage zooming to pattern
Pattern
 3♦ = 5332
 3♥ = 6331
 3♠ = 7231 or 7321 (no ask)
 3N = 733 (do not run on in a minor)

Positive balanced subtrack

2♦ = Color 44 or 4333 major, rebid 2♠ for
 4333, 2N+ rebid doubleton
 2♥ = Rank 44, rebid doubleton
 2♠ = 4333 Minor
 2N+ = Shape 44 doubletons
Bid natural doubletons
(note well b/c out of numerical order)
 2N = Doubleton ♠
 3♣ = Doubleton ♠
 3♦ = Doubleton ♦
 3♥ = Doubleton ♥

Positive 3-suiter subtrack

1st step = Hi short, rebid pattern
 2nd step+ = Zoom to pattern likelihood
 then numeric

Pattern

1st pattern = 4441
 2nd pattern = 445
 3rd pattern = 454
 4th pattern = 544

Zooming to controls

- Zoom to controls at the end of line below 3N
 - Do not zoom to controls if the end of the line is above 3N and no 6M for a bidder or 8M for our side has been shown and the end of the line is below 4H.
 - With a 4+ pt range, 13+ and max as responder, you can zoom past the end of the line above level of safety one step with extra controls and a pre-accept of a slam invitation in the most likely strain (or bid on after a signoff one step) or bid two steps after the end with a slam drive.
 - If your response would end on a non-forcing bid and you have a slam invite or drive, you can bid past the end of the line. see slam conventions
 - If you would otherwise bid the last slam drive step, you can zoom to controls starting with 5 typically
- 2018: but only if asked, not if reopening after a signoff

F5. Track References

Positive track:

1♥ = 4+♠ rebid 2nd suit if exists (1N for ♥ including 3-suits short minor), then 2♦ if 3-suiter short minor, or then 2♥ if 4-5+ (2♥ directly if 4-5+ with ♦) or then 2♣ with 5+-5+, next shortness/pattern

1♠ = 4+♥

1N = 4432 or 4333

2♣ = 5+♣ (includes 5+♣, 4♦)

2♦ = 5+♦ one suiter

2♥ = 3-suited, short major

2♠ = both minors 5+5+

2N+ = 5+♦, 4♣ two suiter

If you have a two suiter, bid both suits (1NT rebid for ♥ if both majors) with exceptions for both minors (bid 2♠+ with 5+♦ and 4+♣ and bid 2♣ with a two-suiter with 5+♣ 4♦). With 3-suiter both majors, bid 1♥ then 1N then 2♦. With two suiters, after bidding both suits (but see the next sentence with ♦), bid 2♥ with a reverser or 2♣ with 5+-5+. A rebid of 2♦ denies a reverser and a 2♥ following a major shows 4 of first suit and longer ♦s (“reverser with diamonds”). 2♣ followed by 2♥ is a reverser with 4♦ and longer ♣s. One suiters show suit, then rebid 2♠+ (see shortness/pattern). 5♦+♣ will jump to 2♠+ immediately; 2♠ is 5+♦5+♣ and 2N is 5+♦4♣

Semi-positive track (SPT): all bids are 2 up from the positive track; if opponents double, drop to PT, but if they bid 1 step one or both partners have a penalty double

Double negative track or competition track (DNT): most bids are 1 level up (5 steps up) from the positive track except 2♦, 2N and 3♥+ (modified if asker has shown a 5-card major)

2♦ = Balanced “4432 or 4333”

2♥ = “4+♠”, (not 4432, not 4333, not 3-suited with ♠♦♣)

may have longer suit;

3-suiter short minor will rebid 2N (spades and hearts), then bid 3♦, then rebid shortness with short hearts

zooming to pattern (including above 3N if on DNT with semipositive or positive values)

2♠ = 4+♥, <4♣ (not 4432, not 4333, not 3-suited), *may have longer minor*

2N = 5+♦, 4+♣ two suiter “5+♦-4+♣”

2N-3♣

3♦ = 5+♦, 4♣ “4♣ and longer ♦”

3♥ = unused for symmetry

3♠ = 5+♦, 5+♣ “At least 5-5 in the minors”

3N = unused for symmetry

3♣ = One suiter ♣ or 5+♣, 4♦

3♥+ = 5+♣&4♦/5♣/6+♣ can run on shows 6+ and extra controls or 6+ slam drive

3♣ asks length of ♣ 5/6+

3♦ = One suiter ♦ Ask 5/6+. Run on shows 6+ and extra controls or 6+ slam drive.

3♥ = 3-suiter short ♥; relay asks pattern

3♠+ = 3-suiter short ♠; 3♠ singleton, 3N void. Run on shows void and extra controls or slam drive

Like positive track, rebid 2nd suit with two suiter (except with diamonds), 3♥ is reverser, 3♠ for long two suiter or start of 1-suiter length, 3N+ for non-reverser two suiter.

DNT with double negative values denial cue bid second scan will go to jacks because you can't have two of the top three in any suit. No super 1sts.

Double negative track one step down (DNT-1): Double negative track, one under. If you get to DNT-2 or

lower after showing length on the DNT-1 (e.g., due to an opponent doubling or overcalling the cheapest bid) and partner relays below 3NT show shortness for two suiters: HEL. Similarly HMNL for one suiters (show high and equal as no shortness). If they double enough below 3NT, pattern ask is next if unknown (e.g., one suiter 5 must be 5332).

F6. 1♣ 1st/2nd

1♣ = ½: “Av(9+SC)-14, NF, 0+♣, any shape. Some shapes have narrower ranges.”

- 1) Bal with 4M 12-14 HCP
- 2) Bal without 4M 13-14 HCP
- 3) 6+M 0-3oM or 5M4m(31) 12 HCP
- 4) Others 10-14

gambling NT hands with solid minor go here

Pass “♣ drop”; typically 5+♣ but may be shorter if responder 0-4- or 4333 4m.

1♦ = GF, Artificial (13+-30 if bal), continue PT
(alert responder ranges once they're known--bal hands in 2016 are any 13 no longer 13+)

1M = 4+M 0-9- “Natural, nf, 0-9-”; rebids see below

1N = “nf, denies 4M” 0-9-; may have long ♦

2♣ = “12-13- like Stayman”. Typical accept is 11+-14

If asked GCC, “Void ask”. Does not guarantee 4+M.

Rebid: 2♦ = min 4M no club void or both maj; 2♥=4♥ or 4+♠4+♥, 2♠=4♠

2M = min 5+M 0-3oM (might or might not have club void) NF

2N = min no M no club void NF

3♠+ = GF

3♣ = club void no 5 card major; rebid nat.

3♦ = max, 4M no club void or both M; asker rebids 3♥=4♥, 3♠=4♠, 4 level with both

3M = max, 5+M 0-3oM (might or might not have club void), GF

3N = max, no M no club void, GF

2♦ = “10-11 like Stayman”. Guarantees 4+M. Typical accept is 13+-14.

Rebid: 2M = min 4M or 2♥ both majors min

2N = min no maj

3♣ = max clubs no major

3♦ = max 4M or both majors max; asker rebids 3♥=4♥, 3♠=4♠, 4 level with both

3M = max 5M 0-3 other maj

3N = max no maj

2M = alert “Natural, 5+, 10-13-, NF”, looking for near max with 3+ card support or max unfitted

2N = 10-11 no major. If asked GCC, “nf, not a drop” looking for max (3m rebid not accept)

3m = “alert” 10-11 nat no major. looking for fitted near max or unfitted max

3M = “alert” 10-11 Natural, “invitational”, looking for near max with 2 card support or max unfitted

3N = Drop

4♣ = S.A. Texas (to set major KC or put down dummy)

4♦ = S.A. Texas (to set major KC or put down dummy)

4M = Natural, slam negative

4N = Keycard ♦

1♣-1♥; 1♠ = Nat, 4+♠

1N = nf 0-2♥, may have long ♦

2♣ = nat. 0-2♥, no major, unbal. may have longer ♦

2♦ = F1: constructive raise of ♥, 4+trump, 12+-14 HCP rebid new suit splinter 12+-14, 3H 5-trump

2♥ = weak 3-4 trump raise

2♠ = 5♠, max

2N = both minors 5+5+

3m = 7-card suit max

3♥ = 5+trump min

1♣-1♠; 1N = 10-14 0-2♠ nf, may have long ♦

2♣ = nat. 10-14 0-2♠ no major, unbal, may have longer ♦

2♦ = F1, 5+♥

2♥ = F1: constructive raise of ♠, 4+trump, 12+-14 HCP rebid new suit splinter or rebid 3♠ 5-trump

2♠ = weak 3-4 trump raise

2N = both minors 5-5

3m = 7-card suit

3♠ = weak 5-trump raise

Competition over 1♣-1♦ and other game forces before control ask or keycard.

Priority 1: Use the positive track as modified if available. If below the track, free up the X first (X becomes penalty), then pass (permitting other bidder to X for penalty sometimes), then the first bid.

Priority 2: Get to SPT

Priority 3: Get to DNT minus as much as possible or DNT itself

Note a double permits you to drop two steps from SPT to PT if applicable (but not 1M-2C, 2D+-GF only can drop 2C-2D after know which track you're on and otherwise just 1D-1N+, 1D-1H-1S and 1C-1D-(interference moving to SPT)).

After control ask or keycard, use the extra steps below P0R1 or P0D1 style if they permit us to go below the answer.

Competition over 1♣ when responder UPH:

GF positive doubles through 1♣

Over X:

1♦ = GF artificial

XX = 4+♦ NF 0-9 note well

Opener has 3 priorities as above.

1♣-(2♣+), X = negative thru 4D w/4+cards in unbid majors, higher system off like 1N-(2C+)-? and 2N = lebensohl.

1C-(1H): 1S = 4+ s, 1nt = both minors

1♣-(1♠)-1N = "negative notrump" 4+♥ note well

1♣-(1N)-? natural str

X = weak NT defense (i.e. penalty)

1♣-(1N)-? showing suit(s)

X = Penalty, system off

(i.e.; Lebehsohl; cue stayman; and if applicable, unusual vs. unusual)

1♣-(1N)-? showing unknown suits

X = GF, Rebid relay DNT-1

Runouts over 1♣-P; (X)-

XX = 5 card+ suit outside ♣ and 2-3♣

1♦ = P/C

P = no 5+ card suit or 4+♣

XX = longer diamonds non bust nf

1X = 5+card suit and 0-1♠ or 6+card suit

1♣-1♦ GF, Artificial (continue PT)

Natural auction above DNT (pass double inversion).

Nat. NT (4333, 4432, 5332, 5422 or 6322) will be 12+-14 if no 4-card major and 13-14 with 4 card major. Also shapes permissible for 2M will be 12, 1M not 2M unbal will be 10-11 or 13-14, unbal no major will be 10-14.

Subsequent slam sequences: control responses start at 0-3.

1♣-1♦; 1♥+ PT

After 1 level PT rebid, responder rebid 2♦+ below 3N transfers captaincy on SPT shows 13+-15.
Control response start with (2-)4.

S.A. Texas on in comp through 3♣ natural.

F7. 1♣ 3rd / 4th

P-1♣; GCC: 14+-17-, “unbalanced 8+ trick hand” 5+ card suit
either singleton, void or 6+M/7+m, 5 or fewer loser, equivalent to a 5431 15 count or better. Forcing
(designed to sweep up 22-26 HCP games if partner has 8-9 with no 4-card major and a fit/own tricks)

P-1♣; 1♦ artificial negative no 4+card major
1♥ “alert” Natural 4+♥ 0-8- <GF
1♠ “alert” Natural 4+♠ 0-8- <GF
1N+ GF SPT

P-1♣; 1♦-? Nat. except NT unused

P-1♣; 1♥- 1♠ nat
1N unused
2♣+ nat, jumps splinter, 2N unused

P-1♣; 1♠- Nat except, NT unused

Competition;

P-1♣-(X); ? P=neg no desire to bid or clubs, XX=penalty, 1♦=D neg, higher system on.

P-1♣-(1♦); ? P=neg no desire to bid or no major, X=4-4 majors, system on.

P-1♣-(1♥); ? P=neg no desire to bid or hearts, X=both minors neg, 1♠=4+♠ neg

P-1♣-(1♠); ? P=neg no desire to bid or any hand without hearts, X=4+♥ neg

1NT+ = SPT

F8. 1♦

1♦ Art. forcing; ½ 15+ any shape, but 5♠ hands and most unbal 5♥ hands also have other options; 6+M can be
opened 1♦ with a game forcing hand that wants to ask about slam.

¾ 17+ any shape, but 5♠ and most unbal 5♥ hands also have other options

1♦-? 1♥ ½: “Artificial” semi-pos (5+-10-) F1, if asked GCC ½ “singleton ask”
¾: Art. 4+-8- (4 must be an ace)

1♠ ½: “Artificial 0-5-, no aces, NF” double negative
if asked GCC ½ “singleton ask”
¾: 0-4, no aces, NF

1N+ ½: 10+-25 GF SPT

¾: Any GF. Controls start with 0-1

- 1♦-1♥; 1♠ GF continue SPT may have singleton
- 1N ½ 15-17, ¾ 17+-18, generic NT system on, denies singleton major, denies void minor
- 2♣ ½ 15-17; ¾ 17+-18 no major, nf, implies singleton or void major; rebid: 2 level drop, 3 level GF
- 2♦ ½ 15-17, ¾ 17+-18 4♥, nf, implies singleton or void ♠; rebid: 2 level, 3♣ drop; 3♦+GF
- 2♥ ½ 15-17, ¾ 17+-18 5♥5+m or 5+♥4♠ continue Nat.
- 2♠ ½ 15-17, ¾ 17+-18 4+♠, 4+m, nf implies short ♥; rebids like after our Michaels cue of ♥
- 2N ½ 18-19, ¾ 19-20, “implies bal” generic NT system on
- 3X Nat., 6+X ½ 15-17 5 loser ¾ 19-20 4 loser (3m GCC usu unbal, MidChrt+ wants to be dummy)
- 3N solid minor + side A/K (still must have 15 HCP in ACBL)
- 4m S. A. Texas for ambiance (on in come through 3N, but shortness w/o corresponding major if opponents have shown corresponding major)
- 1♦-1♠; P ½ 4+♠ 15-20- and willingness to play vs. a void
- 1N “15-20- implies bal.” ½, “17+-20- implies bal.” ¾, generic NT system on
- 2♣ GF, continue DNT (Slam will be challenging to find on this track, good luck)
- 2♦ 15-20- 5+♦
- 2♥ 15-20- 5+♥ (All 5♥ bal, 5♥5+m, 3-suiter 5♥ and hands that want to ask)
- 2♠ 5+♠ inv (5+♠ usually opens 2♣ unless wants to ask or bad suit bal, 5044 must open 1♦)
- 2N Art., 20+ to <GF, system on
- 3X 6+X inv. (e.g., looking for fit+max)

Competition for both passed and unpassed hands:

if responder semi-pos, highest call permitting SPT relay or if unavailable, lowest call permitting DNT or DNT-1 is relay. If double neg, highest call permitting DNT is relay, but subsequently use steps.

- 1♦-(up to 1♠) Positives on SPT
- P = semi pos, After P semi pos, highest call permitting SPT relay or if SPT not available,
P relay if DNT or DNT-1 is available
- X/XX = double neg. (xfer if there's room) After double neg:
- 2♣ is relay, GF
- 1N is naturalish
- 2♦+ is natural
- 1-level suit bids double negative and one under suit you have
- 1♠ denies suits that could be shown

1♦-(1N/2♣)-bid GF double negative track or DNT-1

1♦-(1N/2♣)-X semi pos (nf), P double neg

1♦-(1N)-P/X; 2♣ = relay DNT

- 1♦-1♥; (X) P Forcing -2NT
- 1♠ GF asking SPT
- 1N+ Like not in comp

- 1♦-1♥; (1♠) P Forcing -2NT t/o
- X GF SPT
- 1NT+ Like not in comp

- 1♦-1♥; (1N/2♣ not 2+ known suits) P GF, SPT/DNT-1;
- X = takeout, may be bal or offshape
- generic NT system on if it's a X of 1NT (NF)
- Higher As if no comp (1N) or Nat. (2♣)

1♦-1♥; (2♦) P GF, DNT;
 X off-shape t/o;
 higher Nat.
 2N implies bal. no extras, generic NT sys on.

if responder shows a semi-positive after 2nd seat comp., treat 4th seat competition as if 1♦-1♥; (?)
 Transferring captaincy minimum or minimum + 1 HCP. (You can also transfer captaincy in lieu of signing off with slightly more.)

Try to transfer captaincy when available and responder is likely to declare

1♦-1N; 2♦+ SPT
 3N+ not captaincy transfers (e.g., don't transfer with 2=1=6=4)
 4m Caspar, but wait one round for clarity if possible

Captaincy transfer also possible for GF responder bids at or below 1N in comp. 1N and 2♣ relay breaks not captaincy transfers (avoid them)

1♦-1♥; 1♠-1N; 2♦+ also captaincy transfer (e.g., ½ 18-19)

F9. 1♥ 1st/2nd

Near Average-9(-10V) 4+♥. May have longer suit

Responses: 2♣ GF, 1N standardish: 1N NF, 2♦/♠ NF inv, 2♥ NF, 3♣ inv, 3♦ art raise, 3♥ limit raise

1♥-? 1♠ NF, not a drop
 1N NF, not a drop
 2♣ = GF Art. (slam will be unlikely unless asker has about 19+)
 2♦ = "alert" Nat inv NF
 2♥ drop dead
 2♠ "alert" Nat inv NF
 2N Nat inv
 3♣ "alert" Nat inv NF
 3♦ Art., forcing, fitted inv+, if inv 4+♥; rebid 3N choice of games, new = cue or 4♥ shut out
 3♥ 5+♥ inv
 3♠ "alert" inv 6+♠ NF
 3N drop
 4m splinter
 4M drop

Relay: SPT overloaded with bal and 4441 in the first non-reverser high and low two suiter patterns and one-suiter patterns

1♥-2♣; 2♦+ (SPT modified by overloading below) as after 1♦-1N; 2♠ (except 2♦=spades instead of hearts)

One suiter subtrack modified for hi and lo:

3♠ 4333 for lo and 3-suited short ♠ for hi, no pattern ask
 3N 5332
 4♣ 6331
 4♦ 7231 or 7321 (no ask)
 4♥ 733 (do not run past major)

Commented [1]: Given the narrow range of 1M, I really think these bids should be at most invitational opposite a fit - that partner is expected to pass, but can raise with a fit (but can't jump to 3NT - options are raise, pass or occasionally a new suit with a big enough canape)

It just has to be better to be able to bid 2H over 1S when holding:
 x KQTxxxx Kxx xx without risking the 4-level.

Commented [2]: Yes, just one invite next year. But please leave it for this year.

Commented [3]: Note my comment was from Nov

Two-suiter subtrack modified for non-reversers:

3♠	4432
3N	5431
4♠	6421
4♦	643
4♥	742

Comp: 1♥-(1♠)-X->NT usually to play 2m

Other comp: XX by opener puppet to 1♠ to sign off; system on after X; neg doubles 2♣-4♦, lebensohl

F10. 1♥ 3rd/4th

1♥ 14-17- 4+♥ may have long suit; follow ups: two-way Drury, jumps inv.

1♥-?
1♠ = 4+♠ 0-8- NF not a drop
1N = NF; may have long minors
2♠ = 3♥ 8+-9
2♦ = 4+♥ 6+-8-
2♥ = 3+♥ bad raise; hand value + ♥ < 11+
2♣ = “alert” 6+♠ 6+-8- (some flaw prevented 3♠ opener)
2N = 0-2♥, 0-3♠, 8+-9-
3m = “alert” inv like strong 1NT-3m invitational e.g., 6-card minor 2 of 3 top honors
3M = bad raise 5+trump

Comp:

System on over X and 1S

P-1M-(1N); wk nt defense (nat, x=pen)

F11. 1♠ 1st/2nd

1♠ 4+♠ 0-3♥ **Near Average-9 HCP NV Near Average-10V**

1♠-?
1N NF
2♣ GF Art.
2♦ “alert” Nat inv. NF
2♥ “alert” Nat inv. NF
2♠ drop dead
2N Nat. inv.
3♣ “alert” Nat inv. NF
3♦ Art., forcing, fitted inv+, if inv 4+♠; rebid 3N choice of games, new = cue, 4♠ shut out
3♥ “alert” 6+♥ 0-3♠ inv.
3♠ 5+♠ inv.
3N Nat.
4m splinter
4H Nat

4♠ drop dead

1♠-2♣;

2♦ = bal (continue SPT) or
3-suit short ♥ (rebid 2N “rank”--both minors--next show pattern by frequency then numeric)

2♥+ SPT

Competition:

Direct: 1♠-(X) XX by opener puppet->1N to sign off somewhere
higher = system on

Emergency fix:

1♠-2♣; (?) (X) P = offer to play
XX = demand to play
Higher SPT overloaded if available
(2♠+) system off, pass/double inversion

Later relay competition after pattern is shown, use steps as available, but relay is off if they use 3 steps or more.

Once relay of suits, basic shape, shortness and pattern are complete or interrupted via Caspar keycard, use the steps P0R1 or P0D1 style if they permit us to stay at or go below where we would be with no competition.

F12. 1♠ 3rd/4th

1♠ 4+♠ 0-3♥ 14-17- (balanced or 4♠--unbal 5+♠ should open 1♣) rebids 2-way Drury

1N NF may have long minor

2♣ 3♠ 8+-9

2♦ 4+♠ 6+-8-

2♥ 5+♥ 0-8- 0-2♠

2♠ bad raise; hand value + ♠ < 11+

2N 0-2♠ 8-9-

3m Nat, inv like 1N-3m, e.g. 2 of 3 top honors sixth

3M bad raise 5+trump

Comp: system on over X

F13. 1NT

½ “Alert” “10-12-,” (V:“10 and”) “12 has no major”. 5M possible including 54M. 4333, 4432, 5332, 5422 or 6322 with 6m.

¾ 14-17- no major, system off, rebids: 2N nat inv, 3X nat inv.

SC all seats: may have small singleton minor

½ seat responses:

1NT-? 2♠ = GF art

2♦ = puppet to 2♥ (bid this if you don’t want partner to pass with 3 of your major over stayman)
to sign off in any strain or invite in both majors;

2M/3m = signoff
 both major invitations numeric
 2N = 4♠/5+♥ inv
 3♥ = 5+♠/4♥ inv
 3♠ = 5+♠/5+♥ inv
 2M = 4+M inv stayman (2♠ denies 4♥) forcing on opener with 4M (can downgrade to 3M) or max
 P = 3M < 4♠ min
 2♠ = 4+♠ < 4♥ min nf not a drop
 2N = 2M, 2-3oM min drop
 3♠ = Art. Fitted 3 card raise max GF (<5♥ over ♠)
 3♦ = Art. 4M with min inv
 3♥ = 4 with max over ♥, 5 with max over ♠ GF
 3♠ = 4♠ with max over both GF
 3N = unfitted max
 2N = inv no major
 3X = inv 6+X
 3N = drop
 4m = South African XFer; rarely bid one step to show extras
 4M = Drop

1N-2♣; ? 2♦ = 4-5♥ 10-11
 2♥ = 4-5♠, 2-3♥ 10-11 (rebids like 1N-2♦; 2♥-2N+)
 2♠ = ♣ one suiter (rebids like ♦ one suiter)
 2N = 4-5♦, 4-5♠; rebid pattern in order of frequency then numeric.
 3♠+ = ♦ one suiter
 3♠ = 6♦ 6322 rebid numeric
 3♦ = 3=3=4=3
 3♥+ = 5♦ 5332 zoom numeric

1N-2♣; 2♦-2♥; 2♠ = 4-5♥+4-5♠; rebid pattern in order of frequency then numeric.
 2N = 4♥+4m or 4333. 3♦=♣, 3♥=4333, 3♠+=♦ zoom to pattern numeric
 3♠ = 4♥+5m rebid numeric
 3♦+ = 5+♥
 3♦ = 5♥+4m rebid numeric
 3♥+ = 5♥ 5332 zoom numeric

1N-2♣; 2♥-2♠; 2N+ like 1N-2♣; 2♦-2♥; 2N+ (i.e., 4♠+4m responses like 4♥+4m responses)

Relay in comp: Do not go above or below before pattern; system off above. After pattern shown, use 0 or 2 steps like SPT

1N-(2♣) two known suits unusual vs. unusual.

1N-(2♣)-other system on. Higher Leb, neg doubles 2♦-4♦

1N-(X) woolsey or unknown suit(s) or known suit(s), XX penalty 2♣+ system on

1N-(X) penalty or cards or "takeout", see next section

F14. 1NT-(X) penalty

Mosier (except for showing the 6-card minor)

1N-(X)-	P	to play
	2X	to play
	XX	forcing 5+5+ two suiter, rebid 2m P/C
	2N	½: GF, ¾: both minors preemptive
	3X	preemptive
1N-(X)-P;	XX	any 5+ card suit (responder rebids 2♣ P/C, 2X nat drop, 2N Leb, 3X forcing)
	2m	6 card suit and pessimistic about 1NXX
1N-(P)-P-(X)	opener: XX same as balance over 1N-(x)-p-(p), i.e., any 5+card suit responder: same as direct except 2n two suits competitive, rebid p/c	

Also after strong 1♦, double negative, 1N/2N rebid (X); but 2N by responder will be two suited competitive

F15. 2♣

1st/2nd 2♣, strong, forcing, 5+♠ 15+ if bal, ¾ 17+-35; bal has option to open 1♦ and rebid NT or 5♠ unbal open 1♦ if want to ask but will not have rebid in some auctions unless willing to GF vs. double neg

Responses: 2♦ game forcing artificial, 2M NF, 2N: forcing, weak with one minor, 3♣+ inv art like 2♠-3♣+

2♣-?	2♦	art. GF asking
	2♥	0-2♠ 4+♥ nf not a drop
	2♠	drop (a hand unwilling to invite vs. bal 15-17)
	2N	forcing, weak with one minor, 0-2♠ 0-3♥ usually
	3♣	P/C
	3♦	GF, 3M=corresponding minor w/o support, 3N= ♠xx
	3M	Nat inv (e.g., 5♥ or self supporting ♠)
	3N	to play
3♣+		as if 2♠-?

Relay starts on SPT+1 but because there are no reversers, all tracks except one return to SPT or lower

2♣-2♦;	2♥ =	4+♥ (SPT+1)
	2N =	3-suiter (SPT+1); next show pattern--there's only one pattern per shortness
	3♦ =	5=4=0=4 continue PT
	3♥ =	5=4=4=0 zoom to range continue PT
	3♣+ =	SPT (because no reverser step)
	2♠ =	4+♠ (SPT+1) continue SPT (because no reverser step)
	2N =	4+♦ (SPT+1) continue SPT+1
	3♣+ =	SPT

Range ask before control ask ½: 15-17; 18-20; 21+ zoom to controls. ½ Start controls with 4/5/6 respectively and end on 8+; ¾: two ranges: slam hopeless; slam pos vs. PH i.e. 3(541) 7 loser hand zoom to controls; ¾ controls starting 5/6 respectively and end on 8+

If opener bids 3N as a relay response pattern, no range ask.

F16. 2♦

1st/2nd 2♦ 5+♥ 0-3♠ strong 15+ if 54, forcing, 6+♥ or 5♥4m 5431; ¾ 17+-33
(others must open one diamond and don't transfer captaincy; rebid NT if possible with bal shapes);
can open 1♦ if want to ask but will not have rebid in some auctions unless willing to GF vs. double neg

2♦-? 2♥ = drop
higher = as if opened 2♥ ½

range ask before control ask ½: 15-17; 18-20; 21+ start controls with 4/5/6 respectively and end on 8+; ¾:
range ask 17+-slam hopeless; slam pos vs. PH e.g. 3-card constructive 7-loser hand, zoom to controls; controls
starting with 5/6 respectively and end on 8+

F17. 2♥ (1/2)

2♥ 10-14 0-3♠ and 6+♥, or 5♥4m(31) (Steps over 2♠ GF go as hi, middle, ♦ Freak, lo equal lo)
Hands that evaluate to 12 open 1♠. Can upgrade 8 or 9 counts to 10.
Most 6 card suits are shown at the 4 level so as responder GF, bid 3N when you can't stand the 4 level.
2M opener can rebid 4M after 3N signoff with a good trump suit--does not show extras.
A jump to 4N if 4♣ isn't available as Caspar KC ♥, then the jump or raise to 4N is RKC in ♥.
2♠; Artificial GF
2N= Hi Short (0-2♠) OR ♣ freak (6 trump, 4+♣, two singletons or void with any short)
2N-3♣ Ask
3♦=side ♣s & 6+ trump and void or 2 singletons
3♦-3♥ Ask (respond HELL)
3♠ = hi void 0=6=3=4 or 0=6=2=5 (no pattern ask as usual)
3N = equal 1=7=1=4 or 1=6=1=5 (no pattern ask as usual)
4♣ = lo zoom 3=6=0=4
4♦ = 2=6=0=5
4♥ = 2=7=0=4 no extras
3♥+ = Hi short--there are no equals in this branch; mnemonic 566677
3♥ = Hi short: 1=5(43) no ask
3♠ = Hi short: 1=6=3=3
3N = Hi short: 1=6=2=4 no extras
4♣ = Hi short: 1=6=4=2
4♦ = Hi short: 1=7(32)
4♥ = Hi short: 0=7=3=3 no extras
3♣ Middle or equal short; rebids like low 3♥+ but E is 2=6=2=3 or 2=7=2=2
3♦ 4+♦/6+♥/void or 2 singletons. "diamond freak"
3♥ ask
See above 2♥-2♠; 2N-3♣; 3♦-3♥ for HELL responses.
3♥+ Lo or lo and equal short; mnemonic 5E6677
3♥ Lo short: 3=5=4=1
3♠ Lo and equal 2=6=3=2 or 3=6=2=2 on low track no pattern ask as usual;

on middle and equal track 2=6=2=3 or 2=7=2=2 no pattern ask as usual

3N Lo short; 3=6=3=1 no extras

4♣ Lo short: 2=6=4=1

4♦ Lo short: 7♥(32)1

4♥ Lo short: 3=7=3=0 no extras

2N inv unfitted <5♠ (3m/3H by either nat nf, X pen, 3S opener rebid forcing natural 3-card suit)

3♣ inv 5+♠ with 0-2♥

3♦ = nat. min, typ. 0-1♠

3♥ = Unfitted min

3♠ = semi fitted min

3N = unfitted and max or solid suit

4m = singleton or void 3 trump slam pos

4♥ = Self supporting suit

4♠ = 3=6=2=2 or unbal slam negative

3♦ inv+ 3+♥ (rebid 4♥ with a shut out)

3♥ drop dead

3♠/4m splinter (note well, 2♠-4♥ natural)

Over opponent's t/o double: 2♥-(X)-XX = penalty; 2♥-(X)-2♠+ = system on

Relay in comp.: system off above the track; do not use steps below the track until after pattern is shown, then use exactly 2 steps after first X and never 1 step like SPT.

F18. 2♠ (1/2)

2♠ 10-14 5+♠, unbalanced 0-3♥

If 4♦ relay break to Caspar keycard not available, and 4N is KC, then 4N is RKC in spades per usual

Responses (and additional description), see 2♥ but all responses are 1 up from the 2♥ responses

2♠-3♦ (oM inv); ?

3♥ either 3♥ minimum or 2♥ and suggestion to play here.

3♠ unfitted min 0-2♥ or good ♠

3N unfitted and max or solid suit

4m 3 trump and a singleton or void and slam pos

4♥ 3 trump shut out. If splinter shape, slam neg

4♠ self supporting suit

F19. 2M (3/4)

2M 5+M, 0-14 4th 11-14, 15+PP

2♠ natural, drop dead

2N natural F1 (Level 3 chart +fitted)

3Lower natural, drop dead

3M natural, NF, not a drop

3Higher, 4Lower below game natural F1 (Level 3 chart +fitted)

3N drop dead

4♥+ drop dead

F20. 2N

6+m one suiter, not solid 7-card suit (1♠/1♦), 1st/2nd: 12⁺-15⁻, 3rd/4th: 14+17-
GCC: also natural, i.e., 6(322)

Responses:

3♣ = Pass or correct

3♦ = ½ GF asking (no pattern ask if no shortness--i.e., 6(322); controls start with 0-3 all seats)

3♥ = 6+♣ (3♣ asks shortness, zoom to length with low 6-7+ GCC 3♣ asks controls, continue relay)

3♠+ = 6+♦ NHML zoom to length lo 6, 7 (length shown lo only)

¾ GF 2 aces or 3 kings and a fit for both minors, rebid: 3N/5m/6m to play.

3♥ requests natural cue bid of lowest honor 3N=♥, rebid to request 4♥ cue of other A/K

(GCC do not show shortness or pattern, and do not run on after showing suit, next ask controls, continue relay)

3M = 6+M (or good 5M) inv (2N-3H; 3S good raise, 2N-3S; 4H good raise, raise to 4 of major bad raise)

4m = SA Texas

4N = Diamond keycard per usual

5♣ = P/C

Relay: 5 of opener's minor to play

Direct competition: Penalty doubles

Competition: use steps over their double as if SPT. Penalty doubles.

After 2NX, 3♣ P/C, XX inv or suit of my own, 3♦ GF ½ P/C ¾

F21. 3N

Solid minor, gambling. 1st/2nd 9-19 no side A/Kx(...), 3rd/4th shut out with a trick or two and/or a stopper away from game in hand. Respond 4♣ with double negative, or no stoppers or no faith. Can be solid 6 card minor or AKQxxx if too many controls or too many HCP for 2N ¾

Responses:

#♣ = Pass or correct

4♦ = ½ GF asking, like 2N-3♦ except no pattern ask/zoom (bid to offer

¾ GF 2 aces and a fit for both minors, rebid: 4N/5m/6m to play.

4♥ requests natural cue bid of lowest relative ace 4N=♥, 5♥ cue of other ace

4M = to play

4N = ½ NF inv, rebid 6m with an extra queen or 8th card; ¾ doesn't exist

D. Competition

(if conflict with below or above, this takes precedence)

1C Opener

1C - (X) - ??

Pass = 4+ Clubs 0-9 (3+ if craven and want to play 3-3)

XX = Diamonds 0-9

Support double does not apply

Others: System on

1C - (1D) - ??

X = Art, GF. Use PT

Others: System on

1C - (1H) - ??

X = GF art, USE SPT--i.e. 1S unused

1NT = Negative, fewer than four spades, 4+/4+ minors

2C = General INV (system on style) 12-13ish don't need help

2D = INV with 4 spades (system on style)

2H = unused (for 2018 consider 12-13 needs H help generally an INV looking for 3NT opposite a max w/ stopper, or 3m otherwise; subsequent auction natural nf except 3H+)

2S = INV with 5 spades

Higher system on with 3H/4C/4H undefined

1C - (1S) - ??

X = Art, GF, use SPT

1NT = negative double (4+ hearts and not an invite)

2C = 12-13 INV

2D = Mild INV with 4 hearts

2H = INV with 5 hearts 10-13

2S = unused (for 2018 consider 12-13 needs S help generally an INV looking for 3NT opposite a max w/ stopper, or 3m otherwise; subsequent auction natural nf except 3H+)

1C - (1NT) - ??

X = penalty

2x = nat, NF, partner can bid

2N+ nat GF

1C - (2C natural) - ??

X = system on 12-13 inv

Higher system on

1C - (2C/2D majors) - ??

X = penalty

2H = clubs inv+
2S = diamonds inv+

1C- (two known suits) - ?? unusual vs. unusual

1C - (2X) - ??
DBL = negative
2N = Lebensohl except no invitation+ without a stopper
Negative freebids at 2-level

1C-Higher 3X GF

1D - WHEN DIRECT OVERCALL

1D-(X)-?
P = semi pos
XX = double neg. 4+H
1H = double neg 4+S
1S = double neg no major
1N+ = GF SPT

1D-(1H)-?
P = semi pos
XX = double neg 4+S
1S = double neg 0-3S
1N+ = GF SPT

1D-(1S)-?
P = semi pos
X = double neg
1N+ = GF SPT

1D-(1N/2C)-?
P = double neg
Double = semi - pos (no relay after 1D-(2C)-X)
Higher = GF DNT-1/DNT

(2D+) like 1C-(2D+) (i.e. typically Lebensohl, negative free bids 2 level)
DBL = Takeout
2NT = puppet to 3C but must have stopper with inv+
Negative freebids at the 2-level
Natural GF higher

1D - WHEN 4th HAND CALLS

1D - 1H; (DBL)
??
Pass = Forcing passes on through 2NT, ART
XX = Takeout if X shows H, otherwise penalty oriented
1S = GF relay, SPT
Higher = System ON

1D - 1H; (1S)
??
Pass = Takeout, Forcing passes on through 2NT

DBL = GF relay
Higher = system on

1D - 1H; (1NT not strong balanced--then weak NT defense forcing pass on through 2NT)
??
Pass = GF, SPT
DBL = Takeout
Higher = system on

1D - 1H; (2C)
??
Pass = GF DNT-1
DBL = Takeout
Higher = Natural

1D - 1H; (2D)
??
Pass = GF DNT
DBL = Takeout
Higher = Nat

1D - 1H; (2H+)
Pass = forcing vs. 2H and 2S, not 2NT+
DBL = Takeout
Others = Natural (except 2S 4+S)

1D - 1S; (DBL)
??
Pass = 4+ spades
RDBL = takeout
1NT = Natural
2C = GF Relay, DNT
Higher = System on

1D - 1S; (1NT)
??
Pass = NF
DBL = Natural (but takeout if it shows a particular suit or 2 suits)
2C = GF relay, DNT
Higher = Natural

1D - 1S; (2C)
??
Pass = NF
DBL = GF relay, DNT
Higher = Natural

1D - 1S; (2D+)
??
Pass = NF
X = t/o
Others = Natural

1D - 1NT+ (any)

SEE WHEN THE OPPONENTS INTERFERE AFTER GF RELAY HAS STARTED

WHEN THE OPPONENTS INTERFERE AFTER GF RELAY HAS STARTED:

1. Never go below the PT (except when scanning) or between SPT and the PT until pattern is shown, then use the steps
2. If we are on the SPT and the opponents double, drop to the PT. That means that ASKER ONLY will have a natural redouble.
3. If they double and we are on the SPT, asker can still continue the SPT with the cheapest normal ask, meaning "I forgot" or I don't want to remember
4. If extra space is available, we get a natural X or XX. Otherwise follow the track. Until pattern shown, then use the steps
5. If the PT is not available, but the SPT is still available, go to the SPT until pattern shown then use the extra step if applicable.
6. If above the SPT, use all available space to get as low as possible (but not in between the SPT and the PT until after pattern shown)
7. Do not go above the DNT.
8. Over the DNT, we use natural with P/X inversion
9. If 2D+ is available as a **captaincy transfer**, captaincy transfer are possible on the SPT
10. Other relay breaks are natural unless otherwise defined as keycard

DOUBLES

Unless otherwise defined, double is takeout

WHEN OUR DOUBLE IS FOR PENALTY

1. After we have made a penalty double or converted a takeout double, subsequent doubles are penalty
2. After a natural 1NT overcall
3. After an artificial 2-suited overcall showing 2 known suits
4. After we open 2C or higher
5. After we open 1NT in 3rd or 4th seat
6. If it is an artificial bid that does not show any specific suit and no suit has been bid naturally
7. Once three suits have been shown
8. If the auction is higher than 4H
9. If you raised a 1M opening bid to 2M, 3M or 4M.
10. If it is the third round in the auction and you had a previous opportunity to double the same suit for takeout
11. Starting in the fourth round of the auction

WHEN OUR DOUBLE IS LEAD DIRECTING (and also penalty below game)

1. When no suits have been bid naturally by either side
2. Doubles of artificial bids that don't show a specific single suit

WHEN OUR DOUBLE ASKS FOR THE LEAD IN THE LOWEST LOGICAL SUIT

1. When the opponents have freely bid slam
2. When doubling a shortness showing bid in a known suit

REDOUBLES:

Pass of a redouble is for penalties;

- 1) When we have made a power double of a 1-of-a-minor opening bid
- 2) When the auction is 2C or higher

COMP over our 3rd 1M:

1H - (1S) - X = 1 minor

Sys on over (1S) and (DBL), XX = one minor

COMP OVER 2C / 2D

2C (DBL) - ??

RDBL = to play, further X penalty

Pass = unfitted neg

2H = 4+H and at least 3 more H than spades and < 3 spades i.e. pass or 2S with 2-4

2S = semifitted+, non inv

Higher = system on

1H-(1N)-? Weak NT defense X penalty, suits natural, nf; 2N GF; 3 level nf

Power double vs. precision diamond, natural one bids and other artificial bids at the one level that are less than 13.5 HCP based on

arithmetic average of range including 1N. For power doubles over 1♥ and 1♠ natural in second seat, we play the 10-12- NT system on by advancer and generic NT after 1NT/2NT response.

Direct:

Vs. precision

(1♣)	X	Color 4+5+
	1♦	Rank 4+5+
	1N	Shape 4+5+
	2N	Rank 5+4+

(1♣)-(1♦)	X	Color 4+5+
	1N	Rank 4+5+
	2♣	Shape 4+5+

(1♦)	X	strong, 15+ 2+♦ typically bal.
		respond nat nf at one level, two level like 1N 1st/2nd UPH, 1N 3rd/4th PH
	1M	Nat.
	1N	5+♠, 4♥
	2m	Nat.
	2♥	4+♠ & 5+♥

2♠ 6+♠ weak
 2N 15+ 2-suiter any (≤4 losers)
 3♠+ Nat.

Vs. standard
 (1♣)

Either natural or could be short
 X 2+♣ typically bal; may be ♣ one suiter: 2nd: 15+, 3rd/4th: 17+-37
 respond nat nf at one level and two level like 1N UPH: 1st/2nd NT, PH: generic NT
 1X Nat
 1N 3-suited t/o 2nd: 10-17 ¾: 10-19
 2♣ 5+♠, 4♥ <15/<17 or 5+5+ 15+/17+ (rebid 2N with 15-17/17-18 and 3N with 18-19/19-20)
 2♦ 4+5+ reds
 2♥ 4+♠, 5+♥
 2♠ 6+♠
 2N 15+ 2nd/17+ 3rd/4th Spades and another or strong 3-suiter
 3♣ 16+ 2nd/18+ 3rd/4th Diamonds or reds;
 3R P/C
 3♠ GF
 3N D
 4♣ 4♣ reds

(1♦ 3+)

strong with spades or hearts one suiter
 If 2+, use precision defense
 X 2+♦ typically bal; 2nd: 15+, ¾: 17+; respond nat nf at one level, 2 level like 1N ½ UPH,

1N generic PH

1M Nat.
 1N 3-suit t/o 2nd: 10-17, ¾: 10-19
 2♣ Nat.
 2♦ 5+♠, 4♥ weak or 5+5+ 15+
 2♥ 4+♠, 5+♥ weak
 2♠ 6+♠
 2N 15+ 2nd/17+ 3rd/4th Spades and clubs or all 3 (at least 5-4 w/4+♠ GCC)
 3♣ nat weak
 3♦ Clubs or ♥&♣: 2nd: 16+ ¾: 18+.
 4♦ Strong one suiter in one major
 (1♥) X 2+♥, 2nd: 15+, 4th 17+; 1♠ nat. nf, 1N denies ♠ nf, 2♠+ UPH like 1N ½, PH like 1N

¾

1♠ nat.
 1N 3-suited t/o of ♥ 2nd: 10-17, ¾: 10-19
 2m nat.
 2♥ 4+♠, 5+m
 2♠ 6+♠
 2N 2nd: 15+/ ¾: 17+ Spades & m strong or all 3 unbid (at least 5-4 w/4+♠ GCC)
 3m nat
 3♥ 16+/18+ one or both minors
 4♥ strong hand long ♠
 (1♠) X 2+♠, stopper, 2nd: 15+, 4th 17+; 1N nf, 2♠+ UPH like 1N 1st/2nd, PH like 1N 3rd/4th
 1N 3-suited t/o of ♠
 2X Nat.
 2♠ 5+-5+ or 4-6+ ♥&m; 2N bid major if 5+M, minor otherwise; 3m pass or correct
 2N 15+/17+ ♥&m or all 3 unbid at least 5-4 GCC w/4+♥
 3♠ 16+/18+ ♠/♦ or both
 4♥ may be a strong hand because no double jump cue

(2♣ str)	X	Color 4+5+
	2♦	Rank 4+5+
	2N	Shape 4+5+
(2♣)-(2♦)	X	Color 4+5+
	2N	Rank 4+5+
	3♣	Shape 4+5+

After natural opening (1X)-1N-(X)-XX = 4 in highest unbid (HU), 2W/2Y=5(or 3-suited short HU), P=2-3HU

Followups for Roman Overcalls (two known suits):

When the 2 suits are a major and a minor, 2NT is an artificial game try. Overcaller assumes advancer has 3 cards in the major and rebids natural

vs. strong NT (average of top and bottom of range at least 13.5)

X	Color 4+5+
2♣	Rank 4+5+
2♦	GCC 4♣5+♦, Midchart+ Shape non-touching 4+5+
2M	Nat weak
2N	Rank 5+4

vs. wk NT	X	15+ 2nd/17+-37 ¾, 2nd 1N 1st 2nd system on, 3rd/4th, 1N generic NT on
	2X	Natural
	2N	Rank 5+4

Leaping Michaels vs. 2M (forcing to game, but does not establish ownership of the hand)

Vs. Multi

(2♦)-P-(P)- treat passing opp like a weak 2♦

(2♦)-X any strong

(2♦)-2♥ light T/O of ♠

(2♦)-2♠ light T/O of ♥

(2♦)-2N both minors

Vs.	(1N)-(2♣)	X	clubs
		2X	Natural
	(1N)-(2♦/♥ Jacoby)	X	t/o of their major
		2	of their suit 4+oM, 5+m (4+-6+ or 5+-5+ if their suit's spades)

Unusual vs. unusual

Unusual vs. Michaels

Competition 2♦+ not two known suits over ½ 1m/1N, ¾ 1 level opener Lebensohl:

1?- (2X)-?

X	negative t/o all unbid majors
2Y	drop
2N	puppet to 3♣ to sign off in something or show a stopper and invite or force
3W	forcing
3X	stayman without stopper (forcing to 3N or 4m)
3Y	forcing
3N	to play (shows stopper if partner has not bid NT)

1?- (2X)-2N; 3♣-?

3W	drop
3X	stayman with stopper
3Y	inv.

3N Shows stopper if partner already bid 1NT, otherwise unused

Above lebensohl in competitive auctions 4-level cue-bids forcing raises in partner's suit that establishes ownership of the hand and creates forcing pass/pass double inversion situation as opposed to "slam tries". Jumps to game do not set force.

1♥ (3♣) 4♣ = forcing ♥ raise, vs 1♥ (3♣) 4♥ = Shut out

Live: (1X)-(1Y) 2N unusual, 1N strong, dbl t/o, 2 of their suits natural.

Balance: (1X)-P, everything natural, jumps show extras. Cue is also natural vs. precision 1D or short C so no two-suiter bids.

Competitive doubles

Double of any ART bid is penalty (possible primarily lead directing) unless otherwise agreed including double of P/C bid is penalty except where otherwise agreed.

E. Special Doubles

Positive GF art. after 1♠-1Y 1st/2nd

Negative -> 4♦ (see also convention card), but not when we open 2X+ (exc. 2N)

Responsive -> 4♦

Bal 15+ vs. 1 suit 2nd; 17+ 3rd/4th

Takeout -> 2♣-4♥

Support -> 2 of our major

Penalty by responder when we open 2X+ "alert"

No maximal overcall doubles

Lightner for 1) dummy's suit, 2) declarer's suit or 3) lowest unbid if neither of them bid a suit. In that order. (Not our suit.)

Does not promise a void. Is not a demand. Suggests that the contract is failing anyway for other reasons or a bluff to try to get them to run if speculative.

F23. Generic Strong NT

5 card inv+ Stayman (2♦ 4M or both majors, 2M 5M, 2N no M declining, 3 level accepting same as 2X resp with 3♣ nat.) ♥ rebid is 4♥, ♠ rebid is 4♠ no ♥. Asker rebids 4♦ to show both majors and force game. (Responder bids own major to be parallel with 1♠-2m)

Jacoby Either Sign-off, Inv to Game, or self splinter. Super accepts available over Jacoby, but only super is 3M if singleton in major is possible

S.A. Texas sign-off, slam inv or intent to keycard

2♠ Size ask or xfer to ♣. Respond min/max only, disregard clubs. (2N min, 3♣ max) (Stayman guarantees 1 major after 2NT rebid)

2N xfer to ♦. 3♣ = does not like diamonds 3♦ = likes,

3X splinter

4NT Quantitative

Lebensohl (SASS)
Negative Double through 4♦

1NT-2♦; 2♥-2♠ Invitational long 2-suiter in Majors
1NT-2♥; 2♠-3♥ GF long 2-suiter in Majors

Smolen GF always 5/4
Delayed S.A. Texas after stayman 2♦ answer 6+/4

3M after minor suit xfer, is shortness. 4M/5+m inv hands stayman and bid m naturally

2N system, see also Conv. Card, 3♣ puppet, Jacoby, S.A. Texas

2N-3♠; puppet to 3N to show one or both minors (can super if like both); rebids: 4m nat F5m, 4M both minors shortness nat F5♠, by either player 4N RKC diamonds

(bid e.g. 3X)-3N-? Also applies after opener 3N rebid if no suit has been shown by our side. But not if initial responder rebids 3N.

- 4m SA Texas slam inv
- 4M drop
- 4N RKC ♦
- 5m Inv.

F24. Slam Conventions

Control ask is the first ask after pattern is known or when there are no more pattern asks available. The first step is an ask that is not 3NT (exception on SPT+1 with 10-card fits) and also not 4M in a known 8 card major fit or a known 6-card major of answerer's. If responding to a control ask, max is 7+ if responding to a 15+ bidder. If 15+ bidder is responding, max is 8+. Go beyond the end of the line by two steps or more with a slam drive rather than make a nf control ask response (consider forcing slam before being asked for controls). If you have the slam drive hand in response to a range ask, the last slam drive can zoom to controls, typically 5+. Do not zoom to controls with a normal slam drive--such a bid is natural and indicates wildly longer length or better suit quality than expected. If there was more than one nf response that was possible, then the 2nd step beyond the end of the line is the first nf response hand with slam drive and so on.

Number of Default Controls:

Double negatives	No control ask
Semi positives or ph pos	1
positive responses to 1♦ start with	2
1M	2
1N	2
1♣	3
2M	2
2N openers 1/2	3
1♦ transfer captaincy 1/2	4
1♥ transfer captaincy in comp 1/2	4
Positive with "extra controls"	4
15-17	4
17+, 18-20, 1♦ transfer captaincy 3/4	5
strong 2m with "extra controls" 1/2	5
strong 2m with "extra controls" 3/4	6

21+	6
slam drive	7

In RKC responses of 03 or 14, if the responder can have either number of KCs then responder must bid on over a sign-off when they have the higher number of KCs.

Caspar KC in GF auctions as relay break by asker that's not weak relay and not transfer captaincy.

Weak relay applies to:

- Known pattern or balanced hands in a range wider than 3 (e.g. 10+-14 or 11+ or 8-13)
- Not for 3 or fewer point ranges or ranges that include 7 or fewer HCP

Transfer captaincy is after first response to GF is at one level and only immediately after first one level response that is made.

3♥ Caspar Inv RKC in ♦ note well

3♠ Caspar Inv RKC in ♣ note well

4♣ Caspar Inv RKC in ♥

4♦ Caspar Inv RKC in ♠

4N RKC ♦ unless the obvious KC suit is not available as Caspar (usually opener or answerer's long suit)

Lowest Caspar inv is "Last train" invite in that strain or others unavailable

Specific king ask: bid higher with all 3 kings

Caspar reask is cheapest call not in ask suit and not 3N.

Denial Cue bids (aka spiral scan):

Scan answerer's longest suit first, tie to highest (twice if 6 or longer) then next longest suit and so on.

Scan doubletons only once

Singletons and voids not at all. For positives and opening hands, do not scan queens until the Nth scan where N is the number of control cards (**note well, control cards not controls**). 1♣ counts as an opening hand.

If you have super 1st, say no. Super 1st is AKQ for positives in a 3+ suit, AK, AQ or KQ in a known doubleton.

For semi-positives, scan queens immediately and super 1st is also KQJ or AQJ for semipositives with fewer than 3 controls

Don't super first with double negatives (values not track).

Exception to Nth scan queens rule:

if you have denied both the A and the K on the first scan, proceed to queens

If you have shown AKQ or denied having any of AKQ on the first scan, go to jacks on the second.

Skip a suit where you have already shown or denied jacks.

3N not an ask

4M not an ask if 8 card fit or 6 card suit shown in that major are not asks.

If 3N is the next step, 4♣ is the ask.

if 4M as the next step is not an ask, then 4M+1 might be or it might be 4N (e.g. if there is an 8 card fit in one major and a six card suit in the other)

6N+ is never an ask.

Showing voids over keycard: Call the same strain you would have at the 5 level. Use 5N for a response higher than the trump suit. This is optional. Try to do it only with the queen of trump.

4N is never quantitative unless specifically agreed. It's either blackwood (with 5N king ask), takeout or two-suiter otherwise.

If 6511 or 5611 unknown which is which, assume 5511.

Competition

After relay of suits, basic shape, shortness and pattern are complete, and the opponents double either the range or control ask or bid exactly one step up, we use the extra steps as part of relay. That is, pass corresponds to the cheapest control count answer or denial cue bid step and redouble the 2nd step (or POR1-style).

--

2018 additions:

Unusual vs. unusual lower lower, if below 3 of implied suit then inv+ above GF

X of weak NT in balance if partner has not passed before the 1N call is 15+

Run on past end of the line where there is more than one non-forcing relay call shows respectively slam try in the first non-forcing call distribution and so on then slam drive with the first non-forcing call and so on.

CRASH in comp 1H-(1N) but one of the suits can be short if it's support.

CRaSh in passout over 1NT strong

Clarify X of artificial bids. E.g., for the suit if 0 or 3+ suits have been bid otherwise t/o of suits shown.

If they double a Michael's cue bid, XX=suit of my own.

Continuations by Captain: after 03 or 14 response cheapest non-signoff asks for queen, 2nd cheapest non-signoff asks for kings; after 2 or 2+Q response cheapest non-signoff asks for kings.

2m-(X)-? System on

2m-(2X)-? Penalty doubles, Lebensohl (natural until then)

No length ask on DNT after reverser.

1M-(1N)-? Weak NT defense

Add DNT for 2H

Isolate 322 and put 222, 223 and 232 together.

In NT auctions, S.A. Texas on in comp thru 2N

Subtractions:

Dump weak relay?

Dump 1M-3M limit

Dump 2N-3D GF 3rd/4th

Change lingo so DNT starts 2H and 2D is SPT in lieu of DNT 2D