

Bridge Convention

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A mix-and-match of 2-over-1 and the Polish club, along with a few novel gadgets to assist a responder to try slam after a minor or no-trump opening

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Chapter 1

Basic Principles

To reduce of burden of memorization, we simplify the HCP ranges.

- Opening hands are divided into 5 tiers
 - 6 – 11: pre-emptive
 - * further divided into sub-tiers 6 – 8, 9 – 11 if inquired by partner
 - 12 – 14: basic
 - 15 – 17: medium
 - 18 – 21: strong
 - * further divided into sub-tiers 18 – 19, 20 – 21 in the no-trump structure
 - 22+: freakish
- Responder's hands
 - 0: yarborough
 - 1 – 3: scarce
 - 4 – 6: minimum
 - 7 – 9: weak
 - 10 – 12: semi-positive
 - 13 – 15: positive
 - 16+: strong
- Take-out double hands (the same tiers as responder's hands)
 - 13 – 15: basic
 - 16+: strong, may have a suit
- To partner's take-out double, the responder hands (the same tiers as opening hands)
 - 0 – 8: forced to respond
 - (8)9 – 11: invite
 - * including two sub-tiers 8 – 9, 10 – 11 for 1N, 2N
 - 12+: game-forcing hand
- Overcalling hands (the same tiers as opening hands)

- (8)9 – 11: light
- 12 – 14: normal
- 15+: No-Trump

As bidding is not an exact science, it is essential for a player to apply his own judgement. For example, if you have an extra trump or long suit, stretch a little; if you have unguarded honors or bad position according to the bidding, be conservative. Guiding principles include, but are not limited to, the following

- the law of total tricks (40% accuracy, according to simulation)
- the total loser count (28% accuracy)
- vulnerability is a factor
- partner, opponents, and those who are playing at the other tables

Chapter 2

Normal Opening Bids

2.1 1♣ Opening

Meaning: 12 – 21 HCP, 3⁺ – ♣. Subsequent development as follows.

- pass: too weak to respond (e.g. 4₋ HCP)
- 1♦: 7+ HCP and 4⁺ – ♦, forcing
 - 1♠: 12 – 14 HCP, 4⁺ – ♠
 - 2♠: 15+ HCP, 4⁺ – ♠
 - 1N: 12 – 14 HCP, neither 4 – ♥ nor 4 – ♠
 - 2N: 18 – 19 HCP, neither 4 – ♥ nor 4 – ♠
- 1♥: 4+ HCP and 4⁺ – ♥, forcing
 - 1♠: 12 – 14 HCP, 4 – ♠
 - 1N: 12 – 14 HCP, 2 – ♥ or 3 – ♥
 - * 2♣: inquire about ♥, 10+ HCP, forcing
 - 2♦(2N): 2 – ♥, min (Max)
 - 2♥(2♠): 3 – ♥, min (Max)
 - * 2♦: inquire about ♥, forcing game
 - 2♥(2♠): 3 – ♥, min (Max)
 - 2N: 2 – ♥
 - 2♣: 12 – 14 HCP, 5⁺ – ♣
 - 2♦: reverse, 15+ HCP, 4⁺ – ♦
 - 2♥: 12 – 14 HCP, 4 – ♥
 - * need-help suit = long suit
 - 2♠: reverse, 15+ HCP, 4⁺ – ♠
 - 2N: 18 – 19 HCP
 - * 3♥: 5⁺ – ♥, forcing
 - 3♣: 15 – 17 HCP, 6⁺ – ♣
 - 3♦: splinter, short ♦, 18+ HCP, 4 – ♥
 - 3♥: 15 – 17 HCP, 4 – ♥

- 3♠: splinter, short ♠, 18+ HCP, 4 - ♥
- 4♣: TBD
- 4♦: TBD
- 4♥: 18+ HCP, 4 - ♥
- 1♠: 4+ HCP and 4+ - ♠, forcing
 - 1N: 12 - 14 HCP, 2 - ♠ or 3 - ♠
 - * 2♣: inquire about ♠, 10+ HCP, forcing
 - 2♦(2N): 2 - ♠, min (Max)
 - 2♥(2♠): 3 - ♠, min (Max)
 - * 2♦: inquire about ♠, forcing game
 - 2♥(2♠): 3 - ♠, min (Max)
 - 2N: 2 - ♠
 - 2♣: 12 - 14 HCP, 5+ - ♣
 - 2♦: reverse, 15+ HCP, 4+ - ♦
 - 2♥: reverse, 15+ HCP, 4+ - ♥
 - 2♠: 12 - 14 HCP, 4 - ♠
 - * need-help suit = long suit
 - 2N: 18 - 19 HCP
 - * 3♠: 5+ - ♠, forcing
 - 3♣: 15 - 17 HCP, 6+ - ♣
 - 3♦: splinter, short ♦, 18+ HCP, 4 - ♠
 - 3♥: splinter, short ♥, 18+ HCP, 4 - ♠
 - 3♠: 15 - 17 HCP, 4 - ♠
 - 4♣: TBD
 - 4♦: TBD
 - 4♥: TBD
 - 4♠: 18+ HCP, 4 - ♠
- 1N: 7 - 9 HCP, neither 4 - ♥ nor 4 - ♠
 - 2♣: 4+ - ♣, to play
 - 2♦: reverse, 4+ - ♦, 15+ HCP
 - 2♥: reverse, 4+ - ♥, 15+ HCP
 - 2♠: reverse, 4+ - ♠, 15+ HCP
 - 2N: 18 - 19 HCP
- 2♣: (inverted minor) 10+ HCP and 4+ - ♣, may have Major, forcing
 - Opener show minimum with 2N/3♣. Otherwise bid naturally.
 - * If opener show minimum, new suit by responder is natural, game forcing.
 - * If opener does not show minimum, responder show stop suit.
 - jump: splinter, with ♣ as trump suit

- 4♣ by opener or responder: RKC with ♣ as trump suit
- 2♦: 5 – 5 ♠ + ♥, forcing
 - 2♥ (2♠): fit ♥ (♠), basic opening
 - 2N: no fit, basic opening
 - 3♥ (3♠): fit ♥ (♠), game forcing
 - 3N: no fit, 15+ HCP
- 2♥: good 6+ – ♥, distributional, game forcing
 - new suit: natural
 - 3♥: 2+ – ♥, fitting suit and preparing to cue
 - 2N: no fit
 - * 3♥: 7+ – ♥
- 2♠: good 6+ – ♠, distributional, game forcing
 - new suit: natural
 - 3♠: 2+ – ♠, fitting suit and preparing to cue
 - 2N: no fit
- 2N: 10 – 12 HCP, neither 4 – ♥ nor 4 – ♠, invite 3N
- 3♣: (jump raise) 4 – 9 HCP and 5+ – ♣
- 3♦: good 6+ – ♦, distributional, seeking ♦ slam, forcing
 - new suit: natural
 - 4♦: 2+ – ♦, fitting suit and preparing to cue
 - 3N: no fit

2.2 1♦ Opening

Meaning: 12–21 HCP, 3+ – ♦. Generally speaking, opening 1♦ follows the same structure as opening 1♣. In many cases, just substitute ♣ by ♦.

- pass: too weak to respond (e.g. 4_ HCP)
- 1♥: 4+ HCP and 4+ – ♥, forcing
 - 1♠: 12 – 14 HCP, 4 – ♠
 - 1N: 12 – 14 HCP, 2 – ♥ or 3 – ♥
 - * 2♣: inquire about ♥, 10+ HCP, forcing
 - 2♦(2N): 2 – ♥, min (Max)
 - 2♥(2♠): 3 – ♥, min (Max)
 - * 2♦: inquire about ♥, forcing game
 - 2♥(2♠): 3 – ♥, min (Max)
 - 2N: 2 – ♥

- 2♣: 12 – 17 HCP, 4⁺ – ♣
 - 2♦: 12 – 14 HCP, 6⁺ – ♦
 - 2♥: 12 – 14 HCP, 4 – ♥
 - * need-help suit = long suit
 - 2♠: reverse, 15+ HCP, 4⁺ – ♠
 - 2N: 18 – 19 HCP
 - * 3♠: 5⁺ – ♠, forcing
 - 3♣: jump-shift, 18+ HCP, 4⁺ – ♣
 - 3♦: 15 – 17 HCP, 6⁺ – ♦
 - 3♥: 15 – 17 HCP, 4 – ♥
 - 3♠: splinter, short ♠, 18+ HCP, 4 – ♥
 - 4♣: splinter, short ♣, 18+ HCP, 4 – ♥
 - 4♦: TBD
 - 4♥: 18+ HCP, 4 – ♥
- 1♠: 4+ HCP and 4⁺ – ♠, forcing
 - 1N: 12 – 14 HCP, 2 – ♠ or 3 – ♠
 - * 2♣: inquire about ♠, 10+ HCP, forcing
 - 2♦(2N): 2 – ♠, min (Max)
 - 2♥(2♠): 3 – ♠, min (Max)
 - * 2♦: inquire about ♠, forcing game
 - 2♥(2♠): 3 – ♠, min (Max)
 - 2N: 2 – ♠
 - 2♣: 12 – 17 HCP, 4⁺ – ♣
 - 2♦: 12 – 17 HCP, 5⁺ – ♦
 - 2♥: reverse 15+ HCP, 4 – ♥
 - 2♠: 12 – 14 HCP, 4 – ♠
 - * need-help suit = long suit
 - 2N: 18 – 19 HCP
 - * 3♠: 5⁺ – ♠, forcing
 - 3♣: jump-shift, 18+ HCP, 4⁺ – ♣
 - 3♦: 15 – 17 HCP, 6⁺ – ♦
 - 3♥: splinter, short ♥, 18+ HCP, 4 – ♠
 - 3♠: 15 – 17 HCP, 4 – ♠
 - 4♣: splinter, short ♣, 18+ HCP, 4 – ♠
 - 4♦: TBD
 - 4♥: TBD
 - 4♠: 18+ HCP, 4 – ♠
 - 1N: 7 – 9 HCP, neither 4 – ♥ nor 4 – ♠

- 2♣: 4⁺ – 4⁺ ♦ + ♣, 12 – 14 HCP, unbalanced
- 2♦: 6⁺ – ♦, 12 – 14 HCP
- 2♥: reverse, 4⁺ – ♥, 15+ HCP
- 2♠: reverse, 4⁺ – ♠, 15+ HCP
- 2N: 18 – 19 HCP
- 2♣: 10+ HCP and 4⁺ – ♣, may have 4 – ♥ or 4 – ♠, forcing
 - Opener show minimum with 2N/2♦. Otherwise bid naturally.
 - * Responder show minimum with 2N/3♣.
 - * If opener show minimum, new suit by responder is natural and game-forcing.
 - * If opener does not show minimum, responder show stop suit.
 - jump: splinter, with ♣ as trump suit
 - 4♣: RKC with ♣ as trump suit
- 2♦: 10+ HCP and 4⁺ – ♦, may have Major, forcing
 - Opener show minimum with 2N/3♦. Otherwise bid naturally.
 - * If opener show minimum, new suit by responder is natural and game-forcing.
 - * If opener does not show minimum, responder show stop suit.
 - jump: splinter, with ♦ as trump suit
 - 4♦ by opener or responder: RKC with ♦ as trump suit
- 2♥: good 6⁺ – ♥, distributional, game forcing
 - same as 1♣ – 2♥
- 2♠: good 6⁺ – ♠, distributional, game forcing
 - same as 1♣ – 2♠
- 2N: 10 – 12 HCP, neither 4 – ♥ nor 4 – ♠, invite 3N
- 3♣: good 6⁺ – ♣, distributional, seeking ♣ slam, forcing
 - analogous to 1♣ – 3♦
- 3♦: (jump raise) 4 – 9 HCP and 5⁺ – ♦

2.3 1♥ Opening

Meaning: 12 – 21 HCP, 5⁺ – ♥. Subsequent development as follows.

- pass: too weak to respond (e.g. 4₋ HCP)
- 1♠: 4+ HCP and 4⁺ – ♠, forcing
 - 1N: 12 – 14 HCP, 2 – ♠ or 3 – ♠
 - 2♣: 12 – 17 HCP, 4⁺ – ♣

- 2♦: 12 – 17 HCP, 4⁺ – ♦
 - 2♥: 12 – 14 HCP, 6⁺ – ♥
 - 2♠: 12 – 14 HCP, 4 – ♠
 - 2N: 18 – 19 HCP, balanced or semi-balanced
 - 3♣: jump-shift, 18+ HCP
 - 3♦: jump-shift, 18+ HCP
 - 3♥: 15 – 17 HCP, 6⁺ – ♥
 - 3♠: 15 – 17 HCP, 4 – ♠
 - 3N: TBD
 - 4♣: splinter, short ♣, 4 – ♠, 18+ HCP
 - 4♦: splinter, short ♦, 4 – ♠, 18+ HCP
 - 4♥: TBD
 - 4♠: no short suit, 4 – ♠, 18+ HCP
- 1N: (semi-forcing 1N) not enough for 2-over-1, including the following cases
 1. (weaker than simple raise) 3 – ♥ and 4 – 6 HCP, or 2 – ♥ and 7 – 9 HCP
 2. (better than simple raise) 2 – ♥ and 10 – 12 HCP, or 3 – ♥ and 10 – 12 HCP
 3. (negative) not fitting ♥ and own suit, 4 – 9 HCP
 - pass: balanced hand, 12 HCP
 - 2♣: 2⁺ – ♣ (could be 4 – 5 – 2 – 2)
 - 2♦: 3⁺ – ♦, 12 – 17 HCP
 - * 2♥: 2 – ♥ and 7 – 9 HCP, or 3 – ♥ and 4 – 6 HCP
 - * 2N: 10 – 12 HCP, invite 3N
 - * 3♥: 3 – ♥ and 10 – 12 HCP
 - * New suit: negative, long suit
 - 2♥: 6⁺ – ♥, 12 – 17 HCP
 - 2♠: reverse, 4⁺ – ♠, 15+ HCP, forcing
 - 2N: balanced or semi-balanced, 18 – 19 HCP
 - 3♣: jump-shift, 18+ HCP, forcing
 - 3♦: jump-shift, 18+ HCP, forcing
 - 3♥: 6⁺ – ♥, 18+ HCP
 - 2♣: (2-over-1) 3⁺ – ♣, forcing ¹
 - 2♦: (2-over-1) 4⁺ – ♦, forcing
 - 2♥: (simple raise) 3 – ♥, 7 – 9 HCP
 - need-help suit = long suit
 - 2♠: good 6⁺ – ♠, distributional, game forcing

¹A 2-over-1 response is *almost* game forcing. That is, after a 2-over-1 response, all subsequent bids below game by the responder are forcing unless the responder immediately rebids his suit again at the 3-level.

- same as 1♣ – 2♠
- 2N: (Jacoby) 4⁺ – ♡, 13 – 15 HCP, game forcing
 - 3♣, 3♦, 3♠: short ♣, ♦, ♠
 - 4♡: no slam interest
 - 3♡: semi-balanced, mild slam interest
 - 3N: balanced, mild slam interest
- 3♣: (Bad Bergen) 4 – ♡, 7 – 9 HCP, forcing
- 3♦: (Good Bergen) 4 – ♡, 10 – 12 HCP, forcing
- 3♡: (jump raise) 4 – ♡, 4 – 6 HCP
- 3♠: mini-splinter, 4 – ♡, 10 – 12 HCP, with a short suit
 - 3N: relay, asking short suit
 - * 4♣: short ♣
 - * 4♦: short ♦
 - * 4♡: short ♠
 - 4♡: to play, no slam interest
- 3N: splinter, short ♠, 4 – ♡, 13 – 15 HCP, forcing
- 4♣: splinter, short ♣, 4 – ♡, 13 – 15 HCP, forcing
- 4♦: splinter, short ♦, 4 – ♡, 13 – 15 HCP, forcing
- 4♡: 5 – ♡, 0 – 6 HCP (use Bergen if 7 – 9 HCP)

2.4 1♠ Opening

Meaning: 12 – 21 HCP, 5⁺ – ♠. Generally use the same structure as opening 1♡.

- pass: too weak to respond (e.g. 4₋ HCP)
- 1N: not enough for 2-over-1, including the following cases
 1. (weaker than simple raise) 3 – ♠ and 4 – 6 HCP, or 2 – ♠ and 7 – 9 HCP
 2. (better than simple raise) 2 – ♠ and 10 – 12 HCP, or 3 – ♠ and 10 – 12 HCP
 3. (negative) not fitting ♠ and own suit, 4 – 9 HCP
 - pass: balanced hand, 12 HCP
 - 2♣: 3⁺ – ♣, 12 – 17 HCP
 - 2♦: 3⁺ – ♦, 12 – 17 HCP
 - 2♡: 4⁺ – ♡, 12 – 17 HCP
 - * 2♠: 2 – ♠ and 7 – 9 HCP, or 3 – ♠ and 4 – 6 HCP
 - * 2N: 10 – 12 HCP, invite 3N
 - * 3♠: 3 – ♠ and 10 – 12 HCP

- * New suit: negative, long suit
- 2♠: 6⁺ – ♠, 12 – 17 HCP
- 2N: balanced or semi-balanced, 18 – 19 HCP
- 3♣: jump-shift, 18+ HCP, better ♣, forcing
- 3♦: jump-shift, 18+ HCP, better ♦, forcing
- 3♥: jump-shift, 18+ HCP, better ♥, forcing
- 3♠: 6⁺ – ♠, 18+ HCP
- 2♣: (2-over-1) 3⁺ – ♣, forcing
- 2♦: (2-over-1) 4⁺ – ♦, forcing
- 2♥: (2-over-1) 5⁺ – ♥, forcing
- 2♠: (simple raise) 3 – ♠, 7 – 9 HCP
- 2N: (Jacoby) 4⁺ – ♠, 13 – 15 HCP, game forcing
 - 3♣, 3♦, 3♥: short ♣, ♦, ♥
 - 4♠: no slam interest
 - 3♠ (3N): semi-balanced (balanced), mild slam interest
- 3♣: (Bad Bergen) 4 – ♠, 7 – 9 HCP, forcing
- 3♦: (Good Bergen) 4 – ♠, 10 – 12 HCP, forcing
- 3♥: transfer bid to 3♠, 4 – ♠, 4 – 6 HCP²
- 3♠: mini-splinter, 4 – ♠, 10 – 12 HCP, with a short suit³
 - 3N: relay, asking short suit
 - * 4♣: short ♣
 - * 4♦: short ♦
 - * 4♥: short ♥
 - 4♠: to play, no slam interest
- 3N: splinter, short ♥, 4 – ♠, 13 – 15 HCP, forcing⁴
- 4♣: splinter, short ♣, 4 – ♠, 13 – 15 HCP, forcing
- 4♦: splinter, short ♦, 4 – ♠, 13 – 15 HCP, forcing
- 4♥: transfer bid to 4♠, weak or strong (two-way)
- 4♠: 5 – ♠, 0 – 6 HCP (use Bergen if 7 – 9 HCP)

²Note that 1♥ – 3♥ and 1♠ – 3♥ are both pre-emptive jump, fitting the opening Major suit.

³Note that 1♥ – 3♠ and 1♠ – 3♠ are both mini-splinter, fitting the opening Major suit. Both relay to 3N to ask the short suit.

⁴Note that 1♥ – 3N and 1♠ – 3N are both splinter, fitting the opening Major suit, short in the other Major.

2.5 1N Opening

Meaning: 15 – 17 HCP, balanced. Subsequent development as follows.

- 2♣: ask if opener has 4 – ♥ or 4 – ♠
 - 2♦: neither 4 – ♥ nor 4 – ♠
 - 2♥: 4 – ♥, possibly 4 – ♠
 - 2♠: 4 – ♠, without 4 – ♥
- 2♦: transfer bid to 2♥, 5⁺ – ♥
 - 2♥
 - * 2♠: 5 – 4⁺ ♥ + ♠, forcing
 - * 2N: 5 – ♥, invite 3N or 4♥
 - * 3♣: 5 – 4⁺ ♥ + ♣, slam interest
 - * 3♦: 5 – 4⁺ ♥ + ♦, slam interest
 - * 3♥: 6⁺ – ♥, invite 3N or 4♥
 - * 3N: 5 – ♥, can be moved to 4♥
 - * 4♥: 6⁺ – ♥, slight slam interest
 - * 4N: 5 – ♥, invite 6N or 6♥
 - 3♥: showing off 4 – ♥ and Max (5 losers or 17 HCP)
- 2♥: transfer bid to 2♠, 5⁺ – ♠
 - 2♠
 - * 2N: 5 – ♠, invite 3N or 4♠
 - * 3♣: 5 – 4⁺ ♠ + ♣, slam interest
 - * 3♦: 5 – 4⁺ ♠ + ♦, slam interest
 - * 3♥: 5 – 4⁺ ♠ + ♥, slam interest
 - * 3♠: 6⁺ – ♠, invite 3N or 4♠
 - * 3N: 5 – ♠, can be moved to 4♠
 - * 4♠: 6⁺ – ♠, slight slam interest
 - * 4N: 5 – ♠, invite 6N or 6♠
 - 3♠: showing off 4 – ♠ and Max (5 losers or 17 HCP)
- 2♠: inquire about minors
 - 2N: better ♦
 - * 3♣: to play, weak, long ♣
 - * 3♦: to play, weak, long ♦
 - * 3♥(♠): fit ♦, cue, slam interest
 - * 4♣(4♦): 6⁺ – ♣ (♦), slam interest
 - 3♣: better ♣
 - * pass: weak, long ♣
 - * 3♦: to play, weak, long ♦
 - * 3♥(♠): fit ♣, cue, slam interest

* $4\clubsuit(4\heartsuit): 6^+ - \clubsuit(\heartsuit)$, slam interest

- 2N: invite 3N
- $3\clubsuit$: invite with long- \clubsuit
- $3\heartsuit$: invite with long- \heartsuit
- $3\spadesuit$: 3 – 1 – 4 – 5 or 3 – 1 – 5 – 4, short \heartsuit , slam interest
- $3\heartsuit$: 1 – 3 – 4 – 5 or 1 – 3 – 5 – 4, short \spadesuit , slam interest
- 3N: to play
- $4\clubsuit$: (Gerber) ask Aces (see RKC 1430 without trump suit in slam bidding)
- $4\heartsuit$: transfer bid to $4\spadesuit$
- $4\spadesuit$: transfer bid to $4\heartsuit$
- 4N: invite Small Slam
 - pass
 - $5\clubsuit(5\heartsuit, 5\spadesuit)$: 4–card suit, without long suit
 - $6\clubsuit(6\heartsuit)$: long suit
- 5N: invite Grand Slam, forcing
 - 6N: decline invitation
 - $7\clubsuit(7\heartsuit)$: accept invitation, long suit

How to show a hand with slam interest after partner opens 1N?

1. brute-force: without shortness, with 16+ HCP

- $4\clubsuit$: ask Aces
- 4N: invite 6; with a 5–card Major, transfer first
- 5N: invite 7, at least 6

2. distributional

(a) long suit (6^+ –card)

- \heartsuit, \spadesuit : transfer first
 - 1N – $4\heartsuit$, $4\spadesuit$ – 4N: RKC
 - 1N – $2\heartsuit$, $2\spadesuit$ – $4\clubsuit$: exclusive RKC
- \heartsuit, \spadesuit : ask minors first, then re-bid $4\clubsuit, 4\heartsuit$, to show good \clubsuit, \heartsuit suit; followed by cue bids
 - 1N – $2\spadesuit$, 2N – $4\clubsuit$: set trump suit \clubsuit
 - 1N – $2\spadesuit$, 2N – $4\heartsuit$: set trump suit \heartsuit
 - 1N – $2\spadesuit$, $3\clubsuit$ – $4\heartsuit$: set trump suit \heartsuit

(b) 2-suiter ($5 - 4^+$) with shortness

- with a 5–Major: transfer first, then re-bid the other suit at 3-level
 - 1N – $2\heartsuit$, $2\spadesuit$ – $3\clubsuit$: $5 - 4^+ \heartsuit + \clubsuit$

- 1N – 2♥, 2♠ – 3♥: 5 – 4⁺ ♠ + ♥
 - 5 – 4 minors: bid 3♥, 3♠ to show short ♥, ♠, a.k.a. 5431 convention
 - 1N – 3♥: 5 – 4 minors, short ♥
 - 5 – 5 minors: bid 2♠ to inquire minor suits, then cue after 2N or 3♣
 - 1N – 2♠, 2N – 3♥: fit ♦, cue ♥
 - 1N – 2♠, 3♣ – 3♠: fit ♣, cue ♠, deny ♥ control
 - with 4 – M and 5 – m: begin by 2♣ to inquire Major suits
 - if opener bid 2M: reply 4M', 4m', or 3♠ (to 2♥), splinter
 - if opener bid 2M': reply 3m to show 4 – M and 5 – m
 - examples
 - * 1N – 2♣, 2♠ – 4♣: splinter, fit ♠, short ♣, 5 – ♦
 - * 1N – 2♣, 2♠ – 4♥: splinter, fit ♠, short ♥, 5 – ♦ or 5 – ♣
 - * 1N – 2♣, 2♥ – 3♠: splinter, fit ♥, short ♠, 5 – ♦ or 5 – ♣
 - * 1N – 2♣, 2♠ – 3♣: 5 – ♣, 4 – ♥, short ♠ or ♦
- (c) With (6 – 4)⁺, one has choices of treating it like one long suit or two-suiters.

2.6 2♣ Opening

Meaning: 22+ HCP or 8+ quick tricks. Forcing. Subsequent development as follows.

- 2♦: 4+ HCP, game forcing
 - 2♥: 5⁺ – ♥, forcing
 - 2♠: 5⁺ – ♠, forcing
 - 2N: 22 – 23 HCP
 - * puppet Stayman and transfers (Same as 2N opening)
 - 3♣: 5⁺ – ♣, forcing
 - 3♦: 5⁺ – ♦, forcing
- 2♥: 0 – 3 HCP
 - 2♠: 5⁺ – ♠, forcing
 - 2N: 22 – 23 HCP, non-forcing
 - * puppet Stayman and transfers (Same as 2N opening)
 - 3N: 24+ HCP
- 2♠: 5⁺ – ♠, forcing
- 3♣: 6⁺ – ♣ with 2 honors (even KJxxxx)
- 3♦: 6⁺ – ♦ with 2 honors
- 3♥: 6⁺ – ♥ with 2 honors
- 3♠: 6⁺ – ♠ with 2 honors

2.7 2N Opening

Meaning: 20 – 21 HCP, balanced, may have a 5-card Major. Use the puppet Stayman and transfer bids.

- 3♣: ask if opener has any 5-card Major
 - 3♥: 5 – ♥
 - 3♠: 5 – ♠
 - 3N: exactly 2 – ♠ and 3 – ♥
 - 3♦: other cases, i.e., with 3 – ♠ or 4 – ♠ or 4 – ♥
 - * 3♥: 4 – ♠; without 5 – ♥. If 5 – ♥, transfer first.
 - * 3♠: 4 – ♥; could have 5 – ♠
 - 2N – 3♣, 3♦ – 3♠, 3N – 4♠: 3 – 5 or 4 – 5 ♠-fit
 - 2N – 3♣, 3♦ – 3♠, 4♥: 4 – 4 ♥-fit
 - * 3N: 4 – ♥ and 4 – ♠
- 3♦: transfer bid to 3 – ♥, 5⁺ – ♥
 - 3♥: accept transfer
 - 3♠: exactly 5 – 2 – 3 – 3
- 3♥: transfer bid to 3 – ♠, 5⁺ – ♠
 - 3♠: accept transfer
 - 3N: exactly 2 – 5 – 3 – 3
- 3♠: ask if opener has any 4-card minor, slam interest
 - 3N: without 4-card minors
 - 4♣: 4⁺ – ♣
 - 4♦: 4⁺ – ♦
 - 4♥: 4 – 4 ♣ + ♦, cue ♥
 - 4♠: 4 – 4 ♣ + ♦, cue ♠
- 3N: to play
- 4♣: Gerber
- 4♦: transfer bid to 4♥
- 4♥: transfer bid to 4♠
- 4N: invite Slam
- 5N: invite Grand Slam

Chapter 3

Weak Opening Bids

3.1 2♦ Opening

Meaning: 6 – 11 HCP, 6+ – ♠ or 6+ – ♥, usually 7 – 8 losers. Subsequent development as follows.

- 2♥: pass or correct (responder has better ♠)
- 2♠: pass or correct (responder has better ♥)
- 2N: ask, game interest, slam interest, psyche
 - 3♣: top-tier, (7_ losers or 9 – 11 HCP)
 - * 3♦: ask which Major suit
 - 3♥: ♠ suit
 - 3♠: ♥ suit
 - * 3♥(3♠): pass or correct, 2N could have been psychic
 - 3♦(3♥): sub-tier, (8+ losers and 8_ HCP), ♥(♠) suit
 - * 3♥, 3♠, 4♥, 4♠: to play
- 3♣: transfer bid to 3♦, strong
 - 3♦
 - * responder names his own suit, forcing
- 3♦: invite, both majors
 - 3♥(3♠): decline invitation, ♥(♠) suit, to play
 - 4♣(4♦): accept invitation, ♥(♠) suit
 - * 4♦(4♥): transfer bid to 4♥(4♠)
 - 3♥: pass or correct, pre-emptive
 - 3♠: pass or correct
- 3♥: pass or correct (pre-emptive)
- 3♠: pass or correct (responder like 4♥, but not 4♠)
- 3N: to play

- 4♣: ask suit (responder to declare)
 - 4♦: ♥ suit
 - 4♥: ♠ suit
- 4♦: ask suit (opener to declare)
 - 4♥: ♥ suit
 - 4♠: ♠ suit
- 4♥: responder long 4♥, to play
- 4♠: responder long 4♠, to play

3.2 2♥ Opening

Meaning: 6 – 11 HCP, 5 – 5 ♥ + ♠ or ♥ + ♣ or ♥ + ♦. Subsequent development as follows.

- 2♠: ♥ not fitting, weak, pass or correct
- 2N: ask the other suit, can be game- even slam- interest
 - 3♣: 5 – 5 ♥ + ♣
 - 3♦: 5 – 5 ♥ + ♦
 - 3♥: 5 – 5 ♥ + ♠

After finding out the non-anchor suit, set ♥ as trump implicitly with a cue, or set the non-anchor suit as trump explicitly. Cue or fitting non-anchor suit shows slam interest.

- 2♥ – 2N, 3♥ – 4♣: fitting ♥, cue ♣, forcing
- 2♥ – 2N, 3♦ – 4♣: fitting ♥, cue ♣, denying ♠ control, forcing
- 2♥ – 2N, 3♦ – 4♦: fitting ♦, forcing
- 2♥ – 2N, 3♦ – 3♥: fitting ♥, invite
- 2♥ – 2N, 3♥ – 3♠: fitting ♠, forcing
- 2♥ – 2N, 3♥ – 4♠: fitting ♠, to play
- 2♥ – 2N, 3♥ – 4♥: fitting ♥, to play
- 3♣: ♥ not fitting, weak, not wanting opponents to double 2♠, pass or correct
- 3♦: natural, forcing
- 3♥: pre-emptive
- 3♠: natural, forcing

3.3 2♠ Opening

Meaning: 6 – 11 HCP, 5 – 5 ♠ + ♣ or ♠ + ◇. Subsequent development as follows.

- 2N: ask the other suit, can be game- even slam- interest
 - 3♣: 5 – 5 ♠ + ♣
 - 3◇: 5 – 5 ♠ + ◇

After finding out the non-anchor suit, set ♠ as trump implicitly with a cue, or set the non-anchor suit as trump explicitly. Cue or fitting non-anchor suit shows slam interest.

- 2♠ – 2N, 3♣ – 3◇: fitting ♠, cue ◇, forcing
 - 2♠ – 2N, 3◇ – 4♣: fitting ♠, cue ♣, denying ♥ control, forcing
 - 2♠ – 2N, 3♣ – 3♠: fitting ♠, invite
 - 2♠ – 2N, 3♣ – 4♣: fitting ♣, forcing
 - 2♠ – 2N, 3♣ – 4♠: fitting ♠, to play
- 3♣: ♠ not fitting, pass or correct
 - 3◇: natural, forcing
 - 3♥: natural, forcing
 - 3♠: pre-emptive

3.4 3♣, 3◇, 3♥, 3♠ Opening

Meaning: weak. New suit by responder is natural, forcing.

- 3♣ – 4♣: pre-emptive
- 3♣ – 3♥: natural, forcing, could fit ♣
- 3♣ – 3N: to play
- 3♣ – 4♥: to play
- 3♥ – 4♥: pre-emptive or to make
- 3♠ – 3N: to play
- 3♠ – 4◇: natural, forcing, could fit ♠

3.5 3N Opening

Gambling with a solid 7-card minor suit (led by AKQ). Subsequent development as follows.

- 4♣, 5♣: pass or correct
- 4♦: ask shortness
 - 4♥: short ♥, suit unknown
 - 4♠: short ♠, suit unknown
 - 5♣: no short suit, long ♣, 2 – 2 – 2 – 7
 - 5♦: no short suit, long ♦, 2 – 2 – 7 – 2
- 4♥: natural, to play
- 4♠: natural, to play

If 3N is doubled,

- pass: accept playing 3N doubled
- redouble: strongly ask partner not to bid further
- other bids: same as no interference

3.6 4♣, 4♦, 4♥, 4♠ Opening

- 4♣ – 5♣: pre-emptive or to make
- 4♦ – 4♥: to play
- 4♥ – 4♠: cue, slammish
- 4♠ – 5♦: cue, slammish, denying ♣ control

Chapter 4

Defensive Signal

An important part that is often overlooked.

- **Lead**
 - 0/2: when an honor card is led, it is either the top of a sequence, or the card with 2 honors above in a broken sequence
 - 3/5: lead the 3rd or 5th card from a long suit
- **Follow**
 - **count**: signal even by following high-low
 - **attitude**: encourage continuation by following low-high
- **Suit preference**: signal the preference of the higher-rank suit by playing high, and vice versa (a.k.a. high → high, low → low)
 - **discard Lavinthal**
 - **ruff-return Lavinthal**: suit preference for ruff return
 - **switch Lavinthal**: (often just after the opening lead) in the need of a switch, e.g., in the current led suit, the dummy has
 - * the next-round control (singleton, or K after A is played) in a suit contract,
 - * length, in a NT contract,signal the preference by following low (high) for the lower-rank (higher-rank) suit.
- **Lead from AK**
 - opening lead: A for count, K for attitude
 - slam contract or after the opening lead: the roles of AK are reversed
- **Echo**
 - **Smith echo**: NT contracts only. (E) signals encouraging in the opening-lead suit by following a small card in the first trick led by the declarer (S)
 - **McKenney echo**: NT contracts only. (W) signals the entry suit in the first trick led by the declarer (S)
 - **trump echo**: suit contracts only. high-low in following trump suit signals ruffing possibility

Chapter 5

Contested Bidding

A bidding is said to be *contested* if our side open the bidding first and one of the opponents interferes with an overcall or a take-out double.

- **Over opponent's take-out double of $1\heartsuit(1\spadesuit)$, e.g., $1\spadesuit - (X)-?$**
 - XX: 10^+ HCP
 - new suit: non-forcing at 2-level
 - 1N: $3 - \spadesuit$, $7 - 9$ HCP
 - 2N: $4 - \spadesuit$, $10 - 12$ HCP, invite
 - jump-shift: fit \spadesuit and showing a suit, forcing
 - jump-raise: $4^+ - \spadesuit$, pre-emptive
 - $2\spadesuit$: $3 - \spadesuit$ and $4 - 6$ HCP, or $2 - \spadesuit$, $7 - 9$ HCP
- **Over opponent's suit overcall of partner's opening $1\heartsuit(1\spadesuit)$**
 - X: negative double
 - new suit: non-forcing at 2-level
 - 2N: 4-card support, game forcing
 - cue: fit $\heartsuit(\spadesuit)$, invite or better
- **Over opponent's 1N overcall of partner's opening 1-level opening**
 - X: penalty
 - 2-level new suit: cannot penalty, non-forcing
- **Over opponent's overcall of partner's opening $2\diamondsuit(2\heartsuit, 2\spadesuit)$**
 - double is penalty
 - new suit: ignoring overcall
- **Over 4th seat interference of partner's $1\heartsuit(1\spadesuit)$ response**
 - $1\diamondsuit - (P) - 1\heartsuit - (1\spadesuit)$, X: support double, $3 - \heartsuit$ support
 - $1\diamondsuit - (P) - 1\spadesuit - (X)$, XX: support redouble, $3 - \spadesuit$ support

Chapter 6

Competitive Bidding

A bidding is said to be *competitive* if the other side open the bidding first and our side interferes with an overcall or a take-out double.

• Take-out double

- (1♥) – X: 3⁺ – card in the unbid Majors and 2⁺ – card in the unbid minors and (12)13 – 15 HCP, or too strong to simple overcall (i.e., 15+ HCP); the advancer (partner of the overcaller) has the following choices
 - * 1-level: 0 – 8 HCP
 - * 1N: 8 – 9 HCP
 - * 2-level: no-jump, 0 – 8 HCP; jump, 9 – 11 HCP
 - * 2N: 10 – 11 HCP, stopper in bid suit
 - * 3-level: no-jump, 0 – 11 HCP; jump, 9 – 11 HCP, 5 – card suit
 - * cue: 12+ HCP, forcing to game

• Overcall

- (1♦) – 1♥: 5⁺ – ♥, 9 – 14 HCP; advancer's new suit is non-forcing at 2 – level
 - * 1♠: natural, forcing
 - * 1N: stopper in the opening suit, 10 – 12 HCP
 - * 2♣: (reverse Drury) fit ♥, 10+ HCP, forcing
 - 2♥: 5 – ♥ and 9 – 11 HCP
 - 2♦: 12+ HCP
 - * 2♦: cue bid, ♥ not fitting, forcing one round
 - * 2♥: 3 – ♥, 4 – 9 HCP
 - * 2N: (limit raise) 4⁺ – ♥, 10 – 12 HCP
 - * 3♥: (pre-emptive and invite) 4⁺ – ♥, less HCP but distributional
- (1♦) – 1♠: 5⁺ – ♠, 9 – 14 HCP
 - * 1N: stopper in the opening suit, 10 – 12 HCP
 - * 2♣: (reverse Drury) fit ♠, 10+ HCP, forcing
 - 2♠: 5 – ♠ and 9 – 11 HCP
 - 2♥: 12+ HCP, 4 – ♥
 - 2♦: 12+ HCP
 - * 2♦: cue bid, ♠ not fitting, forcing one round

- * $2\heartsuit$: $6^+ - \heartsuit$, non-forcing
- * $2\spadesuit$: $3 - \spadesuit$, $4 - 9$ HCP
- * $2N$: (limit raise) $4^+ - \spadesuit$, $10 - 12$ HCP
- * $3\spadesuit$: (pre-emptive and invite) $4^+ - \spadesuit$, less HCP but distributional
- **Unusual NT**: often $(5 - 5)^+$ in the two lowest unbid suits, basically weak
 - $(1N) - 2N$: $(5 - 5)^+ \clubsuit + \diamond$
 - $(1\diamond) - \text{pass} - (1\spadesuit) - 2N$: $(5 - 5)^+ \clubsuit + \heartsuit$
 - $(4\spadesuit) - 4N$: any two suits $(5 - 4)^+$, take-out, competitive
- **Michaels cue**: $(5 - 5)^+$ in two (not the lowest) unbid suits, basically weak
 - $(1\clubsuit) - 2\clubsuit$: $(5 - 5)^+$, \spadesuit and another suit
 - $(1\diamond) - 2\diamond$: $(5 - 5)^+$, \spadesuit and another suit
 - $(1\heartsuit) - 2\heartsuit$: $(5 - 5)^+$, \spadesuit and a minor
 - $(1\spadesuit) - 2\spadesuit$: $(5 - 5)^+$, \heartsuit and a minor
- **Overcalling opponent's 1N opening**
 - against strong 1N ($15 - 18$ HCP): DONT convention
 - * X: one-suiter
 - $2\clubsuit$: relay
 - $2\diamond$: own suit
 - * $2\clubsuit$: \clubsuit and another suit
 - * $2\diamond$: \diamond and a Major
 - * $2\heartsuit$: both Majors
 - * $2\spadesuit$: \spadesuit , weak
 - * $2N$: both minors
 - against weak 1N ($12 - 15$ HCP): Capp convention
 - * X: penalty
 - * $2\clubsuit$: one-suiter
 - $2\diamond$: relay
 - $2\heartsuit$: own suit
 - * $2\diamond$: both Majors
 - * $2\heartsuit$: \heartsuit and a minor
 - * $2\spadesuit$: \spadesuit and a minor
 - * $2N$: both minors
- **Overcalling opponent's opening by 1N**: $16 - 18$ HCP, stopper in the overcalled suit. If the third seat pass, subsequent development is the same as opening 1N. If the third seat doubles, as in $(1\heartsuit) - 1N - (X) - ?$
 - pass: accepting to play 1N doubled; other bids show weak hands and want to run away from 1N doubled
 - XX: take-out with any suit
 - $2\clubsuit$: \clubsuit and another suit
 - $2\diamond$: \diamond and a Major suit
 - $2\heartsuit$: $\heartsuit + \spadesuit$
 - $2\spadesuit$: long \spadesuit , to declare

Chapter 7

Slam Bidding

7.1 Roman Key Card

Basic principle is 1430.

- RKC 4N: asks the number of Aces and the trump-suit (T) King
 - 5♣: 1 or 4 Aces
 - 5♦: 0 or 3 Aces
 - * Relay 5♣(5♦) to 5♦(5♥), skipping the trump suit, to inquire the trump Q
 - 5T: no trump Queen;
 - 5N: trump Queen, no side Kings
 - a side-suit: with trump Queen and the side-suit King
 - 6Y, Y < T: ask partner to bid 7T with Y control
 - 5♥: 2 Aces without the trump Queen
 - 5♠: 2 Aces with the trump Queen
 - 5N: 0, 2, 4 Aces with a void suit
 - * 6Y, Y < T: ask partner to bid 7T with Y control
 - 6B: 1, 3, 5 Aces; void suit V = B if B < T; V > T if B = T
 - * 6Y, B < Y < T: ask partner to bid 7T with Y control
- RKC 5N: asks the number of Kings, not counting the trump King
 - 6♣: 0 King
 - 6♦: 1 King
 - 6♥: 2 Kings
 - 6♠: 3 Kings
- RKC 4N without agreed trump suit: asks the number of Aces
 - 5♣: 1 or 4 Aces
 - 5♦: 0 or 3 Aces
 - 5♥: 2 Aces with min
 - 5♠: 2 Aces with Max

- RKC 5N without trump suit: asks the number of Kings
 - 6♣: 0 King
 - 6♦: 1 King
 - 6♥: 2 Kings
 - 6♠: 3 Kings
 - 6N: 4 Kings
- Exclusive RKC: a jump bid of 5-level side suit 5♣(5♦, 5♥, 5♠) asks the number of Aces excluding the Ace of that suit ♣(♦, ♥, ♠)
 - 5♦(5♣ + 1) : 1 or 4 Aces
 - 5♥(5♣ + 2): 0 or 3 Aces
 - 5♠(5♣ + 3): 2 Aces without the trump Queen
 - 5N(5♣ + 4): 2 Aces with the trump Queen

7.2 Slam Force

- Grand Slam Force: a jump 5N asks partner to *bid grand slam* with 2 of the 3 top honors of the agreed trump suit, *or bid small slam*
- Small Slam Force: jumping to 5 of the agreed trump suit, 5♣(5♦, 5♥, 5♠) asks partner to *bid small slam* 6♣(6♦, 6♥, 6♠) with 2 of the 3 top trump honors, *or pass*

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