

CARDING

UDCA,

Attitude : low > encourages

Count : high-low > odd

Discards : low > encourages

Leads

Vs NT : 2nd > no honor card

4th > honor(s)

Vs trump : 3rd and lowest

Lead top honor from sequence or inner sequence

A/Q lead asks for attitude

K lead asks for count

Top honor lead against NT asks for the unblock of the card below.

Partner unblocks when able, or gives attitude (udca)

RKCB : 1/4, 0/3, 2/5, 2/5+Q

5NT: even+void

Slam: odd+void

DOPI / ROPI

Voidwood : 0, 1, 1+Q, 2, 2+Q

(Jump to the 5-level):

1m OPENING

1♠ opening: 2+ cards

1♦ opening: 4+ cards

1m – 2m : Inverted GF

1♠-2♦ : 5+ card fit, invite
OFF/dbl

1♦-3♣ : 5+ card fit, invite
OFF/dbl

2M : Natural 3-7

2NT : Natural invite

1m - 2m

3m > Bal 12-14, asks pd to bid 3NT

1m - 2m

2/3 new suit > short, could be min

- 2-way check back:
Responder's 2NT: xfer to 3♣
- Walsh
- No XYZ
- 3rd suit force (only with other m)
3rd SF with 2♦: Invite+
3rd SF with 3♣: GF
1m-1♠-2m-2♥: nat NF
1m-1♠-2m-3♥: 5/5 invite
1m-1♠-2m-3♠: 6+cards invite
GF hands must do 3rd SF
- Support Dbl & Rdbl:
3card fit *or* any strong (17+)
Applies only at our 2-level.
Strong at 3-level or higher
System on also with min hands
- Jump Shift: 5+/4+ GF
- Reverse:
- Responder's rebid of own suit shows 5+cards and F1
- Responder's 2NT: Puppet to 3♣ for signoff

2NT rebid: Balanced 18-19.

- Responder checks back with 3♣
- With unbal strong 2 suiter (5/4) opener reverses or jump shifts.
- With strong single suiter (7+card) opener may reverse into a 3card suit

Competition after we open 1m

- If opps Dbl:
2NT : 5+ fit, 4-8 HP
3m : Invite 9+
- If opps overcall 1NT:
2♣ : Majors 4+/4+
2♦ : 1 Major suit
2♥/♠: Nat, with 4+card minor
- We open 1♠, opps overcall 1♦:
Dbl : Majors 4+/4+
1♥/♠: Nat, 4+cards

1M OPENING

1NT : F1, may have 3card fit with 5-7 or 10-12 HP

2♣ : Any GF

1♥-2♠: 3-7 HP, Nat

2M : 3 card fit 8-10

2NT : 4+cards fit GF (J2N)

Opener's rebids:

3any: Short

4any: Good 5+card side suit

3M : 6+ card suit

3NT : Bal 15+

4M : Bal 11-14

3♣ : Bergen 7-9

(Syson/Passed hand or X)

3♦ : Bergen 10-12

(Syson/Passed hand or X)

1♠-3♥: 6+ cards nat invite

3M : 0-6 (if jump)

3NT : 3card fit 4333 with 11-14

1♥-3♠: 12-14 HP splinter

1♠-4♥: 12-14 HP splinter

4m : 12-14 HP splinter

4M : Gambling

Singleton ask after Bergen

1♥ - 3♠/♦ - 3♠: Ask

1♠ - 3♠/♦ - 3NT: Ask

Opener's 4M rebid: Balanced

Other suit: Short

Drury 2♠: 3card fit 9-11

(with 4card fit, use Bergen)

Openers 2♦ rebid: invite

2/1 sequences

- Serious 3NT, non serious cue
- 1M – 2♣
3♣ > 4+card fit
- Opener's reverse in 2/1 sequence does NOT promise extras
- 1M – 2any
2M : 6+ cards
2NT : Usually 5332
3M : Semisolid+ suit, 11-14
3NT : Semisolid+ suit, 15+

Competition after we open 1M

- If opps Dbl:
1NT/2♠♦♥ : transfers
Transfer to our suit: Good raise
Transfers ON after our 1M overcalls too
2NT: 3+cards fit, invite or better
- If opps make suit overcall
2NT : 4card fit, invite+
Cuebid : 3card fit, invite+

1NT OPENING (14+ - 17)

May include 5card Major or 6card minor suit

- 2♣ : Stayman (possibly garbage)
Stayman+2M: 5/4M invite
Stayman+3M: Smolen GF
- 2♦/♥ : Jacoby transfers
Transfer+4M: Bal slam invite
- 2♠ : 5+ ♣. Opener's rebids:
2NT: Neutral
3♠: Top ♠ honor
- 2NT : 5+ ♦. Opener's rebids:
3♠: Neutral
3♦: Top ♦ honor
- 3♣ : 5card Major ask
- 3♦ : GF minors 5/5
- 4♣ : Majors 6/5 (no slam)
- 4♦ : 6+ ♥ (syson/competition)
- 4♥ : 6+ ♠ (syson/competition)

Competition after we open 1NT (or overcall 1NT)

- If opps make a suit overcall
Dbl : Negative
(Doubler may have as low as 4 HP. Hence, 1NT bidder must be careful before passing for penalties)
2any : Nat, to play
2NT : Lebensohl (classical)
- If opps make a penalty Dbl:
Pass : To play
XX : Single suit hand
2♣♦♥♠: DONT
- If opps Dbl conventionally:
System ON. To this, Responder's Rdbl shows 8+ and subsequent Dbls are penalty.

2♣ OPENING

- 2♦ : Waiting
- 2♥ : 0-3 (no King)
- 2♠ : Nat 6+cards with 2+top honors
- 2NT: 6+cards ♥ with 2+top honors
- 3♠ : Nat 6+cards with 2+top honors
- 3♦ : Nat 6+cards with 2+top honors

In competition > Pass : 0-3
X/XX : 4+

2♦/♥/♠ OPENING (Nat 6+ 6-10 HP)

New suit : Natural and F1
All raises : NF
2NT : Asking. Opener's rebids:
Poor hand: own suit
Max hand: side feature

2NT OPENING (19+ - 22)

May include 5card M or 6card m

- 3♣ : Stayman
Stayman+3M: Smolen GF
- 3♦/♥ : Transfer (openr always takes)
Responder's subsequent new suits are natural. To this, Opener's 4NT is signoff

With 5/5 Majors, responder follows 3♦-3♥-3♠ (Opener may have 2/2 Majors)

Opener's:
3NT : To play
4M : To play (with fit)
4♣ : ♥ fit and slam interest
4♦ : ♠ fit and slam interest

Transfer+4M: Bal or unbal slam invite

- 3♠ : 4card minor ask
- 4♣ : Majors 6/5 (no slam)
To this, 4♦ asks 6card suit
- 4♦ : 6+ ♥ (syson/competition)
- 4♥ : 6+ ♠ (syson/competition)

Competition after Opps Open

- If opps open 1NT
Multi-Landy in 2nd and 4th seats
Dbl : 4card M and 5+card m
2♣ : Majors 4+/4+
2♦ : 1 Major
2♥/♠ : Nat + minor side suit
- All new-suit responses to overcalls are NF
- LHO opens, pd overcalls 1M and RHO passes. Our:
Cue: 3+card fit opening values
Jump cue: 4+card fit 8-10 mixed r
2NT: Nat invite no fit
3M: 4card fit 3-8
- LHO opens, pd overcalls 1M and RHO bids. Now, our 2NT: Fit
- If opps open 2M or 3M
3M : Both minors
Leaping & Non-leaping Michaels:
4♣/♦ : Nat + o/M, 5+/5+
- If opps open 1♣ (2+ or 3+ cards)
2♣ : Nat overcall
2♦ : Majors (Michaels)
Weak jump overcalls
- Support Cuebid:
After our takeout double and partner's 1-level response, cue shows 3card fit for pd and 18+ (Or any very strong).
- Responses to partner's 1level takeout double:
1-level: 0-8
2-level jump: 4cards 9-11 or 5cards 6-8
3-level jump: 5cards 9-11
2 cue: Any GF
3 cue: Both Majors GF

Competition General

- All doubles negative in principle
- Possible garbage when we are nonvul vs vul opps
- Unusual vs Unusual:
If opps overcall shows 2 known suits, our cuebids are either NF or GF with the corresponding suit
- High level competition
If we are clearly in a GF:
Direct Dbl: I want to bid
Bidding on: Highly distributional
Pass: F1 and asks pd to Dbl (either a poor hand or slammish)

Looking for a save at 6 level:

Direct Dbl: Let's defend

Direct Pass: 0-1 defensive trick

To this, 4th seat player:

Bids with 0 def trick

Doubles with 1 def trick

Passes with 2 def tricks