

SAYC

opening	characteristics	response	meaning	continuation
1C	3+ cards	2NT	13-15,GF	
		3NT	16-17	
1D	4+ or 4432	as to 1C		4th suit forcing
1H	5+ cards	1S	4+ spades, 6+ hcp	after 1H-1S-1NT resps2C/D non-forc
		1NT	6-10 hcp	may be passed
		2NT!	Jacoby raise 13+	3C/D/S shortness 3H max
		3H	limit 10-12 preepmt over dble	
		3NT	15-17, bal. 2 cards support	
		4H	usually 5+, shortness, <10 hcp	
1S	5+ cards	cf to 1H		
1NT	15-17 hcp	2C	non-forcing Stayman 8+	2D/H/S, 2H with both
				resp 3C/D slam invit.
		2D!	Jacoby transfer to hearts	2H, 3H with max
		2H!	Jacoby transfer to spades	2S, 3S with max
		2S!	Jacoby transfer to clubs	3C, resp 3D signoff
		3C/D!	inv to 3NT, 6+ suit	
		3H/S	inv to slam, 6+ suit	
		4C	Gerber	4D=0, 4H=1 etc
		4NT	natural, invites to 6NT	
2C	strong artificial 22+ hcp or playing equiv.	2D!	artific 0-7. maybe waiting	
		2H/S,3C/D	natural GF 5+c , 8+ hcp	
		2NT	balanced 8-9	
2D/H/S	6+cards,5-11 hcp usually no major side suit	2NT	forcing, game interest	with min. rebid suit
				with max new suit shows A/K
				or 3NT or 4 of minor with Qxxx+
2NT	20-21 hcp	3C	Stayman	
		3D/H!	Jacoby transfer	3H/S
		4C!	Gerber	4D=0, 4H=1 etc
		4NT	natural, invites to 6NT	
3NT	25-27 hcp	4C!	Stayman	
		4D/H!	Jacoby transfer	4H/S

opening	characteristics	response	meaning	Possible conventions
1C	3+ cards			inv=invited minors
				n timer= new minor forcing
				wjs= weak jump shifts
1D	4+ or 4432	as to 1C		
1H	5+ cards	2C/D!	GF	reverse drury
		1NT!	6-12 hcp FORCING one round	berger raises
		2NT!	Jacoby raise 13+	J2N= jacoby 2 nt
		2H!	7-10, 3 cards	rkc031422
		3C!	7-10, 4 cards	wjs= weak jump shifts
		3D!	limit raise with 4 cards	1H-1NT-2m-2H =3 card weak raise
		3H!	0-6, 4 cards	1H-1NT-2m-3H =3 card limit raise
		3S!	splinter in some suit	support dbles, responsive dbles
1S	5+ cards	cf to 1H	(1S-3H splinter in some suit)	
1NT	15-17 hcp	2C	non-forcing Stayman 8+	Jxf=Jacoby transfers
		2D!	Jacoby transfer to hearts	mss= minor suit stayman
		2H!	Jacoby transfer to spades	lebensol
		2S!	minor suit stayman	Puppet Stayman
		3C/D!	inv to 3NT, 6+ suit	
		3H/S	inv to slam, 6+ suit	
		4C	Gerber	
		4D/H!	Texas transfer	Txf=Texas transfers
		4NT	n timer, invites to 6NT	
2C	strong artificial 22+ hcp or playing equiv.	2D!	artific 0-7. maybe waiting	
		2H/S,3C/D	n timer GF 5+c , 8+ hcp	
		2NT	balanced 8-9	
2D/H/S	6+cards,5-11 hcp usually no major side suit	2NT	forcing, game interest	Ogust
			RONF	Flannery 2D
2NT	20-21 hcp	3C	Stayman	Puppet Stayman
		3D/H!	Jacoby transfer	
		4C!	Gerber	
		4NT	n timer, invites to 6NT	
3NT	25-27 hcp	4C!	Stayman	
		4D/H!	Jacoby transfer	4H/S

OKbridge Dictionary

=) -- A smiley face turned sideways.
=(-- A sad face turned sideways.
0314 -- Roman Key Card Blackwood 0314.
1430 -- Roman Key Card Blackwood 1430.
2/1 -- Two-Over-One Game Force (Bidding System).
4SF -- Fourth Suit Forcing.
Adv -- Advanced.
Advanced -- In reference to a player who frequently plays in regional or national tournaments and is comfortable with advanced playing techniques such as endplays, mandatory falsecards and basic types of squeezes.
AFK -- Away from keyboard.
ASTRO -- NT- def system
Beg -- Beginner.
Beginner -- Player who has just taken up the game and has probably spent less than 25 hours playing.
Bergen raises - raises of 1 major. (2/1)
BRB -- Be right back.
Brozel -- NT- def system
Capp -- Cappelletti.
CC -- Convention Card.
CU - see You later
DONT - Disturbing Opponents No Trump- def system
Drury - checking for weak 3rd hand opening
Exp -- 1. Expert. 2. Experienced.
Expert -- Player who has represented his country in an international event, or won a national event, or has frequently won regional events.
Flannery - 2D opening with 4-5 majors
FSF -- Fourth Suit Forcing.
GL - Good luck.
GLP -- Good luck, partner.
Help suit game try - negative trial
IJO - Intermediate Jump Overcall
Int -- Intermediate.
Intermediate -- Frequent club player who has developed, and is familiar with, a personal convention card.
Invm -- Inverted minors.
J2N -- Jacoby 2NT.
JXF -- Jacoby transfers.
Lavinthal Discards
Leb -- Lebensohl.
Lehman Ratings -- Player's skill ratings (one for matchpoint play and one for IMP play), updated every Saturday midnight (Pacific time).
LOL -- 1. Laughing out loud. 2. Little Old Lady.
LTC - Losing trick count
LOTT -- Law of Total Tricks.
Michaels
MSS -- Minor Suit Stayman.
NMF - New Minor Forcing
Nov -- Novice.
Novice -- Player who has recently learned to play bridge and

may have played in a few duplicates.
 Familiar with basic concepts such as Stayman,
 Blackwood, cue bids and finessing.

O/E -- Odd/Even Discards.

Obs -- Observer, one who observes at table seeing only dummys
 cards.

Ogust -2nt after weak 2

OKjava -- Java program used to play OKbridge via a web browser.

OKwin -- Free Windows software used to play OKbridge.

Opp -- Opponent.

Opps -- Opponents.

Pd -- Partner.

Pard -- Partner.

Re -- Rehi.

Rehi -- Hello again. (Used when a player loses his connection
 to a table and rejoins.)

Respx -- Responsive Double.

Reverse Drury - checking for weak 3rd hand opening

RKC -- Roman Key Card Blackwood.

ROFL -- Rolling on the floor laughing.

SAYC -- Standard American Yellow Card (Bidding System).

Server --1. OKbridge computer to which all players connect.
 The OKbridge server generates deals,
 saves Friends Lists, pictures, board results,
 Lehman ratings, and more.

--2. Player who hosts, or serves, a table.

Smolen - system after 1nt opening to bid 4-5 majors inverted

Snapdragon -1C-1D-1H-? dble shows 5+ spades

Spec -- 1. Spectate; kibitz. 2. One who spectates; kibitzer.

Spl -- Splinters.

Stats -- 1. Lehman ratings. 2. Player information sheet (stats
 sheet).

Suction - der system against all strong openings

Supx -- Support Double.

Telnet -- Program that allows players to connect to the
 OKbridge server to play a text version of
 OKbridge.

THX -- Thanks.

TX -- Thanks.

TXF -- Texas transfers.

Transfer method to take-out dbles

TU -- Thank you.

TUP -- Thank you, partner.

Two-way Drury - checking for weak 3rd hand opening

TY -- Thank you.

TYP -- Thank you, partner.

U2N -- Unusual 2NT.

Unusual to Unusual

UDCA -- Upside Down Count and Attitude.

UNIX -- Operating system on which a text version of Okbridge
 can be played.

Ur -- Your.

Wallpaper -- Changeable background in OKwin.

WD -- Well done.

WDP -- Well done, partner.

WJS -- Weak Jump Shifts.

WTG -- Way to go!

D.O.N.T.

DONT stands for Disturbing the Opponents' No-Trump, and it is used (surprise, surprise) when the opponents open 1NT.

Here is the DONT scheme:

X	A one-suited hand
2C	Clubs and a higher suit
2D	Diamonds and a higher suit
2H	Hearts and a higher suit
2S	Natural, weaker than doubling and then bidding 2S

Two-suited bids show at least 5-4 (one way or the other) and at least 8 points (slightly more or less depending on vulnerability and shape). Because DONT gives up the penalty double, most people prefer to use DONT over the strong 1NT rather than the weak 1NT, which you will want to double for penalties much more often.

When Partner Doubles

When partner doubles, showing a one-suited hand, you must bid 2C, which is completely artificial and asks partner to show his suit. If it is clubs, he will pass your 2C bid. If it is diamonds, he will bid 2D. If it is hearts, he will bid 2H and if it is spades, he will bid 2S. If you have a super-duper suit of your own, you may judge to bypass the 2C relay. For example:

A K T 9 8 7 2	3 2	9 7	10 2
Opp1	Pard	Opp2	YOU
1NT	X!	Pas	?

Bidding 2S here is probably better than bidding 2C.

When partner doubles and you have a good, balanced hand (at least 14 HCP), you are allowed to pass the double for penalties.

When Partner Bids Two of a Suit

When partner bids 2C, you can pass with three-card support or better, or you can bid 2D, the cheapest step response. 2D says, "Partner, I don't have club support for you, so please show your second suit. If it is diamonds, pass. If it is hearts or spades, please bid 2H or 2S, respectively."

The same applies if partner bids 2D. If you do not have diamond support, you may bid 2H to ask partner to pass with hearts, or to bid 2S with spades.

When partner overcalls 2H, showing the majors, you can either pass or correct to 2S.

When partner bids 2x and you have a good hand (at least 14 HCP), you may bid 2NT, which is forcing and asking for clarification. If partner overcalled 2, his rebids are:

3C	Bad hand with clubs and an unspecified suit
3D	Good hand with clubs and diamonds
3H	Good hand with clubs and hearts

3S Good hand with clubs and spades

If partner overcalled 2D, his rebids are:

3C Bad hand with diamonds and hearts

3D Bad hand with diamonds and spades

3H Good hand with diamonds and hearts

3S Good hand with diamonds and spades

If partner overcalled 2H, his rebids are:

3C Bad hand with better hearts than spades

3D Bad hand with better spades than hearts

3H Good hand with better hearts than spades

3S Good hand with better spades than hearts

In Competition

If partner overcalls 2x and gets doubled, your possible responses are:

Pass: Indicates tolerance for the suit bid

XX: Asks for partner's second suit

New suit: Natural, nonforcing

If partner overcalls 2x and the opponents bid 2y, your possible responses are:

Pass: Natural, nonforcing

X: Asks for partner's second suit

New suit: Natural, nonforcing

Astro

Named for its American creators Allinger, Stern and Rosler, Astro is a defensive convention for use against an opponent's 1NT opening. Over an enemy 1NT,

2C: Hearts and a minor, 12+ points

2D: Spades and another suit, 12+ points

Double and all other overcalls are natural.

Advancer's rebids to 2C are:

Pass: Long club suit, signoff

2D: An artificial relay denying 3 cards in the anchor suit (hearts)

2H: Signoff

2S: Long spade suit, signoff

2NT: 10+ points, one-round force, asking overcaller to bid his second suit

3H: Invitational

Advancer's rebids to 2D are:

Pass: Long diamond suit, signoff

2H: An artificial relay denying 3 cards in the anchor suit (spades)

2S: Signoff

2NT: 10+ points, signoff, asking overcaller to bid his second suit

3C: Long club suit, signoff

3D: Invitational

If advancer gives the relay response (2D to 2C and 2H to 2D), overcaller's rebids are:

Pass: The relay response happened to be overcaller's second suit

Two of the anchor suit: A good five-card suit or better. Opener should bid his good anchor suit first before showing a good second suit.

Cheapest second suit: A good five-card suit or better

If overcaller rebids two of the anchor suit, advancer may rebid 2NT to ask for his second suit.

Pinpoint Astro

Pinpoint Astro uses the following overcalls of 1NT:

2C: Clubs and hearts

2D: Diamonds and hearts

2H: Hearts and spades

2S: Spades and a minor

Bergen Raises

Bergen raises, devised by American expert Marty Bergen, are specialized raises of 1M. When partner opens 1H or 1S, the following artificial raises are possible:

3C is a constructive raise, with 4-card support and roughly 7-10 points

3D is a limit raise, with 4-card support and roughly 10-12 points

3M is a preemptive raise, with 4-card support and roughly 0-6 points.

In addition:

A 3H response to 1S is a splinter, not a weak or strong jump shift. Opener's cheapest rebid asks for clarification; 3NT

by responder (if possible) then shows a void in any suit (except in spades), while a 4-level rebid shows a singleton in that suit.

A 3S response to 1H is a splinter in clubs, diamonds or spades. Opener can rebid 3NT to ask for clarification; a

4-level rebid by responder shows a singleton or void in that suit.

A 3NT response shows any 4333 hand that contains exactly 3-card support and 13-15 HCP.

A 4C response shows any 4333 hand that contains exactly 3-card support and 15+ HCP.

A 4D responses is a constructive preempt.

4-of-the-opposite major is natural.

Bergen raises work well with Jacoby 2NT, which can be used to show all 12+ hands with 4-card support.

Consequently, all hands with 4-card support for partner can be distinguished with specific bids.

Some players play 'Reverse Bergen Raises' by switching the meanings of the 3C and 3D responses.

Bergen raises are off in competition.

Brozel

A defensive convention for use against an opponent's 1NT. All two-level overcalls show two suits, while Double shows all one-suited hands. As with other NT defensive conventions that give up the natural penalty double, Brozel is best used against a strong 1NT.

The structure is:

X: One-suited hand; a relay to 2C if partner does not want to defend.

2C: Clubs and hearts

2D: Diamonds and hearts

2H: Hearts and spades

2S: Spades and a minor

2NT: Clubs and diamonds

3C/3D/3H/3S: Takeout for the unbid suits, with a stiff or void in the bid suit.

After

1NT - X! - P - 2!

Overcaller passes with clubs or bids his suit. If responder has an excellent suit of his own, he may ignore the relay request and bid it at the two-level.

After

(1NT) 2C!/2D!/2H!

Advancer is asked to either pass or correct to the second suit.

After

(1NT) 2S!

Advancer can ask for partner's minor by bidding 2NT.

Brozel applies in both direct and balancing seat.

Cappelletti (Hamilton)

Also known as Hamilton, Cappelletti is a defensive convention for use after an opponent has opened 1NT. The structure is:

- X: Penalty
- 2C: Any one-suited hand
- 2D: Both majors
- 2H: Hearts and a minor
- 2S: Spades and a minor
- 2NT: Both minors

Cappelletti may be used in both direct and balancing seat.

The 2C bid asks partner to bid 2D. The overcaller passes 2D if his suit is diamonds or corrects to the proper suit. Responder may ignore the 2D relay and pass 2C with a strong club suit, or he may bid two of a major with a good 5-card suit. He may also bid 2NT with 11-13 points and a balanced hand.

The 2D bid usually shows at least 5-4 in the majors and requests partner to bid his better major. With poor major-suit support, partner is allowed to pass 2D with a good diamond suit or 3C with a good club suit. A 2NT response shows either a minor-suit hand asking partner to bid 3C or 3D, or a limit raise in one of the majors. In the latter case, advancer plans on rebidding 3H/3S after partner has bid his better minor. As a result, an immediate response of 3H/3S to 2D is preemptive, in accordance with the LAW.

The 2H and 2S bids are nonforcing. Here too an immediate raise by partner is preemptive. When partner responds 2NT, he is either asking for the minor or showing a limit raise. For instance,

K Q 10 5 2	5 3
4 3	K 9 8
A J 10 7 2	K 8 6 3
2	J 10 9 8

1NT	2S!	PAS	2NT!
PAS	3D	ALL PAS	

or

K Q 10 5 2	A 9 8 7
4 3	K 9 8
A J 10 7 2	8 5
2	A 4 3 2

1NT	2S!	PAS	2NT!
PAS	3D	PAS	3S
PAS	4S	ALL PAS	

Drury

Drury is a handy gadget that lets you get away with opening 1S in third seat with hands like

K Q J 4 K 8 5 9 8 4 2 7 6

Invented by Douglas Drury, the Drury convention is an effective way of gauging the strength of partner's third and fourth seat openers. When partner opens 1H orS 1 in third or fourth seat, a 2C response shows 10-12 points with at least three trumps.

With a subminimum hand, opener bids 2D, telling responder to sign off in 2S. With a normal opening bid, opener rebids his suit at the two-level. The natural 2C response is lost, but many players consider this a marginal sacrifice. Thus

Opener		Responder	
K Q J 4		A 9 8 7	
K 8 5		A 9 3	
9 8 4 2		K 3	
7 6		9 8 5 4	
PAS	PAS	1S	PAS
2C!	PAS	2D!	PAS
2S	ALL PAS		

and

Opener		Responder	
Q J 10 4 3		K 9 8 7	
A 8		K 6 2	
K 10 6 3		A J 9 5	
A 5		3 2	
PAS	PAS	1S	PAS
2C!	PAS	2S!	PAS
3S	PAS	4S	ALL PAS

Special Rebids by Opener:

- 1) KQJ52 K987 A3 42
- 2) KQ987 5 AJ1032 A9
- 3) AJ542 8 K9 AQ1065

In each case opener has bid 1S and received a 2C response.
In 1), Opener bids 2H to show 4+ hearts in case there is a 4-4 heart fit. He does not guarantee opening strength.
In 2), Opener bids 2D, planning on rebidding 3D. As he is committing the partnership to the three-level, this does show a full opener.
In 3), Opener bids 3C to show his club suit. Again, since he is taking the bidding to the three-level, opener does promise a full opener.

Reverse Drury

Many if not most players reverse the positive and negative meanings of opener's rebids in accordance with the principle of fast arrival. Using Reverse Drury,

PAS	PAS	1H	PAS
2C!	PAS	2H!	PAS

shows a subminimum opener, while

PAS	PAS	1H	PAS
2C!	PAS	2D!	PAS

shows a full opener.

Two-Way Drury

If the natural 2C response to partner's third or fourth seat major-suit opening can be sacrificed, why not put the 2D response to work as well? In this scheme, 2C shows a three-card limit raise, while 2D shows a four-card limit raise. This variant can be very helpful, but it necessarily changes the structure of opener's rebids. For instance:

PAS	PAS	PAS	1H
PAS	2D!	PAS	2H!

Is this strong or weak?

PAS	PAS	1S	PAS
2D!	PAS	2H	

Is this a negative response or does it show 4+ hearts? A structure as good as any is

Two-Way Reverse Drury

Opener's rebids after 2C are in accord with Reverse Drury, but

PAS	PAS	1S	PAS
2D!	PAS	2S!	

shows a weak hand. All other rebids are natural and show opening strength or better. For example:

PAS	PAS	1S	PAS
2D!	PAS	2H	

Shows at least four hearts and a normal opener.

Flannery

Ever opened 1H on

K Q 6 5 A Q 9 8 3 9 5 3 2

and heard partner respond 2C? 2S is a reverse, 2H shows six hearts, and 2NT would tend to show a balanced hand with a diamond stopper. The solution some players have chosen is to take up Flannery and open 2D, which shows 11-15 points and 4-5 in the majors. Devised by William Flannery, this convention handles those awkward rebids that come up with opening 1H on the above hand. Flannery sacrifices the weak 2D bid, but many consider 2D to be a low-level, ineffectual preempt. The responses to 2D are:

- 2H/2S: Signoff
- 2NT: One-round force with a good hand, asking opener to describe his distribution. May have support.
- 3H/3S: Respective limit raises, inviting opener to bid game with a maximum.

Opener's rebids after hearing 2NT are:

- 3C: shows 4-5-1-3 distribution
- 3D: shows 4-5-3-1
- 3H: shows 4-5-2-2 and 11-13 points
- 3S: shows 4-5-2-2 and 14-15 points
- 3NT: shows 4-5-2-2, 14-15 points, and concentrated strength in the minors
- 4C: shows 4-5-0-4
- 4D: shows 4-5-4-0

Q J 10 5	A K 2
K J 10 9 8	A Q 5 3
6	10 9 8 7
A 6 4	K 3

2D!	PAS	2NT!	PAS
3C!	PAS	4NT	PAS
5D	PAS	6H	ALL PAS

Once responder learns that opener has three clubs and therefore a stiff diamond, he is happy to reach 6H.

Fourth Suit Forcing (to game)

When responder is an unpassed hand and rebids the fourth suit in an uncontested auction, his bid is artificial, shows 12+ points, and is game-forcing. For example,

1D	PAS	1S	PAS
2C	PAS	2H!	PAS

2H is artificial and a game-force. Opener's rebids, in order of priority, are:

2 of responder's major	: 3-card support
Any rebid of opener's suits	: Natural, waiting
Raise of the fourth suit	: Tends to show 4-card support, waiting
2NT	: Natural, with a stopper in the fourth suit

FSF does NOT apply in the following situations:

A)

1C	PAS	1D	PAS
1H	PAS	1S	PAS

While 1S is forcing, it is not a game-force.

B) When responder's first bid is at the two-level, a fourth-suit rebid is not artificial, since a game-forcing situation has already been created. For example:

1S	PAS	2C	PAS
2D	PAS	2H	PAS

C) When responder jump rebids the fourth suit. For example:

1H	PAS	1S	PAS
2C	PAS	3D	PAS

The jump rebid shows invitational values and at least 5-5 . With a game-going two-suiter, responder could just do this:

1H	PAS	1S	PAS
2C	PAS	2D!	PAS
2X	PAS	3D ..	

D) In competition.

From Connie DeLisle:

"I like the Aces Scientific view of 4th suit forcing. The priorities are:

- 1.nt with stopper unless 5-5 or better
- 2.support with 3 cards
- 3.raise the 4th suit with 4
- 4.return to your original suit with none of the above

The reason 1 and 2 should be interchanged is that the 4sf bidder can bid his suit a second time to show 5. It may be too late otherwise to know if a stopper is in opener's hand for nt."

Help Suit Game Try

Help suit game tries are used by opener after an auction begins 1M : 2M. When opener has a good hand that is not quite good enough to rebid 4M, he can make a help suit game try to ask partner to decide whether or not 4M will be a reasonable contract. Opener's rebid of a new suit at the three-level shows weakness (usually three losers) and asks partner to bid either 3M or 4M on the basis of his own holding in that suit. For example:

Opener	Responder
A K 10 5 3	Q 9 2
A J 10	K Q
10 3 2	9 8 5 4
A 8	J 10 9 3

1S	PAS	2S	PAS
3D(1)	PAS	3S(2)	PAS

- (1) Help suit game try, asking for help in diamonds
- (2) Signoff; no diamond control

Opener wants to invite game but is worried about his diamond losers, so he bids 3D. Responder looks at his own holding in diamonds and knows it will be of no use to opener, so he signs off in 3S.

Opener	Responder
A K 10 5 3	Q 9 2
10 3 2	K Q
A J 10	9 8 5 4
A 8	J 10 9 3

1S	PAS	2S	PAS
3H(1)	PAS	4S(2)	PAS

- (1) Help suit game try, asking for help in hearts
- (2) I can control the heart suit

In this example, opener's red suits are switched. Consequently, when he bids 3H, responder is happy to bid game because he has a heart control in the KQ. (Controls do not have to consist of high cards - they can be singletons and voids as well.)

Intermediate Jump Overcall

The intermediate jump overcall is based on the notion that weak jump overcalls are inefficient and often only help the opponents determine the distribution and location of the defense's cards. Hence the intermediate jump overcall, which shows 11-15 points and a good six-card suit.

K Q J 6 3 2 A 2 Q 8 7 3 2

Bid 2S over 1C/1D/1H.

10 9 8 6 3 2 A K Q J 3 2 3

Prefer to overcall only 1S with the bad suit.

K Q J 6 3 A K 5 3 2 9 8 7

Again, overcall only 1S with the five-card suit.

A 2NT response to an IJO is invitational, as is a simple raise.

Inverted Minors

Originally an integral part of the Kaplan-Sheinwold convention, Inverted Minors exchanges the meanings of the simple and double raises of 1C/1D. For simplicity, the examples and situations described herein will be based on an opening bid of 1C.

After 1C, a simple raise to 2C is a one-round force, promising at least ten points and four clubs. A jump raise to 3C is preemptive, showing 5-8 points and at least five clubs (although excellent four-card support is permissible). Both raises deny a four-card major suit.

A 10 2
J 9 8
A K 3
Q 10 9 8

1C

K 9 3
10 3 2
Q 3
A J 5 4 3

2C!

A 10 2
J 9 8
A K 3
Q 10 9 8

1C

10
10 3 2
Q 9 3 2
K J 5 4 3

3C!

Opener's rebids after partner has bid 2C are:

2D: 14+ points with a four-card diamond suit, forcing

2H: heart stopper (usually 3+ hearts), forcing

2S: spade stopper (usually 3+ spades), forcing

2NT: Shows 12-14 points with a balanced hand

3C: A catchall bid denying the ability to make any other bid.

3NT: 18-19 points with a balanced hand

Responder's rebids to 2D/2H/2S are:

2NT: 10-12 with a balanced hand

3C: A minimum unbalanced hand

3NT: 13-15 with a balanced hand

A raise of opener's second suit: 3+ trumps, invitational

A new suit: Showing or Asking for a stopper, depending on agreement

Some pairs play Inverted Minors in both uncontested and competitive auctions.

It is a matter of partnership agreement

whether to play Inverted Minors in competition.

Jacoby 2NT

Playing five-card majors, Jacoby 2NT is used in response to a 1H or 1S opening. It shows a game-forcing hand with at least four-card support. Opener's rebids are:

New suit at the 3-level : Shows a stiff or void in that suit

3-of-the-agreed-major : Shows 16+ points

3NT : 14-15 balanced

New suit at the 4-level : Natural, at least 5 cards, good suit

4-of-the-agreed-major : Signoff, shows a minimum hand

Jacoby Transfers

After a strong 1NT opening, Jacoby transfers are used by responder to show 0+ points and a five-card major (or longer). A 2D response forces opener to bid 2H, and a 2H response forces opener to bid 2S. The purpose of transfers is to let the strong hand (the 1NT opener) play the contract, thereby concealing his honor card holdings from the defenders. With a maximum hand and four-card support, opener may bid 3H or 3S, respectively. Normally, however, the auction will proceed (with spades as trumps):

1NT	:	2H
2S	:	?

Responder's rebids are:

Pass : 0-7 points, 5+ spades, no interest in game.
2NT: 8-9 points, balanced with 5 spades, invitational. Opener can rebid 3S (signoff), 3NT or 4S.
3C/D : Natural, 4+ C/D, gameforcing.
3H : Natural, at least 5-5 in the majors, gameforcing.
3S : 8-9 points, 5+ spades, invitational.
3NT: 10-14 points, 5 spades, balanced. Opener can correct to 4 with 3-card support.
4S : 6+ spades, signoff.
4NT : 15-16 points, 5 spades, balanced, slam invite.

When responder has two five-card majors (or longer), he can use the following schemes to sign off, invite, or force to game:

1NT	:	2D
2H	:	2S

Invitational, nonforcing.

1NT	:	2H
2S	:	3H

Game-forcing, showing at least 5-5 in the majors.

When responder is 5-4 in the majors with at least invitational values, he should use Stayman. With less than invitational values, he should transfer into his five-card major and hope for the best. For example:

1NT	:	2C
2D	:	2S

Shows invitational values with five spades and four hearts.

Jacoby Transfers can also be used over a 2NT opening.

2NT	:	3D
-----	---	----

A transfer to hearts.

2NT	:	3H
-----	---	----

A transfer to spades.

Landy

Devised by expert Alvin Landy, this convention stipulates that a 2 overcall of 1NT shows at least 4-4 in the majors and 12+ points. Typical hands are:

A Q 9 8 7 Q J 10 9 8 K 8 7 None

and

K Q J 4 A Q 10 9 J 5 2 K 3

All other overcalls of 1NT are natural, and Landy applies in both direct and balancing seat.

The responses to 2 are:

Pass: Long, strong clubs with no interest in the majors

2D: Long, strong diamonds with no interest in the majors

2H/2S: Signoff, although overcall is allowed to bid again.

2NT: 12+ points, one-round force. Partner is asked to bid a five-card major if he has one, or 3C/3D to show the respective minor-suit stopper with 4-4 in the majors.

3H/3S: Invitational

Lavinthal Discards

Lavinthal discards are suit-preference signals that work in the following manner: the first discard by either defender denies interest in that suit, and the size of the discard indicates whether he would like the higher or lower of the two remaining suits led. For example, if declarer is running diamonds, a high heart discard would ask for a spade switch, and a low heart discard would ask for a club switch. Similarly, a high spade discard would ask for a heart switch, and a low spade discard would ask for a club switch.

Lebensohl

Lebensohl is used when the opponents have overcalled 1NT. A 2NT bid by responder is a relay to 3C. Most of the time responder usually has a weak, one-suited hand. The 1NT bidder must relay to 3C, which responder can then pass with clubs or correct. As a result, a direct new suit bid by responder at the THREE level is forcing.

1NT (2C) 2NT!	2NT is a relay to 3.
1NT (2C) 2H	2H is weak and natural
1NT (2C) 3H	Responder has made a bid at the 3-level. This is natural and forcing.

Responder's Rebids after the 3C Relay

Pass: Weak hand with at least five clubs

New suit BELOW the overcaller's suit: Weak, natural

For instance:

1NT (2H) 2NT!
3C! 3D

3D is a signoff bid showing at least five diamonds

New suit ABOVE the overcaller's suit: Invitational, natural

For instance:

1NT (2H) 2NT!
3C! 3S

Since responder could have just bid 2S to show a weak hand, he is now inviting game in spades.

Cuebid of the enemy suit: Stayman, promising a stopper in the enemy suit. A direct cuebid would DENY a stopper.

1NT (2H) 3H	3H is Stayman, denying a heart guard.
-------------	---------------------------------------

1NT (2H) 2NT!
3C 3H 3H is Stayman, promising a heart guard.

3NT: Natural, promises a stopper in the enemy suit. A direct 3NT bid would DENY a stopper in the enemy suit.

1NT (2S) 2NT!
3C! 3NT 3NT shows a spade stopper.

1NT (2S) 3NT	3NT denies a spade stopper.
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Lebensohl Over Preempts

2x - X - P - 2NT!

2NT is artificial, showing a weak hand and a desire to sign off at the three-level. The takeout doubler must relay to 3C, which partner can pass (showing a weak hand with clubs) or bid 3D/3H/3S (all signoffs). As a result, if responder bids a new suit rather than go through 2NT Lebensohl, he is making an immediate game invitation.

Example :

2H - X - P - ?

10 3 10 9 4 A J 10 3 2 9 7 6

Bid 2NT, and correct to 3D when partner bids 3C.

A Q 10 9 4 A J 10 3 2 9 8 6

Bid 3D, showing a good hand.

Advancer can make a mild game try by doing the following:

2H - X - P - 2NT!

P - 3C!- P - 3S

Since advancer could have bid 2S immediately to show a bad hand, and 3S to show a good hand, going through Lebensohl and then bidding 3S shows a decent hand, about 6-9 points. It does not promise extra spade length. Partner can bid game with a good hand of his own.

McCabe Adjunct

The McCabe Adjunct is an artificial and forcing 2NT response to a weak two. It is a Lebenszugh convention that is used when responder has no interest in opener's suit and wants to play in his own suit at the three level. Opener is required to rebid 3C after hearing 2NT, after which responder will pass if he has clubs or bid a new suit at the three level, which is a signoff. A correction to three of partner's suit is invitational. The McCabe Adjunct, then, allows a partnership to do a couple of things:

1) Give both preemptive and invitational raises of a weak two, and 2) Stop at the three-level in a new suit via 2NT. This allows a partnership play an immediate new suit response to a weak two as forcing.

Michaels

Invented by Mike Michaels, this convention stipulates that a cue-bid of a natural opening bid shows a two-suited hand. Here is the structure:

(1C) 2C : At least 5-5 in the majors. Partner must take a preference to 2H or 2S, although he can, with the appropriate hand, make a pre-emptive jump in either major.

(1D) 2D : At least 5-5 in the majors.

(1H) 2H : At least 5-5 in spades and a minor. With no interest in spades and tolerance for both minors, partner can bid 2NT to ask for the minor.

(1S) 2S : At least 5-5 in hearts and a minor.

Michaels does not require any particular strength, although vulnerability is usually a factor when holding a weak hand. There is disagreement as to what to do holding an intermediate (12-16 point) two-suited hand. Some players prefer to overcall with the higher-ranking suit immediately and then rebid the second suit later, while others prefer to use Michaels.

Some partnerships also play 1x : P : 2y : 2x as Michaels.

Partnerships should also decide whether to use the balancing cuebid (for example 1C : P : P : 2C) as Michaels. Using it as Michaels with an intermediate hand or better is the treatment recommended in Modern Bridge Conventions by Bill Root and Richard Pavlicek.

Minor-Suit Stayman

Minor-Suit Stayman is just what its name says- a device that allows a partnership to look for a minor-suit fit after an opening bid of 1NT or 2NT. Presupposing the use of Jacoby Transfers, the 2S response to 1NT is no longer needed and can be used to ask opener to bid a four-card minor suit. Assuming the partnership is playing a strong no-trump, the 2S bid shows 9+ points and usually promises at least 4-5 or 5-4 in the minors. Opener's responses to 2 are:

- 2NT: A minimum hand with no four-card minor
- 3C: A minimum hand with a four-card club suit
- 3D: A minimum hand with a four-card diamonds suit
- 3H: Showing or asking for a heart stopper, depending on agreement. Opener may have a four-card minor but is looking for 3NT
- 3S: Showing or asking for a spade stopper, depending on agreement. Opener may have a four-card minor but is looking for 3NT
- 3NT: A maximum hand with no four-card minor
- 4C: A maximum hand with a four-card club suit
- 4D: A maximum hand with a four-card diamond suit

Responder's rebids are:

- Pass: Minimum hand
- 3C: At least a five-card suit; non-forcing.
- 3D: At least a five-card suit; non-forcing over 2NT but forcing over 3C
- 3H/3S: Respective splinters:
- 3NT: Signoff
- 4C: Invitational if partner bid 3C; strong and forcing otherwise.
- 4D: Invitational if partner bid 3D; strong and forcing otherwise.

A 9 6	3
Q 3	A 2
Q 10 8 7	A K 5 3 2
A K 3	Q 9 7 6 2
1NT	2S!
3D	3S!
4C	4D
4S	4NT
5H	5NT
6D	

Minor-suit Stayman is off in competition.

New Minor Forcing

New Minor Forcing comes up when responder bids a new minor after opener has rebid 1NT. For example,

1C	:	1S
1NT	:	2D!

2D is artificial, showing 11+ points and asking opener to further describe his hand. Responder is interested in game, normally has a five-card major suit and wants to know if opener has support.

Opener's responses, in order of priority, are:

Two of the other major	shows a 4-card suit
Two of responder's major	shows 3-card support, 12 to 13- pts
Three of resp's major	shows 3-card support, 13+ to 14+ pts
2NT	shows a stopper in the unbid suit, 12 to 13- pts
3NT	shows a stopper in the unbid suit, 13+ to 14 pts
Raise of the new minor	Natural, denies the ability to make any other bid
Rebid of opener's suit	Denies the ability to make any other bid

To show a genuine two-suiter, responder can rebid the new minor on the third round.

New Minor Forcing is OFF in competition.

Below is an excerpt from "Dear Billy" (January 1998) that covers TWO-WAY New Minor Forcing:

Dear Billy,

What is two-way new minor forcing? It's listed on the new convention card but I can't find anything in print.

Also, is it better to play inverted minors on or off in competition?

Dear Freebie,

Two-way new minor forcing is one of my favorite conventions. In fact, I'd hate to play without it.

It is used to differentiate between invitational and game-forcing auctions after opener rebids 1NT. After 1 of a minor-1 of a major-1NT or 1H-1S-1NT, 2C by responder starts invitational auctions. Here are the possible actions and how I prioritize them:

- Bid two of partner's major with three.
- Bid three of partner's major with three and a maximum.
- Bid two of the other major with four.
- Bid three of the other major with four and a maximum.
- Bid 2D with any other minimum.
- Bid 2NT or higher with any other maximum.

After the same auction, 2D by responder is game-forcing. What is beautiful about the 2D response is that there is no need

for jumping since all bids are forcing.

This feature alone makes it worthwhile to play. You can bid slower, shop for the best game or take your time investigating a slam. I love it.

P.S. I like to play that inverted minor raises are off over all forms of competition (doubles and bids).

Ogust

The Ogust Convention is a forcing 2NT inquiry in response to a weak two. Responder has a good hand and is interested in pinpointing the strengths of his partner's hand. The responses to 2NT Ogust are:

- 3C: Bad hand, bad suit
- 3D: Bad hand, good suit
- 3H: Good hand, bad suit
- 3S: Good hand, good suit
- 3NT: Solid suit (top three honors)

Ron Klinger suggests a useful mnemonic for memorizing Ogust: "Minors are minimum; 1-2-1-2-3." In other words, the minor suit rebids show minimum hands; 3C=1 honor, 3D=2 honors, 3H=1 top honor, 3S= 2 top honors, and 3NT=3 top honors.

K Q J 5 4 2	10 6 3
3 2	A K J 4
Q 2	K 7
8 7 2	K Q J 3
2S	2NT!
3S!	4S

PUPPET STAYMAN

2N-3C;	3D	Shows at least one 4-card major.
	3M	5-card suit.
	3N	No 4-card or 5-card major.
2N-3C; 3D-	3M	Shows 4 other M , deny 4M
	3N	TO PLAY
	4C	SLAM TRY with majors.
	4D	To play opener's major
	4H	CLUBS
	4S	DIAMONDS
	4N	Quantitative.

Responsive Double

The responsive double is so named because it's a double in response to partner's takeout double after the opponents have bid and raised a suit. Sounds complicated? Here it is in bidding format:

1H - X - 2H - X!

The responsive double is based on the principle that a penalty double here is usually unrewarding. Therefore double shows scattered values with at least 6 points and interest in locating a fit. If the opponents are bidding a minor suit, a responsive double asks partner to pick a major suit. If the opponents are bidding a major suit, a responsive double requests partner to choose a minor suit. For instance, advancer might hold

K 10 4 3 Q J 3 2 9 3 J 10 9

and hear:

1D - X - 2D - ?

With both majors of equal strength, he should make a responsive double to ask partner to bid a major.

Similarly:

K 4 3 6 2 Q 9 3 2 Q 10 6 5

1H - X - 2H - ?

Double here shows the minors. If advancer held four spades, he would have bid 2S.

Note that a double by advancer is responsive only when the opponents have opened a one-bid and raised it. Some players also use the responsive double when partner has made a simple overcall in a suit. Modern Bridge Conventions by Bill Root and Richard Pavlicek gives an excellent list of bidding situations in which double is NOT responsive:

1C - X - 1S - X

RHO has bid a new suit. (Optional treatment)

1C - 2S - 3C - X

Partner has made a jump overcall.

2H - X - 3H - X

LHO has opened with a preempt

1D - 1NT- 2D - X

Partner has overcalled in no-trumps.

How high to play responsive doubles is a matter of partnership agreement.

Roman Key Card Blackwood

The location of the king of trumps is a very important card when a pair is looking for a slam. Based on this principle, the Roman Key Card convention modifies the responses to 4NT Blackwood by counting the king of trumps as an ace. Thus there are five "aces" for responder to show, which he does in this scheme:

- 5C: 0 or 3 key cards
- 5D: 1 or 4 key cards
- 5H: 2 or 5 key cards without the queen of trumps
- 5S: 2 or 5 key cards with the queen of trumps

If a major suit is trumps and responder bids 5C, the cheapest step bid by the RKC bidder asks for the queen of trumps. Responder denies the queen of trumps by bidding five of the major. With the queen he jumps to six of the major. For instance:

1H	4NT(1)
5C(2)	5D(3)
6H(4)	

- 1. Roman Key Card Blackwood
- 2. 0 or 3 key cards
- 3. Do you have the queen of hearts?
- 4. Yes

If spades is trumps and responder bids 5D, the cheapest step bid by the RKC bidder again asks for the queen of trumps:

1S	4NT(1)
5D(2)	5H(3)
5S(4)	

- 1. Roman Key Card Blackwood
- 2. 1 or 4 key cards
- 3. Do you have the queen of spades?
- 4. No

A 5NT rebid by the RKC bidder asks for the cheapest king. With the club king, for example, responder would bid 6C:

A 9 8 7	K Q J 10
K J 10 5 3	A Q 9 8 2
Q 3	A
K 3	A Q 4
1H	4NT
5H	5NT
6C	7NT

1430

The variant known as 1430 RKC switches the meanings of 5C and 5D. 5C shows 1 or 4 key cards, and 5D shows 0 or 3.

Smolen

Q1098 AQJ53 Q3 32

Upon hearing 1NT (15-17) from partner, standard practice would be to respond 2C (Stayman) and to rebid 3H if partner denies a four-card major. Using Smolen, however, responder rebids his four-card major. This enables opener to become declarer in responder's five-card major. Smolen is on when responder jump rebids a major after a 1NT opening:

1NT	2C
2D	3S!

It is also on when partner opens with 2NT:

2NT	3C
3D	3H!

If opener only has a doubleton for responder's five-card major, he rebids 3NT. If responder has a six-card suit, he can bid the suit below it as a transfer. For instance,

1NT	2C
2D	3S!
3NT	4D!

Responder has four spades, at least six hearts, and is asking opener to bid 4H. Since using Smolen may force opener to rebid 3NT, it shows a game values.

Snapdragon

The Snapdragon double is a double by advancer when his partner and opponents have bid three different suits, i.e.

1C - 1D - 1H - ?

Double shows 5+ spades, 6+ points, and at least tolerance for partner's suit (such as king doubleton). Bidding 1S instead of doubling in the above auction would deny diamond support. By sacrificing the low-level penalty double, Snapdragon helps a partnership discern whether there is a trump fit in two suits. It is also handy when advancer has full support for partner but wants to check for a major-suit fit. Snapdragon is on through 2S.

Suction

A defensive convention for use against an enemy 1NT. The conventional overcalls of 1NT promise the next-higher suit OR the next two suits:

- 2C: 10+ points with diamonds OR hearts and spades
- 2D: 10+ points with hearts OR spades and clubs
- 2H: 10+ points with spades OR clubs and diamonds
- 2S: 10+ points with clubs OR diamonds and hearts

Advancer usually corrects to the anchor suit unless he has a very good suit of his own. If overcaller then bids the next higher suit, he is showing a two-suiter. For example:

A K 5 4 3	10 8 3
K J 9 8 5	5 2
3	Q 9 8 3
4 2	A Q 3 2

(1NT)	2C!	2D!
	2H!	2S

Support Double

Say you are first to speak holding

A K 4 K J 10 3 2 Q 9 3 2 2

You open 1H and hear LHO pass. Partner responds 1S, and RHO butts in with 2C. Now what? Users of the support double are happy in this situation; they simply double to show a three-card spade raise. This lets them bid 2S to show a four-card raise.

Support doubles also apply when RHO makes a takeout double rather than a simple overcall. Redouble promises three-card support while a simple raise shows four-card support. So

1H - P - 1S - X
XX!-..

Promises three spades with at least 12 points.

Support doubles are usually played through 2.

Texas Transfers

Playing Texas Transfers, jump responses of 4D and 4H to a 1NT or 2NT opening are respective transfers to 4H and 4S.
Texas transfers are used when responder wants to be in game but has no interest in slam. For example, bid 4D with

K 5 A 10 9 8 5 4 3 5 2 5 2

in response to a 15-17 1NT.

Partner must bid 4H, which you pass. The idea behind this convention is similar to that behind Jacoby Transfers- it is better for partner to be declarer rather than dummy since his high cards won't be exposed to the defenders. Using both transfer conventions, some players use Jacoby as a slam invite and Texas as a signoff.

1NT	2H!
2S	4S

would suggest slam interest, while

1NT	4H!
4S	

is a signoff.

In competition, Texas transfers are on through 3C, i.e.

1NT (3C) 4D!

is a transfer, while

1NT (3D) 4H

is natural.

Unusual 2NT

The Unusual 2NT is a jump overcall of any natural opening bid. It promises at least 5-5 in the lowest two unbid suits. For example:

(1C) 2NT : Shows at least 5-5 in hearts and diamonds. Partner must take a preference by bidding 3D or 3H, or with the appropriate hand he can jump in either suit.

(1D) 2NT : Shows at least 5-5 in hearts and clubs.

(1H) 2NT : Shows at least 5-5 in the minors.

(1S) 2NT : Shows at least 5-5 in the minors. Like the Michaels Cue-bid, there is disagreement as to what to do with intermediate (12-16) 5-5 hands. Some players prefer to overcall in the higher-ranking suit immediately and then rebid their second suit, while other players prefer to use the Unusual 2 NT.

Defense to Unusual Notrump

Over Unusual Notrump bids the partner of the opening bidder has some decisions to make and finds it difficult to describe his hand. His first thought should be to ask himself if he holds an OFFENSIVE hand or a DEFENSIVE hand.

The following are some of the defensive bids to the Unusual No Trump.

Partner	Opponent
1S	2NT

You hold:

x x A x x x K x x x x K x

This is a defensive hand. DOUBLE! The double says that you are prepared to punish one of the minors. Now partner with

A K x x x K x x x Q J x x

is able to cooperate. If the responder bids 3C, he must double this to tell you he can defend against this contract, and if 3D is the call, you are prepared to double that.

Unusual vs. Unusual

Partner	Opponent
1S	2NT

You hold:

Qxx	Axxx	xx	KJxx
-----	------	----	------

Bid 3C. This is unusual over unusual. Certainly you have NO desire to play 3C in view of the bidding. Thus bidding the lower of their suits shows a limit raise or better in spades. Partner can now make an intelligent decision. He can sign off in 3S or bid four if his hand warrants it.

What do you do when partner opens 1H and there is a 2NT overcall? You have a limit raise or better in hearts. Bid 3C. Same principle. The lower of their suits shows a limit raise or better.

How about when partner opens 1S and opponent overcalls 2NT. Now you have hearts and an invitational or better hand:

A x	A K x x x	x	x x x x x
-----	-----------	---	-----------

The higher cuebid shows the 'fourth' suit. 3D says "I have an invitational hand or better in hearts." Partner can now make an informed judgment.

So what does 3S show over 1S - 2NT? This would be a competitive raise of spades, the top of a 1S - 2S raise.

What would 1S - 2NT - 4S show? Certainly not a limit raise or better-we have unusual over unusual for that hand-so it must be preemptive.

A x x x x	x x x x x	x	x x
or			
A x x x x	Q x x x	x	x x x

The same hand that you would have raised 1S to 4 if they had not bid. Let's try 1S - 2NT (for diamonds and clubs) 3NT by you. Can't be unusual, so it is to play. Might look like:

x	K Q x	K x x	K Q J x x x
---	-------	-------	-------------

THESE BIDS KEEP YOU FROM GETTING SHUT OUT OF THE AUCTION BY DISRUPTIVE CALLS. WHEN YOU HAVE A BAD HAND PASS IS AVAILABLE!

UNUSUAL OVER UNUSUAL QUIZ

1S - 2NT

1)	2)	3)	4)
Qxxx	xx	xxx	Kxx
Axxxxx	Kxxx	Qxxx	Kxxx
Ax	AQxxx	Kxx	Kx
Ax	Ax	xxx	xxxx

1. 3C Shows limit raise or better in spades
2. Double- I am prepared to punish one of the minors. This does not prevent partner from bidding out his pattern. He may rebid spades or bid hearts. If so you should be happy to bid game in either case.
3. PASS
4. 3S -I have the top of a 2S call = Competitive!

1C - 2NT (shows Hearts and Diamonds-2 lower)

1)	2)	3)	4)
Axx	Ax	xx	KQJxxx

xx	x	Ax	xx
xxx	xxx	KJx	Ax
Kxxxx	QJxxxxx	KQxxxx	Kxx

1. 3C Strictly competitive
2. 5C Preemptive. This would not be considered a defensive hand, right?
3. 3NT Looks right to me.
4. Does 3C look right? I don't think so. Doesn't give enough value to this hand. I would want to get to game on this hand. My choice would be 3H. An invitational hand or better in spades. I think 3S would be competitive and not forcing in light of the auction.

Upside-Down Count and Attitude

Upside-down count and attitude signals work in the opposite manner of standard signals. In attitude situations, high cards are discouraging and low cards are encouraging. In count situations, playing high-low shows an odd number of cards, and playing up to the line shows an even number of cards. Upside-down count and attitude signals do not affect opening leads or suit-preference signals.

Weak Jump Shifts

A jump shift by responder in competition shows a 6-card suit and 2-5 points at the 2-level, and 5-7 points at the 3-level. For example:

1C - 1D - ?

 K Q 7 4 3 2 4 3 3 2 10 9 8

Bid 2S.

Opener's rebids are:

- Pass : On most hands, since responder only has a few points.
- 2NT : Game try, forcing. Responder must rebid his suit to show a minimum.
- Simple raise : Purely preemptive.
- Double raise of a minor: Invitational.
- Any new suit : Natural, nonforcing.

Losing Trick Count

The losing trick count is a method of hand-evaluation. It is not an alternative to point-count, but is something that should be used along-side point-count and applies only in certain situations.

Note: losing trick count is not a system, but a way of judging which bid is the correct one to make within a system. It can be applied equally to Standard American style systems, Acoll and strong club.

When to apply Losing Trick Count

This should be applied:

1. When raising partner with a view to bidding game or slam
2. When opening or overcalling pre-emptively.

Evaluating Losing Trick Count

Raw count:

Only the first 3 cards count
Top honours are ace, king and queen
Count a loser for each top honour missing in the top 3 cards in the suit.
Singleton kings and doubleton queens are losers.

Example:

Akxxx	1 loser (only first 3 cards count)
Kxx	2 losers
Jx	2 losers
QJx	2 losers

Total = 7 losers

Adjustments:

It seems crazy to consider Qxx and AJT both as 2 losers. For reasons like this various adjustments have devised. The simplest guidelines are as follows:

AJT(xx) = 1.5 losers Qxx(xx) = 2.5 losers (but QTxx and QJxx are only 2 losers)

This will probably do for now, but if you want to make further adjustments, I recommend the following:

Treat jacks in support of honours as a plus value (eg KJxx), not including jacks already counted supporting lone queens.

Treat Qx and JTx as 2 and 3 losers respectively, but a plus value.

Treat KQx as one loser but a minus value (KQJ is 1 loser as is KQT)

If you have 2 doubletons, treat that too as a minus value.

If you consider a plus value as -1/3 of a loser, you will now be working in sixths of losers, so you may well get bogged down by mathematics. Unless you have a quick head for figures, don't let this happen to you - just use the adjusted count as I set out at the start, but bear these plus and minus values in hand if things don't seem right.

Applying the losing trick count

Now you know how many losers you hold, it is easy to apply when raising partner. The general rule is to add the number of losers in your hand to the number of losers in partner's hand, and subtract the total from 24. That will give you an idea of how many tricks you are likely to make.

So if opener has 6 losers and responder has 8, the total is 14. Subtracting this from 24 gives you ten, enough for game in a major suit.

Example:

	losers		losers	
AQxxx	1		2	Kxxx
Kxx	2		1	Ax
QTx	2		2	Kxx
Ax	1		3	Txxx
total:	6	+	8	= 14

These hands will probably produce 10-11 tricks depending on finding J onside and a 3-1 or 2-2 spade break.

Axxxx	2	2	Kxxx
QJxxx	2	1	Kx
Ax	1	2	Kxx
x	1	3	Txxx

Changing West's hand to one which is still 6 losers but fewer points and more distribution, we see there will still be 10 tricks available most of the time. Note there is only a total of 20 points in E/W's hands, so point count would suggest bidding game is over-bidding.

Bidding slams

If the losing trick count shows 12 or fewer losers, it suggests there is enough strength for a slam. You still however have to check for controls because it's no use having 12 tricks if the opponents can cash two first.

Counting losers in partner's hand

Of course you cannot see partner's hand, but you can evaluate how many losers he holds by his bidding.

This part is system-dependent. I will usually assume fairly standard natural methods.

Opening bids: Usually 7 losers or less. Occasionally 8 when weak balanced min. "Acol 2" strength is 4 losers or less.

Precision club openings are usually 5 or fewer, so an opening bid of 1 of a suit is 6-7 (approx).

Responder raises one level: (1H-2H): 8.5 - 9.5

Responder raises limit raise: (1H-3H, or 1H (X) 2NT) 7.5 - 8

Opener raises partner's bid: (1D-1H-2H): 6.5 - 7.5

Opener double-raises: (1D-1H-3H): 5.5 - 6

Weak 2 openers: 7 - 8 losers

Simple overcalls: 6 - 8 losers. (Some players allow them stronger)
Jump overcalls at 2 level (weak): 7 - 8 losers
Jump overcalls at 3 level (weak): 6-7 or 7-8 according to vulnerability.

Cover cards:

When partner has made a pre-emptive bid and you have a strong hand with little trump support, it is better to count cover cards than losers in your own hand.

A cover-card is what you think will contribute a trick to the contract. So AQxx is 1.5 cover cards, KQxx is probably 1, QJx is likely to be worth nothing (unless in trumps). Qx in partner's suit is 1 cover card. So is a singleton queen, which could be priceless opposite KJTxxx in partner's hand.

Now you simply subtract the number of cover cards from partner's likely loser-count and you can estimate total losers.
Subtract that from 13 to work out how many tricks you will make.

Example: Partner pre-empts 3S non-vulnerable (likely 7 losers)

You hold: Q AKxx xxxx Axxx

It might not seem much (13 points opposite a weak pre-empt, and only a singleton trump) but you're worth 4 (certainly not 3NT) with 4 cover cards. Unless you're unlucky enough to lose 3 diamonds and spade A, you'll make it.

However with x KQTx QJTx AQJx

You have 15 points, but not enough to advance. In fact you have 2.5 cover cards so you might not even make 3S. You do hope of course that the next player will decide to compete because you have a lot of defence to 4H, something you can't say about the first hand.

When not to use losing trick count

Do not use this method when you haven't yet found a fit. For example if you have 5-5 in spades and diamonds, and partner has 5-5 in hearts and clubs, you will both have very few losers, but the hand is a misfit and could prove a disaster.

Similarly, it is not a guide to opening the bidding with distributional hands. Axxxx xx x Kxxxx is only 7 losers but is not an opening bid.

Another time when losing trick count is likely to be inappropriate is a 6-2 fit when opener is not weak. Here you can attempt to count cover-cards, but it is more difficult to know what is useful and what is not.

Questions and answers

Q: What happens if we seem to have 25 or more points, but the losing trick count suggests we should not be in game?

A: Perhaps you should look at making some adjustments as noted above. You may have a lot of uncounted values like doubleton queens. Also consider the possibility of playing in 3NT rather than in your major suit game.

Q: How does the losing trick count fit in with the law of total tricks?

A: The losing trick count is a guide of how many tricks our side can take. The law of total tricks is a guide of how many tricks are available to both us and the opponents if we let them play in their best suit.

When you raise partner's bid pre-emptively, it is not because you think you can necessarily make the contract, but you know it will be a good sacrifice if you can't. However you will sometimes want to bid game with fewer than 10 trumps because you have enough in high cards to suggest you can make it.

Q: Where can I learn more about the losing trick count?

A: For further reading, one of the best books on the subject is Modern Losing Trick Count by Ron Klinger.

The Law of Total Tricks

The Law of Total Tricks was originally promulgated by Jean-Rene Vernes many years ago and has been enjoying a huge revival in popularity in the 1990's, primarily due to Larry Cohen's 1992 book "To Bid or Not to Bid: The Law of Total Tricks." A subject that can fill up an entire book cannot be done true justice in one web page, so if you are very interested in the LAW you can purchase Larry Cohen's book on the Internet from Baron Barclay Bridge Supplies or Amazon.com, among other places.

The LAW is an aid to judgement in competitive bidding situations. Basically put, the LAW states that the total number of tricks that both pairs at one table can take is equal to the total number of trumps for both pairs. For example, if East-West has an 8-card fit and North-South has an 8-card fit, there will be 16 total tricks ($8 + 8 = 16$). If East-West has a 9-card fit and North-South has an 8-card fit, there will be 17 total tricks ($9 + 8 = 17$). As a corollary, the LAW suggests that your side should bid to take at least as many tricks as you possess trumps. For example, if you have an 8-card fit, you are usually safe by bidding to take at least 8 tricks (i.e. bid at the 2-level). If you have a 9-card fit, you are usually safe by bidding to take 9 tricks (i.e. bid at the 3-level). You may not make your contract, but when that happens you have probably robbed your opponents of a successful trump contract of their own.

Knowledge of the LAW will help you determine, among other things:

- When to bid at the 2- or 3-level in competitive auctions
- When to bid 4 over 4 (particularly when to bid 4S over 4H)
- When to pass your partner's takeout double of a preempt

Here are some simple examples. Assume you are playing a standard, natural system with 5-card majors.

1. Neither vulnerable, You hold: xxx KJxx Kxxx xx

Partner	RHO	You	LHO
1H	PAS	2H	Dbl
PAS	2S	?	

You should bid 3H. You know your side has at least a 9-card heart fit, and you therefore should usually bid to take at least 9 tricks. Here's why. Your opponents are (probably) in an 8-card spade fit. In that case there are 17 total tricks. Here are the probable results for 2S or 3H.

If 2S takes:	Then 3H takes:
7 tricks, you get +50	10 tricks, you get +170
8 tricks, you get -110	9 tricks, you get +140
9 tricks, you get -140	8 tricks, you get -50

As you can see, bidding 3 will give you a better score for any of these probable results, according to the LAW. Even if you were vulnerable it would not be a bad idea to bid 3, for if it makes you have nothing to worry about,

and if it goes down one the opponents must find a double to win the board. This rarely happens.

2. Both vulnerable, You hold: Kxx Kxx xxx KQxx

LHO	Partner	RHO	You
3D	dble	pas	?

LHO probably has 7 diamonds, and you can assume (hope) that partner has the standard 4414 shape for his takeout double. Therefore, your side probably has an 8-card club fit, and the opponents probably have a 9-card diamond fit. Should you bid 4C? Here is another table.

If 3D takes:	Then 4C takes:
7 tricks, you get +500	10 tricks, you get +130
8 tricks, you get +200	9 tricks, you get -100
9 tricks, you get -670	8 tricks, you get -200

In this case, you lose if 3D makes, but you win if it goes at least down one. It is probably best, then, to pass and hope to set it at least one trick.

3. Both vulnerable, You hold: Kxx Kxx J10xxx Kx

LHO	Partner	RHO	You
PAS	1S	2H	2S
3H	PAS	PAS	?

There are probably 16 total trumps.

If 3H takes:	Then 3H takes:
7 tricks, you get +200	9 tricks, you get +140
8 tricks, you get +100	8 tricks, you get -100
9 tricks, you get -140	7 tricks, you get -200

Not bidding 3S is fairly clear in this situation. Letting them play 3H will tend to be the winning action.

There are also positive and negative adjustment factors for the LAW, as espoused by Larry Cohen. Positive adjustment factors will increase the total number of tricks, and negative adjustment factors will decrease the total. Positive adjustment factors include: Trump purity (i.e. your side's trump fit has excellent texture), the existence of a double-fit, shapely distribution, and large trump fits (a 10-card fit or more). Negative adjustment factors include: Poor texture in your trump suit (i.e. your side is missing the king, queen and jack) and flat shape. Simply stated, freak deals will generate more than their fair share of total tricks, while flat, defensive hands will not. Here are some basic examples:

AKQJ10	
-	
QJ1098	
432	
-	432
KJ10765	AQ98
765	4

AQ95

KJ876

98765

432

AK32

10

Here, North-South has a 10-card spade fit and East-West has a 10-card heart fit, but the total number of tricks for this deal is 24; each side can make a major suit slam. Both sides have pure fits and a lot of shape.

If we flatten out the distribution and swap around some trump honors, however, we can produce a drastically different result:

AQJ103
AQ
J1054
87

2	K4
KJ9876	10432
K32	9
AK9	QJ5432

98765
5
AQ876
106

Here, both sides still have their 10-card major-suit fits and their 9-card side-suit fits, but neither side can make game. The trump fits are not as pure, and there are no longer any voids. Thus, it can be important to make positive and negative adjustments when looking at your hand and attempting to apply the LAW in competitive auctions.

It is worth mentioning that the LAW has also generated a small following of players who try using it in the extreme. These players believe so much in the LAW that they think certain "LAW-abiding" tactics like nutty pre-empt or super-light takeout doubles are winners in the long run. Here is Billy Miller, an expert American player, on the latter strategy:

"Only in the balancing seat may you [double] on lighter hands, but then only about a king less than normal is acceptable
(or thereabouts). I have yet to see any proof that bidding on garbage consistently leads to good results."

It is important, then, to remember that the LAW is a useful tool but not a replacement for judgement or discipline.

Want to read more about the LAW online? Read Jean-Rene Vernes' original article on the LAW as published in the Bridge World magazine.

Responding To Take Out Doubles: The Transfer Method

Responding to a take out double is one of the more difficult bidding problems in bridge. Few books give an adequate solution.

There is one solution that is easy to learn, solves the problem, and gives more opportunities to get into the bidding. That solution is transfer bidding. It is similar to Jacoby transfers, with a few differences.

It has two powerful advantages ;

It makes the better hand declarer, just like Jacoby,

It gives the partnership bidding room.

In regular TO double style, any rebid by the doubler shows extras. That puts pressure on the responder to make the perfect bid, because partner is probably going to pass. In this style, TO doubler must bid after the transfer bid, giving responder the chance to pass, invite, or bid game.

Here is how it works.

Systems are off if 3rd hand bids anything except pass or redouble.

When 3rd hand redoubles, 4th hand never has a hand where pass makes sense, so pass is available as a transfer to the next suit up.

North	East	South	West
1D	DBLE	REDBLE	PAS (bid hearts partner)

North	East	South	West
1H	DBLE	REDBLE	PAS (bid spades partner)

This ensures that the TO doubler has a spot. It also makes it harder for opener to find a bid. I doubt he will bid hearts !

Every other bid is a transfer to the next suit above. I.E.

North	East	South	West
1D	DBLE	REDBLE	1H (bid spades partner)

North	East	South	West
1C	DBLE	PAS	1H (bid soades partner)

No Trump Bidding

A transfer into opener's bid suit is an asking bid, " Do you have a stopper in opener's suit ?)

1D - Dbl - Pass - 2C (transfer to D = NT ask)

With a stopper, TO doubler refuses the transfer and bids NT.

1D - Dbl - Pass - 2C

Pass - 2NT

Responder should have extra values to force to the 2NT level. If not, transfer into a 4-card suit and you will play a suit contract below 2NT.

With no stopper, he accepts the transfer and bids 2D, responder will now bid his cheapest 4-card suit to find a fit.

EXCEPTION : Where your opponents are playing an artificial system, or where the opening bid may be a 3-card minor, partner may want a transfer into that suit, If you bid NT and he now bids opener's suit, it is to play.

There are other advantages, subtle, but real. In Jacoby transfers, you must have a 5-card suit, because the NT bidder may have a doubleton. In a TO double situation, the doubler usually has at least three in all of the unbid suits. With a really bad hand, responder can transfer into his 4-card suit, knowing there is at least a 4-3 fit.

TO doubler can also use a wider range of hands. With 4-4-4-1 or 5-4-4-0 or 5-5-3-0 hands, you can double with as few as 10 HCP (esp when white against red) because you know dummy will have a 4 card fit.

When responder transfers you into opener's suit, asking for a NT stopper, you can show the lower HCP, distributional hand by refusing the transfer, and bidding the 5 card suit. Partner can then pass or bid a four card suit, knowing you are 5-4-4-0 or 5-5-3-0.

With two 5-card suits and a lower point count, bid the lower suit, and pass partner's response. With a better hand, bid the higher, and then rebid the lower.

Powerful TO hands can also be bid using this system.

When responder makes a transfer bid, TO doubler with a big hand can accept the transfer one level higher (as in Jacoby) or bid a new suit, showing a big hand and a 5 card suit, or refuse the transfer and bid NT.

Using this system, both doubler and partner have an opportunity to find the best contract, and take bidding space away from opponents as they do so.

THE TWO-OVER-ONE SUMMARY

This description of the OKbridge 2 over 1 system assumes that you are already familiar with the Standard American Yellow Card. If not, you can request a complete description of the Standard American Yellow Card by sending email to help@okbridge.com . The OKbridge 2 over 1 system is recommended for intermediate players and up.

CHAPTER 1- THE 2/1 STRUCTURE

There are lots of variations to 2/1, and the OKbridge card should not be considered a universal standard. In all 2/1 systems, however, the general principle is the same- any new suit bid by responder at the two-level is a game-force. For example:

- 1S : 2C Gameforcing. Neither player can pass until a game of some sort is bid. In the OKbridge system, there are no exceptions.
- 1N : 2N Not a gameforce. The two-level response must be in a new suit.
- 1S : 2S Not a gameforce. Again, the two-level response must be in a new suit.
- 1C : 2D This is a strong jump shift and is, of course, gameforcing.

Opener's Rebids

- Simple rebid : The catchall bid, does not promise extra strength
- Jump rebid : Solid 6-card suit or better
- New suit at the 2-level : Natural, at least four cards, any strength
- New suit at the 3-level : Splinter in support of responder
- 2NT : 12-14 balanced (no 3-card support)
- 3NT : 18-19 balanced (no 3-card support)
- Single raise : At least 3-card support, any strength

2/1 and strong jump shifts are OFF in competition BETWEEN opener and responder. For example:

- 1S - 2C - 2D 2D shows 10+ points and is not gameforcing. The interference is in front of responder.
- 1S - P - 2C - 2D 2C is still gameforcing. The interference is behind responder.
- 1C - 1D - 2H 2H is a weak jump shift- 6 card suit, 0-6 points. This is signoff bid and is, of course, NOT gameforcing.
- 1C - P - 2H - 3S 2H is a strong jump shift, great 5-card suit or better, 17-19 points. The partnership is still in a gameforcing auction (unless they want to defend 3S-X).

CHAPTER 2- MAJOR-SUIT CONVENTIONS

1NT FORCING

As a result of the 2/1 response being a game-force, responder will often have a 10-12 point hand with which he would like to make a 2/1 bid but cannot; hence the 1NT Forcing convention. The 1NT response to 1H or 1S shows 6-12 and is a one-round force (since responder may have 12 points). Opener's rebids are as follows:

Any reverse	: 16+, natural, forcing
Simple rebid	: 12+, a good 6-card suit, nonforcing
Jump rebid	: 19+, natural, forcing
Jump shift in a new suit:	19+, natural, forcing
2NT	: 18-19, balanced, nonforcing

If opener's hand does not fit into these categories, he must bid his longest side suit up the line if possible. In each of the following cases, opener has bid 1S and heard 1NT forcing:

KQJT9 KJT6 A3 54
Opener must rebid 2H.

KQJT9 KJT A63 54
Opener must rebid 2D. (alertable)

AQJT KJT98 Q6 54
Yuck. Opener cannot reverse, so he must rebid 2C. (alertable)

Responder's rebids are as follows. First, the weak (6-9) rebids:

Pass	: If opener has rebid 2m, responder should try to have incredible 4-card support or better, since the side may be playing in a 4-2 fit.
New suit at the two-level:	A five-card suit, signoff.
Two of opener's major	: Responder may only have two-card support.
New suit at the 3-level	: A very good 6-card suit, signoff.

Now, the strong (9-12) rebids:

2NT	: Balanced, nonforcing
Three of opener's major	: Invitational, normally 3-card support
Three of opener's minor	: Natural, normally 5-card support
Jump to game	: Natural

Example hands. Opener has opened 1H, responder has bid 1NT forcing, and opener has rebid 2C:

K43 98 KJ43 J432
Correct to 2H. Don't pass!

K43 K98 AJ J9854
Invite with 3H.

T43 K8 QJ2 KQ876
Raise to 3C.

KJ3 A8 QJ32 T98
Bid 2NT.

6 A53 52 AQT876
You can try 4H now that a double-fit is apparent.

REVERSE DRURY

Based on the Drury convention invented by Douglas Drury, Reverse Drury is an effective way of gauging the strength of partner's third and fourth seat openers. When partner opens 1H or 1S in third or fourth seat, 2C by responder shows 10-12 points with at least three trumps. With a subminimum hand, opener bids 2M, telling responder to pass. With a normal opening bid, opener rebids 2D. The natural 2C response is lost, but many players consider this a marginal sacrifice. Thus

Opener		Responder
KQJ4 K85 T98 762		A987 A93 K543 82
	1S : 2C!	
	2S! : P	

And

Opener		Responder
QJT43 A8 KT63 A5		K987 K63 AJ95 32
	1S : 2C!	
	2D! : 3D	
	4S : P	

Special Rebids by Opener:

- 1) KQJ52 K987 A3 42
- 2) KQ987 5 AJT32 A9
- 3) AJ542 8 K9 AQT65

In each case opener has bid 1S and received a 2C response. In 1), Opener bids 2H to show 4+ hearts in case there is a 4-4 heart fit. He does not guarantee opening strength. However, 2H is forcing for one round. In 2), Opener bids 2D, planning on rebidding 3D. As he is committing the partnership to the three-level, this does show a full opener. In 3), Opener bids 3C to show his club suit. Again, since he is taking the bidding to the three-level, opener does promise a full opener.

bergen raises

1 ♥ 1 ♠ 6+ 4c

1 ♥ 1 NT 6-12 1 RF -2m-2H pref(pas)
-2m-3H 10-12 3c
-2C-2D 6-9 (pas)

1 ♥ 2 ♣ GF 4+ c

1 ♥ 2 ♦ GF 4+ c

1 ♥ 2 ♥ 6-9 3c

1 ♥ 2 ♠ weak 6c

1 ♥ 2 NT 13+ J2N 3x=single
3H=16-19 6c
3NT=16-19 5332

1 ♥ 3 ♣ 7-10 4c Bergen

1 ♥ 3 ♦ 10-12 4c Bergen

1 ♥ 3 ♥ 0-6 4c Bergen

1 ♥ 3 ♠ splinter in some suit Bergen

1 ♥ 3 NT 13-15 3433 Bergen

1 ♥ 4 ♣ 15+ 3433 Bergen

1 ♥ 4 ♦ preemp ! Bergen

bergen raises

1 ♠ 1 NT 6-12 1 RF -2C-2D 6-9 (pas)
-2m-2S pref(pas)
-2m-3S 10-12 3c

1 ♠ 2 ♣ GF 4+ c

1 ♠ 2 ♦ GF 4+ c

1 ♠ 2 ♥ GF 4+ c

1 ♠ 2 ♠ 6-9 3c

1 ♠ 2 NT 13+ J2N 3x=single
3S=16-19 6c
3NT=16-19 5332

1 ♠ 3 ♣ 7-10 4c Bergen

1 ♠ 3 ♦ 10-12 4c Bergen

1 ♠ 3 ♥ splinter in some suit Bergen

1 ♠ 3 ♠ 0-6 4c Bergen

1 ♠ 3 NT 13-15 4333 Bergen

1 ♠ 4 ♣ 15+ 4333 Bergen

1 ♠ 4 ♦ preemp ! Bergen

1	♠ K10862 ♥ KQ963 ♦ 42 ♣ 7	1NT-pas-2D 2H - pas-2S	17	♠ J75 ♥ Q975 ♦ K987 ♣ 54	2NT-pas-3c-pas 3D-pas-3S puppet stayman	#	♠ K98 ♥ KQ74 ♦ A986 ♣ Q6	1H-pas-2NT-pa 3C-pas-3D	#	♠ QJ7 ♥ K964 ♦ AKQ ♣ AK3	2C-pas-2D-pas 2NT-pas-3H-pas 3S
2	♠ K10982 ♥ KQ963 ♦ 7 ♣ Q6	1NT-pas-2H 2S - pas-3H	18	♠ AK3 ♥ K7654 ♦ KQ5 ♣ AQ	2NT-pas-3C-pas 3H puppet stayman	#	♠ K98 ♥ KQ74 ♦ A986 ♣ Q6	1H -pas-2NT-pa 3D -pas-3S-pas 3NT-pas-4D	#	♠ Q7 ♥ 96432 ♦ 765 ♣ Q54	2C-pas-2D-pas 2NT-pas-3D 3H-pas -3NT
3	♠ K10 ♥ KQ963 ♦ 742 ♣ Q64	1NT-pas-2D 2H - pas-3NT	19	♠ AK3 ♥ K764 ♦ KQ5 ♣ AQ3	2NT-pas-3C-pas 3D pas 3S pas 4H puppet stayman	#	♠ K98 ♥ KQ74 ♦ A986 ♣ Q6	1H-pas-2NT-pa 3H-pas-4D	#	♠ Q743 ♥ 96432 ♦ 765 ♣ Q	2C-pas-2D-pas 2NT-pas-3C 3D-pas -3H
4	♠ AQ62 ♥ K10982 ♦ J7 ♣ 87	1NT-pas-2D 2H - pas-3NT	20	♠ QJ752 ♥ ♦ K2 ♣ AK7532	1S	#	♠ K982 ♥ KQ74 ♦ A986 ♣ 6	1S-pas-2NT-pa 3NT-pas-4C	#	♠ QJ972 ♥ K9 ♦ 6 ♣ KJ942	1H-pas-1NT-2H 1H-1NT-pas-2H
5	♠ A76 ♥ K10872 ♦ 72 ♣ Q87	1NT-pas-2D 2H - pas-2NT	21	♠ A76 ♥ K108 ♦ 72 ♣ AQJ87	1H-pas-2c-pas 2D pas 3H	#	♠ K8 ♥ K94 ♦ AQ32 ♣ QJ85	1C-pas-1D	#	♠ QJ97 ♥ K9 ♦ J2 ♣ KJ942	1H-1NT-pas-2C
6	♠ K8 ♥ AQ96 ♦ AJ8742 ♣ 7	1NT-pas-2C 2S - pas-3D 3H- 3S6D	22	♠ K96 ♥ J93 ♦ K965 ♣ QJ6	1H-pas-1NT/2H	#	♠ K8 ♥ K94 ♦ AQ32 ♣ QJ85	1D-pas-2NT	#	♠ J97 ♥ AKJ10 ♦ J4 ♣ 8763	pas-pas-1S-dble pas-3H
7	♠ 75 ♥ Q9632 ♦ 8732 ♣ 54	1NT-pas-2D 2H - pas-pas	23	♠ 75 ♥ Q963 ♦ J8732 ♣ 54	1H-pas-pas	#	♠ K964 ♥ K93 ♦ KQ93 ♣ Q6	1C-pas-1D	#	♠ K74 ♥ QJ92 ♦ 987 ♣ Q32	1NT-dble*-2D*-dble
8	♠ 74 ♥ AQ753 ♦ 9872 ♣ Q3	1NT-pas-2D 2H - pas-2NT	24	♠ 74 ♥ AQ753 ♦ 9872 ♣ Q3	1H-pas-4H	#	♠ AQ63 ♥ 985 ♦ Q965 ♣ 92	1C-pas-1S	#	♠ KJ4 ♥ A76432 ♦ 76 ♣ Q3	2H-pas-2NT-pas 3NT
9	♠ J8762 ♥ J5 ♦ AKQ6 ♣ 87	1NT-pas-2H 2S - pas-3D 3NT.....	25	♠ A76 ♥ KJ872 ♦ K75 ♣ Q8	1H-pas-2NT-pas 4H	#	♠ ♥ ♦ ♣		#	♠ A76432 ♥ K108 ♦ 7 ♣ Q32	2S-pas-2NT-pas 3H
10	♠ 74 ♥ AQ753 ♦ 9872 ♣ Q3	1NT-dble-2D	26	♠ A7 ♥ KJ872 ♦ K752 ♣ Q8	1H-pas-2NT-pas 4D	#	♠ J743 ♥ K973 ♦ A97 ♣ 97	1C-1H-dble	#	♠ K5 ♥ 654 ♦ AK6432 ♣ 65	2D-pas-2S-pas 3S
11	♠ J3 ♥ K9 ♦ QJ97 ♣ KJ942	1NT-pas-3NT	27	♠ AK3 ♥ Q8 ♦ K864 ♣ KJ53	1H-pas-3NT	#	♠ J7432 ♥ K973 ♦ A97 ♣ 9	1C-1H- 1S	#	♠ KQJ963 ♥ 32 ♦ K976 ♣ 2	2S-dble-2NT-pas 3D
12	♠ J ♥ K9 ♦ AQJ97 ♣ KJ942	1NT-pas-2C 2S - pas-3D 3A.....4C	28	♠ K1082 ♥ K9 ♦ A6 ♣ QJ864	1H-pas-1S-pas 2H-pas-4H	#	♠ K7 ♥ QJ972 ♦ A98 ♣ Q32	1H-1S-2NT-pas 3NT 1H-dble-2NT-pas 4H	#	♠ AJ7 ♥ Q976 ♦ K54 ♣ Q96	2H-pas-3H
13	♠ AQ97 ♥ 8632 ♦ J82 ♣ K3	1NT-2H-dble	29	♠ K10 ♥ KQ963 ♦ 742 ♣ Q64	1S-pas-1NT	#	♠ J73 ♥ 97 ♦ AJ86 ♣ KJ32	1D-1H-3D			
14	♠ 10974 ♥ AQ75 ♦ J82 ♣ Q3	1NT-2C*-3C *)=capp	30	♠ AQ962 ♥ K104 ♦ A ♣ K753	1H-pas-1S-pas 2C-pas-2D	#	♠ J732 ♥ 97 ♦ AJ8 ♣ KJ32	1D-1H-dble			
15	♠ Q74 ♥ AQ975 ♦ 864 ♣ Q3	1NT-2C*-3C 3A.....-H *)=capp	31	♠ AQ962 ♥ K104 ♦ A ♣ K753	1H-pas-1S-pas 1NT-pas-3C	#	♠ K976 ♥ 9 ♦ AKJ82 ♣ KQ8	1D-1H-dble-pas 2S			
16	♠ 876 ♥ AQ975 ♦ 982 ♣ K3	1NT-2C*-3H *)=capp	32	♠ K8 ♥ K964 ♦ 65 ♣ AJ853	1S-pas-2C-pas 2H-pas-4H	#	♠ QJ972 ♥ K9 ♦ 6 ♣ KJ942	1D-pas-1H- 1S			

1	♠ K93 ♥ 932 ♦ Q3 ♣ AJ654	1C-pas-2C-pas 2D-pas-2nt inv	17	♠ J ♥ K92 ♦ QJ97 ♣ KJ942	1NT-pas-2S-pas 2nt-pas-3nt 1NT-pas-2S-pas 3C-pas-3S mss	#	♠ A987 ♥ A93 ♦ K654 ♣ 42	pas-pas 1S-pas-2C-pas 2S-pas-pas rev drury pas-pas	#	♠ J75 ♥ Q975 ♦ K987 ♣ 54	2NT-pas-3c-pas 3D-pas-3S puppet stayman
2	♠ 10 ♥ 1032 ♦ Q953 ♣ KJ754	1C-pas-3C inv	18	♠ 3 ♥ A2 ♦ AK643 ♣ Q9754	1NT-pas-2S-pas 3D-pas-3S-pas 4C-pas-4D-pas 4S-pas-4NT-pas mss	#	♠ A987 ♥ A93 ♦ K654 ♣ 42	1S-pas-2C-pas 2D-pas-3D-pas 4S rev drury pas-pas	#	♠ AK3 ♥ K7654 ♦ KQ5 ♣ AQ	2NT-pas-3C-pas 3H puppet stayman
3	♠ KQ974 ♥ Q97 ♦ A42 ♣ Q6	1C-pas-1S-pas 1nt - pas-2D nmf	19	♠ K52 ♥ Q ♦ AJ87 ♣ A8652	1NT-pas-2S-pas 3D-pas-3H-pas 3S-pas-4C-pas 4D-pas-4NT-pas mss	#	♠ KQJ42 ♥ K987 ♦ A3 ♣ 42	pas-pas 1S-pas-2C-pas 2H rev drury pas-pas	#	♠ AK3 ♥ K764 ♦ KQ5 ♣ AQ3	2NT-pas-3C-pas 3D pas 3S pas 4H puppet stayman
4	♠ 73 ♥ KQ4 ♦ A76 ♣ AJ985	1C-pas-1S-pas 1nt - pas-2D-pas 3nt nmf	20	♠ AQ62 ♥ K10982 ♦ J7 ♣ 87	1NT-pas-2C 2D - pas-3S Smolen	#	♠ KQ987 ♥ 5 ♦ AJT32 ♣ A9	1S-pas-2C-pas 2D-pas-3A-pas 3D rev drury pas-pas	#	♠ KQJ543 ♥ 32 ♦ Q3 ♣ 873	2S-pas-2NT-pas 3S Ogust
5	♠ KQ8654 ♥ 64 ♦ 72 ♣ 1098	1C-1D-2S wjs	21	♠ A76 ♥ K108 ♦ 72 ♣ AQJ87	1S-pas-2C-pas 2H pas 2S 2/1GF	#	♠ AJ543 ♥ 8 ♦ K9 ♣ AQT76	1S-pas-2C-pas 3C- rev drury pas-pas	#	♠ KQJ9 ♥ AQ982 ♦ AJ ♣ AQ4	1H-pas-4NT-pas 5H-pas-5NT-pas 6C-pas-7NT rk
6	♠ K964 ♥ K93 ♦ KQ93 ♣ Q6	1C-pas-1D bypass	22	♠ K97 ♥ QJ75 ♦ 34 ♣ AJ63	1S-pas-1NT-pas 2D-pas-3S bergen	#	♠ AQ54 ♥ KQ985 ♦ ♣ J976	2D-pas-2nt-pas 4C flannery pas-pas	#	♠ A65 ♥ K32 ♦ Q97 ♣ A985	1C-1H-1S-2H X! supX
7	♠ AQ63 ♥ 98 ♦ Q9652 ♣ 92	1C-pas-1S bypass	23	♠ K975 ♥ 543 ♦ AJ63 ♣ 54	1S-pas-3C bergen	#	♠ 97 ♥ 76 ♦ KQ9753 ♣ 953	1NT-2H-2nt-pas 3C-pas-3D lebensohl pas-pas	#	♠ A65 ♥ K9832 ♦ Q97 ♣ A9	1H-pas-1S-dble redble! supX
8	♠ KQJT9 ♥ KJT6 ♦ A3 ♣ 54	1S-pas-1nt-pas 2H 1ntF	24	♠ Q53 ♥ K985 ♦ 34 ♣ AQ63	1H-pas-3D bergen	#	♠ 97 ♥ 76 ♦ KQ9753 ♣ 953	1NT-2H-2nt-pas 3C-pas-3D lebensohl pas-pas	#	♠ A986 ♥ K98 ♦ 86 ♣ A432	1NT-2S-pas-2nt! pas-3D-pas-3S! pas-4S capp
9	♠ KQJT9 ♥ KJT ♦ A63 ♣ 54	1S-pas-1nt-pas 2D* 1ntF	25	♠ K975 ♥ 93 ♦ 34 ♣ J9632	1S-pas-3S bergen	#	♠ 97 ♥ AK974 ♦ KQ9 ♣ 953	1NT-2S-3H-pas lebensohl pas-pas			
#	♠ AQJT ♥ KJT98 ♦ Q6 ♣ 54	1H-pas-1nt-pas 2C* 1ntF	26	♠ 5 ♥ K532 ♦ AJ983 ♣ 765	1S-pas-1NT-pas 1C-pas-2D bergen	#	♠ 97 ♥ A53 ♦ KQ975 ♣ Q93	1NT-2S-3nt-pas lebensohl pas-pas			
#	♠ K43 ♥ 98 ♦ KJ32 ♣ J654	1H-pas-1nt-pas 2C-pas-2H	27	♠ AJ932 ♥ KQ97 ♦ 5 ♣ Q97	1S-pas-3H-pas 3S-pas-4D bergen	#	♠ AJ65 ♥ A53 ♦ K975 ♣ 93	1NT-2H-2nt-pas 3C-pas-3H lebensohl pas-pas			
#	♠ K43 ♥ K98 ♦ AJ ♣ J9865	1H-pas-1nt-pas 2C-pas-3H	28	♠ AJ9 ♥ Q97 ♦ 63 ♣ J8754	1S-pas-2S-pas	#	♠ AJ65 ♥ 42 ♦ Q975 ♣ A9	1NT-2H-3H-pas 3S-pas-4S lebensohl pas-pas			
#	♠ T43 ♥ K8 ♦ QJ3 ♣ KQ976	1H-pas-1nt-pas 2C-pas-3C	29	♠ 75 ♥ J972 ♦ 75 ♣ AQ965	1S-pas-1NT-pas 2D-pas-2S	#	♠ 93 ♥ 983 ♦ AJT32 ♣ J76	2H-dble-pas-2nt pas-3c-pas-3d lebensohl pas-pas			
#	♠ KJ3 ♥ A8 ♦ QJ42 ♣ T982	1H-pas-1nt-pas 2C-pas-2NT	30	♠ KJ52 ♥ A97 ♦ KQ4 ♣ K43	1S-pas-4C-pas bergen	#	♠ AQ ♥ 983 ♦ AJT32 ♣ 983	2H-dble-pas-3D lebensohl pas-pas			
#	♠ 96 ♥ A74 ♦ 52 ♣ AQT862	1H-pas-1nt-pas 2C-pas-4H	31	♠ ♥ ♦ ♣		#	♠ KJ975 ♥ 97 ♦ AT32 ♣ 86	2H-dble-pas-2nt pas-3c-pas-3S lebensohl pas-pas			