



Precision

Club

System Outline

System Taught in the
Intermediate/Advanced Club (IAC)
On BridgeBase Online
<http://www.bridgebase.com>

Notes @ <http://bbo.pigpen.org.uk>

System Summary

(a) Opening Bids

- 1♣ - Any hand with 16+ points, except hands with 16-23 points and exactly 4441 distribution, which are opened with 2♦.
- 1♦ - 11-15 points with any hand unsuitable for an opening of 1♥/1♠/1NT/2♣. This effectively means any hand with 5-card or longer Diamonds, 4441 hands of this range, hands with 5-card Clubs and 4-card Diamonds, hands with a very weak 6-card Club suit, and balanced or semi-balanced hands in the 11-12 point range.
- 1♥ - 11-15 points and at least a 5-card Heart suit.
- 1♠ - 11-15 points and at least a 5-card Spade suit.
- 1NT – Variable (10-12 nv, 13-15 v), balanced or semi-balanced with a 5-card minor. Continuations include Stayman, 4-suit Transfers, and Transfer Lebensohl.
- 2♣ - 11-15 points with a reasonable 6-card Club suit or a 5-card Club suit and a 4-card major.
- 2♦ - 16-23 points and any 4441 distribution.
- 2♥ - Weak 2 in Hearts (5-9 and a 6-card suit)
- 2♠ - Weak 2 in Spades (5-9 and a 6-card suit)
- 2NT - 5-9 points and at least 5-5 in the minors, or 11-15 points and exactly 5-5 in the majors, or a ¾-Level Club Pre-empt.
- 3♣ - 11-15 points with a 6-card Club suit *and* an unspecified 4-card Major
- 3♦ - Pre-empt
- 3♥ - Pre-empt
- 3♠ - Pre-empt
- 3NT - Acol Gambling 3NT, a long solid minor with no outside stops.
- 4♣ - Texas Transfer to 4♥
- 4♦ – Texas Transfer to 4♠
- 4♥ – Normal Pre-empt
- 4♠ - Normal Pre-empt
- 5♣ - Normal Pre-empt
- 5♦ - Normal Pre-empt

(b) Other System Features

- **Lebensohl, Transfer Lebensohl, Extended uses of Lebensohl**
- **Romex Trial Bids**
- **4-way Transfers**
- **Clarke 2-way 2♦ Complex**
- **Cambridge Heart Complex**
- **Modified Super-Precision Asking Bids.**

System Summary

(b) Defensive Bidding

- Simple Overcalls: - These are constructive with a reasonable suit and values. Continuations include UCB's and Lebensohl sequences. Suit raises are largely pre-emptive.
- Jump Overcalls: - These are weak and obstructive, can be as weak as Jxxxx. When both opponents have shown values, suits tend to show a good suit with length and intermediates (but not necessarily top honours). Continuations are as per simple overcalls.
- Takeout doubles: - Unlimited in strength. Transfer Lebensohl Sequences follow
- 1NT Overcall: - 16-18 in 2nd position, 11-14 in 4th position. Responses are as for an opening 1NT, but if in 4th position then all subsequent bidding is natural, with a cue-bid acting as Stayman.

System Summary

(c) Defences

To Precision Club: -	CRO-Panama: -	Simple Overcalls are natural. Double / 1NT / 2NT show 2-suited hands (CRO - Same Colour/Rank/Odd in that order) Jump Overcalls are weak with that suit or slightly stronger with the other three suits.
To Weak NT: -	Modified Brozel: -	Double shows 16+ balanced or single-suited. 2♣ shows ♣♥, 2♦ shows ♦♥, 2♥ shows ♥♠, 2♠ shows ♠ & ♣/♦, 2NT shows ♣♦. Jump overcalls are intermediate. Over double, if partner does not stand the double then 2♣ shows a weak 1-suited 2♦ shows a weak 2-suiter, 2♥ shows a game-going 2-suiter without Spades, shows a game-going 2-suiter with If Opponents run then Transfer
hand, and 2♠ Spades. Lebensohl.		
To Strong NT: -	Modified Brozel: -	As above but double shows a single-suited hand and is not for penalties.
To Pre-empt: -	FILM-X: -	Double is for penalties, 3NT is to play. Relay in next suit is for takeout, but if a major, then guarantees 4-cards in the suit, otherwise 4♣ is for take-out. Over 4-level pre-empt, the above is varied: - 4♥-X shows values and 4-card Spades. 4♠-4NT is for takeout and double shows values.
To Weak Two Bids: -		Takeout doubles and Transfer Lebensohl.
To Multi 2♦: -	Dixon: -	With Transfer Lebensohl sequences over the doubles
To Double of 1NT: -	Mod. INTRO: -	Redouble shows weak and 4441 or 4333 distribution. Bid shows 5-card or longer suit, to play. Pass demands a redouble with either a strong hand or a weak hand with 4432 distribution (bids over the redouble).

System Summary

(d) Carding Methods

Leads: -	Journalist throughout	
	Against Suit Contracts: -	Journalist, 4th, MUD
	Against NT Contracts: -	Roman, Attitude, Top of Nothing.
Signals: -	Distribution: -	High-Low shows an even number. Low High shows an odd number.
	Attitude (Roman): -	Odd encourages, Even Discourages (McKinney Signal).
Discards: -	Roman (Odd/Even): -	Odd encourages in that suit, Even discourages and is a McKinney Signal

Opening Bids

1.1 One Diamond

This opening will almost always show one of the following hand types: -

- Balanced or semi-balanced hands hand with a 5-card minor which are not suitable for an Opening 1NT (ie: 11-12)
- 11-15 points and any 4441 shape
- 11-15 point hands with a weak 6-card Club suit or a 5-card Club suit & a 4-card Diamond suit.
- 11-15 point hands with a 5-card or longer Diamond suit not suitable for another opening (ie: not with a 5-card major or 6-card Clubs)

In response partner bid naturally, along the following lines

- 1♦ - 1♥ 4+-card suit. Now all continuations are natural. A rebid of 2♣ will usually have 4-card diamonds as well
- 1♦ - 1♠ 4+-card suit. Denies 4-card Hearts unless spades are longer and responder is strong enough to bid twice. Now all continuations are natural. A bid of 2♥ is considered a reverse with upper-range and 5-card Diamonds. A rebid of 2♣ will usually have 4-card diamonds as well
- 1♦ - 1NT 8-10 balanced. Denies possession of a 4-card or longer major. Now all continuations are natural. As above a reverse into 2♥ or 2♠ promises Diamonds as well. A rebid of 2♣ will usually have 4-card diamonds as well
- 1♦ - 2♣ Natural, forcing to 2NT, normally promising 11+ points. Denies a Major unless responder is strong enough to force to game with a reverse.
- 1♦ - 2♦ Natural, forcing to 2NT, normally promising 11+ points. Denies a Major unless responder is strong enough to force to game with a reverse.
- 1♦ - 2♥ Alpha in Hearts. 16+. Asking bids are firmly established
- 1♦ - 2♠ Alpha in Spades. 16+. Asking bids are firmly established
- 1♦ - 2NT 16+ balanced, Forcing Enquiry:
 - 3♣ 5-card Clubs & 4-card Diamonds. Upper Range
 - 3♦ 5-card Diamonds. Upper Range. May have a 4-card Major if 5422.
 - 3♥ 4-card Hearts, (Lower Range with Diamonds or any range if balanced).
 - 3♠ 4-card Spades, (Lower Range with Diamonds or any range if balanced). Denies possession of 4-card Hearts.
 - 3NT Any Lower-range hand not containing a 4-card Major.
 - 4♣ 6-card Clubs, Upper Range
 - 4♦ 6-card Diamonds. Upper Range. No 4-card Major
 - 4♥/♠ 4-card Major with 5+ Diamonds, Upper Range, not 5422 shape
- 1♦ - 3♣ Alpha in Clubs. 16+. Asking bids are firmly established.
- 1♦ - 3♦ Alpha in Diamonds. 16+. Asking bids are firmly established.

It will be seen from the above that Opener may only have a singleton Diamond (can be 4414 or may be short in diamonds if a weak 6-card club-suit held). Despite this, responder should not be afraid to Pass with a weak hand (even with short diamonds) as it will be rare that opps can (and will) profitably pass the hand out at the 1-level when they have the balance of the diamonds and the balance of the points too.

In the natural sequences above the emphasis is on reaching a workable fit at as low a level as possible and responder should not be afraid to accept a Moysian (4-3) fit at times.

Opening Bids

2.1 One Heart and One Spade

These openings show 11-15 points and at least a 5-card suit. Hands with a 5-card major and a 6-card Minor are always opened with the Major.

2.2 Basic Scheme of Responses

The basic outline of responses is as follows: -

2.2.1 Limit Raises

These are similar to Acol, but are more pre-emptive and based on good trump support and distribution rather than a genuine point count. Immediate jumps to game in a Major will always have at least 4-card trump support and a singleton. Immediate raises rarely contain more than 11 HCP.

2.2.2 One No Trump

Over 1♥ and 1♠, the 1NT bid is a Forcing No Trump (See below). This response can be made on a wide variety of hands from a good 2-level raise through to 15-point balanced hands without support for the Major, and even 16+ hands with trump support wanting to investigate for slam at a low level.

2.2.3 Change of Suit

A one-round force. 2-over-1 responses usually show at least a good 10 count and are forcing to the level of 2NT (See Lebensohl below, because 2NT is rarely natural). Delayed game raises deny a singleton or void but show a fair side suit in addition to at least good 3-card trump support.

2.2.4 Splinters

An immediate double jump-shift over the opening shows 9-12 points, at least good 4-card trump support and a side-suit singleton or void, ***responder bidding the suit below the shortage***. With no interest beyond game, Opener can sign off in game in the agreed major, but may bid the void suit as Beta (0-2) or commence cue-bidding. Epsilon Asks are not permitted.

2.2.5 Mini-Splinters

1♥-2♠ and 1♠-2NT shows a mini-splinter in an undefined suit, typically about 8-9 points, good 4+-card trump support and a side-suit singleton or void. Opener can return to the 3-level in the agreed major if not interested but will rarely bid game directly. Instead 3♣ asks for the location of the singleton and Responder rebids as follows: -

1♥-2♠-2NT-3♣ shows a Diamond Singleton

1♥-2♠-2NT-3♦ shows a Spade Singleton

1♥-2♠-2NT-3♥ shows a Club Singleton

1♠-2NT-3♣-3♦ shows a Heart Singleton

1♠-2NT-3♣-3♥ shows a Club Singleton

1♠-2NT-3♣-3♠ shows a Diamond Singleton

Mini-splinters are aimed at reaching very thin games based solely on fit so Opener will normally need to be maximum with either no values in the splinter suit or a 4 or 5-card second suit headed by the Ace only to accept the invitation.

2.2.6 3NT Response

This is rarely used as the requirements are very specific: It shows a balanced hand with either 4333 shape (3-card trump support) or 4432 shape with a doubleton in Opener's major. It ***also*** shows a severe shortage of controls, 2 at the most but more usually one, in a hand with 14-15 HCP. It is

Opening Bids

an obvious warning to declarer that 9 tricks in NT's may be easier than 10 tricks in a suit.

2.2.7 Jump Shift

These are fit-showing, promising decent trump support and a source of tricks in a side-suit, but probably only 8-9 points. Over 1♥, 2NT is a fit-showing jump-shift in **Spades** (because 1♥-2♠ is the undefined mini-splinter).

2.2.8 Lebensohl

This gives this system enormous flexibility and range of nuance. This is particularly true in 3-suited auctions (with or without a reverse) where the third suit is bid at the 2-level. The range of responses is expanded as follows: -

- ☞ Simple preference to opener's suit at the 2-level is non-forcing.
- ☞ An immediate raise to the 3-level in Opener's suit is forcing and agrees the suit. If Opener has not reversed, the 'fast' 3-level preference is a Range Beta Ask. If Opener has reversed, it is Beta 0-2.

☞ A 'slow' (ie: via Lebensohl 2NT) preference to either of Opener's suits is non-forcing and to play, but if the suit could have been bid at the 2-level then it is invitational.

- eg: - 1♥-2♣-2♦-3♥ is Range Beta.
 1♥-2♦-2♠-3♥ is Beta 0-2
 1♥-1♠-2♦-2NT-3♣-3♥ is invitational
 1♥-2♣-2♠-2NT-3♣-3♥ is simple preference.

☞ In general 'fast' bids at the 3-level are forcing and constructive, whereas 'slow' bids are non-forcing:

- eg: - 1♠-2♦-2♥-3♦ is forcing whereas
 1♠-2♦-2♥-2NT-3♣-3♦ is non-forcing, showing a minimum single-suiter with no fit for either of Opener's 2 suits.

☞ **4th Suit Forces:-** If 'fast' these ask specifically for clarification of Opener's distribution and do not necessarily show any desire to play in 3NT. If 'slow' then the force shows interest in a stop in the 4th suit for the purposes of playing safely in 3NT.

- ☞ eg: - 1♠-2♣-2♦-2♥-3♣ shows 5143 shape or similar, and now a bid of 3♥ (singleton suit) is Beta 0-2, whereas 1♥-1NT-2♣-2NT-3♣-3♦ is asking for a Diamond stop and now 3♥/3♠ deny one.

N/S Vul
Dealer S

♠ KQxxx	♠ KQxxx
♥ -	♥ KQxx
♦ AJxxx	♦ xx
♣ Axx	♣ KQTxx
♠ xx	♠ AJTx
♥ Jxxx	♥ AT9xx
♦ xxx	♦ KQx
♣ Jxxx	♣ x

Bidding

N	E	S	W
1♠ ¹	No	1NT ¹	No
3♦ ²	No	3♥ ³	No
4♥ ⁴	No	5♣ ⁵	No
6♣ ⁶	No	6♥ ⁷	No
7♦ ⁸	No	7♠ ⁷	

1. Forcing No Trump
2. 5-5 and Maximum

3. Gamma in Spades (Upgrading his hand to 16+ because of the double fit)

5. Epsilon in Clubs

4. 5-card, 2 Top Honours
6. 1st Round Control (No 2nd/3rd)
7. Epsilon in Hearts: A slight risk if North has a void club and Kxx in Hearts as the Response would go beyond 6NT which is all the combined hands could make, but it's difficult to imagine opponents ignoring a 12-card Club fit.
8. 1st Round Control.

9. Can now see 13 tricks, as North must be a void in Hearts and have Axx in Clubs.

Opening Bids

2.3 Forcing No Trump

This is the cornerstone of the 1♥ and 1♠ sequences and is used for almost all 'good' raises in Opener's trump suit. It can also be used with balanced hands with more than 8 points without sufficient support for partner's major.

The forcing relay is generally used with one of the following hand types: -

- Balanced hands of 8-11 points not containing primary trump support.
- Balanced hands of 12-15 points with no good support.
- Balanced supporting hands in the 8-12 points range with a ruffing value.
- Good supporting hands in the 12-15 point range with a side-suit singleton.
- Good supporting hands in the 12-15 point range with a side-suit void.
- Any 16+ balanced hand with or without primary trump support.
- Any 16+ hand with trump support.
- Any 16+ hand with a tolerance for Opener's major, but perhaps with a strong side suit of its own, where the hand is not considered suitable for an immediate Alpha.

Opener's rebids over the forcing relay are as follows: -

- Show a second 4-card or longer suit. A reverse shows extra values. With a near maximum and 5-5, opener can jump-rebid his second suit. It is very rare for opener to conceal a second suit, even if he holds a good 6-card major and a weak 4-card minor. The only common exception is a lower-range hand with 4-5 in the Minors where Opener normally rebids a 3-card Minor or rebids their Hearts in preference to reversing into Spades.
- Rebid a 6-card suit or a solid 5-card suit where no other bid is suitable. A jump rebid in the same suit shows a maximum hand, unbalanced, containing about 7 playing tricks.
- Over 1M-1NT Opener rebids his lowest 3-card minor with any 5332 shape
- Rebid 2NT with a set-up 6-card suit (eg: KQJxxx, AKJTxx, AKQxxx) and an otherwise balanced hand (eg: 6322 or 7222). This rebid guarantees 2 of the top 3 honours and the Jack, or all 3 Top Honours and is most commonly a solid suit, and usually a maximum hand as it shows some strength outside. Responder's rebids are largely natural. He can pass, give preference to Opener's major, bid 3NT or game in the major, or jump in the suit below a void, depending on which of the hand-types listed above he holds.

Opening Bids

2.4 Forcing No Trump with 16+ Hands

In standard Precision, relays in a new suit after a Forcing No Trump and response generally show a weak hand and a long suit. As this occurs infrequently and by no means guarantees that the contract will be played in the right strain anyway, it has been discarded and these bids given over to low-level slam exploration. There are two types of sequence depending on whether or not Opener has definitely shown a second suit.

2.4.1 Cheapest Relay

A relay in the cheapest new suit (but see comments on 1♥-1♠-1NT above) is always Gamma in Opener's first major, regardless of whether a second suit has been shown or not. A relay over the response is then Beta 0-2. If responder does not make the second relay but bids another suit then this is Epsilon, unless 4♣/4♦ in which case it is Beta.

2.4.2 No Second Suit

If Opener has definitely denied a second suit, then a relay in the 2nd-cheapest new suit is Beta and does not necessarily agree Opener's major (ie: unconditional Beta).

After the Beta response, Responder may (and usually does) make a Theta in any suit other than Opener's major, a response showing Qxx or better agreeing the suit (and now Epsilons are permitted elsewhere).

If insufficient support is shown to agree the suit, then responder must set the final contract unless making an obviously invitational bid. If responder does not make a Theta, then he is setting the final contract in NT's or Opener's Major.

2.4.3 2nd Cheapest Relay

If Opener has shown a second suit, then a relay in the second-cheapest new suit is Gamma or Eta in the *second* suit. If Opener has rebid at the 2-level in a minor (ie: which might only be a 3-card suit) the responses are varied slightly by an additional step (1-step response) which shows *any* 3-card holding.

Continuations over the Gamma/Eta response are as in 2.4.1 above (ie: a 2nd relay is Beta).

2.4.4 2nd Relay Beta

The second relay (Beta) normally ignores the trump suit if a repeat Gamma is an option (See the section on Gamma). If Opener has shown No Top Honours, then the second relay also ignore No Trumps (if that is the relay suit) as Responder may want to sign off or hand over the Captaincy.

eg: 1♠-1NT(FNT)-2♦-2♥(Gamma in ♠)-2♠(No TH)-2NT is handing over the Captaincy and *not* agreeing Spades, whilst 3♣ would be the Beta Relay.

2.4.5 Alternative scheme

There is an alternative to the above methods whereby the relay over the Gamma response asks if a shortage is held. The next suit up denies, but otherwise Opener bids the suit below the singleton (ignoring the trump suit). Responder can now bid the singleton suit as Beta or Relay again as Beta if Opener has denied a singleton.

This method has considerable advantages in that the need for repeat Epsilons is reduced and Responder is more quickly aware of exactly how well the hand is fitting.

Opening Bids

2.5 Weak Single-Suiters

Hands which are essentially weak and single-suited can be treated in a variety of ways:

- Bid and rebid the suit (via Lebensohl if available), which is always a limited sequence. [eg: 1♠-2♦-2♥-2NT(Leb)-3♣(Forced)-3♦(Definitely "to play")]
- Use the forcing relay hoping partner might find a 3-card rebid in your minor (but you must be prepared to pass his rebid or give preference).
- In practice, with no tolerance for partner's suit and a weak single-suited hand, the most common action is to pass, since LHO will usually protect in some fashion, and you will now be able to show your single-suiter (if you want to) without partner getting the wrong idea. If however, opponents overcall at the 2-level above your suit, then if you decide you want to introduce your suit then it must be via 2NT Lebensohl, otherwise you imply at least a tolerance for partner's major.

2.6 Interference

2.6.1 Overcalls

Over simple or jump overcalls up to 3♥ doubles are negative and strong hands will almost always proceed via a double or cue-bid of their suit. Lebensohl 2NT is always available if space permits:

In general 'fast' new suits show that suit **and** partner's major whereas 'slow' new suits imply no fit for partner's suit.

'Fast' raises imply an ability to compete further, whereas 'slow' raises are weaker and showing less suitable hands.

Slow and fast bids of 3NT show the values to play there with or without holding a stop in their suit (a fast 3NT denies a stop).

A fast cue-bid of their suit is strong, agrees partner's major and is Gamma, a relay over the response being Beta. A slow cue-bid shows game values but is a DAB, denying primary trump support and promising some kind of holding in their suit (at least a half-stop, eg: Qx or Jxx).

2.6.2 Doubles

Redouble shows a good hand interested in a penalty, but promises a Top Honour in partner's suit (usually singleton or doubleton). Splinters are as normal. See MOTOR below.

E/W Vul
Dealer E

♠ Kx
♥ KQ9x
♦ Qxx
♣ KJxx

♠ xx
♥ AJTxx
♦ Kxx
♣ Axx

♠ J9xx
♥ xxx
♦ Jxx
♣ xxx

♠ AQTxx
♥ x
♦ Axxx
♣ Qxx

Bidding

E	S	W	N
No	1♠	X	XX ¹
No ²	No ³	2♥ ⁴	No
No ⁵	X	No	No
No			

1. A classic redouble with Kx in partner's suit and anticipating rich pickings!!!
2. "He can get himself out of this mess"
3. More than happy to play in game at the 1-level. 4. In desperation
5. Helpless. (This went for 1100!!)

Opening Bids

2.7 MOTOR

MOTOR is a scheme of responses after our Opening of One of a Major is Doubled for takeout. The core part of these responses is that the bids from 1NT through to the suit below Opener's Major are all *transfers*. Mini-splinters, Full Splinters and fit-showing Jump-Shifts are unaffected by the Double. The basic scheme for MOTOR is as follows: -

2.7.1 Transfer to a New Suit and then Support Opener's Major

Transferring to a new suit and then Supporting Opener's Major at any level shows a limit raise in the Major with a *Lead-Directing Feature* in the transfer suit. This can be either a shortage or a 4-card or longer suit with 1st or 2nd round control.

2.7.2 Transfer to a New Suit and then Pass

Shows a weak hand with at least a 6-card holding in the transfer suit and no tolerance for Opener's Major.

2.7.3 Bid 1NT then bid a new suit at the 2-level or rebid Clubs at 3-level

1NT is effectively Transfer Lebensohl here, and this is invitational in the suit bid but with no good fit for Opener's Major.

2.7.4 Transfer to a New Suit and then bid a second suit

Other than as in 2.7.3 above, transferring to a new suit and then bidding a second suit or rebidding the transfer suit are all showing game-forcing hands with a strong single-suiter or 2-suiter

2.7.5 Transfer to Opener's Major

If Responder transfers to Opener's Major and then passes, this shows a solid raise to the 2-level, but without any lead-directing feature. Transferring to the Major shows a better hand than a pre-emptive direct-suit raise. A jump to 4 of Opener's Major after transferring to it at the 2-level is mildly slam-invitational (but probably a solid balanced raise, because no splinter and no jump in a side-suit).

2.7.6 Transfer to Opener's Major and then bidding a new suit

Transferring to Opener's Major and then bidding a new suit shows a game-forcing raise in the Major with a decent side-suit, equivalent to a delayed game raise. A Jump in a new suit is slam-invitational in the Major with a good side-suit.

2.7.7 Examples

- 1♥ - (X) - 2♣ - 2♦ - 2♥ Shows a 2-level limit raise with some kind of lead-directing feature in Diamonds
- 1♥ - (X) - 2♦ - 2♥ - 3♣ Shows a delayed game raise in Hearts with a good side-suit in Clubs
- 1♥ - (X) - 2♦ - 2♥ - 4♣ is slam-invitational in Hearts with a good side-suit in Clubs
- 1♥ - (X) - 1NT - 2♣ - 2♦ Is invitational in Diamonds (single-suited)
- 1♥ - (X) - 2♣ - 2♦ - 3♣ Is a game-forcing Minor 2-suiter
- 1♥ - (X) - 1NT - 2♣ - 3♦ Is a game-forcing Minor 2-suiter with longer Diamonds
- 1♥ - (X) - 1NT - 2♣ - 3♥ Is a 3-level limit raise in Hearts with a Club feature
- 1♥ - (X) - 2♥ Is a poor raise in Hearts - pre-emptive only
- 1♥ - (X) - 2♦ - 2♥ - No is a decent 2-level raise in Hearts with no feature to show in the Minors
- 1♥ - (X) - 1♠ is 100% natural showing 4+ Spades, a 1-round force
- 1♥ - (X) - 3♣ is a fit-showing jump-shift
- 1♥ - (X) - 2♠ Is an unspecified Mini=splinter
- 1♥ - (X) - 2NT Is a fit-showing jump-shift in Spades

Opening Bids

2.8 Romex Trial Bids

Where a Major suit has been agreed at the 2-level by natural means (ie: Asking bids not established), then both long-suit and short-suit trial bids are available. A relay over the major is Romex asking to make a **short**-suit trial bid. Bids which do not use the Lebensohl relay are long-suit trial bids in that suit. Thus:-

... - 2♥ - 2♠ is Romex. Partner bids 2NT to allow the shortage to be shown, or simply signs off in Hearts at the 3 or 4 level.

- 2NT-3♣ shows a Diamond shortage
- 2NT-3♦ shows a Spade shortage
- 2NT-3♥ shows a Club shortage
- 2NT is a long suit trial bid in **Spades**
- 3♣ is a long-suit trial bid in Clubs
- 3♦ is a long-suit trial bid in Diamonds
- 3♥ is a pre-emptive raise.

... - 2♠ - 2NT is Romex. Partner bids 3♣ to allow the shortage to be shown, or simply signs off in Spades at the 3 or 4-level.

- 3♣ - 3♦ shows a Heart shortage.
- 3♣ - 3♥ shows a Club shortage
- 3♣ - 3♠ shows a Diamond shortage
- 3♣ is a long-suit trial bid in Clubs
- 3♦ is a long-suit trial bid in Diamonds
- 3♥ is a long-suit trial bid in Hearts
- 3♠ is a pre-emptive raise.

None Vul
Dealer N

♠ Kxx	♠ Kxxx	♠ x
♥ K9xx	♥ Jx	♥ Axx
♦ xx	♦ KJxx	♦ Txxx
♣ KQJx	♣ xxx	♣ Axxxx
	♠ AQTxx	
	♥ QTxx	
	♦ AQx	
	♣ x	

Bidding			
N	E	S	W
No	No	1♠	No
2♠ ¹	No	2NT ²	No
3♣ ³	No	3♥ ⁴	No
4♠ ⁵	No	No	No

1. Could equally have gone via 1NT
2. Romex
3. Allowing the Short-suit trial bid
4. Short-suit trial bid in Clubs
5. Can see that all his points are working well, so bids the game.

E/W Vul
Dealer E

♠ Jxxx	♠ Kx	♠ xx
♥ x	♥ KQJxx	♥ xxx
♦ AQJxxx	♦ x	♦ Kxxx
♣ Ax	♣ KQxxx	♣ xxxx
	♠ AQTxx	
	♥ ATxx	
	♦ xx	
	♣ Jx	

Bidding			
E	S	W	N
No	1♠	2♦	X ¹
3♦	3♥ ²	No	4♥ ³

1. Negative. A classic Sputnik double showing the unbid suits.
2. Although minimum, he must show the very good support he has for partner's hearts.
3. With a singleton Diamond and Kx in

Spades, he can hardly be better.

Opening Bids

2.9 Other Features

2.9.1 More on Relays In section 2.4 above it will be seen that responder can sometimes embark on a relay sequence unsure as to whether Opener has a second suit or not. In such circumstances an additional step is added to the Gamma responses so that the 1-step response shows *any* 3-card holding. However, in such a sequence as 1♠-1NT-2♣-2♦-3♦-3♥, where 2♦ is Gamma and 3♥ is Beta, it is evident that responder has got a second suit here (6-card suit shown in response to Gamma, thus 2♣ was not a 3-card suit with 5332 shape). 4♣ is now Epsilon and 4♦ or 4♥ is Beta depending on where the shortage is. To illustrate this principle, the hand below is from actual game play and gave us a vulnerable slam swing which helped win us a Swiss Teams event.

♠ Jxx ♥ Kxx ♦ QT9xx ♣ Qxx ♠ AQxxxx ♥ J ♦ Axxx ♣ J9	♠ Jxx ♥ Kxx ♦ QT9xx ♣ Qxx ♠ KT ♥ AQTxx ♦ Kx ♣ ATx ♠ Qxx ♥ xxxx ♦ xx ♣ Kxxx	<table border="1" style="width: 100%; text-align: center; border-collapse: collapse;"> <thead> <tr> <th colspan="4" style="text-align: left;">Bidding</th> </tr> <tr> <th style="width: 15%;">W</th> <th style="width: 15%;">N</th> <th style="width: 15%;">E</th> <th style="width: 15%;">S</th> </tr> </thead> <tbody> <tr> <td>1♠</td> <td>No</td> <td>1NT</td> <td>No</td> </tr> <tr> <td>2♦</td> <td>No</td> <td>2♥¹</td> <td>No</td> </tr> <tr> <td>3♥²</td> <td>No</td> <td>3♠³</td> <td>No</td> </tr> <tr> <td>4♦⁴</td> <td>No</td> <td>4♥⁵</td> <td>No</td> </tr> <tr> <td>5♣⁶</td> <td>No</td> <td>5♦⁷</td> <td>No</td> </tr> <tr> <td>6♦⁸</td> <td>No</td> <td>6♠⁹</td> <td>No</td> </tr> <tr> <td>No</td> <td>No</td> <td></td> <td></td> </tr> </tbody> </table> <ol style="list-style-type: none"> 1. Gamma in Spades 2. 6-card, 2 Top Honours 3. Beta 4. 4 Controls 5. Epsilon in Hearts 6. Second-round Control 7. Epsilon in Diamonds 8. Ace without the Queen 9. Enough without Q♦ 	Bidding				W	N	E	S	1♠	No	1NT	No	2♦	No	2♥ ¹	No	3♥ ²	No	3♠ ³	No	4♦ ⁴	No	4♥ ⁵	No	5♣ ⁶	No	5♦ ⁷	No	6♦ ⁸	No	6♠ ⁹	No	No	No		
Bidding																																						
W	N	E	S																																			
1♠	No	1NT	No																																			
2♦	No	2♥ ¹	No																																			
3♥ ²	No	3♠ ³	No																																			
4♦ ⁴	No	4♥ ⁵	No																																			
5♣ ⁶	No	5♦ ⁷	No																																			
6♦ ⁸	No	6♠ ⁹	No																																			
No	No																																					

2.9.2 Intervention over Relays

If there is intervention over the Forcing No Trump and Opener's rebid (eg: - 1♥-1♠-2♣-2♠) now 2NT is Lebensohl, Double is the cheap relay and 3♦ is the expensive relay. Thus the pass is always *natural*, and double is always the cheap relay (ie: Gamma in Opener's Major). The cheapest new suit bid is always the more expensive relay and 2NT is Lebensohl if available. With A penalty double of their suit responder passes, and Opener is virtually forced to re-open with a double.

If there is intervention over the Gamma response, then Pass is asking for the shortage (and now double or redouble by Opener shows the suit above the intervention) and double by responder is an immediate Beta.

If there is intervention over the response to the second relay, then the usual provisions for saving space over the response to Asking Bids apply.

Opening Bids

3.1 Two Clubs

This Opening shows one of the following hand-types: -

- Hands with a reasonable 6-card Club suit (QJTxxx minimum) .
- Hands with a 5-card Club suit and a 4-card major.
- Hands with a 6-card Club suit, a Diamond void and 4-3 in the majors

The initial responses to the Opening are as follows: -

- 2♣ - 2♦ is a forcing relay (see below), used by most good responding hands except those worth an immediate 16+ Alpha Ask.
- 2♣ - 2♥ shows a limited hand with 5-card Hearts. Over 2♣-2♥-2♠, 2NT Lebensohl is now available, so 'fast' 3-level bids are invitational and 'slow' ones are weak.
- 2♣ - 2♠ shows a limited hand with 5-card Spades. Over 2♣-2♠ continuations are largely natural.
- 2♣ - 2NT shows 11-12 balanced, usually with no 4-card major, and also usually with 4-card Diamonds. Continuations are largely natural, 3♣ showing a 6-card suit in an unbalanced weak hand.
- 2♣ - 3♣ is a natural and constructive, but non-forcing raise. With a maximum, Opener can show stops towards 3NT
- 2♣ - 3♦/3♥/3♠ are all Alpha in the suit bid, showing 16+ and denying a Club fit.

3.2 2♣ - 2♦ Sequences

The 2♦ Relay shows 12-15 points in principle, but can be stronger and forces a further description from Opener: -

- 2♣ - 2♦ - 2♥ shows 4-card Hearts. If Opener has 3415 shape, then he is **maximum** (a minimum hand would bid 3♥ immediately to show this shape).
- 2♠ shows 4-card Spades. If Opener has 4315 shape then he is **minimum** (a maximum hand would bid 3♠ immediately to show this shape).
- 2NT shows 6-card Clubs with 2 side suit stops.
- 3♣ shows 6-card or longer Clubs with only one side suit stop
- 3♦ shows exactly 4405 shape (4♦ is Beta).
- 3♥ shows 3415 shape, **minimum** range (4♦ is Beta)
- 3♠ shows 4315 shape, **maximum** range (4♦ is Beta)
- 3NT shows 6-card Clubs, 2326 shape or similar, and a maximum, with all the side-suits stopped. In this instance, the Club suit is sometimes not 'best ever', because of the outside strength.
- 4♣ Shows 0346 3046, 0337 or similar, with a 3-card major and a void in the other major, 4♦ response asks for the 3-card major.
- 4♦ shows 5-6 in the minors (at least). 4♥ is Beta.

♠ Axx
♥ QJx
♦ x
♣ AQJxxx

♠ Qx
♥ AKxxxx
♦ Kx
♣ Kxxx

Bidding		
W		E
2♣		2♦ ¹
2NT ²		3♣ ³
3NT ⁴		4♦ ⁵
4NT ⁶		6♥ ⁷

1. Forcing Relay
2. 6-card Clubs, 2 stops outside
3. Which stops?
4. Both Majors stopped
5. Beta
4. 4 Controls
7. Since Partner's 4 Controls must be Ace of Clubs and Ace of Spades (no diamond stop and he cannot have 2 Kings as East has 3) he bids the safe slam to protect K♦.

Opening Bids

If Opener shows one of the less extreme hand-types (ie: responds to the 2♦ relay with a bid not beyond 3♣), then the responses are as follows: -

- 2♣ - 2♦ - 2♥ - 2♠ shows 12-13 points and a 6-card suit
 - 2NT shows 12-13 balanced with no fit for Hearts
 - 3♣ shows 12-13 points, no Heart fit and a weakness in a sharp suit
 - 3♦ is a further forcing relay, after which
 - 3♥ shows 1435 shape, any range (3♠ is now Beta)
 - 3♠ shows 3415 shape, **maximum** range (because a minimum hand would have bid 3♥ over 2♦)
 - 3NT shows 2425 shape, any range (now 4♦ is Beta)
 - 4♣ shows 3406 shape (Void Diamond). 4♦ is now Beta.
 - 4♦ shows 0445 shape, any range (4♠ is Beta)
- 2♣ - 2♦ - 2♠ - 2NT shows 12-13 balanced. Similar to above.
 - 3♣ shows 12-13, no Spade fit and a weakness in a red suit
 - 3♦ is a further forcing relay, after which
 - 3♥ shows 4315 shape, **minimum** range (because a minimum hand would have bid 3♠ over 2♦). 4♦ is now Beta.
 - 3♠ shows 4135 shape, any range. (4♥ is Beta)
 - 3NT shows 4225 shape, any range (now 4♦ is Beta)
 - 4♣ shows 4306 shape (void Diamond). 4♦ is now Beta.
 - 4♦ shows 4045 shape, any range (4♥ is Beta)
- 2♣ - 2♦ - 2NT - 3♣ is to play, probably a weak hand with both majors
 - 3♦ is a further relay, after which
 - 3♥ shows Diamond and Spade stop, but no Heart stop.
 - 3♠ shows red suits stopped, but no Spade stop
 - 3NT shows major suit stops, but no Diamond stop
- 2♣ - 2♦ - 3♣ - 3♦ is a further relay, after which
 - 3♥ shows a Heart stop.
 - 3♠ shows a Spade stop.
 - 3NT shows a Diamond stop.
 - 3♥ shows 12-13 points and a 6-card suit
 - 3♠ shows 12-13 points and a 6-card suit

3.3 Intervention over 2♣ Sequences

If there is intervention over the Opening 2♣ bid, then doubles are negative up to the level of 3♠. Bids at the 2-level are competitive and fast bids at the 3-level (except 3♣) are forcing. 2NT is Lebensohl, allowing responder to compete in Clubs, or invite in any other suit. Slow and fast cue bids and slow and fast bids of 3NT are similar in character to those over 1NT - 2x. Over the sequence 2♣ - 2♦ (Int) - X, Opener should respond exactly as if partner had bid the 2♦ relay. 2♣ - 2x - 3♣ is invitational.

If LHO makes a take-out double over the 2♣ bid, then redouble is takes the place of the 2♦ relay and other bids are natural. Opener rebids, so far as is possible, exactly as if there had been no interference and partner had bid 2♦.

If there is intervention over the 2♦ relay, then opener bids normally if possible, but otherwise can make a negative double or pass if he can't bid normally. 2NT Lebensohl is available with the normal nuances, slow and fast cue bids showing interest in unbid majors with or without stops in the opponents' suit. Slow and fast bids of 3NT show or deny stops, but in the latter case, responder must have a good Club fit.

In general any good hand should go via a negative double, the fast 3-level suit bids being reserved for strong single-suited hands.

Opening Bids

4.1 One No Trump

This shows 10-12 points non-vulnerable and 13-15 points when vulnerable and is freely opened with any 4432, 4333, 2353 or 2335 hand (ie: with a 5-card minor). The scheme of responses below is used (with minor alterations when partner is known to be weak) for **any** 1NT Opening, Rebid or Overcall, except for an overcall in 4th position when bidding is entirely natural, with a cue-bid acting as Stayman.

4.2 Basic Scheme of Responses

This comprises, Stayman, 4-suit transfers, game-forcing asking bids at the 3-level (not if partner is known to be weak, as in 1♦-1♥-1NT, 1♣-1♦-1NT, or 1♣-1♦-1♥-1♠-1NT):-

1NT - 2♣	is non-forcing Stayman
1NT - 2♦	is either a transfer to Hearts or the start of an invitational Baron sequence
1NT - 2♥	is a transfer to Spades
1NT - 2♠	is a transfer to Clubs
1NT - 2NT	is a transfer to Diamonds
1NT - 3♣/3♦/3♥/3♠	are all 16+ and Alpha in the suit bid (likely 19+ over a 10-12 1NT)
1NT - 3NT	is natural and to play
1NT - 4♣	is Beta 0-2 unless over 1♣ Opener in which case it's 0-4
1NT - 4♦	is a transfer to Hearts, pre-emptive or no interest beyond game.
1NT - 4♥	is a transfer to Spades, pre-emptive or no interest beyond game.
1NT - 4♠	shows a very distributional minor 2-suiter (at least 6-5)
1NT - 4NT	is natural and quantitative (used very rarely - See 1NT-2♦-2♥-2♠)

4.3 Special Sequences

4.3.1 Stayman Sequences

1NT - 2♣ - 2♦ - 2♥/2♠	are weak and to play, showing 5-4 or 6-4 in the majors.
1NT - 2♣ - 2x - 2NT	is natural, but partner should only proceed with a maximum.
1NT - 2♣ - 2♥ - 3♣	shows values for game but concern about one of the other 3 suits, normally a major, but possibly Diamonds.
1NT - 2♣ - 2♥ - 3♦	shows values for game but concern about Clubs.
1NT - 2♣ - 2♦ - 3♦	shows values for game but concern about Clubs <i>These last two sequences have a different meaning when partner is known not to have game values, and in that case merely show a hand with a 4-card major and a 5-card or longer minor (usually at least 6-card).</i>
1NT - 2♣ - 2♦ - 3♥/3♠	are invitational with 5-4 in the majors.
1NT - 2♣ - 2♥ - 2♠	shows 4-card Spades and denies 4-card Hearts, forcing to 2NT. Opener can bid 3NT with a maximum or start bidding upwards at the 3-level if he is concerned about a gap, bypassing any suit where a gap exists.
1NT - 2♣ - 2♥ - 3♥	is a natural invitation
1NT - 2♣ - 2♠ - 3♣/♦	are invitational with 4-card Hearts and a 5-card or longer Minor.
1NT - 2♣ - 2♥ - 3♠	Is Eta in Hearts . A relay over the response is Beta 0-2 unless the 1NT shows 16+. Hearts now agreed and asking bids established.
1NT - 2♣ - 2♠ - 3♥	Is Eta in Spades . Continuations as above.
1NT - 2♣ - 2♠ - 3♠	a natural invitation in Spades.
1NT - 2♣ - 2♦ - 4♣	is Minor-suit Stayman, Opener can bid 4♦ to agree Diamonds or cue bid a major to agree Clubs. With no interest in Slam, Opener can simply bid game in either minor. (Used very rarely - See 1NT-2♦-2♥-2♠)

Opening Bids

4.3.2 2-Way 2♦

This device is a very powerful weapon that allows for cheap exploration for a slam at the 2 and 3-level when Responder is very strong, and also allows for nuances in invitations to 3NT. 1NT-2♦ is *either* a transfer to Hearts *or* a request for Opener to show their distribution/range. Opener initially treats the bid as a transfer to Hearts (including breaks of transfers). 1NT-2♦-2♥-2♠ is the only special sequence and *every* other bid confirms the transfer to Hearts.

1NT - 2♦ - 2♥ - 2♠

2NT

1NT - 2♦ - 2♥ - 2♠ - 2NT

1NT - 2♦ - 2♥ - 2♠ cancels out the transfer to Hearts and is asking Opener to clarify their range and/or distribution. Opener should bid with a minimum, and otherwise with better than minimum.

2NT shows a minimum hand, now 3♣/3♦/3♥ are forcing Baron showing 4-card suits upwards.

- 3♠ asks if opener has a 5-card minor. Opener bids 3NT to deny or bids the minor. This is a mild slam try and if Opener shows a minor, then any bidding is constructive towards a slam. Thus responder cannot use the Baron sequence if exactly 4333 and must go via Stayman instead.

- 3NT is "to play", but shows a hand worth an invitation to 6NT and opener should bid on if their cards are 'good' despite being a minimum. If Opener is interested he can start a Baron sequence at the 4-level or jump to 5 of a 5-card minor.

1NT - 2♦ - 2♥ - 2♠ - 3x

Shows better than minimum and bidding 4-card suits upwards (ie: Baron). Any "better than minimum" hand goes this route except...

1NT - 2♦ - 2♥ - 2♠ - 3NT

This promises 3334 or 3343 distribution (4-card Minor).

1NT - 2♦ - 2♥ - 3x

is forcing, showing a second suit

1NT - 2♦ - 2♥ - 4♣

is Beta, setting Hearts as trumps

4.3.3 Breaks of Transfers

There are 2 commonly-accepted methods of breaking transfers to a Major. All of them specifically "break" only from *strength* (must be Max) with good controls and good 4-card support for partner's suit rather than from weakness or a lack of a fit.

1. **Cue-bid the cheapest 1st-round control** held (ie: get straight into a cue-bidding sequence if desired). **We use this method over transfers to Spades at the 2-level.**
2. **Show a "worthless" doubleton (ie: xx)** so that partner has a better idea how the hands will fit together. **We use this method only over the 2-way 2♦.** For consistency with the rest of the system, bid the suit *below* your worthless doubleton (and a bid of the doubleton suit is now Beta), but no problem if you prefer to bid the suit itself. If Opener doesn't have a worthless doubleton, they bid 2NT with any 4432 shape and 3♥ with exactly 3433 shape. Over any super-accept other than 1NT-2♦-3♥ Responder can bid NT's or start bidding suits "upwards" to try to locate Opener's 2nd 4-card suit. If responder starts showing another suit Opener should bear in mind that Responder may not have even a 4-card heart suit (but might be showing a 2nd suit with 5+ Hearts and a very strong hand) and should resist the temptation to jump to game in Hearts but should show their "other" 4-card suit or bid 3NT if unable to show it at the 3-level.

For breaks of transfers to a Minor suit, it is normal to bid the *intervening* denomination if holding a maximum hand and *at least* Qxx, preferably Qxxx or KQx, in partner's suit (ie: would accept an invitation in the suit). Partner can convert to an appropriate level in the suit or NTs, or show a second suit (forcing).

Opening Bids

4.3.4 Transfer Sequences

1NT - 2♦ - 2♥ - 2♠	cancels out the transfer to Hearts and is a genuine raise to 2NT. Opener should bid 3NT with better than minimum.
1NT - 2♦ - 2♥ - 2♠ - 2NT	shows a minimum hand, now 3♣/3♦/3♥ are forcing Baron showing 4-card suits upwards.
1NT - 2♦ - 2♥ - 2♠ - 2NT	- 3♠ asks if opener has a 5-card minor. Opener bids 3NT to deny or bids the minor. This is a mild slam try and if Opener shows a minor, then any bidding is constructive towards a slam. Thus responder cannot use the Baron sequence if exactly 4333 and must go via Stayman instead.
1NT - 2♦ - 2♥ - 2♠ - 2NT	- 3NT is invitational to 6NT if Opener's cards are 'good' despite being a minimum. If Opener is interested he can start a Baron sequence at the 4-level or jump to 5 of a 5-card minor.
1NT - 2♦ - 2♥ - 3x	is forcing, showing a second suit
1NT - 2♦ - 2♥ - 4♣	is Beta, setting Hearts as trumps
1NT - 2♦ - 2♠	shows a maximum with good 4-card hearts and xx in Clubs
1NT - 2♦ - 2NT	shows a maximum with any 4432 shape that doesn't have a worthless doubleton
1NT - 2♦ - 3♣	shows a maximum, good 4-card Hearts & xx in Diamonds.
1NT - 2♦ - 3♦	shows a maximum, good 4-card Hearts & xx in Spades.
1NT - 2♦ - 3♥	shows a maximum with exactly 3433 shape <i>If, after any break in the transfer, responder converts to Hearts at the minimum level, this is to play. Any bid of Opener's doubleton suit is Beta, agreeing Hearts. Over any super-accept other than 1NT-2♦-3♥, if Responder has the invitational type of hand with less than 4-card Hearts, they should bid NT's or may start bidding 4-card suits "upwards" from that point to try to locate a 4-4 fit elsewhere. At this stage Opener will not know whether Hearts are agreed or not, but should show their other 4-card suit or bid 3NT rather than proceeding to 4♥. Responder will clarify.</i>
1NT - 2♥ - 2♠	sequences follow similar lines to the 2♦-2♥ sequences.
1NT - 2♥ - 2NT	Shows maximum, doubleton Diamond and 4324 shape
1NT - 2♥ - 3♣	shows maximum, doubleton Diamond and 4423 shape
1NT - 2♥ - 3♦	shows maximum, doubleton Heart and 4243 or 4234.
1NT - 2♥ - 3♥	shows maximum, doubleton Club and 4342 shape.
1NT - 2♥ - 3♠	shows maximum, doubleton Club, and 4432 shape. <i>Continuations after breaks in the transfer are identical in character to those shown in breaks of the transfer after 1NT-2♦.</i>
1NT - 2♠ - 3♣	merely completes the transfer and denies Qxx or better in Clubs.
1NT - 2♠ - 2NT	shows Qxx or better in Clubs, upper range. Any bid by responder other than 3♣ is now game-forcing.
1NT - 2♠ - 2NT/3♣ - 4♣	sets the suit and asks for cue bids.
1NT - 2♠ - 2NT/3♣ - 4♦	is Beta
1NT - 2NT - 3♦	merely completes the transfer and denies Qxx or better in Diamonds.
1NT - 2NT - 3♣	shows Qxx or better in Diamonds, upper range. Any bid by responder other than 3♦ is now game-forcing.
1NT - 2NT - 3♣/3♦ - 4♦	sets the suit and asks for cue bids.
1NT - 2NT - 3♣/3♦ - 4♣	is Beta

Opening Bids

4.3.5 Other Responses

1NT - 3♣/3♦/3♥/3♠

are all 16+ and Alpha in the suit bid. Asking bids are now firmly established. If, however, responder cannot have the values to invite or force slam (ie: he is known to be 0-10), then 3-level major responses show a good 6-card suit with at least 2 of the Top Honours but little outside and are invitational, based on distribution rather than solid values (which would be shown via a transfer).

values

In that situation, 3-level minor responses to 1NT show a 6-card suit with exactly one Top Honour and some outside and invites partner to 3NT with a good fit (ie: at least KQx). The values outside are likely to be in Controls rather than Queens and Jacks.

1NT - 4♣

is Beta, but responder must set the contract or make an obviously invitational bid at the 5-level over the

response.

1NT - 4♠

- 4NT
- 5♣/5♦
- 5♥/5♠
- 5NT

shows the minor 2-suiter. Continuations are as follows: - shows slam interest in Clubs. Responder converts to 5♣/6♣ or may cue-bid at the 5-level if interested in a Grand Slam show no interest in slam and show Opener's better minor. Responder may bid on but usually passes. are cue bids in support of Diamonds (ie: with a view to 7♦). asks responder to bid 6 of his better minor with only 3 top honours in his two suits combined, but to bid 7 of the better suit with 4 Top Honours in the 2 suits. It guarantees holding both Major suit Aces and will usually show one Top Honour in each minor. For example: -

♠ Axxx
♥ Ax
♦ Kxxx
♣ Qxx

♠ -
♥ xx
♦ AQTxxx
♣ AKxxx

Bidding

W	E
1NT	4♠
5NT	7♦

Whilst it is admitted that you would want to be in 7♦ even missing the Diamond Queen in the East hand, we can see no sensible way round this. If you swap the length of the suits round (give East ♦AQTxx ♣AKxxxx), then 7 of either minor is not a good proposition without the Diamond queen.

Opening Bids

4.4 Intervention - Transfer Lebensohl

After any sequence where Opener rebids 1NT and the opponents intervene at the 2-level, the scheme of responses is as follows: -

- 2-level bids are merely competitive.
- Double is optional, showing values/length in the opponents' suit and values for a raise to 2NT.
- 3-level bids are all transfers, and therefore either invitational or forcing. Opener completes the transfer if he would not accept the invitation.
- 2NT forces 3♣, allowing responder to compete in Clubs or invite in any other suit.
- 'Fast' Cue bids (ie: transferring into 'their' suit) show no stop in the opponents' suit, but interest in any unbid major(s). 'Slow' cue-bids via 2NT-3♣ show the same with a stop.
- A Jump to 3NT shows no stop in their suit, but the values for a raise to 3NT. The slow route shows a stop.
- A Transfer followed by a cue-bid of the opponents' suit shows a running 6-card suit and a half-stop in their suit, and asks Opener to bid 3NT with at least a half stop.

It is worth noting that the above scheme of bids is also used over takeout doubles at the 1 or 2-level.

4.5 After 1NT - X:- Intro

If the opponents double a 1NT Opening or Rebid for penalties (ioe: by 2nd-in-hand), then continuations are as follows: -

- Immediate 2-level bids show a 5-card or longer suit, to play.
- Immediate 3-level bids are invitational with **at least** a 6-card suit with at least one marked shortage and with no desire to risk 1NTX.
- Redouble shows a weak hand with 4333 or 4441 distribution. Opener bids his lowest 4-card suit and responder passes unless his singleton suit has been hit, in which case he relays in the next suit up and Opener can then determine where the best resting spot lies. If the Redoubler **raises** the suit Partner bids, then this shows an invitational 3-suiter.
- Pass instructs Opener to redouble and by this Responder shows either a hand strong enough to expect to make 1NT or a weak hand with 4432 distribution, or an invitational 2-suited hand: -

☞ With the strong hand, Responder passes over the redouble.

☞ With the weak 4432 hand, he bids his lowest 4-card suit over the redouble. And 4-card suits are bid upwards until a tolerable fit is found

☞ With the invitational hand, Responder transfers into their lower-ranking suit (2NT being the transfer to Clubs) Opener completes the transfer with no game interest or bids the cheapest suit in which they would **not** accept an invitation to game. For example, if Responder bids 2NT (showing Clubs) then 3♠ from Opener shows a preference for Spades amongst the black suits, but no game interest in either, but game interest if Responder has either red suit.

Opening Bids

4.6 After 2-Suited Intervention

- If Opponents make an overcall which shows a 2-suited hand, with either one or both suits specified, then immediate cue-bids at the 2-level are as follows: - The lower cue-bid shows a competitive hand with the 'other' 2 suits, whilst the higher cue-bid shows at least an invitational hand with the 'other' two. eg: -

1NT - 2♣ (better minor with both majors) - 2♥ is the competitive hand and 2♠ the invitational or better hand. Transfer Lebensohl is available as usual, and slow and fast cue bids at the 3-level usually show which of the two suits responder can stop. If Responder can stop both and has interest in an unbid major, then he makes the lower cue bid.

- If the opponents make an overcall which shows 2 suits, but specifies only one, then if a cue-bid is available at the 2-level, it shows support for the other 3-suits. If their overcall shows 2 specific suits and only one cue-bid is available at the 2-level, then it shows a competitive hand with the other 2 suits..

Opening Bids

5.1 One Club

This Opening is used with almost every hand containing 16 or more points, and some with 11-15 but extreme distribution/playing values. The normal exceptions are as follows: -

- 16-23 strength and any 4441 shape (Opened 2♦)

The initial responses to the Opening are as follows: -

- 1♣ - 1♦ shows any hand with 0-7 points (not 4-7 with a 6-card major), but note that a 7-point hand containing 3 controls (ie: An Ace and a King) is shown as a positive unless 4333 shape. This response is also given with 8-10 points and any 4441 distribution (See *Impossible Negative*, below).
- 1♣ - 1♥ shows 8+ points and 5-card Hearts (Game Force).
- 1♣ - 1♠ shows 8+ points **balanced** (Game Force).
- 1♣ - 1NT shows 8+ points and 5-card **Spades** (Game Force).
- 1♣ - 2♣ shows 8+ points and 5-card Clubs (Game Force).
- 1♣ - 2♦ shows 8+ points and 5-card Diamonds (Game Force).
- 1♣ - 2♥ shows 8-11 points and 4144 Distribution (Singleton Heart) - GF.
- 1♣ - 2♠ shows 8-11 points and 1444 Distribution (Singleton Spade) - GF.
- 1♣ - 2NT shows 8-11 points and 4414 or 4441 Distribution (Minor Suit Singleton).
- 1♣ - 3♣/♦/♥/♠ all show 12+ points and 4441 distribution, bidding the suit below the singleton. (Game Force).

5.2 Natural Bidding Sequences after 1♣ Opening

Natural bidding sequences after 1♣-1♦ do not, in general, make use of any asking bids, the only exception being that 4♣/4♦ Beta is always available and if Responder agrees Opener's suit at the 3-level (eg: 1♣-1♦-1♠-3♠) and shows a maximum for his negative in the process, then 4♣/♦ is still Beta and other side suit bids are Epsilon in that suit. When the suit agreed is a Major, then a rebid of 3NT by Opener asks opener to show the suit below any singleton or void held, and the short suit, if shown, is now available for a Beta ask.

Lebensohl is available in 3-suited auctions, or when a suit has been agreed at the 2-level, giving additional range for 4th-suit-forces and Romex trial bids. Sequences are exactly as described in the One of a Major Openings Section above. Splinter bids are also available to show a maximum negative, good trump support (Qxxx minimum) and a side-suit void.

Over a 1♠ rebid by Opener, 3-level mini-splinters show about 4-5 with excellent trump support, bidding the suit below the singleton, and 4-level splinters show a max-range hand. Over a Minor suit rebid, 3-level jump shifts show a max-range splinter.

♠ Kxxxx	♠ AJTxx	Bidding	
♥ KJxx	♥ AQxx	W	E
♦ -	♦ Qxx	No	1♣
♣ xxxx	♣ A	1♦	1♠ ¹
		4♣ ²	4♦ ³
1. Natural, 5-card suit		4NT ⁴	5♣ ⁵
2. Maximum, excellent trumps and diamond shortage.		5♦ ⁶	5♥ ⁷
3. Beta in the short suit	4. 2 controls	6♣ ⁸	6♦ ⁹
5. Epsilon in Clubs		6NT ¹⁰	7♠ ¹¹
6. No control	7. Epsilon in Hearts		
8. 2nd Round Control	9. Epsilon in Diamonds		10. Void (see 7.9 below)
11. Can write down partner's hand. Only a favourable trump break required.			

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5.3 Showing 8+ Hands with 4441 Distribution

4441 shape hands present Precision with something of a problem and almost always require special handling because they are not balanced but do not contain a 5-card suit. Since all the normal "Positive" responses in a suit show a 5-card or longer suit, but we cannot show 4441 shape hands as "balanced" it leaves this shape in something of a limbo. Classic Precision employs a device known as the "Impossible Negative" whereby Responder initially bids the 1♦ Negative response, but then takes action inconsistent with that on the next round of bidding.

As of January 2013, the System has changed and we no longer show any 4441-shape positive hands by means of the old "Impossible Negative" (bidding 1♦ first and then taking action inconsistent with that afterwards). The scheme for showing 8+ 4441-shape hands is now as follows:

- 1♣ - 2♥ shows 8-11 points and exactly 4144 shape (Singleton Heart).
 - Now 2NT from Opener is Beta (over the response Opener sets the final contract, usually in NT's).
 - Bids in Spades, Clubs or Diamonds are all Eta.
 - If Opener is sat with a huge Heart suit and wishes to play there despite Responder's Singleton, 3♥ (with or without 2NT Beta first) sets the suit as trumps and initially asks if Responder has a singleton Honour. Responder bids 3♠ with a spot card, 3NT with a Singleton 10 or Jack, and 4♣ with a singleton Top Honour. Now Opener can use Relay Beta or Epsilon to continue the Asking Bid sequence
- 1♣ - 2♠ shows 8-11 points and exactly 1444 shape (Singleton Spade).
 - Now 2NT from Opener is Beta (over the response Opener sets the final contract, usually in NT's).
 - Bids in Clubs, Diamonds or Hearts are all Eta.
 - If Opener is sat with a huge Spade suit and wishes to play there despite Responder's Singleton, 3♠ (with or without 2NT Beta first) sets the suit as trumps and initially asks if Responder has a singleton Honour. Responder bids 3NT with a spot card, 4♣ with a Singleton 10 or Jack, and 4♦ with a singleton Top Honour. Now Opener can use Relay Beta or Epsilon to continue the Asking Bid sequence
- 1♣ - 2NT shows 8-11 points and exactly 4414 or 4441 shape (Minor suit Singleton). All 3-level suit bids are now Eta, but in the case of 3♣ and 3♦, an extra step is inserted so that the 1-step response shows a singleton in that suit. If a fit is found then Relay beta and Epsilons are available. If Opener finds responder's Minor suit singleton, Beta in that singleton suit is still available, and Opener can make a second Eta in another suit, but otherwise will normally sign off in NT's.
- 1♣ - 3♣ shows 12+ points and exactly 4414 shape (Diamond Singleton). 3♥, 3♠ and 4♣ are all Eta and 3♦ Beta. If Eta is used, then Beta is available in the singleton suit and Epsilons outside. If an immediate Beta is used in the singleton suit, then Opener may make a subsequent Eta ask *below* game level only, and otherwise must set the final contract.

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- 1♣ - 3♦ shows 12+ points and exactly 4144 shape (Heart Singleton). 3♠, 4♣ and 4♦ are all Eta and 3♥ Beta. If Eta is used, then Beta is available in the singleton suit and Epsilons outside. If an immediate Beta is used in the singleton suit, then Opener may make a subsequent Eta ask *below* game level only, and otherwise must set the final contract.
- 1♣ - 3♥ shows 12+ points and exactly 1444 shape (Spade Singleton). 4♣, 4♦, *and* 4♥ (even though at game level) are all Eta and 3♠ Beta. If Eta is used, then Beta is available in the singleton suit and Epsilons outside. If an immediate Beta is used in the singleton suit, then Opener may make a subsequent Eta ask *below* game level only, and otherwise must set the final contract.
- 1♣ - 3♠ shows 12+ points and exactly 4441 shape (Club Singleton). 4♦ *and* 4♥ and 4♠ (even though at game level) are all Eta and 4♣ Beta. If Eta is used, then Beta is available in the singleton suit and Epsilons outside.

5.4 Showing 4441 Positives after Interference

The provisions below only come into effect after interference by 2nd-in-hand over the 1♣ Opening. If 2nd-in-hand passes, then Responder has always been able to show their hand-type. If 2nd-in-hand bids:

- **Double**, 1♦, or 1♥: Now all of the normal means of showing Positive 4441's are still available. So, for example, 1♣-(1♥)-2♥ still shows 8-11 and 4144 shape with a singleton Heart.
- **1♠**: Now the 2♥ bid is needed for a Heart Positive, but 2♠ and 2NT and the 3-level suits can retain their normal meaning. If Responder has a Major suit singleton, they bid 2♠, and 2NT with a Minor-suit singleton. If either case, Eta asks are available at the 3-level but the responses always include the extra step in case Opener hits responder's singleton (See 1♣-2NT above). Thus if Responder shows a Major suit singleton and Opener makes an Eta Ask in a *Minor*, the extra step not required, but it *will* be required if Opener makes an Eta Ask in either Major
- **1NT**: Here 2♥ and 2♠ are both needed for suit positives, and 2NT as a balanced positive. In part Responder's action will be dictated by whether the 1NT bid is natural, or showing one of more definite suits, or a nebulous unspecified 2-suiter or single-suiter. The general rule is this:
 1. **If Opps have specified 1 or more suits**, then a bid of a suit Opps have shown is showing 8-11 points and a singleton in that suit. A bid in a *Minor* Opps have not shown *might* be a 4-card positive (and implying a 4-card holding in any suit(s) Opps have specified), but obviously might be a "normal" 5+-card positive in that suit. If Opps have shown both Minors and responder has 1444 or 4144 shape (Major suit singleton) and 8-11 points, then they can either make a trap pass or double (ostensibly showing 5-7 points) and then take appropriate action next time round (some kind of Impossible Negative style of response) or perhaps pass a re-opening double for penalties if the vulnerability is appropriate.
 2. **If Opps have not specified any particular suits** (eg: "Both Minors or Both Majors"), then responder bids their cheapest 4-card Minor as a positive.
 3. **Please Note:** We *never* lie by showing a 4-card Major as a Positive (promising 5+-cards in the suit). We only do this with Minor suits, because it's comparatively rare for us to play in Responder's Minor suit unless Opener has very good support and 3NT is out of the question

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- **2x**: None of our normal methods for showing 4441 Positives are available to use. The general rules for Responder are as follows:
 1. **Jumps** to 3-level suits (if available) are still showing 12+ 4441 hands, bidding the suit below the singleton (as always). Normal methods (ie: Etas) now apply.
 2. **Cue-Bid** of their suit at the 3-level **always** shows an 8+ (unlimited) 4441 shape hand with a singleton in the suit bid. Normal methods (ie: Etas) now apply.
 3. **Pass** from Responder might be 0-7, but might also be a trap pass (esp at favourable vulnerability) with 8-11 and any 4441 holding with a 4-card holding in their suit. At favourable vulnerability Opener should perhaps give preference to re-opening with a Double. Where Responder passes initially and Opener reopens, then unless Responder decides to pass a reopening Double for penalties, they should make an "Impossible Negative" style of jump-shift to differentiate their hand-type from a 0-7 hand.
 4. **Double** might be the normal 8+ hand with no good bid at this stage (ie: a "Positive" Double"), but it might also be 12+ with any 4441 hand that has a 4-card holding in their suit. Since these Doubles are now always a "Positive" response, all the normal Asking Bids except for Gamma are available.
 5. **Minor Suit Positive** (esp at unfavourable vulnerability) might be a normal Positive, but might also be a 4-card positive with 12+ 4441 and a 4-card holding in their suit. Opener always treats these as a normal positive.

5.5 Advantages over Impossible Negative

The advantages of the methods described above over the "Impossible Negative" style should be fairly obvious, but in case they're not:

- **Semi-Positives** were used only rarely (and the 2NT response almost never). The methods above put these bids to far better uses.
- **Impossible Negative**: This has always been a fairly clumsy part of the system and the methods above are slicker, and often cheaper.
- **Declarer**: The methods above definitely minimise the number of times when Responder has an 8-11 4441-shape hand but ends up as Declarer. The only time this should ever happen is when the sequence starts 1♣-2♥ or 1♣-2♠ and Opener has a huge suit in Responder's Singleton suit.
- **Cheaper**: We save a lot of space in some situations. For example: 1♣-2♥-2♠(Eta) is a whole round of bidding cheaper than 1♣-1♦-1♥-2NT-3♠.
- 1♣-1♦ is now **always** 0-7
- 1♣-(1x)-Pass is **always** 0-4 and 1♣-(1x)-Double is **always** 5-7

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5.6 Strong Balanced Hands - Cambridge Heart Complex

The system for showing strong balanced hands is as follows: -

1♣ - 1♦ - 1NT	shows 16-18 Balanced.
1♣ - 1♦ - 1♥ - 1♠ - 1NT	shows 19-21 Balanced.
1♣ - 1♦ - 2NT	shows 22-23 Balanced.
1♣ - 1♦ - 1♥ - 1♠ - 2NT	shows 24-25 Balanced.
1♣ - 1♦ - 3NT	shows 26-27 Balanced.
1♣ - 1♦ - 1♥ - 1♠ - 3NT	shows 28-29 Balanced.

If Opener rebids 1♥ over 1♣-1♦, this (with one exception - see below) forces Responder to relay with 1♠ and then Opener describes his hand, which will either be: -

- Strong Balanced (As above)
- Natural with a 5+-card Heart suit. eg: -

1♣ - 1♦ - 1♥ - 1♠ - 2♣	shows a Club/Heart 2-suiter, minimum range
1♣ - 1♦ - 1♥ - 1♠ - 3♦	shows a Heart/Diamond 2-suiter, with extra values.

After the sequence 1♣-1♦-1♥ Responder can refuse the relay in only TWO situations: -

- 5-7 points, 5+-card Hearts and a side-suit singleton
- 0-4 points and a 6-card or longer minor suit

Responder bids as follows in these situations: -

1♣ - 1♦ - 1♥ - 1NT	shows 5-card Hearts with a minor suit singleton
- 2♣	asks where the singleton is and
- 2♦	shows a Club singleton
- 2♥	shows a Diamond singleton
- 2♣	shows 0-4 and long Clubs
- 2♦	shows 0-4 and long Diamonds
- 2♥	shows 5-7, 5-card Hearts and a Spade singleton

The scheme of responses where Opener rebids 1NT, either directly or via the 1♥ relay, are exactly as for the Opening 1NT sequences, except that the 3-level suit responses are not Alpha, but invitational with a 6-card or longer suit, most likely a minor as with a 6-card Major and a maximum negative, Responder will often upgrade to a positive.

Where Opener rebids 2NT or 3NT to show a strong balanced hand, then the scheme of responses is as follows: -

- 2/3NT - 3/4♣ is Puppet Stayman. All raises to 3NT must go via Puppet. Where the rebid is 3NT, invitations in NT's must go via Puppet Stayman (eg: ...-3NT-4♣-4♥-5NT is invitational to 6NT, but ... - 3NT - 5NT is forcing to 6NT and invites 7NT).
- 3/4♦ is a transfer to Hearts
- 3/4♥ is a transfer to Spades
- 3/4♠ is a transfer to Clubs
- 3/4NT is a transfer to Diamonds
- 4/5♣ is Beta (0-4 over 2NT except where this shows 24+ and Beta 0-7 whenever 24+ balanced has been shown
- No other responses are permitted.

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5.7 Intervention over Natural bidding sequences

5.7.1 Over 1♣ Responder passes with 0-4, doubles with 5-7 or with a minimum positive response with no good bid available. Positive responses are bid as normal, except that an immediate jump-shift shows any range of positive 4441 (bidding the suit below the singleton).

5.7.2 After 1♣-1♦ Opener should pass with any minimum 1♣ Opener as any bid shows extra values. A Double by Opener is for takeout, but by responder in 4th position is negative, showing values but no good bid and implying interest in any unbid majors.

5.7.3 Lebensohl Lebensohl sequences are available as described above after intervention over natural sequences (ie: fast and slow cue-bids): Immediate bids at the same level are merely competitive, whereas fast bids at the next level by Opener are forcing and slow bids at the next level are invitational. Fast cue bids of opponents' suit ask for distributional information, whereas slow cue-bids ask for stops for the purpose of NT's.

By Responder, fast bids at the 3-level are invitational whereas slow bids are weaker and to play. Fast cue-bids shows a good 4-card raise in Opener's suit (if one has been shown) whilst a slow cue-bid shows a good 3-card raise.

Direct raises of Opener's suit by Responder are pre-emptive, whereas immediate raises of Responder's suit by Opener agree the suit and ask for any shortage to be shown by bidding the suit below.

5.8 Positive Responses

Responder should always describe his hand as accurately as possible. A 5-card suit should always be shown, no matter how weak. If Responder has two 5-card suits he should generally show the cheaper or highest-ranking first even if the more expensive one is a stronger suit. With 6-5 distribution, Responder should normally show the 6-card suit first, the exception being that it is normally right to show a strong 5-card major before a weaker 6-card minor. Hence with 5-5 in the Majors, Responder should show the Spades first (with 1NT)

Once a Positive response has been given, the sequence becomes game-forcing and Asking Bids are firmly established. These only lapse when Opener hands over the Captaincy of the hand or makes a natural return to No Trumps or an agreed trump suit at game level of above. All such sign-offs are to play unless obviously invitational in nature.

If at any point Opener makes a Jump Shift during the course of an Asking Bid sequence, this is always 'to play'. If Opener makes a third bid in a suit where he has already made two Epsilon asks, then this is always to play unless Responder has shown a singleton or void and exact controls are not known, in which case it is Beta.

Lebensohl

6.1 Introduction

This system makes extensive use of Lebensohl and extensions to it and although mention is made of Lebensohl elsewhere in this document, this section pulls together all the main uses of Lebensohl in this system (except those in Asking Bid Sequences).

The original purpose behind Lebensohl was to allow responder to compete safely after his partner had opened 1NT and opponents had overcalled in a suit at the 2-level. The idea was that by giving up a natural 2NT bid, responder gains the ability to distinguish between competitive, invitational and forcing bids. For those who have not yet encountered Lebensohl, the original scheme is as follows:

1NT - 2x - 2y	is merely competitive, eg:
1NT - 2♥ - 2♠	is non-forcing and can be quite weak
1NT - 2x - 3y	is forcing, eg:
1NT - 2♥ - 3♠	shows at least a good 5-card suit and game values
1NT - 2x - 2NT	tells partner to bid 3♣, after which bids from responder are non-forcing, eg:-
1NT - 2x - 2NT - 3♣ - No	would show a weakish hand with long clubs
1NT - 2x - 2NT - 3♣ - 3y	is competitive or invitational depending on whether or not responder could have bid that suit at the 2-level. eg:
1NT - 2♥ - 2NT - 3♣ - 3♦	is merely competitive, whereas:-
1NT - 2♥ - 2NT - 3♠	is invitational, because of the availability of a 2♠ bid

For example:-

West	East		Bidding		
♠ KQxx	♠ Jxx	West	North	East	South
♥ QJT	♥ x	1NT	2♥	2NT	No
♦ AQx	♦ JT9xxx	3♣	No	3♦	All Pass
♣ Kxx	♣ QJx				

Without Lebensohl, East can't compete safely as a 3♦ bid is at least invitational.

Lebensohl users tend to use terms like **slow** and **fast** bids depending on whether or not responder uses the 2NT-3♣ relay. In addition to those above there are two other kind of sequences to consider:-

A fast 3NT	shows the values for 3NT but denies a stop in opponents' suit
A slow 3NT	shows at least one stop in the opponents suit
A fast cue-bid	is Staymanic, showing interest in any unbid Major, but denying a stop in opponents' suit.
A slow cue-bid	is also Staymanic, but promising a stop in opponents' suit.

West	East		Bidding		
♠ QJxx	♠ Atxx	West	North	East	South
♥ Qx	♥ KJxx	1NT	2♦	3♦ ¹	No
♦ Axx	♦ x	3♠	No	4♠	All Pass
♣ AQx	♣ JTxx				

(1) Stayman, denying a stop in their suit. 2NT-3♣--3♦ would have shown a stop and a 4-card spade suit (eg: ATxx JTxx Kxx Jx)

6.2 Extensions

Besides its original use when opponents overcall partner's 1NT opening, here are some other ways to use Lebensohl-type sequences:-

1. Transfer Lebensohl when partner's 1NT Opening is overcalled.
2. Transfer Lebensohl when partner had made a takeout double at the 1 or 2-level.
3. Lebensohl in **any** contested auction
4. Lebensohl after suit agreement at the 2-level.
5. Lebensohl in any 3-suited auction

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6.3 Transfer Lebensohl (aka Rubensohl)

Most people use transfers when responding to partner's 1NT Opening for the very good reason that it gives responder a chance to show much more range and nuance in their bidding. Why give that up just because opponents have overcalled? Using Transfer Lebensohl, the original scheme is changed as follows: -

1NT - 2x - 2y	is still competitive
1NT - 2x - 2NT - 3♣ - 3y	is competitive, or mildly invitational if the bid was available at the 2-level
1NT - 2x - 3y	is a transfer, either forcing or strongly invitational. Opener completes the transfer if he would not accept the invitation and bids something else if he would. If Opener completes the transfer, Responder continues naturally if the bid was intended as forcing.

Slow & fast cue-bids (ie: **fast** by transferring into their suit), and **Slow & fast** bids of 3NT remain unchanged in their meaning. Transfer **then** cue-bid (if space permits) shows a good 6-card suit and exactly a **Single** stop in the opponents' suit. Opener is normally well-placed to judge the right spot.

			Bidding		
West	East	South	West	North	East
♠ AQxx	♠ KJxxxx	No	1NT	2♥	3♥ ¹
♥ xxx	♥ x	4♥	5♣ ²	No	5♦
♦ Kx	♦ AJx	No	5♠	No	6♠ ⁴
♣ AQTx	♣ Kxx				

- (1) Transfer to Spades
- (2) Would accept an invitation, so cue-bids his cheapest control, the Ace of Clubs
- (3) Knows the hands are fitting well if partner has no heart control

6.4 Transfer Lebensohl over Takeout Doubles

I would suggest this at the 1 or 2 level (if used at the 1-level then you have to give up 1NT as a natural response, but the sense of the sequences remains unchanged otherwise). The scheme is essentially exactly as when 1NT is overcalled in (1) above.

The factor that suggests Transfer Lebensohl both when partner has opened 1NT and over partner's takeout doubles is that partner is generally the stronger hand, and is known to have at least a small doubleton in any suit we might be thinking of bidding.

Admittedly, this works best where simple overcalls are constructive and potentially as strong as 18 HCP, jump overcalls are weak and obstructive, and take-out doubles are generally 3-suited, so your mileage may differ here. Eg: - (South opens 1♥)

			Bidding	
West	East	West	East	
♠ AQJxx	♠ Kxxx(1♥)	X	2♣ ¹	
♥ x	♥ xx	2♠ ²	4♣ ³	
♦ Kxx	♦ AQJxxx	4♦ ⁴	5♦ ⁵	
♣ Axxx	♣ x	6♠		

- (1) Transfer to 2♦, at least strongly invitational, intending to rebid 2♠ over 2♦
- (2) A suit at this stage, but also agreeing an invitation in diamonds
- (3) Splinter, for Spades (We always play splinters to show at least Qxxx in trumps)
- (4) Cheapest 1st or 2nd round control shown. In view of the 2♠ bid this is an Honour
- (5) Denying 1st or second round control of hearts and showing A♦
- (6) Now knows a small slam is the limit.

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6.5 Lebensohl in any contested auction

If you can use Lebensohl when Opponents overcall partner's 1NT Opening, why not give yourself the same range of response when opponents overcall your partner's suit opening, or when partner overcalls their Opening bid (either in a suit or in NT's)? In this way: -

Direct Raises	are always preemptive (any good or forcing raise going via an unassuming cue-bid).
Slow Raises	are genuinely invitational
Negative Doubles	remain unchanged, usually denying good support for partner and showing interest in the unbid suits
2-level bids	in new suits are merely competitive
Fast new suit bids	at the 3-level are forcing
Slow new suit bids	at the 3-level are competitive or invitational as in the original scheme.
Slow & Fast 3NT	has the same meaning as in the original scheme
Slow & Fast Cue-bids:	If partner has bid a Minor suit, this shows good support for partner and shows/denies a good stop in opponents suit for the purposes of playing in 3NT. When partner has bid a major suit, this shows or denies 1st or Second round control of opponents suit. An extreme example: -

		Bidding			
West	East	South	West	East	North
♠ AKJxxx	♠ Qxxx	1♥	1♠ ¹	2♥	3♥ ²
♥ -	♥ xxx	4♥	4NT ³	No	5♠ ⁴
♦ QJTxx	♦ AKx	No	5NT	No	6♦
♣ Kx	♣ Axx	No	7♠ ⁵	All Pass	

- (1) No double because no good support for Clubs.
- (2) Good raise, No 1st or 2nd round control of hearts.
- (3) RKCB 0314
- (4) 2 Key Cards and Queen of Trumps
- (5) Knows partner must have AK or Diamonds and Ace of Clubs.

6.6 Romex Trial Bids

Standard Precision uses short-suit trial bids, whilst Standard American, ACOL and 2/1 tend to use Help Suit (or Long-suit) Trial bids. Romex uses the Lebensohl principle to allow **both** methods to be used. Although I have assumed a 1M-2M sequence in the examples, Romex can be used to good effect on **any** occasion where a Major suit has been agreed by natural means at the 2-level: -

1X - 2X - 3X	is purely pre-emptive
1♥ - 2♥ - 2NT	is a long-suit trial bid in Spades
1X - 2X - 3Y	is a long-suit trial bid in Y
1♥ - 2♥ - 2♠	and
1♠ - 2♠ - 2NT	are the special Romex bids, both requests to make a short-suit trial bid. Responder always controls whether or not the short-suit trial bid is actually made. Sometimes the mere fact that partner is good enough to make an invitation is sufficient to warrant going further, and at other times responder is simply not interested at any price. Responder only allows opener to make the short-suit trial bid when they are potentially interested in game, but the exact location of the shortage makes a difference.

Over the Romex bid, partner returns to the agreed Major at the 3 or 4 level (if not interested in hearing the location of

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the shortage), or relays in the next suit up to give partner the go-ahead to show their shortage.

Thus 1♥ - 2♥ - 2♠ - 3♠ says "Sorry, not interested", whilst 1♥ - 2♥ - 2♠ - 4♠ says "If you can invite, we need to be in game", and 1♥ - 2♥ - 2♠ - 2NT says "Show me the singleton", and for consistency with the rest of the system, the suit *below* the singleton is shown.

The complete scheme for short-suit trials via Romex is as follows:

- 1♥-2♥-2♠-2NT-3♣ shows a Diamond Shortage
- 1♥-2♥-2♠-2NT-3♦ shows a Spade shortage
- 1♥-2♥-2♠-2NT-3♥ shows a Club Shortage (Not 3♠ since that would commit the partnership to Game regardless)
- 1♠-2♠-2NT-3♣-3♦ shows a Heart Shortage
- 1♠-2♠-2NT-3♣-3♥ shows a Club Shortage
- 1♠-2♠-2NT-3♣-3♠ shows a Diamond Shortage (Not 4♣ since that would commit the partnership to Game regardless)

Consider the following: -

			Bidding	
West	East	West		East
♠ AKJxx	♠ Txxx	1♠		2♠
♥ x	♥ AQJx	2NT ¹		??
♦ Kxx	♦ xxx			
♣ AT9x	♣ Jx			

(1) *Romex*

The location of West's shortage is critical here. As shown game is not a good proposition but swap around West's red suits and it becomes odds-on.

This next hand shows the other side of the coin: -

			Bidding	
West	East	West		East
♠ Jxx	♠ x	1♥		2♥
♥ AJTxx	♥ Kxxx	2NT ¹		4♥ ²
♦ Ax	♦ Kxx			
♣ Axx	♣ JT9xx			

(1) *Long-suit trial bid in Spades*

(2) *has the required help in Spades*

6.7 Lebensohl in 3-suited Auctions

The application of Lebensohl in this situation, as well as providing a means to show preference, invitation or forcing bids, is to differentiate between different kinds of 4th-suit forces, in particular between: -

- **Fast** 4th-suit forces more interested in clarification of partner's shape & range.
- **Slow** 4th-suit forces more interested in a stop for the purposes of playing in 3NT.

The permutations and nuances in these sequences are greatly varied depending on whether a slow bid could have been made at the 2-level or not, but they build on the normal Lebensohl scheme. A few examples: -

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1♥ - 1♠ - 2♣ - 2♦	is asking opener to clarify his shape & range
1♥ - 1♠ - 2♣ - 2NT - 3♣ - 3♦	is interested in a stop in Diamonds for 3NT
1♥ - 1♠ - 2♣ - 3NT	shows values for 3NT but no Diamond stop
1♥ - 1♠ - 2♣ - 2NT - 3♣ - 3NT	is to play
1♥ - 1♠ - 2♣ - 2♥	is simple preference
1♥ - 1♠ - 2♣ - 3♥	is 100% forcing
1♥ - 1♠ - 2♣ - 2NT - 3♣ - 3♥	is invitational
1♥ - 1♠ - 2♣ - 2♠	non-forcing, probably a 6-card suit
1♥ - 1♠ - 2♣ - 2NT - 3♣ - 3♠	is invitational with a 5+-card suit, no fit for Hearts or Clubs.
1♥ - 1♠ - 2♣ - 3♠	is 100% forcing, implies a partial fit for Hearts or Clubs
1♥ - 1♠ - 2♣ - 3♣	is invitational (forcing hand would go via 2♦)

An example from Tournament play of Lebensohl in action over Takeout doubles:

NS Vulnerable

	North				
	♠ QJxx				
	♥ Ax				
	♦ KJT				
	C Kxxx	East	West	North	South
West		♠ Txxx	2♥ ¹	X	3NT ²
♠ Kxx		♥ Kx	No	4♣ ³	4♠ ⁴
♥ QJTxxx		♦ xxxx	No	5♣ ⁵	
♦ Axxx		♣ xx			All Pass
♣ x					

South
 ♠ Ax
 ♥ xxx
 ♦ Qx
 ♣ AQJxxx

- (1) Weak (!)
- (2) Values for 3NT but no heart stop
- (3) Diagnosing that with no heart stop and no interest in Spades, I likely had a long Minor
- (4) Cue-bid in support of Clubs (Cannot be a suit or would have bid 3♥ initially)
- (5) South's inability to cue-bid a diamond or heart control stops partner from going too far

Most of the room were either in 3NT or 6♣ (both going off after the inevitable Heart lead) or taking 4♥X off for 300 and only one other pair managed to find the right level in Clubs.

Asking Bids

7.1 Asking Bids - General

7.1.1 Order of Asking Bid Sequences

The rules which govern which Asking Bid is which are clearly defined and there can never be any doubt as to it: -

Alpha	is always the first Asking Bid in any sequence if it is used at all. Normally used with 2-suited hands, in practice.
Beta	is available at a low level or 4♣/4♦, or in known (ie: declared) short suits, but at no other times except as defined in special sequences.
Gamma	is a trump-asking bid in Responder's suit only if no other suit has yet been agreed as trumps. Some other bids are defined as Gamma (ie: not actually in Responder's suit but referring to it
Delta	is an immediate Jump-Shift over 1♣-1♦ and is not used otherwise.
Zeta	is a Jump-Shift after a positive response to 1♣, setting the suit unconditionally and asking for controls along the lines of Beta.
Eta	is a trump asking bid when 4441-shape hands have been shown.
Theta	Trump asking bid generally used after a low-level Beta Ask.
Iota	is used after a negative Response to Alpha or Theta, or instead of Theta when a balanced hand has been shown.
Epsilon	is only used in new suits once a suit has been firmly agreed as trumps. Note, however, that 4♣/4♦ Beta takes precedence over 4♣/4♦ Epsilon, and that 4♣/4♦ Iota takes precedence over either Beta or Epsilon, on the basis that suit agreement is the most important issue to be decided.
Sigma	is used after a positive Response to Alpha, to check on trump solidity.

7.1.2 Which Sequence to Choose

This is a matter of judgement and experience, and there are usually a number of possible routes which can be taken: - Alpha is usually used to best advantage with 2-suited hands, but is sometimes used for single-suiters when Opener can judge that a negative response will allow a cheap Gamma in Responder's suit (eg: 1♣-1♥-2♣-2♦-2♥) whereas otherwise it is often better to make a low-level Beta and then a Theta ask in Opener's suit rather than an immediate Alpha.

Gamma always agrees Responder's suit unless followed immediately by a minimum bid in NT's which hands over the Captaincy of the hand. It's worth noting, however, that Opener can always make a Gamma and agree Responder's suit, holding all the time a completely solid suit of his own, or one in which he can ascertain Responder's holding via an Epsilon, and then Jump-Shift into a final contract in that suit at a later stage. It is always clear to responder what is happening. If a suit has been agreed by other means, then any bid in Responder's suit is Epsilon rather than Gamma.

In general, experience has shown that the cheapest possible sequence is usually the best one. Sometimes, however, it is necessary to anticipate the likely response and perhaps choose what seems like a more expensive sequence in order to conserve space at a later stage. If the anticipated response would take the bidding too high, then generally the Ask should not be made.

Asking Bids

The responses to all the asking bids have been considerably widened from the original scheme of Asking Bids and some new Asking Bids introduced to give added flexibility and to conserve bidding space in some situations where the cheaper responses to an asking bid have already been ruled out by responses to a previous ask, perhaps one relating to a different suit.

Asking Bids

7.1.3 Suit Agreement

- Alpha** A 3-step response agrees the suit.
- Beta** Asks solely about controls and does not relate to any trump suit.
- Gamma** Any response agrees the suit unless Opener immediately hands over the Captaincy of the hand by bidding NT's at the minimum level, or makes an obviously invitational or natural bid in another suit at a later stage.
- Delta** A 4-step response agrees the suit.
- Zeta** sets the suit unconditionally.
- Eta** sets the suit unconditionally.
- Theta** A 4-step response agrees the suit, but if a Theta is made in the same suit after an Alpha Ask, then a response showing Qx/xxx agrees the suit.
- Iota** (Contracted Theta). If Iota is a repeat Theta or Delta in the same suit (ie: asking for clarification), then this sets the suit. If Iota is a contracted Theta when a balanced hand has been shown, or in a new suit after an insufficient Alpha response, then a 3-step response agrees the suit.

E/W Vul
Dealer E

♠ KQ
♥ Qxx
♦ xxx
♣ AQJT9

♠ xx
♥ xxx
♦ KQxxxx
♣ Kx

♠ xxx
♥ xx
♦ Jxx
♣ xxxxxx

♠ AJTxxx
♥ AKJTx
♦ A
♣ x

Epsilon is usually used only *after* trumps have been agreed, but see above.

Sigma is used after a positive Response to Alpha, so Trumps are agreed.

Once a suit has been agreed as above, then any bid in any other suit is Epsilon or Beta

Bidding

E	S	W	N
No	1♣	No	2♣ ¹

No	2♠ ²	No	2NT ³
No	3♥ ⁴	No	4♣ ⁵
No	4♦ ⁶	X ⁷	4♠ ⁸
No	5♦ ⁹	X ¹⁰	XX ¹¹
No	5♠ ¹²	No	6♥ ¹³
No	6♠ ¹⁴	No	7♦ ¹⁵
X ¹⁶	7NT ¹⁷	X	No
No	XX ¹⁸		

1. Positive, 8+ with 5-card+ Clubs
2. Alpha in Spades
3. No Support, Less than 4 Controls
4. Iota in Hearts

Asking Bids

5. Qxx (or KQ) 6. Beta (Clubs have been bid naturally so 4♦ becomes Beta)

7. A double to make up for not pre-empting over 1♣, no doubt. 8. 3 Controls

9. Epsilon in Diamonds (likely to be a very cheap ask as partner is unlikely to have an Honour in diamonds, and therefore cheaper than 5♣ Epsilon).

10. Obviously didn't learn from the explanation of North's 4♠ bid. 11. No Control

12. Epsilon in Spades 13. 2nd and 3rd Round Control

14. Clarify, please 15. Both (ie: KQ exactly)

16. "Didn't you hear me last time?" 17. Knows partner must have A♣ for his 3 controls and can therefore count 13 tricks, since both majors are solid.

18. Can still count up to 13.

After all this, East led his 4th highest club (!!!), which gave us 17 tricks off the top. ...and this was in a Manchester League 1st Division match!

Asking Bids

8.1 Alpha

This asking bid occurs in the following situations: -

- A new suit bid after a positive response to 1♣, but not a relay in the next suit over a response of 1NT, 2♣ or 2♦, which is Beta.
- An immediate jump-shift after an opening bid of 1♦, 1♥, 1♠ or 2♣.
- A rebid of 2NT when responder has made a positive response of 1NT, 2♣ or 2♦ to a 1♣ Opening. This is Alpha in the relay suit (which would be Beta, as above). eg: - 1♣-1NT-2NT is Alpha in Clubs.
- A 3-level jump-shift over an Opening bid of 1NT or a rebid of 1NT. But note that in the sequences 1♦-1♥-1NT, 1♦-1♠-1NT (where this shows 10-12), 1♣-1♦-1NT and 1♣-1♦-1♥-1♠-1NT, where responder has already limited his strength, 3-level jumps are not Alpha, but merely invitational with a good 6-card suit and little outside.

The responses to Alpha are as follows: -

1 step	0-3 controls and no good support (less than Qxx or xxxx)
2 steps	4+ controls and no good support
3 steps	0-3 controls and support (at least Qxx or xxxx)
4 steps	4+ controls and support
5 steps	4 controls and good support (at least Qxxx)
6 steps	5 controls and good support
7 steps	6 controls and good support
8 steps	7+ controls and good support

No other responses are permitted.

Notes:-

- A 1 or 2 step response does not agree the suit, but any other response does.
- The response to Alpha always affects the range for a subsequent Beta ask. After a 1 or 3 step response, the Weak range of Beta is used, while after a 2 or 4 step response, the range is Strong, and after an 8 step response it is Super. After a 5, 6 or 7 step response, no further Beta is required.
- If Opener gets a negative response to Alpha he can make a repeat ask in the same suit, which is Theta (unless responder has already shown a balanced hand, in which case it is Iota) and in this case a response showing Qx or xxx agrees the suit. If Opener makes a repeat ask and gets an insufficient response, then all asking bids lapse with the exception of Gamma in Responder's suit, and 4♣/4♦ Beta. If Opener makes a Gamma bid, thereby agreeing the suit, then Asking Bids are re-established and Epsilon asks are also permitted. In such situations it is often better to hand over the captaincy after the first Alpha and allow responder to show his hand naturally (eg: to show a second suit, extra length in his first suit, or Qx or xxx in Opener's suit).
- If Opener gets a negative response to Alpha and makes a new suit bid (not Gamma), then this is Iota (ie: a contracted Theta) and must be at least a 5-card suit, since a 3 step response (showing Qxx or KQ) agrees the suit. If Opener has a second suit of 4-card length, he usually hands over the captaincy which allows the suit to be agreed by natural means, thereby re-establishing asking bids
- See Sigma below for bids to check on trump solidity after a positive response to Alpha.

Asking Bids

8.2 Beta

Beta is almost always available in one form or another in any sequence, not just after a 1♣ Opening Bid. The main situations where a bid is Beta are as follows: -

- In natural auctions where a suit other than Clubs has been agreed as trumps, or when Clubs have not been mentioned as a possible trump suit, 4♣ is Beta.
- In natural auctions when Clubs have been agreed or where trumps have not yet been agreed and Clubs have been mentioned as a suit, 4♦ is Beta.
- In asking bid sequences 4♣ and 4♦ can be Beta (as above) as long as responder's exact number of controls is not yet known (ie: no low-level control-asking bid used or a range response to a low-level Beta, Alpha or Zeta). In a sequence where 4♣ would be Beta but space does not permit it (ie: 4♣ was the previous response) 4♦ can be Beta as long as Diamonds have not been agreed. Similarly, where 4♦ would be Beta, but 4♦ was the last response, then 4♥ is Beta.
- After 1♣ and a positive response, a low-level Beta is always available.
 - ☞ After a response of 1♥ or 1♠, 1NT is Beta.
 - ☞ Over 1NT, 2♣ is Beta.
 - ☞ Over 2♣, 2♦ is Beta.
 - ☞ Over 2♦, 2♥ is Beta.
 - ☞ If the response to this is a range, then 4♣/4♦ is still Beta.
- Where any 4441 shape hand has been described by bidding the suit below the singleton, then a bid in the singleton suit is Beta. Note, however, that sometimes the first bid in the singleton suit is only a Range ask rather than Beta (if the sequence not GF), and at other times the bid is an ask (see below).
- In general, where **any** shortage has been shown by bidding the suit below the void or singleton (including splinter, fragment or short-suit Trial bids), or even shown merely by inference (eg: Opener shows 2 suits, responder gives preference, and then Opener makes a long-suit trial bid in a third suit, thereby effectively showing a shortage in the 4th suit), then a bid of the short suit is Beta.
- After a **positive** response to Alpha, Delta, Theta or Iota, or after **any** response to Gamma, Eta, or Zeta, if Responder's exact controls are not yet known then a relay in the next suit up (ignoring Trumps and NT's) is Beta.
- Some sequences contain specific provisions for Beta Asks or for Range/Beta Asks which do not fall into any of the above categories.

Notes:-

It cannot be stressed enough that suit agreement is more important than controls, and that general controls (ie: Beta) takes precedence over specific controls (ie: Epsilon).

Thus 4♣/4♦ Theta/Iota takes precedence over 4♣/4♦ Beta, which in turn take precedence over 4♣/4♦ Epsilon.

There are 5 Ranges, depending on Responder's known strength: -

- **Normal** Where responder's strength is not known or known to be intermediate (ie: 11-15). *Steps are 0-2, 3, 4, 5, etc (Ace = 2 Controls, King = 1 Control).*
- **Weak** Where responder is known to be weak (0-10 HCP) or to have less than 4 controls. *Steps are 0, 1, 2, 3, 4 etc.*
- **Range** In specific sequences where responder is 11-15 and range is important. *Steps are Min, Max & 0-2 controls, Max and 3 controls, Max & 4 Controls etc etc.*
- **Strong** Where responder is known to be 16+ or to have at least 4 controls. *Steps are 0-4, 5, 6, 7 etc*
- **Super** Where responder is known to be 24+ or to have at least 7 controls. *Steps are 0-7, 8, 9, 10 etc etc. (Extremely rare)*

Where Beta is used twice (To all intents this is when the response to the first Beta was 0-2, then the second ask is always using the Weak Range).

Asking Bids

8.3 Gamma

This is a trump asking bid in responder's suit. This will usually be of at least 5-card length, but there are occasions when it will only be 4-card (eg: - 1♠-1NT-2♥-3♦. The Heart suit will be only 4-card as with a 5-5, the hand would be opened 2NT).

A bid is Gamma only in the following situations: -

- After 1♣ and a positive suit response, the first bid in responder's suit is Gamma so long as no other suit has already been agreed as trumps.
- In any sequence where asking bids have been established but no suit yet agreed as trumps, then the first bid of responder's suit below game level is Gamma, unless slam values have definitely been established, in which case Gamma is permitted below slam level.
- In a Forcing No Trump sequence, the cheapest relay over Opener's rebid is Gamma in the Opening major. If Opener has definitely shown a second suit, then the 2nd-cheapest relay is Gamma in the second suit.
- There are some other specific sequences (mentioned elsewhere) where a bid is Gamma, but they most fall within the ambit of the second category above.

There are two ranges of Gamma, depending on whether Opener's exact length is known or not. Thus: -

- **Length Known** Steps are: -
 1. No Top Honour
 2. One Top Honour
 3. One Top Honour and the Jack
 4. Two Top Honours
 5. Two Top Honours and the Jack
 6. Three Top Honours
- **Length not known** Steps are: -
 1. No Top Honour (any length)
 2. One Top Honour (min length)
 3. 2 or 3 Top Honours (min length)
 4. One Top Honour (Min length + 1)
 5. Two Top Honours (Min length + 1)
 6. Three Top Honours (Min length + 1)
 7. One Top Honour (Min length + 2)
 - ... etc etc (Open ended responses)

Repeat Gamma

Unless responder shows 3 Top Honours or no Top Honour when his length is known, a repeat Gamma is permitted below game level (or even at game level if slam values have been established - Responder has to judge) to clarify responder's holding:

- **If no Top Honour shown,** Steps are: - Minimum length, Min + 1, Min + 2, etc
- **If One Top Honour shown,** Steps are: - Q or KJ, K or AJ, A or QJ
(If one Top Honour and jack shown, then responder simply shows which honour.)
- **If two Top Honours shown,** Steps are: - KQ or AKJ AQ or KQJ AK or AQJ
(Again, if the jack has already been promised then responder simply shows which combination of Top Honours he holds).

Forcing No Trump Special Sequence

- Where Gamma is used following a Forcing No Trump and Opener rebid in what could have been a 3-card Minor and Gamma s in the Minor, then an additional step is inserted in the "Length Not Known" sequence shown above. Now 1-step shows **any** 3-card holding.

Asking Bids

8.4 Delta

Delta is always a strong bid showing at least 24+ points and occurs in only one situation, which is a jump-shift over a negative response to 1♣. It allows opener to establish asking bids even after a negative response to 1♣. It should be borne in mind that responses can be hideously expensive and should be used on sub-minimum hands only very sparingly: -

- The step responses to Delta are: -
1. - or x
 2. Q or xx
 3. Qx or xxx
 4. KQ or Qxx
 5. Xxxx
 6. KQx or Qxxx
 7. KQxx
 8. xxxxx or xxxxxx
 9. Qxxxx or Qxxxxx
 10. KQxxx or KQxxxx

- A 4-step response agrees the suit.
- If a lesser response is given, then an immediate new suit bid is Iota.
- An immediate repeat in the same suit below game level asks for clarification, and the shorter of two alternatives is always shown as 1 step and the longer as 2 steps.
- A second ask in the same suit always agrees the suit as trumps, whatever responder's initial response (ie: even if it was 1, 2 or 3 steps).
- If after the response to Delta, Opener bids No Trumps below Game level (In practice this is only possible in the sequence 1♣-1♦-2♥-2♠-2NT), then this is forcing but handing over the captaincy.
- If, more normally, the No Trump rebid is at Game level or above, then whatever the response to Delta, this shows that responder's holding is insufficient. The NT rebid is not forcing and with 0-3 points responder will normally pass. Given that Opener has shown 24+, however, with 4-7 points and a reasonable 5-card or 6-

N/S Vul
Dealer W

♠ xxxx
♥ KQJ
♦ x
♣ QJxxx

♠ AKJx
♥ x
♦ AKJTxx
♣ AK

♠ xxx
♥ ATx
♦ 98xxx
♣ xx

♠ Qx
♥ xxxxxx
♦ Q
♣ xxxx

card suit, responder should bid on as if Opener has simply handed over the captaincy of the hand

Bidding

W	N	E	S
1♣	X ¹	XX ²	No
2♦ ³	No	2♠ ⁴	No
3♦ ⁵	No	3♥ ⁶	No
3♠ ⁷	No	4♣ ⁸	X ⁹
XX ¹⁰	No	4♠ ¹¹	No
6♦ ¹²	No	No	No

1. 2 suits of same Colour
2. This shows 4-7 points. The double was

to prove hideously expensive: -

3. Delta in Diamonds, saving a whole round of bidding from normal sequences
4. Q or xx
5. Repeat Delta in Diamonds
6. Stiff Q. Diamonds now set as trumps.
7. Epsilon in spades
8. 3rd Round Control
9. Decides his partner must have the blacks!
10. Able to make a second Ask in Spades
11. Both (ie: exactly Qx)
12. Knows that only a 6-0 trump split can defeat this

This is a classic case of cheap interference being a positive assistance. Without the two doubles there is no way that West would have had the space to elicit the information that partner has exactly the 2 cards which make 6♦ possible.

Asking Bids

Jason & I always ask Precision opponents how they cope with interference before making any bids over their 1♣ Openings, in case they also play any kind of backwards asks (and limit interference to pre-empts if they do!!!).

Asking Bids

8.5 Eta

This is a trump asking bid, used only to enquire about the suit quality of one of Responder's 4-card suits when exactly a 4441 shape hand has been shown, or in some sequences where other 4-card suits have been shown. Only one Eta ask is ever permitted and it always sets the trump suit unconditionally.

Eta asks are only allowed in the following situations: -

- After 1♣-3♣/♦/♥/♠ or after an impossible negative. Opener will always make an Eta bid before any Beta in the singleton suit, otherwise he is likely to be making the Eta at game level and responder may view it as a sign-off.

Responses to Eta are as follows: -

1. Jxxx or worse
2. Qxxx
3. QJxx
4. KOxx
5. KOJx
6. AKQx

No repeat asks are permitted to ascertain which honours are held.

- If an Eta ask is made, then a subsequent bid in the singleton suit is always Beta.
- Once an Eta ask has been made to set the suit, then any new suit bid is always Epsilon, but no repeat Epsilons are permitted if a 4441 shape hand has been shown (because they will never be necessary, since partner's exact shape is known).

		Bidding							
		S	W	N	E				
		1♣	No	1♦ ¹	No				
Both Vul Dealer S	♠ xxxx					1♥ ²	No	3♣ ³	No
	♥ KQxx					3♠ ⁴	No	3NT ⁵	No
	♦ x					No ⁶	No		
	♣ KTxx								
♠ KJx			♠ Ax		<ol style="list-style-type: none"> 1. Negative, with 8-10 and 4441 2. Intending to rebid 1NT over 1♠ 3. Impossible negative, diamond singleton 4. Eta in Spades, an inspired bid by Jason, realising the horrible diamond duplication and the possibility of a shortfall of honours in the Majors. 5. No top honour. 6. Deciding this is definitely the best spot with 3 probable losers in Spades 				
♥ xx		♥ xxx							
♦ JTxx		♦ xxxx							
♣ xxx		♣ Axxx							
	♠ Qxxx								
	♥ AJxx								
	♦ AKQ								
	♣ QJ								

This was played in a Manchester Bridge Club Pairs event, and we were the only N/S pair to find 3NT, the rest of the room mostly going off in 4♥ or 4♠, unable to resist the 4-4 major fit, the bidding normally going 1♥-1♠-3♠-4♠, 1♥-3♥-4♥, 1♥-4♦-4♥, and some even 1♥-3♥-4NT-5♣-5♥. (In practice we romped home with 10 tricks after opponents kept attacking diamonds, for a clear top).

Asking Bids

8.6 Zeta

Zeta is a bid which unconditionally sets the trump suit (guaranteed solid) and asks for controls in the same way as Beta (always in the 0-2 Range, however). It occurs in only 3 situations: -

- A jump shift following a positive response to 1♣ (eg: 1♣-1♥-3♦)
- A jump-shift following 1♣-2NT.
 - ☞ Because Zeta sets the trump suit unconditionally, any subsequent new suit bids are Epsilon unless a 1-step response to Zeta is given, in which case 4♣/4♦ Beta is still available if required.
 - ☞ Returns to the trump suit and No Trumps are always to play unless obviously invitational.

8.7 Theta

Theta is used in only 2 situations but is the most common method for Opener to ascertain responder's holding in his (Opener's) main trump suit.

- When a low-level Beta has been used after 1♣ and a positive response, a new suit bid over the Beta response is Theta.
- A Repeat Alpha in the **same** suit is Theta (Qx/xxx required to agree the suit)
 - ☞ The responses to Theta are identical to those for Delta.
 - ☞ Repeat Theta's can be made to clarify Responder's holdings, and, as with Delta, the shorter of two alternatives is shown as 1 step. The only exception is where Qx or xxx has been shown, in which case the responses to a repeat are Qx, xxx, Jxx, QJ.
 - ☞ A repeat Theta always sets the suit as trumps.
 - ☞ A repeat Theta is not permitted in the Forcing No Trump sequence.

8.8 Iota

Iota is a slightly collapsed version of Theta and replaces Theta in some situations: -

- An immediate new suit bid after an insufficient response to either Alpha, Theta, Iota or Delta, except where the bid is Gamma (ie: in responder's suit).
- Where responder has shown a balanced hand (eg: 1♣-1♠), any bid which would normally be Theta is now Iota, as responder is known to have at least a small doubleton in every suit.

The responses to Iota are: -

1. Less than Qx or xxx
2. Qx or xxx
3. KQ or Qxx
4. KQx or xxxx
5. Qxxx
6. KQxx
7. xxxxx or xxxxxx
8. Qxxxx or Qxxxxx
9. KQxxx or KQxxxx

- ☞ Rules for repeat Iota asks are exactly as for Theta, including the extended response where Qx or xxx has been shown.
- ☞ Repeat Iota's always agree the suit as trumps.

Asking Bids

8.9 Epsilon

Epsilon can never be used unless a suit has been agreed as trumps, but once a suit *has* been agreed as trumps, a bid in any other suit is Epsilon unless it is Beta, or unless the Captain of the hand jump-shifts to a new suit, which is always to play, or unless a cue-bidding sequence is specified as available (eg: in some 1♥ and 1♠ sequences)

Epsilon initially asks for the specific degree of control held in a suit. Responses are: -

1. No Control (ie: xxx or longer) or 1st and 2nd Round Control (ie: AKx or A)
2. 3rd Round Control (ie: xx, Qxx or Qx)
3. 2nd Round Control (x, Kxx or K)
4. 2nd and 3rd Round Control (Kx, KQx or KQ)
5. 1st Round Control (Void or Axx)
6. 1st and 3rd Round Control (Ax, AQx or AQ)
7. 1st, 2nd and 3rd Round Control (AK, AKQx or AKQ)

Repeat Epsilon

A repeat Epsilon can usually (not when 4441 shape hands have been shown) be made in order to clarify responder's exact holding, the responses being: -

1. Shortage
2. Honour
3. Both
4. Suit without the Jack
- 4 Suit with the Jack

Where 1st Round Control has been shown, Step (3) above is omitted. Where responder is already known to have at least a 4-card suit, then the responses to the repeat ask relate solely to possession of the Jack (ie: 1 step shows no Jack held and 2 steps show the Jack). If None or 1st & 2nd shown initially, then 1-step to a repeat shows No Control.

3rd Epsilon Ask

A third bid in an Epsilon suit (ie: after an Epsilon and repeat) is always 'to play' unless: -

- Small singleton or void shown **and**
- Exact level of controls is not yet known (ie: no Beta or Range response only)

In these circumstances, the bid is Beta in the appropriate range.

Epsilon in Singleton Suit

Where a singleton has been shown and Asking Bids established in a sequence where a suit has been firmly agreed as trumps, it is possible for the Captain of the hand to ask about the nature of the singleton, but only if Responder's exact number of controls has already been established (ie: the bid is not needed as Beta). This is the only occasion where repeat Epsilons can ever be made when 4441 shape hands have been shown.

An Epsilon in the singleton suit gets the following responses: -

- | | | |
|-----------|------------------|-----------|
| 1. X or J | and for a repeat | 1. X or Q |
| 2. Q or K | | 2. J or K |
| 3. A | | |

Where a shortage has been shown via a splinter which could be either singleton or a void, an Epsilon gets uses the following steps:

- | | |
|---------|-----------------------------|
| 1 Step | Singleton (Not King or Ace) |
| 2 Steps | Singleton King |
| 3 Steps | Void |

Asking Bids

4 Steps

Singleton Ace.

Asking Bids

8.10 Sigma

Sigma is used only **immediately** over a positive response to Alpha (positive in terms of trump support) to check on how solid the agreed trump suit is. There are three scales used for Sigma, depending on whether the Alpha Response was a 3, 4, or 5-step or greater response.

A bid is Sigma in the following situations only:

- ✓ **After a 3 or 4-step response to Alpha** an immediate repeat bid in the same suit **below game level** is Sigma.
- ✓ **After a 5-step or greater response to Alpha** a **relay in the next suit** up over the Alpha Response is Sigma.

Note: 4♣ / 4♦ Beta takes precedence over 4♣ / 4♦ Sigma

The 3 Scales used for Sigma are as follows: -

a) After a 3-step response to Alpha

1. xxxx(x)
2. Hxx
3. HHx
4. Hxxx(x)
5. HHxx(x)

b) After a 4-step response to Alpha

1. xxxx(x)
2. Hxx

c) After a 5-step or greater Response to Alpha

1. Hxxx
2. Hxxxx
3. HHxx
4. HHxxx
5. HHHx(x)

Repeat Sigmas

If Responder shows **No** Top Honours or only **One** Top Honour in response to Sigma, Then a relay in the next suit up over the Sigma Response is a repeat Sigma, asking about possession of the Jack (One step denies, and two steps confirm).

- ✓ Sigma and especially repeat Sigma should be used sparingly because often the bidding space can be used more profitably in other ways, for Epsilon.

Asking Bids

9.1 Handing over the Captaincy

The player who institutes Asking Bids in any sequence is the Captain of the hand, in that he directs the course of the bidding. In some situations, however, the Captaincy of the hand can be relinquished. This usually takes the form of a bid of 2NT, but can sometimes be a bid of 3NT or even, rarely a sign-off in Opener's suit below game level after a positive response to an Alpha.

- After 1♣-1♠-1NT-2♣/2♦/2♥/2♠-2NT is Baron looking for a 4-4 fit.
- After 1♣-1♥/1NT/2♣/2♦-(Beta & Response)-2NT shows a balanced hand with no good support for responder's suit. Responder can bid a second suit if held or show extra strength or length in his first suit or sign off in 3NT. Responder should not proceed beyond 3NT except with a very distributional hand.
- After 1♣-(Any Positive)-2NT (where this is not Alpha), this usually shows a minimum balanced hand with no good support for partner's suit if one has been shown and is either Baron (if partner has shown a balanced positive) or simply handing over the Captaincy as above, the difference being that as Opener has **not** made a low-level Beta, Responder is free to go beyond 3NT if his own values or distribution warrant it and 4♣/4♦ Beta is available to him. If Opener supports a second suit or gives preference to responder's first suit, then Responder can also make use of Epsilon.
- In general where Opener does not make use of a low-level Beta or Alpha and subsequently signs off in 2NT or 3NT, or game in an agreed suit, then Responder is entitled to carry on further if his hand seems to warrant it. If, however, Opener **has** made use of a low-level Beta or Alpha, which always includes information about Responder's Controls, then the sign-off should always be respected except in exceptional circumstances (eg: a distributional 2-suiter with a side-suit void where this will probably compensate for the apparent lack of high-card controls).
- If Opener gets a positive (support) response to Alpha and immediately signs off below game level in a suit, this shows a minimum strength hand with no immediate ambitions beyond game.
- ☞ If responder has shown 0-3 controls, it invites responder to bid the suit below any singleton or to jump in the suit below any void held, allowing a subsequent Beta in the short suit. If, however, Responder is known to be balanced, then it simply invites cue-bids. Responder is, of course, free to sign off in NT's or game in the agreed suit with no further ambitions and/or nothing to show.
- ☞ If, however, Responder has shown 4 or more controls, the sign-off below game level invites Responder to continue with Beta and Epsilon bids and is usually showing a hand where Opener feels it will be easier or cheaper for Responder to elicit the right information rather than the other way round (eg: It may, for example, be a hand where Opener, despite his point count, has a severe lack of controls himself. Again, though, with minimum values Responder is free simply to bid 3NT or game in the agreed suit).
- Where Opener makes an Alpha, gets a negative response and immediately bids 2NT, this hands over the Captaincy and Responder's continuations are much as in the second category above. As there, the sign-off denies the wish to make a Gamma ask and therefore implies no good support for Responder's suit and Responder is best to re-suggest his suit naturally only if he has extra strength and/or length in the suit.

9.2 Four No Trumps

This is **never** Blackwood in any shape or variety but either Natural and to play, or Quantitative or a general slam try (perhaps if no Beta is possible), or an invitation to cue-bid. There are some specific situations where it is a rolling bid, usually denying a club control at the start of a cue-bidding sequence. Responder must judge in each instance the interpretation to be placed, but is rarely much room to doubt as to which it is. If it is an invitation to cue-bid then this either shows no further 1st Round Controls to show or it may be that Opener is particularly interested in any Club control(s) which

Asking Bids

Responder may have, in which case it is a rolling bid to facilitate this. There is one situation where 4NT is Beta (See 10.1.2 below).

Asking Bids

9.3 Asking Bids in Natural Sequences

For the most part natural sequences tend not to use Asking Bids unless Responder is completely unlimited and trumps have been agreed at or below the 3-level, except in those specific places where Asking Bid entry-points are defined by the system (eg: 1♦-2♠ Alpha, or 2♥-3♣ Gamma). Whilst in theory 4♣ Beta is available in any auction, prudence dictates that in practice the situations where it is used are quite limited. The rules surrounding Asking Bids in natural sequences are as follows:

1. Except as specifically provided for in the system, Asking Bids are **not** used unless responder is completely unlimited and trumps have explicitly been agreed below the level of 3NT.
2. Beta in a known singleton suit is always available
3. 4♣ Beta is normally available over Intermediate Openings only when Responder is either known to be very strong or is still completely unlimited, and trumps have been explicitly agreed at the 2 or 3-level. If trumps have been agreed and responder is limited in some way, then 4♣/4♦ will be a cue-bid rather than Beta.
4. In circumstances where trumps have been agreed and 4♣/4♦ Beta **is** used, then this establishes an Asking Bid sequence and subsequent side-suit bids are Epsilon.
5. In natural sequences, unless 4♣/4♦ Beta is available **and has been used**, Epsilons are never available, and side-suit bids are cue-bids.

To explain the above, take a sequence such as 1♠-2♦-3♦-4♣. Here Responder is completely unlimited and trumps have been explicitly agreed at the 3-level, so 4♣ is Beta here and following the Beta response, Epsilons are available in suits other than Diamonds.

Conversely in a sequence such as 1♠-1NT-2♥-3♠-4♣-?? here Responder has limited their hand with the 3♠ rebid, so 4♣ is a cue-bid rather than Beta.

In the sequence 1♦-1♠-2♥-3♣-3♠-4♣-?? here Responder is completely unlimited but trumps have not been explicitly agreed. 4♣, however, **is** Beta because Opener has shown a shortage in Clubs with the 3♠ response. Epsilons are **not** available after the Beta Response, however, because it is not clear which suit Responder wishes to play in and they must sign off over the Beta response.

Intervention

10.1 Intervention in Strong Sequences

Whilst there is no doubt that opponents can disrupt an asking bid sequence with psyches, random bids or determined and/or pre-emptive interference, if only by using up bidding space, as much as possible has been done to reclaim much of the space lost by the interference. Indeed, cheap interference, and especially doubles, actually *create* bidding space that wasn't there before. There are three areas which need to be considered.

- Interference Over an Asking bid and before the response
- Interference over the response to an asking bid and before the next Ask
- Interference immediately over a positive response to 1♣

10.1.1 Intervention over an Asking Bid

The follows the DOPI and ROPI style to save space, thus: -

- Ask-Interference-Double/Redouble shows 1 Step
- Ask-Interference-Pass shows 2 Steps
- Ask-Interference-1 Step shows 3 Steps
- Ask-Interference-2 Steps shows 4 Steps etc etc

If, however, the interference is of such a nature that it jumps at least one round of bidding to a level above 3NT or above game level in an agreed suit, then responder answers as follows: -

If the Asking Bid was	Alpha	Double Pass 1 Step 2 Steps	shows no Support shows Support with 0-3 shows support with 4 shows support with 5...
	Beta	Double Pass 1 Step	shows Min (0-2, 0-4 etc) shows Minimum plus 1 shows Minimum plus 2...
	Gamma	Double Pass	shows 0 or 1 Top Honour shows 2 Top Honours
	Delta	Double Pass	shows < Qxx/xxxx shows >= Qxx/xxxx
	Epsilon	Double Pass 1 Step	shows none or 3rd Round shows 2nd Round Control shows 1st Round Control
	Zeta	As for Beta, above	
	Eta	Double Pass	shows 1 Top Honour or worse shows 2 Top Honours or better
	Theta	As for Delta, above.	
	Iota	As for Delta, above.	

Intervention

10.1.2 Intervention over Response to an Ask

In general: **Double** is an Ask in the suit below that of the interference.
Pass is an Ask in the suit 2 below that of the interference.

☞ It will always be completely clear what sort of Asking Bid it is given the sequence thus far (ie: the normal rules for the order of Asking Bids applies). In a sequence such as: -

1♣-1♥-1♠-1NT-2♦ (Interference), now Double is Iota in Clubs, and Pass is Beta (ie: 1NT over 1♥ would have been Beta).

☞ Where, however, the intervention is such that it jumps at least one level to a level above 3NT or above game level in an agreed suit (eg: 1♣-1♥-1NT-2♦-2♥-3♥-4♠), then double is an ask in the suit below and Pass is Lebensohl, demanding a double from partner after which Opener will either pass for penalties or sign off (unless he makes an obviously invitational bid).

☞ Any bid by Opener is still an Asking Bid and the usual rules apply. The only exception is that if the Intervention has prevented Opener from making a Beta ask (or from making a second Ask where Responder's level of controls is still not known exactly), then an immediate bid of 4NT is Beta.

<p>♠ Ax ♥ Ax ♦ KT9 ♣ AQJ843</p> <p>♠ KQxx ♥ K9x ♦ xxx ♣ K9x</p> <p>♠ J ♥ Qxxx ♦ AQxxx ♣ Txx</p>	<p>♠ T98xxx ♥ JTxx ♦ Jx ♣ x</p>	<p>Bidding</p> <table border="0"> <thead> <tr> <th>N</th> <th>E</th> <th>S</th> <th>W</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>-</td> <td>-</td> <td>No</td> </tr> <tr> <td>1♣¹</td> <td>1♠²</td> <td>2♦</td> <td>2♥³</td> </tr> <tr> <td>X⁴</td> <td>No</td> <td>2♠⁵</td> <td>X⁶</td> </tr> <tr> <td>No⁷</td> <td>No</td> <td>3♣⁸</td> <td>No</td> </tr> <tr> <td>3♥⁹</td> <td>3♠</td> <td>No¹⁰</td> <td>No</td> </tr> <tr> <td>X¹¹</td> <td>No</td> <td>4♣¹²</td> <td>No</td> </tr> <tr> <td>4♠¹³</td> <td>No</td> <td>5♦¹⁴</td> <td>No</td> </tr> <tr> <td>6♦¹⁵</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	N	E	S	W	-	-	-	No	1♣ ¹	1♠ ²	2♦	2♥ ³	X ⁴	No	2♠ ⁵	X ⁶	No ⁷	No	3♣ ⁸	No	3♥ ⁹	3♠	No ¹⁰	No	X ¹¹	No	4♣ ¹²	No	4♠ ¹³	No	5♦ ¹⁴	No	6♦ ¹⁵			
N	E	S	W																																			
-	-	-	No																																			
1♣ ¹	1♠ ²	2♦	2♥ ³																																			
X ⁴	No	2♠ ⁵	X ⁶																																			
No ⁷	No	3♣ ⁸	No																																			
3♥ ⁹	3♠	No ¹⁰	No																																			
X ¹¹	No	4♣ ¹²	No																																			
4♠ ¹³	No	5♦ ¹⁴	No																																			
6♦ ¹⁵																																						

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. 16+ 2. Either long or short in Spades 4. Beta, Asking for controls 6. "I've got Spades" 8. 5-card, 2 Top Honours 10. 3rd Round Control 12. Honour (ie: At least Qxx) 14. 2nd Round Control | <ol style="list-style-type: none"> 3. "Competitive in Hearts" 5. 0-2 Controls 7. Asking in Diamonds 9. Asking in Hearts 11. Asking in Hearts again 13. Asking in Spades 15. Knowing it's the right contract played from the right side (ie: West cannot lead Hearts to advantage). |
|--|---|

This hand and the one over the page are, like all the example hands, taken from real tournament play and show how the system copes with interference. Our experience is that even partnerships who are relatively experienced playing against Precision Club tend to give up with misleading or psychic interference once they realise that you have the system to cope with almost anything, and very often stop competing altogether once they realise that in many situations their interference is **creating** space for you that otherwise wouldn't be there, and is making the bidding easier for you rather than the other way round (eg: being able to make 2 low-level Beta Asks as has happened on occasion).

Intervention

♠ Qxx	
♥ x	
♦ KQTx	
♣ QT98x	
♠ AT9xx	♠ KJxxx
♥ K9xx	♥ Txx
♦ 9x	♦ Jxx
♣ Jx	♣ xx
♠ -	
♥ AQJxx	
♦ A8xx	
♣ AKxx	

Bidding			
N	E	S	W
-	No	1♣ ¹	X ²
2♣ ³	X ⁴	XX ⁵	No
2♥ ⁶	2♠	No ⁷	No
X ⁸	No	3♥ ⁹	No
4♣ ¹⁰	No	4♥ ¹¹	No
4♠ ¹²	No	5♠ ¹³	No
6♣ ¹⁴	No	7♣ ¹⁵	No
No	No		

1. 16+
2. 2 Suits with same colour (!)

3. 8+ with 5-card Clubs
4. Take-Out
6. 5-card, 1 Top Honour
8. 0-2 Controls
10. 2nd Round Control
12. Shortage
14. 3rd Round Control

5. Asking in Clubs
7. Control Asking
9. Asking in Hearts
11. Asking again in Hearts
13. Asking in Spades
15. Virtually able to write down North's hand s he must have KQ Diamonds to make up a positive and is almost certainly 3145 or 4135

10.2 Interference over a Positive Response to 1♣

In general this follows a similar pattern to that outlined in 9.1.2 above. It is, however, complicated by the need to allow Opener to make cheap Beta and Gamma Asks whenever possible. The full scheme over cheap interference is as follows (In all cases, the Interference bid is marked with an asterisk: -

10.2.1 After 1♣ - 1♥

1♣ - 1♥	- 1♠*	- Double	is Gamma in Hearts
		- Pass	is Alpha in Diamonds
	- 1NT*	- 1NT	is Beta
		- Double	is Alpha in Spades
		- Pass	is Gamma in Hearts
	- 2♣*	-2♣	is Beta
		- Double	is Beta
		- Pass	is Alpha in Spades
	- 2♦*	- 2♥	is Gamma in Hearts
		- Double	is Alpha in Clubs
		- Pass	is Beta
	- 2♥*	- 2♥	is Gamma in Hearts
		- 2NT	is Alpha in Diamonds
		- Double	is Alpha in Diamonds
		- Pass	is Beta
	- 2♠*	- 2NT	is Gamma in Hearts
		- Double	is Gamma in Hearts
		- Pass	is Alpha in Diamonds
	- 2NT*	- 2NT	is Beta
		- Double	is Alpha in Spades
		- Pass	is Gamma in Hearts
		- 3♣	is Beta

Intervention

10.2.2 After 1♣ - 1♠

1♣ - 1♠	- 1NT*	- Double	is Alpha in Spades
		- Pass	is Alpha in Hearts
	- 2♣*	- 2♣	is Beta
		- Double	is Beta
	- 2♦*	- Pass	is Alpha in Spades
		- Double	is Alpha in Clubs
	- 2♥*	- Pass	is Beta
		- Double	is Alpha in Diamonds
	- 2♠*	- Pass	is Beta
		- Double	is Alpha in Hearts
	- Pass	is Beta	
	- 2NT*	- Double	is Alpha in Spades
		- Pass	is Alpha in Hearts
		- 3♣	is Beta
	- Higher*	- Double	is Alpha in the suit below or in Spades if the interference is in Clubs
		- Pass	is Beta

10.2.3 After 1♣ - 1NT

1♣ - 1NT	- 2♣*	- Double	is Beta
		- Pass	is Gamma in Spades
	- 2♦*	- 2NT	is Alpha in Clubs
		- Double	is Alpha in Clubs
	- 2♥*	- Pass	is Beta
		- 2NT	is Alpha in Diamonds
		- Double	is Alpha in Diamonds
		- Pass	is Beta
	- 2♠*	- 2NT	is Alpha in Hearts
		- Double	is Alpha in Hearts
	- Pass	is Beta	
	- 2NT*	- 2NT	is Gamma in Spades
		- Double	is Gamma in Spades
		- Pass	is Alpha in Hearts
	- Higher*	- 3♣	is Beta
		- Double	is Gamma in Spades
		- Pass	is Beta

10.2.4 After 1♣ - 2♣

1♣ - 2♣	- 2♦*	- Double	is Gamma in Clubs
		- Pass	is Beta
	- 2♥*	- 2NT	is Alpha in Diamonds
		- Double	is Beta
	- 2♠*	- Pass	is Gamma in Clubs
		- 2NT	is Alpha in Hearts
		- Double	is Alpha in Hearts
		- Pass	is Beta
	- 2NT*	- 2NT	is Alpha in Spades
		- 3♣	is Gamma in Clubs
	- Double	is Alpha in Spades	
	- Pass	is Beta	
	- Higher*	- 3♣	is Gamma in Clubs
		- Double	is Gamma in Clubs
		- Pass	is Beta

Intervention

10.2.5 After 1♣ - 2♦

1♣ - 2♦	- 2♥*	- Double	is Gamma in Diamonds
		- Pass	is Beta
		- 2NT	is Alpha in Hearts
	- 2♠*	- Double	is Beta
		- Pass	is Gamma in Diamonds
	- 2NT*	- 2NT	is Alpha in Spades
		- Double	is Alpha in Spades
		- Pass	is Beta
	- 3♣*	- Double	is Alpha in Spades
		- Pass	is Beta
	- Higher*	- Double	is Gamma in Diamonds
		- Pass	is Beta

10.2.5 Pre-emptive Interference at the 4-level

If opponents interfere at the 4-level over a positive response to 1♣, then Opener's rebids are as follows: -

Double is **Gamma** in Responder's suit if one has been shown, otherwise it is Beta over 1♣-1♠/2NT.

Pass is Lebensohl, forcing Responder to double and Opener then passes for penalties or makes a natural and non-forcing bid in his main suit. Responder must pass or judge to bid on with extra values. Any continuations are natural and constructive, 4NT being an invitation to cue-bid and agreeing Opener's suit. A 'slow' 4NT by Opener is 'to play'.

Bids by Opener are Alpha but without reference to controls, merely asking for support (2 steps) or no support (1 step). If Responder shows support then a relay over the response is Beta. A 'fast' 4NT over the interference is either Beta, agreeing Responder's suit or, if Responder has shown a balanced hand, natural but without any great holding in opponents' suit (otherwise he would go via a 'slow' 4NT).

10.2.6 Pre-emptive Interference at the 5-level

If the opponents intervene at the 5-level or higher over a positive response to 1♣ then continuations are on similar lines to those shown in 9.2.5 above except that the double shows no first round control on opponents' suit, but invites Responder to continue with control of the suit. The Pass is still Lebensohl instructing Responder to double, following which any continuation is to play. Immediate bids are invitational.

10.2.7 Opponents Double after 1♣ and a Positive Response

1♣ - 1♥ - X*	- Redouble is Alpha in Diamonds, and Pass is Gamma in Hearts
1♣ - 1♠ - X*	- Redouble is Alpha in Hearts, Pass is Alpha in Spades, and 1NT is Beta.
1♣ - 1NT - X*	- Redouble is Gamma in Spades, Pass is Alpha in Hearts and 2♣ is Beta.
1♣ - 2♣ - X*	- Redouble is Gamma in Clubs, Pass is Alpha in Spades, and 2♦ is Beta.
1♣ - 2♦ - X*	- Redouble is Alpha in Clubs, Pass is Gamma in Diamonds & 2♥ is Beta.

Thus over a double the low-level Beta is always as normal, and redouble is the suit below except when responder has shown Clubs when it is Gamma in Clubs, and Pass is always Gamma except when responder has shown Clubs when it is Alpha in Spades. Continuations from there on are normal.

3-suited 2♦ Opening

11.1 Strong 3-Suited 2♦

This Opening shows one of the following hand types: -

- 16-19 points and any 4441 distribution
- 20-23 points and any 4441 distribution (24+ can use Delta)

The initial responses to the 2♦ Opening are as follows: -

2♦ - 2♥	is forced with any hand, except the following: -
2♦ - 2♠	0-4 with an unspecified 6+-card suit
2♦ - 2NT	2-way Transfer to Clubs with either 0-4 4333 or 14+ 2-suited
2♦ - 3♣	2-way Transfer to Diamonds with either 0-4 4333 or 14+ 2-suited
2♦ - 3♦	2-way Transfer to Hearts with either 0-4 4333 or 14+ 2-suited
2♦ - 3♥	2-way Transfer to Spades with either 0-4 4333 or 14+ 2-suited

No other responses are permitted

Notes:

1. Responder may also use the 2-way Transfers with 0-4 and 5332 or 54?? distribution as long as the suit immediately **above** the suit they're transferring into is at least 3-card length.
2. With a 14+ 2-suiter, Responder will normally transfer into their lowest-ranking suit (always if even-suited), but may choose to transfer into a higher-ranking suit (especially if 6-card and it's a Major)

Continuations are as follows: -

11.1.1 After 2♦-2♥

- 2♦ - 2♥ - 2♠ shows 16-19 and any 4441 distribution
 - 2NT asks
 - 3♣/3♦/3♥/3♠ is bidding the suit below the singleton
 - Responder can bid the singleton suit as Beta (0-4) or signs off at the appropriate Level. No Eta Asks permitted.
 - 2NT shows 20-23 and 4441 (Singleton Club)
 - 3♣ shows 20-23 and 4414 (Singleton Diamond)
 - 3♦ shows 20-23 and 4144 (Singleton Heart)
 - 3♥ shows 20-23 and 1444 (Singleton Spade)
- Over the 20-23 hands, Responder again bids a suit or No Trumps at the appropriate level or can bid the singleton suit as Beta (0-4). No Eta Asks are permitted.

11.1.2 After 2♦-2♠

- 2♦ - 2♠ -2NT shows 16-19 with **any** 4441 distribution. Responder now bids their Suit and Opener passes, invites Game or bids game depending on their range, fit and hand quality.
- 2♦ - 2♠ -3x shows 20-23, using Oliver's Twist to bid their Singleton.
 - Pass. Responder normally passes if this bid hits their Singleton (but may invite or bid game with a self-sufficient suit (eg: QJ109xxx)
 - Bid If Opener has **not** bid Responder's suit, Responder corrects by bidding their suit. As it is fairly rare that we cannot make 10+ tricks when we have a 10+-card fit, Responder can bid game in a Major or invite game in a Minor rather than merely correcting. Similarly, Opener may invite or bid game

3-suited 2♦ Opening

with a maximum.

11.1.3 After 2♦-2NT/3♣/3♦/3♥

Examples shown below are for 2♦-2NT only, for brevity, but identical principles apply to **all** of the 2-way Transfers from 2NT up to and including 3♥.

2♦ - 2NT	-3♣	With a 4-card holding in the Transfer Suit, whatever their range, Opener bids the suit. -Pass With any of the 0-4 hand-types, Responder simply passes. -Bid With a 14+ 2-suiter, Responder treats Opener's bid of their suit as Gamma, and bids accordingly. Asking Bids are now established. 4-card is the min length for Gamma purposes.
2♦ - 2NT	-3♦	With a singleton in the Transfer suit, Opener does not complete the transfer but bids the next suit up instead. -Pass shows the 0-4 4333 hand-type. The fact that Opener will relay in the suit above the transfer suit is the reason why Responder may use this route with 5332 or 54?? distribution as long as their holding in the suit above their longest suit is at least 3-card. -3/4x Responder now bids their 2 nd suit at the minimum level as an Eta Ask. Asking Bids are now established. -3NT If the next suit up is Responder's suit and space permits, Responder bids 3NT as an Eta Ask in the suit Opener has actually bid. So in this case 3NT is Eta in Diamonds.

11.1.4 Action over Interference

General

1. It's our experience that most Opps tend to be wary of intervening over this Opening, because they know that trumps are likely **not** to be splitting well for them.
2. In general, doubles and redoubles are for takeout, whereas bids by Opener show a willingness to compete, but with a 4-card holding in Opps' suit. If Responder **bids** over interference they will almost always have a limited (5-7 HCP) 20-suiter.

Interference immediately over the 2♦ Opening:

- With any **weak** hand that would normally make the 2♥ Relay or show any of the 0-4 Responses, Responder simply **passes** (but see below).
- With either
 - a) A limited (5-7 HCP) 2-suited hand, **or**
 - b) An 8+ balanced hand, **or**
 - c) ANY hand with 10+ HCP...Responder **doubles** or **redoubles**. Subsequent continuations are natural and non-forcing, the general methodology being that we bid suits **upwards** until we find a fit, or until one of us signs off in NT's. Lebensohl 2NT will always subsequently be available to either Opener or Responder.
- With any 14+ 2-suited hand, Responder **transfers** into one of their suits (same considerations as immediately over the 2♦ Opening for when to transfer into the more expensive suit). Now:

3-suited 2♦ Opening

1. With a 4-card holding in the Transfer suit, Opener completes the transfer and this is Gamma in Responder's suit (4-card min length) and Asking Bids are now established.
2. With a singleton in the Transfer suit, Opener relays in the next suit up and now Responder bids their second suit as Eta. As with transfers immediately over the 2♦ Opening, 3NT is available as Eta in the suit immediately above the Transfer suit (ie: the suit Opener has bid) if space permits.

Interference immediately over the 2♥ Relay:

In general this also applies when Responder has passed over interference over the 2♦ Opening and Opener's RHO has also passed.

- With a singleton in the interference suit (or Diamonds if LHO doubled), Opener doubles or redoubles, both for takeout, whatever their range. Continuations are entirely natural and non-forcing and we tend to bid upwards until we find an acceptable fit.
- With a 4-card holding in the interference suit and 16-19 HCP, Opener will usually pass, especially if they are 2nd-in-hand over the interference. If in the protective position (ie: after 2 passes) their hand quality and range may suggest otherwise.
- If Opener is 20-23 and holds 4-cards in Opps' suit they **bid** their cheapest 4-card suit. Sometimes it might seem better to Double even when holding 4 of Opps' suit, especially if a maximum 22-23 HCP. Once again we bid upwards until we find a reasonable fit or one of us bids 3NT. Lebensohl 2NT is once again available.

Interference immediately over the 2♠ Relay:

1. If Opps **double** 2♠ then Opener **passes** with a singleton Spade and **redoubles** with a 4-card holding in Spades, whatever their strength. Besides being safer, this is probably more sound psychologically than the other way around.
2. If Opps **bid** something, then Opener **passes** with a 4-card holding in the suit of the interference, and **doubles** with a singleton. Now
 - If Opener passes, Responder will usually do likewise (May bid their suit with a maximum and a 7+ self-sufficient suit (eg: QJ109xxx)).
 - If Opener doubles, then Responder bids their suit (or passes for penalties if Opps have bid their suit LOL).

3-suited 2♦ Opening

Interference immediately over one of the 2-way Transfers (2NT → 3♥)

Here Opener has 3 options that depend on their holding in the Transfer suit, their range, and also to a lesser extent what Opps have done (doubled or bid).

1. With a singleton in the Transfer Suit (ie: Responder's suit), they **always pass**.
2. With a 4-card holding in the Transfer Suit and 16-21 HCP Opener **bids** the Transfer Suit at the minimum level.
3. With a 4-card holding in the Transfer Suit and 22-23 HCP Opener doubles or redoubles.

Now:

- If Opener passed over the interference
 - Responder also passes with any of the 0-4 HCP hand shapes.
 - Responder bids their 2nd suit as Eta with any + 2-suiter. Asking Bids are now established.
- If Opener bid the Transfer Suit
 - Responder passes with any 0-4 HCP holding.
 - With any 14+ 2-suiter, Responder treats the bid of their suit as Gamma and responds accordingly. Asking Bids are now established.
- If Opener doubles or redoubles
 - With any 0-4 hand, Responder bids their suit at the minimum level, but may invite or bid game with a maximum.
 - With any 14+ 2-suiter, Responder treats the double or redouble as Gamma in their suit and responds accordingly.
Please Note, however, that any and all of the stepped Gamma Responses skip over **any** bids in the Transfer Suit at any level, because bids in the Transfer Suit are reserved for 0-4 hands.

Thus:

2♦-2NT(2-way)-(3♥)-X(Gamma in ♣)-??

Now with a 14+ hand-type, Responder's steps are as follows:

3♠ = 1 step

3NT = 2 steps

4♦ = 3 steps

4♥ = 4 steps

Etc etc, because 4♣ (and 5♣) is reserved for the 0-4 hands to sign off with.

Defensive Bidding

11.2 2♥ Weak 2

This shows a weak 2 in Hearts, typically 5-9 points and a 6-card suit

- 2♥ - 2♠ is a forcing relay to ascertain more about Opener's strength and distribution: -
- 2NT shows minimum range, any distribution
 - 3♣ shows a Diamond shortage
 - 3♦ shows a Spade shortage
 - 3♥ shows a Club Shortage
 - 4♣ shows a second suit
 - 4♦ shows a second suit
- Once a shortage has been shown, that suit can be used for Beta, but no Epsilons are permitted.
- 2NT is Lebensohl, forcing Opener to bid 3♣ following which: -
- 3♣ - 3♦ is to play
 - 3♥ is invitational, particularly wanting good trumps as well as an upper range hand
 - 3♠ is to play
 - 3NT is to play
- 3♣ is Gamma in Hearts, agreeing that suit. Relay over the response is Beta and any other new suit bids are Epsilon.
- 3♥/4♥ are purely pre-emptive.

No other responses are permitted.

Defensive Bidding

11.5 3♣ Roman

This Opening shows 11-15 points, a 6-card Club suit and an unspecified 4-card major. It specifically denies having a void Diamond and a 3-card suit in the other major (Opened 2♣), but may have a void major and 3-card Diamonds. It is not used with a 7-card Club suit unless minimum range (a maximum range hand of such a type is normally opened 1♣). The Opening is non-forcing.

- 3♣ - 3♦ asks which 4-card major is held. Opener bids the suit. Now:
- 3♥/3♠ - 3NT is natural and to play
 - 4♣ is invitational to 5♣
 - 4♦ is Beta, usually agreeing Clubs, but no Epsilons are permitted, so Responder can sign off in a major over the response.
- 3♥ shows slam interest in Hearts
- 3♠ shows 4-card Spades
 - 3NT is natural
 - 4♣ is Gamma in Clubs. Relay over response is Beta. Asking Bids are now established
 - 4♦ is Beta. Responder must set the contract after the response
 - 3NT upwards are Eta responses for Hearts, which are now agreed. A relay over the Eta response is Beta and Epsilons are now permitted elsewhere.
- 3♠ shows slam interest in Spades, or possibly slam interest in either major.
- 3NT shows 4-card Hearts
 - 4♣ is Gamma in Clubs. Relay over response is Beta. Asking Bids are now established
 - 4♦ is Beta. Responder must set the contract after the response
 - 4♥ is Eta in Hearts. Relay over response is Beta. Asking Bids are now established.
 - 4♣ upwards are Eta responses in Spades, which are now agreed. A relay over the Eta response is Beta and Epsilons are now permitted elsewhere.
- 3NT is natural and 'to play', but Opener can bid on with an exceptionally distributional hand
- 4♣ shows 4036 shape
 - 4♦ shows 0436 shape
- 4♣ is Gamma in Clubs. A relay over the response is Beta and other side suit bids are Epsilon.

♠ Qx	♠ KT9x	Bidding	
♥ KQxx	♥ Jx	W	E
♦ x	♦ AQx	3♣	3♦ ¹
♣ AQxxxx	♣ Kxxx	3♥	3NT ²
		1. Asking which Major 2. Safest spot	

♠ x	♠ AKx	Bidding	
♥ KJxx	♥ ATx	W	E
♦ Ax	♦ xx	3♣	4♣ ¹
♣ KJTxxx	♣ AQxxx	4♠ ²	4NT ³
		5♥ ⁴	6♣ ⁵
1. Gamma in Clubs	2. One Top Honour & Jack	3. Beta	
4. 4 Controls	5. Partner must have K♥ and A♦, but cannot afford to find out if they have Q♥, and so subsides in a small slam.		

Defensive Bidding

12.1 Defensive Bidding

In general this is characterised by an aggressive style and use of Lebensohl or Transfer Lebensohl sequences (over take-out doubles) and unassuming cue-bids. Direct suit raises are largely pre-emptive in nature.

12.2 Simple Overcalls

These are natural and **constructive**, always showing a reasonable hand, the exception being in the protective position, and simple overcalls can be as strong as 15-16 HCP.

- **Simple raises:** Pre-emptive with 3-card support
- **Jump raises:** Pre-emptive with 4-card support
- **Simple Raises via 1NT/2NT Lebensohl:** Good pre-empt with 3-card support. (ie: invitational)
- **Jump raises via 1NT/2NT Lebensohl:** Good pre-empt with 4-card support. (ie: invitational)
- **Unassuming Cue-Bids:** These show **any** solid game-going raise in partner's suit, or **any** hand wishing to create a forcing sequence. Partner describes his hand further.
- **'Fast' new suit bids:** Show an essentially weak hand but a good suit and tolerance for partner's suit.
- **'Slow' new suit bids (via Lebensohl):** These show good suits, but without a tolerance for partner's suit.

☞ Continuations over the above are largely natural with the following proviso: -

- Where partner makes a direct raise, or a slow simple raise, and the overcaller has 2NT available as Lebensohl, then an immediate new suit bid is a short-suit trial bid in the suit above, and 'slow' new suit bids are long-suit trial bids in that suit.
- Any direct raises to the 3-level by the initial overcaller are pre-emptive, whereas 'slow' raises are genuinely invitational.
- Where partner raises in overcaller's suit via a UCB, then new suit bids are cue-bids. If partner agrees the overcaller's major suit at the 2 or 3-level after an unassuming cue bid, then a bid of 3NT by the overcaller is Beta.

12.3 Jump Overcalls

These are weak and obstructive except in 4th position when they are intermediate (about 5-7 playing tricks). When both opponents have shown values, then jump overcalls are still weak, but always showing a good long suit, albeit with little or nothing outside. Continuations are essentially identical to those described above for simple overcalls. New suit bids by partner are always weak but with support or at least tolerance for the jump-overcaller's suit.

Note:

A jump overcall in Clubs at the 3 or 4-level never relates to Clubs, but is Ghestem or Super-Ghestem, showing the 2 higher unbid suits. See the section under Defensive Bidding.

Defensive Bidding

12.4 Take-out doubles

Because simple overcalls are constructive, doubles are always essentially 3-suited take-outs, unlimited in strength, the only exception being very strong (18+) balanced hands which will rebid in NT's. Transfer Lebensohl is used in any sequences after a take-out double, as follows: -

- Simple overcalls at the same level are competitive only
- Lebensohl is the prelude to pre-emptive bids or competitive bids at the next level. In either case responder has no interest in continuing, although the doubler can make an invitation if very strong (via Lebensohl if at the 2-level). Direct raises by the doubler are pre-emptive if Lebensohl is available.
- Immediate bids at the *next* level (even at the 3-level if RHO bids) are transfers, and either invitational or forcing. If the doubler would accept an invitation in that suit he breaks the transfer by cue-bidding his cheapest control, otherwise he completes the transfer, and now responder bids on if his was more than an invitation.
- If RHO bids, then doubles are Responsive
- Cue-bids of the opponents' suit (ie: transferring into their suit) show values but no long suit and an inability to make a responsive double (ie: essentially balanced) or, where the opponents have opened a minor, it may be a hand with both majors *and* values (ie: negative). These are 'fast' cue-bids of the opponents' suit and generally will not be able to stop their suit.
- 'Slow' cue-bids of the opponents' suit (ie: via Lebensohl) show a similar hand but will contain a stop in the opponents' suit
- A 'slow' bid of 3NT is natural, showing a good holding in the opponents' suit. A 'fast' bid of 3NT is also natural but has exactly 1 stop in the opponents' suit and the doubler is free to remove it if they have no assistance in the suit.

12.5 1NT Overcall

This is always strong (15-17) in 2nd position and mini (11-14) in 4th position. Continuations and action over interference are exactly as over an Opening 1NT with the sole exception that if responder's strength is limited in any way (eg: passed hand) then 3-level jump-shifts show an invitational hand with a reasonable 6-card suit with little outside, rather than being Alpha with a 14+ hand.

Defences

13.1 Defence to Precision Club

13.1.1 At level or favourable vulnerability - CRO Panama

- **Simple Overcalls** are natural and constructive (Lebensohl sequences invite)
- **Double** shows a 2-suiter (Suits same **Colour**)
- **1NT** shows a 2-suiter (Suits same **Rank**)
- **2NT** shows a 2-suiter (Suits are **Odd**)
- **Jump overcalls** are either a weak jump in that suit, or a slightly stronger 3-suiter and show the other 3 suits. Responder always assumes the WJO. If this is doubled and the overcaller redoubles, then this shows the 3-suiter.

13.1.2 At Unfavourable vulnerability - Truscott

- **Simple Overcalls** show 2-suiters with that suit and the one above
- **Jump Overcalls** are weak in that suit (Lebensohl sequences invite)
- **Double** shows Clubs and Hearts
- **1NT** shows Diamonds and Spades.

The general style of bidding over Precision is obstructive with weak hands, as much expensive interference being made as possible. Good hands generally pass and come in later if the bidding dies at a low level.

13.2 To Weak No Trump - Modified Brozel

- **Double** is penalty-orientated, showing either a strong balanced hand or a strong single-suited hand
- **2♣** shows Clubs and Hearts, at least 5-4
- **2♦** shows Diamonds and Hearts, at least 5-4
- **2♥** shows Hearts and Spades, at least 5-4
- **2♠** shows Spades and a Minor, at least 5-4
- **2NT** shows Clubs and Diamonds, at least 5-5
- **Jump Overcalls** are intermediate (11-15)

13.2.1 Continuations after the Double

If Responder cannot stand the double or has a very distributional hand not suited to defense, then continuations are as follows (Bidding of all four hands shown):-

- 1NT - X - No - **2♣** shows a weak single-suited hand. Partner bids **2♦** and the weak hand passes or signs off in another suit.
- **2♦** shows a weak 2-suited hand. Partner initially chooses between the Majors, and the weak hand either passes, bids 2NT with both minors, or bids **3♣/3♦** with that minor and the other major. If the doubler bids **2♥** over **2♦**, then partner can bid **2♠** to show that suit and a minor (allowing the doubler to pass or bid 2NT to ask partner to show his minor)
- **2♥** shows a game-going distributional 2-suiter without Spades. Responder relays with **2♠** and now partner bids 2NT with both Minors or a Minor with that suit and Hearts.
- **2♠** shows a game-going distributional 2-suiter with Spades and another suit. The Doubler relays with 2NT and partner shows the second suit.

13.2.2 If RHO bids over partner's Double as Weak Take-out

Defences

1NT - X - Bid

(as a weak take-out). Transfer Lebensohl is used, exactly as over interference over an Opening 1NT.

Defences

13.2.3 Continuations after the 2-suited hands have been shown

There is only one strong bid for responder in each sequence, all the others being natural and non-forcing:-

- | | |
|----------------|---|
| 1NT - 2♣ - 2♦ | - 2♥ shows 5-card Hearts, minimum |
| | - 2♠ shows 5-card Hearts, maximum, Diamond shortage |
| | - 2NT shows 4-card Hearts, minimum |
| | - 3♣ shows 4-card Hearts, maximum |
| | - 3♦ shows 5-card Hearts, maximum, Spade shortage |
| | - 3♥ shows 2524 exactly, maximum. |
| 1NT - 2♦ - 2♠ | - 2NT shows 4-card Hearts, minimum |
| | - 3♣ shows 5-card Hearts, maximum, Spade shortage |
| | - 3♦ shows 4-card Hearts, maximum |
| | - 3♥ shows 5-card Hearts, minimum |
| | - 3♠ shows 5-card Hearts, maximum, Club shortage |
| | - 3NT shows 2542 exactly, maximum |
| 1NT - 2♥ - 2NT | - 3♣ shows 5-5, minimum, Diamond shortage |
| | - 3♦ shows 5-5, minimum, Club shortage |
| | - 3♥ shows 5-card Hearts and 4-card Spades, minimum |
| | - 3♠ shows 4-card Hearts and 5-card Spades, minimum |
| | - 3NT shows 5-5, maximum, Club shortage |
| | - 4♣ shows 5-5, maximum, Diamond shortage |
| | - 4♦ 5-card Spades and 4-card Hearts, maximum |
| | - 4♥ 5-card Hearts and 4-card Spades, maximum |
| 1NT - 2♠ - 2NT | - 3♣ shows 4-card Spades and 5-card Clubs, any range |
| | - 3♦ shows 4-card Spades and 5-card Diamonds, any range |
| | - 3♥ shows 5-card Spades and 4-card Clubs, any range |
| | - 3♠ shows 5-card Spades and 4-card Clubs, any range |
| | - 3NT shows 5-5, Diamonds and Spades, minimum range |
| | - 4♣ shows 5-5, Clubs and Spades, minimum range |
| | - 4♦ shows 5-5, Diamonds and Spades, maximum range |
| | - 4♥ shows 5-5, Clubs and Spades, maximum range |
| | - 4♠ shows 6-card Spades and a 5-card Minor, Maximum |
| 1NT - 2NT - 3♥ | - 3♠ shows a minimum |
| | - 3NT shows a maximum |

13.3 To Defence to Strong No Trump - Brozel

This is identical to the defence played against the Weak No Trump as shown above, except that the double is no longer penalty orientated, and always shows a reasonably strong single-suited hand. Partner bids 2♣ and the doubler either passes or bids his suit. Exceptionally, with a good hand, partner may bid the cheapest suit which he is not prepared to support further. eg: 1NT - X - No - 2♥ shows no interest if partner has Hearts, but game interest if partner holds one of the Minors.

Defences

13.4 To Pre-empts - FILM-X

- **Double** is strictly for penalties
- **3NT** is 'to play'
- **Next suit up** is for takeout, but if it is a Major, then it shows a 4-card suit in the process, otherwise 4♣ is for take-out.
- **Double (4th-in-hand)** is for take-out. Other bids are natural
- **Cue-bid** shows a very strong 3-suited take-out, usually guaranteeing a singleton or void in their suit.
- **At 4-level** As above, but over 4♠, or 4♥ if 4-card Spades not held, 4NT is for take-out.

13.5 To Weak 2 Bids - Transfer Lebensohl

- All doubles are for take-out, although they may be passed for penalties.
- Over a double, 'Fast' bids at the 3-level are transfers, showing either invitational or forcing hands. The doubler should break the transfer if he would accept an invitation in that suit by cue-bidding his cheapest control.
- Over a double, 'Slow' bids (via 2NT) are merely competitive, but as with action over 1-level take-out doubles, if the doubler is very strong, then over 2NT he should bid 3♦ to show this and encourage partner to bid more strongly.
- 'Slow' and 'fast' cue-bids of opponents' suit, and bids of 3NT carry the same message as normal: eg: Slow and Fast bids of 3NT both show the values for 3NT, but a fast bid of 3NT shows a single stop at most, whereas a slow bid of 3NT shows a good holding in their suit.

13.6 Clarke Defence To Transfer Pre-empts

- **By 2nd-in-Hand**

Double shows a 3-suited take-out (Transfer Lebensohl available if at the 2-level)

Pass then Double is strictly for penalties

Bid of Pre-empt suit shows the other 2 suits

Bid of a new Suit shows that suit and the transfer suit

Pass then bid is natural and single-suited

- **By 4th-in-Hand**

Double is for take-out, may be passed for penalties.

Anything else is natural

13.7 To Multi 2 Diamonds - Dixon with Transfer Lebensohl

- **By 2nd-in-Hand**

Immediate Double shows 11-15

Delayed Double shows 16+

2♥/2♠ A weak take-out double of the other Major

2NT shows 16+, natural, but usually based on a running Minor

3x shows a jump-rebiddable suit

- **By 4th-in-Hand**

Double shows 11-15

Anything else is as above for 2nd-in-hand

- **Transfer Lebensohl** Where either player doubles in the above scheme, then, if the bidding is still at the 2-level, Transfer Lebensohl is used exactly as over weak 2 bids in 12.5 above.

Defences

13.8 To 2-suited overcalls - Bergin

Against overcalls such as Ghestem, Super-Ghestem, Michaels, Unusual 2NT etc, the following defence is used: -

13.8.1 If the overcall has specified 2 Suits

- **Double** shows values, mainly for defence, and no fit for opener's suit.
- **Cheapest cue-bid** shows a limit or forcing raise in Opener's suit.
- **Other cue-bid** shows an invitational raise in Opener's suit or, more commonly a forcing bid in the 4th suit (see Lebensohl)
- **Bid in 4th Suit** Competitive
- **Direct raises** Competitive

13.8.2 If the overcall has specified only one suit

- As above, but the cue-bid of the known suit is the limit or forcing raise in Opener's suit.

13.8.3 Lebensohl

Where the 2-suited overcall is made below the level of 2NT (eg: Michaels), then 2NT is available as Lebensohl, thus: -

- Fast raises are competitive or pre-emptive
- Slow raises are invitational
- Fast bids of the 4th suit are competitive
- Slow bids of the 4th suit are to play or invitational
- Cheapest/Other cue-bids refer to the 4th suit or Opener's suit (as in 12.8.1 and 12.8.2 above), and in general fast cue-bids set up a forcing sequence whilst slow cue-bids are invitational, but responder has to take into account firstly the availability of other means of showing an invitational hand, and whether or not the cue-bid suit (ie: the opponents' suit) is higher or lower ranking than the suit to which the cue-bid refers, eg: -

- 1♥-2♥ (Spades and Diamonds)
 - 3♥ is competitive in Hearts
 - 2NT-2♣-3♥ is mildly invitational
 - 2♠ is strongly invitational in Hearts
 - 2NT-3♣-3♠ is forcing in Hearts
 - 4♥ is pre-emptive
 - 3♣ is competitive in Clubs
 - 2NT-3♣-3♦ is invitational in Clubs
 - 3♦ is forcing in Clubs

- 1♠-2♠ (Hearts and a Minor) - 3♠ is competitive in Spades
 - 2NT-3♣-3♠ is mildly invitational in Spades
 - 2NT-3♣-3♥ is strongly invitational in Spades
 - 3♥ is forcing in Spades
 - 3♣ is forcing in Clubs
 - 3♦ is forcing in Diamonds
 - 2NT-3♣-No is competitive
 - 2NT-3♣-3♦ is invitational in Diamonds

- 1♥-2NT (Minors)
 - 3♣ is a forcing raise in Hearts
 - 3♥ is competitive
 - 3♠ is forcing in Spades
 - 3♦ is competitive in Spades (Note the reversal of the usual meanings, as otherwise the competitive raise would be more expensive)
 - Double shows values, mainly for defence. May have 4-card Spades.

Doubles

14.1 Doubles and Redoubles

14.1.1 Sputnik (Negative) Doubles

In principle, negative doubles are played over Openings of 1♥, 1♠ and 2♣ up to a level of 3♠. Where a negative double is available it shows 8+ (unlimited in principle) and is either a 'classic' sputnik double showing values and length in the unbid suits and no good fit for partner's suit, or may be merely a strong hand which wishes to create a forcing sequence. The availability of Lebensohl in many competitive situations, however, does affect the meaning of the doubles. Where a negative double is available then a disturbed bid is always weak and non-forcing. If, however, 2NT is available as Lebensohl, then the immediate bid may be forcing or competitive depending on the exact sequence, and the slow bid is usually invitational.

14.1.2 Competitive Doubles

Used up to the level of 3♥ where the opponents have agreed a suit, to show an invitational raise in Opener's suit, when the interference has made an invitational raise of the suit impossible

14.1.3 Responsive Doubles

Used up to the level of 3♠

14.1.4 Count-showing Doubles (and redoubles)

Used over the 1♣ and 1♦ openings and immediate interference. Usually show 4-7 points if 1♣ opened.

14.1.5 Asking Bid Doubles (Redoubles and Passes)

Used in Asking Bid sequences with interference to Ask 'backwards' in order to regain some lost space

14.1.6 Non-penalty Slam Doubles

Where it is the *opponent's* hand and we are considering whether or not to sacrifice over a high-level contract by the opponents (ie: at the 6-level) or to double them, the following format is used: -

- **2nd-in-hand** passes with 1 or more defensive tricks
doubles with no defensive tricks
- **4th-in-hand** (1) If partner passes: passes with 1 or more defensive tricks
doubles with no defensive tricks
(2) If partner doubles: passes with 2 or more defensive tricks
bids with only 1 or no defensive tricks

14.1.7 Control showing Pass/Double

Where it essentially *our* hand and the opponents have sacrificed over a high-level contract of ours, in a sequence in which 2nd-in-hand is not the Captain of the hand (or if there is no Captain as such) and whether we bid one more or not is a matter of controlling their suit (and controls in their suit have not been shown in the bidding by a cue-bid or Asking Bid), then: -

- **2nd-in-hand** passes with 1st Round Control of their suit (or if at the 5-level with 1st or 2nd Round Control) doubles with no such holding
- **4th-in-hand** passes, doubles or bids accordingly

Carding

15.1 Carding Methods

15.1.1 Leads

Journalist throughout

Against Suits: - Journalist, 4th, M-U-D
Against NT's: - Roman, Attitude, Top of Nothing

15.1.2 Signals

On Partner's Lead: - High-Low shows an even number
Low-High shows an odd number
An odd card encourages in that suit
An even card discourages,
and is usually a McKinney/Lavinthal signal

15.1.3 Discards

An odd card encourages in that suit
An even card discourages and is a McKinney (Lavinthal) signal