



Super Standard by Martin Johnson

Super Standard is a Standard American system based on five card major openings and a strong 2C opening, with specialized two level openings to handle two suited hands with good playing strength that do not qualify for sound first and second seat opening bids. There are many specialized treatments including weak must speak, Lebensohl, extended transfers, extended new minor, weak positive responses to 2C openings, and modified Astro that allow you to show weak, invitational and strong hands in almost any auction.

OPENING BIDS

General - Light but reasonable opening, light major third seat openers on four card suit, off shape 1NT openings but not with a decent five card major.

1 minor - Sound 12+ -19 if balanced. **Usually open 1D with 45 in minors**, 1C with 33 unless suit weaker than Qxx. With 55 in blacks, open 1S unless spades very weak. Third and fourth seat minor openings are not light, and will be a four + suit unless 18-19 HCP (flat minimums are opened in a major instead of a short minor).

1D response denies a major unless at least 11 HCP. Opener rebids 1NT with only three clubs.

1M response may be weak four card suit, opener only raises with four card support, support doubles and redouble through 2H. Opener must jump raise with 14+ and singleton, conservative rebidding by responder after a single raise.

If opener rebids 1NT, new minor forcing applies (3 level rebid by responder game forcing except 1m-1M-1N-2om-2M-3M), jump in other major shows weak 46, jump to 3H (1S response) is invite. If opener reverses (may be 14+ with 4-6 shape) or jump shifts at two level, **Lebensohl** applies. If opener rebids 2NT responders three level rebids are transfers (3S shows clubs) but opener is not required to accept transfer with preference for major. **Jump reverse (e.g. 1C-1S-3D asks for stopper)**. Double jump raises by opener are splinters, promise control in the fourth suit, jump rebid of 4m is 64 with support and usually no king or ace. Openers 2m rebid usually 6 (1C-1S-2C may be good 5 with 4 hearts). After 1C-1M-2C, 2D is like new minor, 2H(OM) is not forcing, 3H(OM) is invite.

1NT response 6-10, denies a major, opener may light reverse, Lebensohl applies.

Inverted minor raises, opener rebids cheapest stopper, **2NT rebid shows balanced hand with both majors stopped**. Jumps by either player are splinters, double jumps are voids, jump

rebid of 4m by opener is KCB. Off in competition (cue bid or 2NT after double shows limit raise or better)

Three level responses are splinters, with 5 card support

Weak jump shifts (4-7 HCP, about 4-5 playing tricks, at most half a quick trick outside suit, jump to 3C over 1D slightly stronger).

After 1D-2C, openers 2NT is not forcing, 2D need not be long, jumps are splinters. Responders 2NT or 3C rebid not forcing, 3D rebid forcing. (inverted minor followed by 3C or 3D on invitational only hands)

1 Major -1st and 2nd seat is sound 12+ HCP if balanced (5332), always five card suit, may be 10-11 HCP with six card major and 2 and ½ quick tricks.

3rd and 4th seat - May be four card suit with 11-12 HCP, or five + suit with 10+ HCP and 2+ quick tricks. Reverse Drury (2M weak, 2D sound opener, higher strong) and wide range non forcing 1NT with natural but not necessarily strong rebids by opener if unbalanced hand.

Single Raise - constructive by unpassed hand, 8-10 HCP, 3+ trumps, usually 3 possible cover cards. **Two way game tries** (cheapest rebid starts long try and asks for relay unless singleton, new suit is singleton).

Double Raise - limit raise, 4 trumps, 10-11 HCP with 2 quick tricks if balanced, 8-10 if with a singleton. **Two way slam tries apply (1H-3H-3N = short suit slam try in spades)**. Preemptive raises by passed hand.

Splinters -1M-4m, 1S-4H and 1H-3N (spade singleton) with about 2+ quick tricks, 11-15 HCP. Repeat of splinter shows singleton ace.

Void splinter -**1H-3S or 1S-3N shows unspecified void**, with 1 and ½+ quick tricks, 10+ HCP, cheapest bid asks void (1H-3S-3N-4H minimum spade void, 4S maximum with spade void).

1 spade response -6+ HCP, J10xx or better suit, openers 1NT rebid is 12-16 HCP, then 3m is 46 hand, 2C is like new minor, opener jumps or bids 2NT with 15-16 HCP, rebids 2H with good suit and lacking three spades.

1 no trump response -forcing by unpassed hand, 5-11 HCP, if 10-11 HCP usually no five card minor). Openers **2D rebid promises 4 card suit**, reverse to 2S is forcing, rebid of major(spades) shows decent six card suit with fewer than 3 hearts, jumps in new suits are game forcing (8.5 tricks or more or 18+ HCP) but may be 3 card suit if

a minor. Rebid of 2C may be as short as a singleton (4531 or 6331 with weak spades). After 1H-1N-2C, 2D is natural (5+), pass is usually six card support, raise is 6 card support, 2N=10-11 HCP, 2S = 8-11 with good 5 card club support. After 1S-1N-2C, 2H is usually 6 card suit (may be 5 with singleton spade), 2D asks for three card heart support (opener rebids 2S with 5233), then 2N shows 9-11 HCP with club fit, direct 2N over 2C rebid = 10-11 with red suit stoppers. After 1H-1N-2H, 2S is minors (at least 55). After 1H-1N-2S or 1M-1N-2N, 3m is forcing for one round. 1M-1N-3M shows about 7 playing tricks with good 6 card major, responder needs 9-10 HCP or three cover cards to raise.

2 over one response -sound, 2+ quick tricks, 5 card suit unless at least 12 HCP (2H always 5). Openers 3 over 2 or 2NT or raise (all sound 14+) are game forcing, jumps are splinters. After 1S-2H, 3H is stronger than 4H. 1H-2m-2S does not show extras. **After 1M-2m-2M, 2NT rebid is forcing and semi natural, may be as little as 11 HCP (openers 3m or 3M are not forcing)**, 3m is not forcing with decent 6 card suit (usually headed by the ace), 2M is not forcing (if opener is very short in minor), 3 level rebids are natural and forcing, 3M is slamish. Delayed splinters apply to responders rebids and show support for openers last bid suit.

Jump shifts -Weak, 5-8 HCP, good six or broken 7+ suit, at most a king outside suit, deny three card support for major or second biddable suit. Openers new suit rebids are forcing, jumps in new suits are splinters.

1NT - 15 TO 17 HCP, no decent five card major, rarely 6 card minor

Non forcing Stayman - Opener rebids 2H with both majors. After 2D rebid, 2H is trash Stayman, **2S is invite with five spades. After 2H rebid, 2S is invite with four or five spades.** After 2M, **3OM is Johnson, forcing raise**, usually balanced, 4m is splinter. Responders 3m rebid is game force, suggests a singleton, does not promise a major

Jacoby transfers -new suit rebid is game force, except 2S rebid is relay to invite with heart -minor two suiter, or to show 46 in majors. Opener may super accept with four trumps (3M, need not be max, or 3m with good suit and max). Responders 4M is mild slam invite, jump in new suit is splinter with 6331

2S -Minor suit Stayman, game force unless responder rebids 3C (55) or 3D (64)

2N -forces 3C to sign off in either minor, show 10+ 4441 with major singleton (rebid 3M)

3m -invite, opener bids suit he needs help in if accepting

3H -Game invite 55

3S -Game force 55

4C -44 in minors slam invite, 4D rebid asks for doubleton

4D/H -Texas transfers, 4NT rebid is KCB

4NT -slam invite, 4333 shape

Competitive

After natural two level overcall- 2 of suit competitive, 3 of suit is game forcing, unbalanced, natural, cue is Stayman without stopper in overcall suit, 3NT is natural without stopper in opponents suit, 2NT is **Lebensohl** forcing 3C to compete in lower suit, invite in higher suit, or Stayman with stopper, or 3NT with stopper. Double is value showing (8+ HCP) with at least 2 defensive tricks and at least 2 trumps.

After penalty double of 1NT- system on at two level, 3 bids all invitational one suited, redouble to play. Reopening double is takeout, 2m is good five card suit.

After double showing one suiter, redouble shows values (8+), full system on.

After 2C showing one suiter, double is values, subsequent 2 bid may be four card suit, direct 2 bids are competitive, 3 bids are forcing, 2n is minors, 3n is to play

After a bid showing majors, 2C Landy or 2D Cappelletti, double shows fair defense against hearts at least, 2H is takeout to minors primarily, 2S is general game force, 2N is to play. Pass then 2S is to play.

After a 2M overcall showing that suit and a second suit (Cappelletti), double is penalty oriented, **Lebensohl** applies

After a 2m overcall showing that suit and another higher suit (DONT), double is penalty oriented, **Lebensohl** applies

After a 2 level overcall showing an anchor major (Astro), double suggests defense against anchor suit (3+ length), cue bid of anchor suit is Stayman, other two bids competitive, 2NT is natural, 3 bids are forcing, jump in anchor suit is three suited takeout.

2 clubs- strong, at least 4 quick tricks if unbalanced, 22+ HCP if balanced, within one trick of game in long suit if unbalanced.

Responses

2D game force with 2+ cover cards (2 kings, A and Q in different suit, or KQ in good 5+ major, or any 8+ HCP). Natural rebids, **2NT is 22+ HCP**, Stayman, Jacoby transfers and minor suit Stayman (both minors) apply. Jump rebid by opener is solid suit, responder bids cheapest ace or cheapest no trump without, then second suit is Precision asking bid.

2H negative - then opener's 2S rebid is natural and unbalanced (responders 3C is second negative, 2n=4+, 3S = at least one cover card, 4S = four card support but weak, jumps are splinters). Openers 2NT rebid is 22-24, Puppet Stayman, Jacoby transfers, Minor suit Stayman (one or both minors). After openers 3C rebid, 3D=4 card major, 3M= 5 card suit, does not promise values, 3N = diamonds. After openers 3D rebid, 3H=4+ spades, 3S=4+ hearts, 3N = no major. Openers jump to game is to play, openers jump to 3M or 4m asks for cheapest king or ace, then second suit is Precision asking bid.

2S, 2N(hearts) or 3m - **limited positive**, decent 6 card suit (QJ10 to KQJ) with at most ½ quick trick and at most 6 HCP. Openers new suit is forcing with 6 card suit, single raise is not forcing, 3NT is either very strong or has fit for suit.

Competitive

If 2C is doubled, pass by responder is negative, 2H is hearts with limited values

If 2C is overcalled, pass by responder is negative or strength in the opponents suit, double shows values outside suit (equivalent of 2D positive response), no trump bid is natural, new suits are positive and natural with 8+ HCP and good suit.

If 2C is overcalled at 4 level, double shows weak hand, pass shows useful values (forcing pass principle).

After 2C-overcall-P-P, openers double is takeout, 2N promises stopper in opponents suit, 3 of opponents suit is natural (to prevent random interference from destroying the bidding).

After 2C - P - 2H - overcall, double is penalty, pass is flat hand (responder should reopen with double if also flat, or bid a suit with shortness in overcall suit).

3 of a suit - standard preempts. New suits forcing, 4m is KCB after 3m opening. After double, 3 of new suit by responder is lead directing with length in suit and fit for opener, 4 level raise shows some defense, 3NT may be psychic with weak raise or natural.

3 no trump -gambling, solid minor, jump response of 5C = pass or correct

4 minor -broken eight card minor with about 6 tricks not vulnerable, 7 tricks vulnerable

4 major -sound preempt with about 8 and ½ tricks if vulnerable, usually some side strength

Two level openings

Two methods of two bids are described, the first method uses ordinary weak two bids and a natural 2NT opening, the second method uses a Multi 2D(including a strong variation), with two suited 2M and 2NT openings

Standard method

2 of a suit -Weak two bids, sound with 1.5 to 2 tricks if vulnerable, minimum opening strength in fourth seat. Suit is always 6 cards in length, side minor allowed, a very weak side major is permitted for 2D opening, or for 2M opening but only if the major opened is semi-solid. Voids permitted, not 64 or wilder shape if 2 quick tricks.

Responses

Any response in a non-competitive auction shows approximately opening strength or better. New suits are forcing by an unpassed hand, raises are semi-preemptive but partner is not barred from continuing with exceptional shape.

Over 2D opening -2NT asks for a feature (Qxx or better) with maximum hand (9-11 HCP)

Over 2H opening -2S asks about spade support (may be used with spades or to check for spade stopper. Opener rebids 2NT with stopper, 3S with four trumps, shows a feature or rebids 3H.

Over 2M opening -2NT shows support and asks for a singleton, opener bids singleton, else 3M with minimum, 3NT with maximum. 3C suggests support and asks for a feature (Qxx or better) if opener is maximum. If responder continues with a new suit after either response it is forcing.

Competitive

If weak two bid is doubled, redouble shows a strong defensive hand (invites penalty double by opener), 2NT asks for feature, 2 level bids are forcing, three level bids

below 3 of suit opened are lead directing and forcing with fit for openers suit (flower bids)

If weak two bid is overcalled, raises are preemptive, cue bid is game force equivalent to strong raise to 4 of openers suit, new suits are flower bids, 2NT if available asks for a feature but may be psychic.

2 No Trump -Good 20 to 22 HCP, balanced or semi-balanced (6322 and 5422 permitted with strong doubletons. Responses are all standard, 3C is Puppet Stayman (opener rebids 3D with a 4 card major, responder bids 3H with both majors or spades, 3S with hearts only), 3D and 3H are Jacoby transfers, 3S is minor suit Stayman with one or both minors, 4D/4H are Texas.

Alternative Method

2 diamonds -Multi 2 diamonds, either 20+-22- balanced or weak two bid in either major. Not vulnerable weak two usually 6-9 HCP with

Responses

Pass -very limited strength hand with 5+ diamonds, would want to play 2D over 20-22 HCP hand

2H -normal response, no interest in game if opener has heart weak two bid, opener passes or corrects to 2S (weak two in spades) or 2NT (balanced)

2S -invitational if opener has hearts (normally 10+ HCP with 3+ hearts) or to play if opener has spades. Opener passes with spades, bids 2NT balanced, 3H or 4H with hearts, 3m with side suit and hearts

2N -12 + HCP, usually 3+ quick tricks, at least doubleton support for both majors if minimum, opener rebids 3C or 3D with minimum weak two bid in hearts or spades respectively, 3H or 3S with maximum weak two bid (2 quick tricks or 9-10 HCP), or 3N with balanced hand (forcing to 4N or higher). If opener shows minimum weak two bid, 3 of openers major to play, other suit bids forcing

3m -Not forcing, good 6 card suit with about 10-15 HCP, no fit for majors

Rebids -If opener rebids 2NT, Puppet Stayman, Jacoby, Texas and minor suit Stayman (one or both minors, not necessarily strong) apply.

Competitive

If 2D is doubled, pass by responder shows willingness to play in diamonds, 5+ suit

Double of major overcall by responder asks opener to pass or correct. 2NT asking and 3m unchanged, bid in other major assumes that is openers suit, and is competitive. Double or 3m or 2N by opener shows strong balanced hand, three of a major shows maximum weak two bid.

2 hearts - Two suited with 5 hearts (sometimes 6) and second suit, 6-10 HCP, at most 2 quick tricks, if second suit is minor must be 5 long if vulnerable, may be Qxxx at favorable vulnerable, hearts should be QJ9xx at least. If second suit is spades, hand is 8-10 HCP with 4 spades to queen or better with six hearts to top honor.

Responses

Pass- tolerance or heart support, no game interest

2 spades -Natural, 5+ spades, some values, short hearts. Opener may pass or bid his minor with 55, 2NT with 1543 or 1534, raise with 3 spades, jump raise with 4 spades

2 no trump- Either strong hand or short hearts, opener rebids his minor or rebids 3H with 46 in majors, 3S with 56 in majors, jumps in a minor with 5H and 6m

3 minor- good suit, not forcing

3 hearts- good fit, not really invitational but opener may continue with excellent tricks

3 spades- forcing, very strong suit

Competitive

Doubles by responder are penalty, cheapest no trump is for takeout

2 spades -5 card suit with side suit, 5-10 HCP, usually 55 or better, may be 54 with decent five if NV.

Responses

3 spades- good fit

new suit -not forcing, good suit

2NT -asks second suit, opener may jump with extra playing strength

Competitive

Doubles by responder are penalty, cheapest no trump is takeout

2 no trump -at least 55 in minors, normally 8-13 HCP, at most 2 defensive tricks, suits excellent if vulnerable

3m -to play

3S -forcing, natural

3H- artificial, strong hand, asks for openers short major, then 3S = short spades, 3n = short hearts, continuation of 4m is forcing

3N- to play, very strong

4m- preemptive

Competitive

4m is competitive, but with some defense, does not invite sacrifice, doubles are penalty

COMPETITIVE BIDDING -by openers side

Over a takeout double of one level suit opening

New suits at one or two level are forcing, tend to ignore the double. Two level overcall does not promise a rebid, may be 10-11 HCP.

Redouble -10+ HCP, no five card suit, may have support for minor opened

Invites a penalty double from opener, or weak takeout to 6 card suit, new suit

By redoubler is forcing through 2NT, strength and stopper showing

Jump shift -weak, usually at most 7 HCP

2NT- limit raise or better of openers suit, 4+ support for major, 5+ support for minor

Jump raise- preemptive, majors and minors

Single raise- not constructive for major, 6-9, 3 or 4 trumps, similar for minor, 4 or 5 trumps

Doubles of suit overcalls

1C-1D- double shows 44 in majors, 1M=4+, support double after single raise, value showing double after jump raise (responder may takeout with singleton)

1m -1H- double denies 4 spades, shows 8 + HCP

1m-1H-1S- 2H- double is support double

1m- 1H-1S- 3H- double is sound 3s raise (flat 16+), 3S raise is distributional raise.

1m -1S -double shows 4 or 5 hearts, 8+ HCP, no freak shapes, with singleton spade you may bid 2H with as little as 8 HCP and six card suit

1m -1S- double- 2S -3H is competitive with good distributional hand, double shows hearts also with strong balanced or semi-balanced hand, 3m is distribution and limited strength, 2NT is strong distributional hand (**Lebensohl** forces 3C)

1m- 1M- 2NT is game forcing, natural, may be very strong, does not totally deny weak four card holding in other major if M double stopped

1H- 1S- double shows 8+ HCP, 44 at least in minors, doubleton heart. Doubles by opener are penalty or strong balanced hand. If spades raised, 2NT by opener is takeout.

1H- 1S -3H is preemptive, 2NT is Jacoby-Roman, 2S is limit raise, splinters apply

1D- 2C -double is at least 44 in majors, 8+ HCP, or one major and diamonds, opener should jump respond with 15+ HCP, or cue bid with 17+ and no strong shape.

1m-2M- double is at least 4 cards in other major, but not a freak hand, 10+ HCP if overcall is 2S. 3m is competitive with 5 card support, 2NT is forcing to at least 3NT and shows at least one stopper in M.

1m -1NT -double is penalty (9+ HCP), 2m is competitive, decent 4 card suit, 2M is competitive, may be very weak with 6 card suit (like weak jump shift).

1M- 1NT -double is penalty , 2 bids competitive with good suit, limited values, 2N is minors, 3 bids are invite. Double then bid suit may be four card suit, double and jump in suit is forcing.

1m -2NT -double shows fair defense versus both of suits shown, 3m is very good 5 card support (wide range), 3M is forcing, 3om is forcing cue bid primarily stopper asking

After 1M -2 overcall,

2M -3 card raise, 6-9 HCP, may be four trumps if vulnerable with minimum

2N -natural, game force

cue bid -limit raise or better, 10+ HCP, 3+ trumps

3M -preemptive if not vulnerable, sound 7-9 HCP with four trumps if vulnerable

1M- 2NT-**unusual versus unusual** -double is penalty oriented with at least two cards in each minor, about 3+ defensive tricks, 3C = invite or better for hearts, 3D = invite or better for spades, 3M = competitive only, 3OM not forcing, good suit

1m -3 higher- double is value showing (10+ HCP) with 3+ cover cards outside overcall suit and at least 2 cards in the suit doubled, at least 2 sure defensive tricks. Opener will tend to pass with a flat minimum hand.

1m -4x -double is value showing (8+ HCP) with 2+ cover cards outside overcaller's suit, 2+ defensive tricks, may have singleton in opponents suit. With pure penalty double of 4x, you must pass.

1M -P -2M -double, redouble is balanced strong, 3M is preemptive, two way game tries still apply.

Other Doubles

After a fit has been found, doubles through 3S are cooperative, inviting a pass with some trump length, and showing defense oriented hand (aces primarily, and no extra length is suit of fit. Doubles at 4 level are penalty, tend to show a trump trick is auction not forced to four level, or no extra values if auction was game forcing (where forcing pass is encouraging).

If no fit has been found, doubles are penalty oriented and tend to show a trump trick, they may be pulled with a concealed fit or very good suit and limited defense.

Rescue redoubles apply only after 1m -P- P -D-P-P, and tend to show length in the highest of the unbid suits.

Cue Bids

A jump cue bid at the four level is a splinter bid. If opponents have bid two suits, a cue bid at three level shows stopper in that suit, asks stopper in other suit. If opponents have bid one suit only, a cue bid at three level is asking, usually west coast cue bid with partial stopper.

General, slam bidding, forcing passes

If the opponents sacrifice beyond five of your agreed suit, the player in the direct seat must double unless he has a control. If they sacrifice at the 6 level, a pass in direct seat shows first round control in their suit.

If the opponents have bid one suit, a jump to five of a major asks for a control in that suit. In most other situations including non competitive auctions a jump to five of a major asks for general strength and trump quality.

Forcing passes apply to auctions following a redouble (through 2S) and after a two over one (prior to competition) or other game force auctions (Jacoby 2N, fourth suit, new minor and three level rebid. In a forcing pass situation a direct bid shows extra shape, pass then bid over double shows extra high card strength.

A jump to 4NT is ace asking in competition, agreeing partners last suit, but in pure no trump auction, it is invitational.

After 1H-4S overcall, 4NT is takeout, either minors or slam invite with hearts.

After 1m-4S overcall, 4NT is takeout, hearts and unknown minor.

After 1S-4H overcall, 4NT is minor takeout, 5H invites spade slam and shows heart control, 5m is to play (typically with tolerance for spades).

defensive bidding

General -Direct overcalls at one level may be light, frequent four card overcalls, balancing bids are sound, usually 10+ HCP. Sound two level overcalls, cheapest cue bid at two level is Michaels, three level cue bids are stopper asking, Michaels and unusual no trump are wide range but reasonably sound (tend to be 9+ HCP). Fit raises. Bid immediately or not at all.

Overcalls

One level -usually 9-16 HCP, may be less at favorable vulnerability by passed hand or with at least 54 in unbid suits. A moderate five card suit may be overcalled (Q10xxx is minimum if hand is minimal in points).

Over 1C, a 1D overcall is usually 10+ HCP, denies a good four card major.

Over 1m, a one level major overcall may be made on a **strong four card major** (AQxx, KJ10x), typically will have two cards in other major with a five card minor (could be openers suit) with 10 HCP, or good 8 HCP with five card suit.

Over 1H, a 1S overcall is usually a five card suit, but it can be a very strong four card suit with 5 clubs and no support for diamonds (making a takeout double unattractive).

Overcalls in balance seat show similar values to direct seat.

Sandwich seat overcalls are always good suits.

Two level -Overcalls are always decent 5+ card suits. Direct seat by unpassed hand shows a hand of opening strength or better (good 13 HCP if 5332 shape).

After 1m-1M overcall-P/D/1S, **1NT is a raise of major with 7-11 HCP and three card support**. Double or redouble shows good values without fit, equivalent of normal one no trump response to overcall. A single raise of major shows four card support, **a jump cue is a limit raise with 4 card support, a cue bid is a strong hand (12+ HCP) but does not promise support, jumps in new suits are invitational with a good suit**. The 1NT response to overcall is not forcing, overcaller may pass with only four card suit and stopper in openers suit, bid 2om as a canapé, bid 2M to play, show additional shape with bid in another major, bid 2m naturally, or jump to 3m as a strong cue bid.

After 1D overcall or 1S overcall of 1H opening, 1NT is natural without fit and with stopper in suit opened, about 10-13 HCP, single raises show 3+ support, cue bid does not guarantee support, jumps in new suits are weak.

After all one level overcalls, jump to 2NT is about 13-15 balanced with good stopper in suit opened and no fit for overcaller promised, jump raises are preemptive, jump cue at three level is limit raise with four card support (about 10-13 HCP).

After a two level, new suits are forcing for one round, cue bid invites no trump or shows strong raise, single raises are constructive (about 8-11 HCP with some defense), 4 level jumps are splinters, 3 level jumps are flower bids with good suit and fit, jump raises to 4 level may be sound or preemptive. 2NT shows a fit with stopper, overcaller may cue bid with doubts about side stoppers.

Takeout Doubles

Direct seat

A double may be made with 10 HCP and good shape, but suggests at least 2 quick tricks. With 4432 shape a double promises 12+ HCP. Tends to promise good support for the two highest ranking unbid suits.

Over 1m, double with 34 in majors, 33 in minors, double if three card major KJ or better with 13 HCP outside minor (or including minor ace). Do not double with 5332 shape or 5431 shapes with 5 card major and 3 card major (overcall if you can).

Over 1H, a double shows four cards in spades, or strong three with heart singleton, it denies 5 cards in spades. Support for minors is nominally at least three cards, but 4252 shape is possible (2D rebid after 2C response does not promise extras. With 4225 shape you may either overcall 1S if suit very strong or 2C, do not double without 17+ HCP.

Over 1S, a double may be made with five moderate hearts (1543 or 1534 or 0544 shape) but not with 5332 shapes (overcall 2H or pass). With 2452 shape, you may double, with 2425 tend to overcall 2C unless 17+ HCP (with intent of rebidding 3C over 2D response).

If you double a major and rebid in other major you show at least 16 HCP.

Sandwich Seat

If opponents have bid two suits, double guarantees 44 or 45 in unbid suits, as usual overcall in single unbid major is preferable with five card length. Minimum strength is 10 HCP, or 8 HCP if you are a passed hand.

If opponents respond with forcing no trump to a major, double should be good support for all unbid suits. If opponents respond 1NT to a minor opening, double promises the majors at least 44 with 12 HCP or 45 with 10 HCP.

Overcalls at two level show good suits but may be as little as 10 HCP.

Balance Seat

A balancing takeout double shows at least 10 HCP, usually with doubleton or

singleton in suit opened, if 3 card length it shows at least a sound opening hand. At least 3 card support for either major is promised.

A balancing one level overcall is 10 + HCP, or 8+ with good suit (KQ10xx)

1 NT overcall

Direct seat -sound 15+ to bad 19, source of tricks if light, does not deny four cards in a major (especially 1NT over 1S). A 1NT overcall of a minor may be 4333 with a four card major, but will not be 44 in majors (double instead). **Full no trump system is on with transfer into openers suit indicating doubts about no trump** (opener may bid 2NT with double stopper, else he accepts the transfer). If third seat raises or bids a new suit, cheapest cue bid is Stayman, 2 bids are competitive, 3 bids forcing, double is penalty oriented (flat hand), 2NT is **Lebensohl**. Minor suit Stayman (2S) need not be a strong hand.

Balance seat -11-16 HCP, promises sound stopper if a major opened. **Rebidding is natural**, cue by overcaller is Stayman. Double followed by 1NT shows 16+.

Sandwich seat -same as direct seat

Passed hand -unbid suits (55) or minors (55).

Cue Bid

Direct seat over 1 of a suit -Michaels, at least 55 in majors or other major and unspecified minor. Minimum of QJ in both suits, at least 5 tricks, or 6 tricks for 2S cue bid. At least 10 HCP, shaded to 8 by a passed hand. There is no upper limit of strength, you may bid again with 16+ HCP and 7+ tricks.

Jump cue bid is stopper asking with a long minor

Four level cue bid is natural.

Sandwich seat -two level cue bid of openers suit is Michaels (or unbid suits if responder bid a new suit), at least 55, may be as little as 8 HCP if not vulnerable and partner can respond at two level. A cue bid of responders suit (1x P 1y 2y) is natural and fairly strong, excellent suit.

Over a weak two bid -3 level cue is stopper asking, Leaping Michaels in direct or balance seat

Over a three level opening -a direct cue bid is a very strong two suiter

Over 1x -p -2x, 3x is stopper asking with strong running suit

Over 1x -p -3x, 4x is very strong two suiter.

If you pass a minor opening and then bid the suit on your next turn, the bid is natural with a six + card suit.

Jump Overcalls

Single jump overcalls of non preemptive opening bids are nominally preemptive with good six card suit or possibly seven card suit. However vulnerable against not they may have opening strength with substantial defense, also when partner is a passed hand. A NT response by advancer is natural with fit for overcall (Kxx or better) and stopper in any bid suit, partial stopper at least in unbid suits. If responder doubles negatively, redouble is raise with defense, raise suggests a sacrifice, new suit is lead directing with fit. If responder raises opening suit, a double is a raise with defense, a raise invites a sacrifice.

Single jump overcalls of weak two bids, of 3 or 4 level preempts, or in the balance seat over a one level opening by an unpassed hand are all strong(intermediate at two level).

Unusual no trump overcalls

A direct overcall of 2NT over a one bid is unusual for two lower unbid suits, should be at least KJ in weaker of two suits, at least 7 sure tricks if vulnerable with probably 2+ quick tricks.

A minor suit overcall followed by a later no trump bid (when advancer has not bid) is unusual, typically 6 cards in minor and four cards in cheapest unbid higher ranking suit (1S-2D-2S-P-P-P-2N is 46 in diamonds and hearts).

A 2NT overcall of a weak two bid opening is 15+-19 HCP, **responses at 3 level are natural, not forcing**, cue bid is Stayman. The same rules apply to 2NT overcall of a Precision style 2C opening (11-16 HCP with 5+ clubs).

Over opponents strong 2C opening, double is clubs, 2NT is minors, 2 level overcalls are lead directing if not vulnerable, suggest a sacrifice, tend to be sound if vulnerable. 3 level overcalls are preemptive.

Over opponents artificial 1C strong opening, double shows majors, 2NT shows minors, 1NT is an unspecified 55 two suiter (major-minor), then 2c = can stand clubs, 2d = short clubs, can stand diamonds or major, 2H = prefer either major to minor(hence at least 43 in majors), 2S=4 spades, short hearts, can stand either minor. All one level overcalls are natural with decent suit, 2 level overcalls are preemptive.

Over 1x-P-2x, 2NT is for lower unbid suits.

Over 1x-p-p-2NT is strong two suiter in unbid suits.

Over 1m-p-1M-p-2M-p-p, 2NT is for minors, this is the only case where unusual no trump can include a bid minor.

Three no trump overcall

A jump overcall of 3NT is always natural with a long running suit, stopper in any bid suits, and at least 7 fast winners.

Four of a major overcall

This type of overcall tends to get doubled, so it should be within two tricks of contract if not vulnerable, or one trick if vulnerable. May have better than opening strength if vulnerable.

Defense to 1nt opening

Versus strong no trump -

2C= 4+ hearts and another suit (which will be 5 long if hearts only)

Advancer bids

2D = prefer diamonds to hearts (that suit 2 or less), then opener passes with diamonds, bids 2H with 5+, or bids 2S or 3C with that suit five long.

2H= 3 + length, opener may pass or bid 2S with 54 in majors, or bid 3m with max 55 2S= 6 spades or good five

3H= good fit, invite, about 4 cover cards

2N= asks second suit, usually 12+ so overcaller may jump with max 55.

2D=4+ spades and another (54 or 45 at least).

Advancer bids

2H=6 hearts or good 5.

2S, 3S and 2NT as above

With both majors, bid 2C, except bid 2D with longer spades

Double = strong one suiter or 20+, at least 7 tricks if a major. Partner usually passes, may bid 2C to ask for suit or bid anything else with decent suit.

2M = one suited, limited strength. Advancers bids natural, not forcing

2NT = minors (55 at least)

3m is preference, 3M is semi -solid or 7 card suit

3m = weak one suiter, 7+ suit

Versus weak no trump -same except double is penalty oriented, 15+ HCP.

Direct seat suit bids are typically 9-15 HCP, with 5+ tricks not vulnerable, 6+ or max strength if vulnerable. Balance seat minimum is 7 HCP not vulnerable with 55 shape

Defense to conventional openings

versus strong 1C-

Double = majors, 2NT = minors,

1NT = major-minor two suiter 55 or better, advancer usually bids 2H with 44 or better in majors, or 2C with 3+ clubs, or 2D otherwise, higher bids are independent suit.

Versus strong 2C-

Double = majors, 2NT = minors, 2 bids may be very weak if not vulnerable, should be sound if vulnerable, 3 bids are preemptive.

Versus Flannery 2D (11-16, 45 in majors)- double = strong no trump 2NT = minors 2h= takeout of hearts

Versus Multi 2D (weak two in a major)-

Double is strong and balanced, overcalls natural, **2n= minors**, if overcaller bids a major, then advancers bid in other major is treated like a cue bid. Pass then later double of major opener really has is penalty oriented.

Versus Precision 2D (short diamonds, three suited, opening strength) -

Double is strong hand, overcalls are natural, 2NT = diamonds and another suit 3D =

diamonds only

Versus Two suited two bids or weak two bids -

Double is takeout with Lebensohl 2NT response on 0-7 HCP, 3 bids are 8-11 HCP

2NT = 15+-18, 3C Stayman, 3D not forcing, 3S minors, 3H is natural after 2S opening, transfer after 2H opening,

Versus Two No trump for minors

Double is penalty oriented, 3C = weak major takeout, 3D = strong major takeout, 3M = natural, 6-7 tricks usually

Versus Gambling 3NT

Double penalty, 4C = majors, 4N = minors, others natural

Versus Namyats 4 of a minor (good major preempt)

Double is lead directing, cue of real suit for takeout

Versus Splinter Bid

Double suggests a sacrifice if not vulnerable, else is leading directing for lowest unbid suit.

Versus unusual two no trump overcall of a major

3C = limit + with hearts, 3D = limit + with spades, 3M weak raise, 3OM to compete only

Versus Michaels cue bid of major opening

Double is 10+ HCP, 2n = Jacoby-Roman, 2S or 3H(OM) - limit raise

3M is weak to limit, 3m forcing one round and natural

4 bids are splinters, 4M to play, has defense if vulnerable

Versus Michaels cue bid of minor opening

Double - 10+ flat, 2N = 10+, 5 clubs, 3m = weak preempt

2M natural?, 3 jump = splinter, 3n = to play, major stoppers

Slam bidding

Splinters

Splinter bids are used extensively, most jumps to the four level by openers side in unbid suits are splinters. In addition, 1m-1x-1y-4m is a splinter. Splinters are used also in competitive auctions (e.g. 1S-3C overcall-4D by responder) in auctions which others might use as fit jumps. Splinters do not necessarily show slam strength values, only values which make it safe to be game (about 23+ HCP). Wherever possible splinters are distinguished from voids by separate bids. When a splinter may be made on a singleton or a void, it is recommended that 4NT by the splinter bidders partner include the ace of the splinter suit, and that cue bidding be used instead without the ace to allow clarification of the splinter by repeat of suit. When a splinter bid is doubled, redouble by partner shows the ace, by the splinter bidder shows first round control (possibly singleton ace where a void splinter was available).

Void Jumps

Jumps in new suits beyond 4 of the agreed suit show voids, partner may then continue with 5NT if 4NT is not available as KCB. Exclusion Blackwood is not used. The auctions 1H-3S and 1S-3NT show unspecified voids, next bid asks for the void. Other direct splinters over a major opening show singletons only. Where a jump to the three level shows a singleton splinter, a jump to the four level instead shows a void.

Cue Bidding

Cue bidding does not start till the four level. Most bids below 3NT which can not be natural show stoppers and interest in playing 3NT. Only clarification by a later cue bid changes the meaning of the earlier below 3NT bid into an advanced cue bid.

High card controls are cue bid before singletons or voids since one of the primary reasons for cue bidding is to determine the degree of fit for slam. Where possible shortness controls are shown by splinters or void jumps, short suit controls are generally only shown in a single unbid suit, and then only after bypassing the suit on a previous round to show a different control.

Kings and Aces are cue bid without distinction at the four level, partner can then show the other high card control by a return cue bid. A repeat cue bid normally shows the AK, sometimes the AQ, or if partner has cue bid the suit the KQ. A cue bid past five of the agreed suit in a previously non cued suit shows first round control of suit, normally the ace.

The first cue bid by a strong hand (1NT opener, 19+ 2NT rebidder) generally shows two top honors in the suit cue bid and does not deny a control in a suit bypassed.

When a cue bid is doubled, redouble shows the king or ace, pass denies a high card control but shows continuing slam interest, a new suit cue bid shows first round control.

Four No trump

When there is a previously agreed suit, 4NT is key card Blackwood. Where several suits have been agreed then the highest ranking of those suits is the agreed suit for key card purposes (as a matter of convenience).

Where there is no agreed suit, 4NT by responder in auctions in the no trump complex (where opener's first natural bid was 1NT or 2NT (following 2C or 2D opening) then 4NT is natural, invitational if a raise or jump, discouraging otherwise. 1N-2C-2M-4N or 1N-2D-2H-4NT are both invitational. However 1N-4D-4H-4NT is KCB, a Texas transfer self agrees the suit transferred to.

In other auctions where there is no agreed suit, a jump to 4NT agrees partner's last suit bid for KCB purposes (even a fourth suit bid). If partner's last bid was pass, double or redouble, then a jump to 4NT agrees the last suit naturally bid by your side (e.g. 1S -P- 2H- 3C- P -P -4NT agrees hearts). This type of agreement is tentative, the asker may bid 5 or 6 of any previously bid suit to play. If partner's last bid was below 3NT, then 4NT is considered a jump bid if RHO bid 3NT or higher (2S -3H -4S -4NT is KCB for hearts).

In auctions where partner has never bid but has passed, a non jump 4NT is for takeout, with some kind of two suited hand. (e.g. 1S-P-4S- 4NT is strong two suiter).

After Key Card Blackwood

Responses to 4NT

5C -0 or 3 key cards

5D -1 or 4 key cards

5H -two key cards, no trump queen

5S -two key cards with trump queen or extra length to make 10 card fit

5N -two key cards and a void in unbid suit (optional)

6C -1 or 3 key cards and a void and no extras (optional)

6D -1 or 3 key cards and a void and extra (trump queen, long suit king) (optional).

Voids are not shown with 0 or 4 key cards, and are only shown in unbid suits when the responding hand has not shown shortness in the suit already (as by a splinter bid).

The 4NT asker may continue with the cheapest non natural bid over a 5C or 5D response to ask for the trump queen. Responses are minimum bid in agreed suit without the queen, slam in agreed suit with queen and no side king, or bids cheapest side king with trump queen. If the trump queen is denied, 5NT by the asker asks for bulk side kings by steps (6C=0, 6D=1, 6H=2, 6S=3) but does not promise all the key cards. This auction may be used to reach 6NT when missing an ace.

After a 5C or 5D response the asker may bid 5 of the agreed suit. This is a sign off in principle, but could be a result of the ambiguity in the number of key cards shown. Since 4NT always promises one key card if you responded 5D with 4 key cards, you should continue to slam, responding as if partner made a queen ask. In an auction where you have not shown opening strength and he signs off after a 5C response and you have 3 key cards, you may also continue as if over a queen ask.

If the asker continues immediately after 4NT with 5NT this guarantees all the key cards and asks the responder to show his cheapest side king by bidding that suit or return to 6 of the agreed suit with no side king. Responder may also jump to 7 with a source of tricks (KQJxx).

If the asker continues with 6 of a suit bid by partner or his own longest suit, he offers a choice of contract, which should usually be accepted (especially when the suit is likely to be a 44 fit).

If the asker continues with 6 of an unbid suit he asks responder for third round control of that suit (queen or doubleton with adequate trumps).

If the response to KCB was 5C and 5D or 5H is available as the queen ask, then 5S instead forces responder to bid 5NT, presumably to sign off with two aces missing.

If the opponents bid over 4NT, responder uses DOPI after 5 level interference (double and pass replace the first two steps) or DEPO (double 1 or 3, pass 0 or 2, bid with 4) after 6 level interference.

If the response to 4NT is doubled, redouble by asker replaces the queen ask bid.

Low Level Ace Asking

A bid of 4C is never Gerber, it is either natural, a cue bid or a splinter bid.

When a minor is the agreed suit, a bid below 4NT is ace asking in two situations

1m 2m (inverted) 3m 4om

4m opening

Precision Asking Bids

Precision asking bids are used in one situation only.

2C 2D/H

Jump rebid showing aces or kings

New suit (Precision asking)

The jump rebid agreed the suit jumped in, then opener's third bid asks for strength in suit asked by steps (1st step -no control 2nd step -queen or doubleton 3rd step -king or singleton 4th step -ace or void 5th step -AQ or AK).

Opener can continue in another suit which is also Precision asking, with same responses. He may also make a repeat asking bid in the same suit he just asked in, that asks for nature of control (1st step -shortness Second step - high card).

Note shortness controls are not shown without at least two trumps.

Defensive signals

The preferred method is upside down count and attitude (UDCA, high card discourages, low card encourages, low from even number, high or second high from odd number). Attitude is normally given when partner leads a suit. When opponent leads a suit count is not normally given except in situations where dummy has a long suit and a high honor is missing, where a holdup might shut out the suit

Discards

When discarding, the first discard is the most significant, showing attitude towards that suit. When you can't afford to discard a suit you want lead, discard discouraging in the alternative suit. Later discards are normally not signals.

Versus No trump-

Opening leads -Ace requests count or unblock from doubleton honor, jack denies a higher honor, ten or nine promise zero or two higher (lead 10 from AJ10, KJ10, lead nine from A109, K109 or Q109). The queen is normally lead from KQ10xx to request either attitude or the jack. Attitude is given over king, queen, or jack lead, encouraging low card shows four or another honor (possibly from three when partner has shown five card length). After giving attitude the second play or discard in the suit is present count, high from two, low from three or more (UDCA does not apply).

Spot leads -Attitude leads (high spot from weak suit, top or nothing or from weak suit headed by ten or nine or possibly the jack with side values.) Normally six to eight is considered a high spot card. From a long suit headed by the queen or better lead a low spot card (five or less), usually lowest spot from any suit you want returned. Fourth best is not used.

The return of the opening lead is usually high from present doubleton, or third best from present cards (assuming there is no need to smother a dummy card).

Later new suits by opening leader follow the above rules.

Later new suit by the hand behind dummy is either fourth best, top of interior sequence or top from any holding weaker than jack (assuming dummy is also weak in the suit). This will help partner to place the honors, but deception may suggest a different spot lead.

After leading from interior sequence or sequence, the continuation of the next higher honor says do not unblock, the lead from a lower honor suggest an unblock

Smith echo -When the declarer wins the opening lead, an echo by the non leader in the first other suit lead by declarer may be a signal that you like the opening lead (have an honor card left in the suit), however a count signal takes precedence if the ace is missing.

Versus suits

Opening leads -3rd best from three or six cards, 5th best from 5 or 7 cards. King from AK or KQ, 3rd best from interior sequences, jack denies higher, high from doubleton.. Usually lead low from all holdings in trumps.

Count signals -UDCA, normally given only when partner leads the king, low from even, highest you can afford from odd number. Trump echo shows three trumps (high-low), delayed echo shows four trumps. An abnormal spot lead such as second best from long suit may indicate a void somewhere.

Suit preference -When giving a ruff, suit preference applies, with low card indicating a preference for the lower ranking side suit, high card for higher suit and middle card with no preference or with a trump entry. A clear signal for one suit or the other suggests the ace or king, so partner with the ace should be able to afford to underlead. . Against a suit contract, **when dummy will be void after the lead which partner is winning, attitude is normally still given** (i.e. encouraging card indicates the

highest missing honor, that helps partner to place the cards and sometimes continuing that suit will weaken declarers trumps or prevent a late entry to dummy). Only in situations where partner wins the trick and dummy has a strong holding is suit preference given. Even in that case, if partner leads the ace and the king-queen and others are in dummy, a count signal is given since partner was probably trying to give you a ruff. When partner plays the king and ace of a suit and dummy started with Qxx the first card should be count, the second card suit preference (highest remaining card to show preference for higher ranking side suit).