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2/1 Game Forcing always

♣♦♥♠

3L jump shifts by responder invitational, no fit for partner

2L jump shifts by responder weak

After 2/1

- new suit at 3L shows extra (14+)
- new suit at L2 does not promise extras
- rebid of opening suit is catch all bid **over 2♦, shows 6 over 2♣**
- 2NT shows the other two suits stopped - any subsequent 3N offers to play, it is not non-serious
- Jump the original suit like 1♠-2♦-3♠ showing 1-loser in that suit facing a singleton and good hand (16+), 7+ cards
- 2♣ - shows balanced hand or clubs, 1♦-2♣ denies 4-card M if balanced
 - 2♦ - relay, any other bids show distribution and better hand
 - 2♥ - 6 clubs or ♣AKQxx**
 - 2♠ - weak NT, 12-14 - 2N waiting
 - 2N – 15-17 HCP
 - 3N – 18-19 HCP
 - 3♣ - 7+ clubs or ♣AKQxxx**

Examples

- 1♠-2♣-2NT': 15-17
- 1♠-2♣-3NT'=18-19;
- After 2/1 in a suit contract:
 - For the opener after 2 over 1 overall:
 - 1♠-2♥-4♥'= 3-card support; minimum 11-12.
 - 1♠-2♥-3♥'= 3-card support; good 13+, he is allowed to signoff at the 4♥ next turn with minimum 13-14
 - 1♠-2♥-3♥-3♠= natural ♠ support
 - For the responder, similarly:
 - 1♠-2♦-2♥-4♥'= 4-card support; minimum 12 or 13.
 - 1♠-2♦-2♥-3♥'= 4-card support; 14+
 - For hands with fit:
 - 1♠-2♦-2♠-4♠ = showing working minimum (good side suit and 3 card support)
 - 1♠-2♦-2♠-3♠ = other hands go through 3L support; does not promise extras; bidding 4♠ subsequently shows minimum no interest, 3N is non-serious, cue bids are serious.

In NT hands we use the same treatment of 12-14, 18-19 OR 15-17 ranges:

- 1♠-2♦-2♥-3NT'=15-17;
- 1♠-2♦-2♥-2NT'= 12-14 or 18-19, waiting;

Meta Agreements

- After 2/1 in competition by responder, 3NT by opener is “to play”, about 14-16, e.g. $1\spadesuit - (1\heartsuit) - 2\heartsuit - 3NT$.
- When responder bids to L4 with no guaranteed fit, and opener is balanced or last bid 3NT: e.g. $2NT - 3\heartsuit - 3\spadesuit - 4\clubsuit$, or $1\spadesuit - (2\clubsuit) - 2\diamond - 2\heartsuit - 3\clubsuit - 3NT - 4\diamond$.
 - Direct 4NT is natural, subsequent 4NT is keycard as other bids set trumps, see below.
 - If responder has shown 2 suits, opener supporting the first suit at L4 sets trumps – does not promise or deny extras.
 - Other L4 suit bids are cue bids, showing slam interest in responder’s second suit (or responder’s only suit).
 - If responder is 2-suited and rebids his first suit at L4, it suggests to play, e.g. $2NT - 3\heartsuit - 3\spadesuit - 4\clubsuit - 4\diamond - 4\spadesuit$.
- Fourth seat $2\diamond/\heartsuit/\spadesuit = 10-14$ **good** 6-card suit. Balancing seat jump $2\diamond/\heartsuit/\spadesuit = 14-16$
- After transfer to major as responder’s first real action, the same superaccept structure as after 1NT ALWAYS applies.

One No Trump

Opening style (15-17) balanced

After Stayman:

$2\spadesuit$ = mild distributional invitation

3OM = fit & shortness – relay to find out, show shortness Low/Middle/High

$4\clubsuit$ = balanced ST with fit; $4\diamond$ = KC

Garbage Stayman at $2\heartsuit$

Smolen – GF – 4-level bid is re-transfer showing 6-4, slam interest

e.g. $1NT - 2\clubsuit - 2\diamond - 3\heartsuit$ (4-card \heartsuit)- $3NT - 4\heartsuit$ (6- \spadesuit , 4- \heartsuit)

$1NT - 2\clubsuit - 2\diamond - 3\spadesuit$ (4-card \spadesuit)- $3NT - 4\diamond$ (4- \spadesuit , 6- \heartsuit).

$1NT - 2\clubsuit - 2\diamond - 4\diamond/\heartsuit$: retransfer (6-4), no slam interest

4-way Transfers:

After $2\diamond/2\heartsuit$ (transfer):

- 3M: 4-card support and 17 HCP;
- 2NT – 3-card support but balanced or NT hands; MAX;
- Other suits – 2 small in the suit with 4-card support, MAX

Minor transfers: middle step super-accept with 3-cards and honor and good hand

Other

- $3\clubsuit$ = optional puppet
- $3\diamond$ = GF, 55 in the minors
- 3M = stiff 13(54)

Showing Majors

- $1NT - 2\heartsuit - 2\spadesuit - 3\heartsuit$: 5-5 majors GF
- $1NT - 2\diamond - 2\heartsuit$ -:
 - $2\spadesuit$: artificial, other invite hands with hearts

- 2NT: semibalanced invite with 5♥
- 3♥: 6♥ - invitational
- 1NT – 2♦ – 2♥ – 2♠: bid 2NT to ask (usually no ♥ fit), or 3♥ or 4♥ with fit
- 1NT – 2♦ – 2♥ – 2♠ – 2NT:
 - 3m: 5-5 natural invitational, NF
 - 3♥: 5-5 majors invitational
 - 3♠: 6♥/5♠
 - 3NT: choice-of-game, usually 6 bad ♥, or 5 ♥ with extras, or 5 good ♥ with side A

After interference:

- System on: artificial dbl and 2♣
- 1NT – X (pen) – XX: forces 2♣ pass/correct for minor suit signoff
- EXCEPTION: After 1NT – (2♣ showing majors), system is OFF and UvU applies. Double suggests penalty.
- Lebensohl over 2♦, 2♥, and 2♠
- Texas on through 3♣
- Interference after transfer, opener always steps on the suit with 3 cards, if opener passes it almost always denies 3-cards unless penalty orientated, responder dbl with good hand 9+hcp, new suit is natural GF, no re-transfer, bidding the transferred suit is to play;
- 1N- P -2♣-dbl
 - Rdbl = desire to play ♣
 - Bid = suit + stopper in ♣, if responder bids 3♣ it is choice of games (suit or NT)
 - Pass = waiting - Rdbl = inv or better
 - 2♥ = garbage sign off
 - 1NT - 2♣ - (X) - P - XX: try to make responder declare
 - 2♦ = 4-♥
 - 2♥ = 4-♠
 - 2NT = no 4M

Two No Trump

20-21 pts

- Puppet Stayman
 - 2NT – 3♣ – 3M:
 - Cheapest OM: sets trump
 - 4m: 4OM + 4+ card minor. Then opener bids 4NT with bad hand for minor, while other bids are keycard responses for the minor (skipping 4NT).
 - 4NT quantitative
 - 2N - 3♣- 3♦ at least one 4-card Major;
 - 4♣ = slam interest 44M
 - 4♦ = no slam interest 44M
 - 2N - 3♣- 3♦ - 3M shows other Major
 - 4♣ = agreeing trump with good hand for slam, then 4♦/4♥ retransfer
- 55 Ms and no slam interest, transfer to 3♣ and bid 4♥
- 2NT – 3♦ – 3♥ – 3♠: 5-♥ and 4-♠
- 2NT – 3♣ – 3N – 4♥: 4-♥ and 5-♠
- Jacoby transfers and Texas transfers
- System on over dbl and 3♣

- 3♠ = Minor Stayman – opener is forced to bid 3NT
 - 4♥/4♠ = 45 minors with shortness in the bid Major
 - 4N = no minor slam interest; to play
 - 5m = slam interest; set up trump
 - 4♣/4♦ = 6 card suit, slam interest
 - 4N = no slam interest; to play
 - Others = reply to RKC (4NT not included to play, see above)
 - Responder can close the bidding at 4NT; other suit asking for Q, continuation is asking for specific king
- 4♠ = 5-5 in minors, weak hand, asking opener to choose a minor to play

3NT Opening

- Gambling with no outside A or K

NT Overcalls

- Direct 1NT overcall 15-18, system ON.
- Balancing seat 1NT 11-14, system ON.
- After we X opponent's 1NT: with good hand, usually we should just pass even unbalanced. With weak hands: 2♣/2♦/2♥/2♠ is natural to play. Running shows usually 0-3 HCP if 15-17 1NT opener, should run with 0-8 HCP and soft long suit if 10-12 1NT opener, etc.
- Overcall strong 2NT/wk2 (16-18), direct or balanced seat: system on – Stayman & transfers
- Balance seat jumping 2NT = 18-19 HCP. Sys ON
- After we overcall 3NT over 3L preempts:
 - 4♣ = Stayman: Garbage Stayman is ON, 4C-4D-'4H' = 5-5 M's.
 - 4♦/4♥ = Texas transfer,
 - 4♠ = MSS.

Defense vs. opp's 1NT opening and 1NT overcall

1. Vs. Strong NT opening
 - Landy
 - 1N -2♣ - dbl – PASS -like to play in clubs
 - Rdbl – pick a suit
 - 2♦ - natural
2. Vs. Weak NT opening
 - 2♣ - majors
 - 2♦/2♥ – transfers
 - 2♠ – weak with spades
 - 2NT – minors
3. After opp overcall 1NT: we play natural except 2♣ shows both majors (i.e. Landy). (X shows 8+ HCP and penalty)
 - If partner opened 1M promise tolerance in opener's suit

One of a Major

- 1N – Forcing and Semi-forcing by passed hand
- 3L jump shifts invitational
- 2-way Reverse Drury
- Jacoby 2NT – shortness at L3, 5-card suit with 2 of AKQ at L4; Balanced hands 3♠ 17+; 3N 14-16; 4♠ 11-13
- Non-serious 3NT ; if any hand show limited NT range, subsequent 3N bid is to play
- 1M-2M – natural game tries
- 1M – 3M: limit raise with 4+ trumps
- 1M – 3M – 3M+1 ask: response NLMH
- 1M – 3NT: 33(34), 13-15 HCP
- Splinters – double jumps
- 1♥ – 1♠ – 2♦:
 - L2 bids standard
 - 3♦/♥/♠ natural GF
 - 3♣ artificial, forcing one-round.
 - With any minimum: opener bids 3♦ artificial, so 1♥ – 1♠ – 2♦ – 3♣ – 3♦ – 3M is signoff.
 - With maximum: 3♥ – catchall bid; 3♠ – 3 card support , 3N – max balanced

Strong Jump Shifts

Natural jump shifts:

- 1♠ -1N-'3♥'= 5-♥
- 1♠ -1N-'3♦'= 4-♦
- 1♥ – 1NT – 3♦ = 5-♦

Artificial sequences:

- 1♠ – 1NT – 3♣ – 3♦:
 - 3♥ = 4-♥
 - 3♠ = long ♠
 - 3NT = 4-♣
 - 4♣ = 5-♣
- 1♥ – 1NT – 3♣ – 3♦:
 - 3♥ = long ♥
 - 3♠ = 4-♣
 - 3NT = 4-♦
 - 4♣ = 5-♣
- 1♥-1♠-3NT: long ♥, sets trumps

1M – 1NT – 3♣ – 3M: 3-card limit raise

1M – 1N – 2N – 4M- Limit; 3M-weak; Other= Forcing

One of a Minor

2+ ♣ and good 4+♦ unbalanced or trump suited

- 1♣ 2+, most balanced hands
- 1♦ 4+, tends to be unbalanced or suit oriented.
- 1♣ – 1Y – 1M: unbalanced
- 1m – 1NT: 6-10

- 1m – 2NT: 13-15 no 4-card Major; if opener rebids new suit only with unbalanced hand
- 1m – 3NT: 16-18
- Jump raise – mixed raise with or without competition
- Inverted minors 1m – 2m:
 - 2♥ = GF
 - 2♠ = shortness and minimum;
 - 3m = weakest unbal
 - 2/3om = 14 balanced;
 - 2nt = 12-13 bal
 - 3N – 18-19 no slam interest
- 1♦ – 2♣ 11+ HCP 4-card suit
 - 2♦ – min, non descriptive F
 - 2N/3♣ - 11-12 NF, usually end
 - Other - GF
 - 2♥/♠ - GF
 - 2N – 14+
 - 3N – 18-19
 - 3♣ = GF, 3-cards ♣
 - 3♦ - 6+ cards, GF
 - 3♥/♠ - splinter
 - 4♣ = min 5-5 minors
- 1♦ – 2N 13-15 no 4-card Major
 - 3♣ - 3♦ preference
 - 3♥/♠ - fragment
 - 3♥/♠ - 5-4 good hand (strength or distribution)
- 1♣ - 1M
 - 2♣ - 3L GF 5-5
 - 2♦ followed by 3♦ shows 5-4
- 1♣ - 1♠
 - 2♣ - 2♥ NF 5-4
- 1♦ - 1♠
 - 2♦ - 2♥ natural Forcing
 - 3♣ natural Forcing
- 1m – 1M
 - 2M – 2NT asking, 3 min/3Max/4min/4Max
- Intermediate jump shift L2
- 1m – 2X – intermediate 8-10 HCP, 6-card suit usually with 2 top honors, or bad 7-card suit
 - 2X+1 = asking – NLMH
 - 2N = shows 6-5 in the m and 2X+1 suit
 - New suit = GF if reverse, RF if below
- 1m – 1M – 1NT: guarantees 2 in major unless 1=4=4=4
- After 2NT rebid EXCEPT 1♣ – 1♦ – 2NT
 - 3♣ relay to 3♦ any bid thereafter is sign off
 - Other bids are transfers and GF except 3N; 4♣ transfer to ♦
 - 3N – to play
- 1♣ – 1♦ – 2NT: all L3 responses natural and forcing
- XYZ always on, in competition and by passed hand

- 2♣= F2♦ to play or any inv hand
- 2♦= GF
- 2nt= F3♣ to play or GF with 5M4opener's minor and NLH shortness (3♦,♥,♠)
- L3 other: 55 GF
- L3 responder rebids his suit: GF usually 7+ good suit asks for cue bids
- If go through 2♦ then rebid suit shows bad good suit; if jump to L4 slam interest
- Responder way to show Major invites
 - 1♣ - 1♥ - 1N - 2♠ - shows 44 M with inv. values
 - 1♣ - 1♥ - shows 4-5 when going through XYZ sequence inv. values
 - 1N - 2♣
 - 2♦ - 2♠
- Distributional 6-4 hands
 - 1♣ - 1♦ - 1♥ - 2♠ - showing 6-4 (GF)
 - 1♣ - 1♦ - 1N - 2♥/♠ - same showing 6-4 GF

Good hands after 1 of a minor opening:

Starting 1m-1M:

- 1m – 1M – 3M: guaranteed unbalanced or 5422
 - 3M+1 relay: response SLH (semibalanced-low-high) since balanced not possible
 - Note: 3NT is a serious try when it is the *asking* bid. 3NT is non-serious if 3♣ is the asking bid. We cannot play 3NT when one hand is unbalanced with 8-card major fit.
- Cheapest available jump= 18-19 balanced or unbalanced GF. The following sequences: 1♣-1M-3♦, 1♦-1♠-3♥, and 1♦-1♥-3♠;
 - Responder: cheapest bid other than 3M is a relay – opener shows NLH (none-low-high)
 - Responder: shows values with any other bid.
 - Responder: signs off in 3M with a hand that would not accept strong invitation – bad 7 pts from QJ. **Always accept with AK. Or A and trump Q, or 5-card suit and an Ace.**
 - Note: 3NT should be treated as a serious try when it is the asking bid. 3nt should be offer to play when after 1♣-1M-3♦- as there is the other major available to ask (serious) or another bid to show values.
 - 1m – 1M – 4M: 4522.
- 1m – 1M – 4x= void and (also 1♣ – 1♥ – 3♠)
- 1m – 1M – 4m= good hand 64 with controls, something like AKJx x xx AKQxxx.
- The less room there is after 1m – 1M – 4m, the better the hand needs to be to bid 4m.

Reverses

- 17+ playing strength
- 2M rebid is 1-round force, not GF
- Go through cheaper of 4th-suit or 2NT(Lebensohl) to show a weak hand, all other responses GF
- Direct 4NT = natural slam-invite with secondary values
- 2NT – 3♣ – 4NT = natural slam-invite with primary values

After 3-suited GF auction

This applies to reverses and 4th-suit forcing auctions.

- 4NT is quantitative if there is room to set trump first, e.g. 1♦-1♠-2♥-3♣-3♦-4NT is quantitative, since 4♦ is available to set trump.
- 4NT is keycard if the last bid suit is natural, and there is no room to support the suit, e.g. 1♦-1♠-2♥-3♣-3♦-3♠-4♦-4NT is keycard for ♦.

2♣ Opening

Disciplined, 22+ or 9 tricks

2♦ = positive

2♥ = double negative, no A, K nor 2Qs

2♠ = 5 spades with 2 top honors ; no other place to play

2N = 2 hearts as above

Kokish: 2♣-2♦-2♥ : 25+ balanced or hearts. Responder must bid 2S.

- 2♣-2♦-2♥-2♠-2NT: 25+ balanced, same methods as 2NT opening.
- 2♣-2♦-2♥-2♠ : Any other bid shows hearts.
- 2♣-2♦-2♥: breaking relay is TRANSFER, showing 6+ card suit that plays for 1-loser opposite Ax or Kx.

2♣-2♥-2N = 22-24 Puppet + transfers

2♣-2♥-3N = 25-27 Stayman + transfers

2♣-2♥-4N = 28+ Natural and Forcing

After interference:

After 2♣ dbl rdbl – negative, pass – GF

After interference - dbl – dbl negative; pass – GF

Weak Twos

- 2♦/2♥/2♠ weak 5-10, use rule of 20 to decide open 1 or 2
- 2NT asks for Ogust responses, 3♦ is good suit/bad hand
- Raise only non-forcing; Invite with HCP + trumps ≥ 17
- New suit NF, OM at L3 is always GF
- After opp X for takeout, transfers; this could be lead directing or to play or to show other type of hands.

RKC

- BUPH, 4NT over 1M opening with or without competition is RKC; in comp over minor shows two places to play. BPH, 4NT in comp is ostensibly two places to play, but may be a great raise of partner's suit.
- 1430 RKC, then after KC response:
 - Cheapest idle step after 5♣/5♦ asks for trump Q. If this ask is above 5 of our suit, this guarantees all keycards. If responder denies Q, then any subsequent bid suggests to play.
 - 5NT specific K
 - Other suit bids grand try asking for 3rd round control
- If RKC ask isn't 4NT, for example 1NT-2♣-2♠-4♦, next idle step (skipping trump and NT if we had bid it NT naturally) is Q ask over 14 or 30 response; next next idle step is specific K ask; higher are 3rd-round control asks

- Showing void: don't show void if partner can't figure out where it is
 - 5th step = even # of KC with void (usually 5NT)
 - 6th step = odd # of KC with void, and NO trump Q (usually 6♣)
 - Higher steps = odd # of KC with void, trump Q, and shows specific K if not trump suit

Other Conventions

4th-suit forcing to game, artificial.

Competitive Bidding

Leaping Michaels

Over weak 2M, 4m = 5-m + 5-OM.

Over 3♣, 4♣ = majors 5-5, 4♦ = ♦ + M 5-5

Over 2♦ - 3♦ Michaels

XYZ on in comp and BPH

Unusual vs. Unusual

Low cue=low suit

Michaels

After (1M)-2M:

- 2N = constructive for the minor, then 3♣/♦ to play, we can make the higher bids all meaningful in the future, but for now they're just natural with extras
- 3♣ = pass/correct for minor
- 3♦ = constructive raise for the major
- 3M = great hand for major
- 3OM = mixed raise

Vs Weak 2

Lebensohl over T/O of weak 2

- (2♦)-3♦: Michaels
- (2M) – 3M: Western Cue
- (2♠) - Dbl: ranges: 0 to bad 8 go through 2NT; direct 8-11; stronger hands jump or cue
- (2♦/♥) - Dbl: ranges for spades (and hearts over 2♦):
 - 2♠ 0-6
 - 2NT-3♣-3♠ 7-9
 - Direct 3♠ 10-11, usually 4-5 ♠
 - Direct 4♠ 12-14 playing strength, 5+ ♠
 - Stronger hands cue, see below
- (2X) – Dbl:
 - 3X (cue): strain probe without a stopper, usually 4 in OM
 - 2NT – 3♣ – 3X (delay-cue): strain probe with a stopper
 - 2NT – 3♣ – 3NT: choice of games with 4 in OM
 - 3NT: to play
 - Cue or delay-cue followed by new suit: sets trumps, forcing

- Cue then re-cue: sets doubler's suit, forcing, e.g. (2♥)-Dbl-3♥-3♠-4♥ sets spades

Lebensohl

Lebensohl is on if:

1. Opponent has bid to 2♦, 2♥, or 2♠
2. Our hand hasn't bid, or has only passed
3. Partner has only doubled

Examples: (1♠)-Dbl-(2♦/♥/♠)-?, or (1♠)-Dbl-(2♠)-P-(P)-Dbl-(P)-?

Doubles

- Doubles are takeout unless we have a fit, takeout is illogical, or specified elsewhere in the notes. Takeout/Negative/Responsive through 4♥, higher doubles show convertible values.
- In particular, a double that is takeout by above maxim but doesn't fall into textbook takeout/negative/responsive/reopening situation tends to be card-showing at L3 (and sometimes L2) showing flexibility in strain and majority of HCP (23+), but does not suggest passing unless partner has misfitting or balanced defensive hand that expects to beat the doubled contract.
- Support double/redouble through 2X-1, where X is our suit. Higher doubles just show extras. Exception: no support double of natural 1NT – it is penalty.
- Maximal double only when both sides have a fit, and they're below 3 of our suit
- Otherwise when we have a fit, double is penalty-oriented.
- Exception: when we only have 7-card fit via support (re)double, above doesn't apply, e.g. 1♦-P-1♥-Dbl-Rdbl-1♠-Dbl is takeout.
- After 1m – 1NT, and opponent (pre)balances 2M
 - Double by opener is penalty, 2NT is takeout for the minors, but can be passed if opener has already passed 1NT.
 - Double by responder is takeout
- After any value-showing redouble, doubles are for penalty.
- After 1X – 1Y – 1NT, and 1X – (1Y) – 1NT, all doubles are penalty.
- If we've promised a particular suit by making a takeout double, doubles of that suit by the opponents are penalty, example 1: (1♣)-Dbl-(1♠)-Dbl. Example 2: P-P-P-1NT- P-P-2♠-Dbl(t/o)- 3♥-P-P-Dbl(penalty).
- After we double 1NT opening or overcall for penalty, we play forcing pass through 2♦. If they run to 2♥ or above, then double is takeout.
- After we open 1NT:
 - Double and redouble of rarely passed artificial bid by responder shows balanced invite hand or better, sets up forcing pass through 2NT. Double by opener shows 5 cards in the suit.
 - Double of 2♣ is Stayman unless it shows both majors, in which case the above applies. If they bid 2M over Stayman, double by opener is negative, showing 4 in OM.
 - Double of natural bid that might possibly promise a lower suit is takeout.
 - Double by unpassed responder of natural bid that promises higher suit, e.g. DON'T, shows 8+ balanced invite hand or better, sets up forcing pass through 2NT; by responder that has already passed 1NT, it suggests penalty.
- 1♣ – (2M) – Dbl: may have only 3 in OM.
 - 1♣ – (2♥) – Dbl – 2♠ – 2NT: scrambling
 - 1♣ – (2♠) – Dbl: opener with weak NT hand and no 4♥ should bid 2NT regardless of ♠ stopper. Subsequent 3♣/3♦/3♥ by responder is NF scrambling, suggests to play.
- If we double their Michaels or un2NT, does it set up force? If so, to what level?

Forcing Pass

- In forcing pass situation, pass suggests bidding, and high-level pass/pull is a slam try. In low level FP situations: in direct seat Dbl is penalty, pass is takeout; in pass-out seat, Dbl is penalty, otherwise must take it out.
- 1M – Dbl – Rdbl forces through 2M
- 1m – Dbl – Rdbl forces through 2NT
- Some other forcing pass sequences are described in Doubles section
- Otherwise, forcing pass only if we've shown game-forcing values, e.g. 2/1, GF splinter or GF cue bid.

Preempts

4♣ (4♦ after 3♣) mod KC 011+22+

Any other bid except 4/5 opening suit is asking bid.

Defense vs Strong Club

- Dbl = Majors
- 1NT = Minors
- Rest = Natural
- After suit bid at L1 and L2: cheapest NT is cue bid

Defense vs Natural/Short Club

- 2♣ - natural
- 2♦ - Michaels for the majors

Defense vs Precision Diamond

- 2♦ - Natural
- 2♥ - Weak Michaels for the Majors
- 3♦ - Strong Michaels for the Majors

General Agreements in Competitive Auctions

- Cue bid higher ranking suit promise support, lower cue is general cue bid
1C – 1D – P – 1H
1S – 2S promise hear support/2C is general cue with strength
- Jump cue after overcall is mixed raise
- Responder rebidding own suit at L3 is GF, since we play IJS.

Carding

- UDCA
- Standard Smith Echo
- Attitude returns in the middle of the hand
- Standard current count