

H_EX — v4
Een bridge systeem

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CHAPTER 1

Introduction

This document describes a bidding system called $H_{E}X$. This is the fourth version of this system. The original version was basically a variation on Biedermeyer Red. The second version introduced the 12-14NT. The third version introduced new two-level openings and some gadgets after openings in a MA. This fourth version now adds a 2-over-1 approach.

The following abbreviations are used in this booklet:

MI	Minors, \clubsuit/\diamond
MA	Majors, \heartsuit/\spadesuit
NF	Not forcing
RF	Round forcing
GF	Game forcing
SF	Semi forcing
4-3-3-3	General distribution of a hand
3=4=3=3	Specific distribution ($\spadesuit=\heartsuit=\diamond=\clubsuit$)
LHO	Left hand opponent
RHO	Right hand opponent
OPEN	Opener
RES	Responder

This system once started as a completely natural system inspired by Westra. Under the influence of bidding systems such as that of Perry Groot and Wim Gielen, as well as the work of e.g., Marshall Miles and Mike Lawrence, it has evolved over the years. I still play a 4card major variation of this system with some of my partners. Many thanks to Serena Frijters, Tom Olthof, Paul Frijters and others for their inspiration.

CHAPTER 2

System summary

2.1 Opening structure

In $H_E X$ the longest suit is opened first. The MA require a 5⁺ card, and the longest MI is opened first. Two-level openings contain both strong hands and preëmpts:

- 1Mi: 3⁺ card, 11⁺ hcp (15-19 when balanced).
- 1MA: 5⁺ card, 11⁺ hcp (15-19 when balanced).
- 1NT: 12-14, semi-balanced.
- 2♣: GF *or* balanced with 22-23⁺ hcp *or* balanced with 26⁺ hcp
- 2♦: weak 2 in a MA (5+ card) *or* SF in a MI *or* 24-25NT
- 2♥: Ekren, 4⁺/4⁺ in the MA
- 2♠: 5⁺/4⁺ in the MI, weak (5-10 hcp) *or* strong (GF)
- 2NT: balanced with 20-21 hcp
- 3♣/♦/♥/♠: preëmptive, usually a 7card suit
- 3NT: Gambling 3NT, solid 7⁺ card in a MI
- 4♣/♦/♥/♠: preëmptive with an 8⁺ card

2.2 2-over-1 GF

There are five exceptions to the 2-over-1 game forcing approach:

1. In competition, e.g., 1♥-(2♣)-2♦ (⇒ RF)
2. A response of 2♣ after a 1♦ opening.
3. When responder rebids his own suit (unless openers rebid showed extra values).
4. When opener rebids his suit 3 times.
5. When 3NT is tried but rejected because a suit is not stopped, 4MI is not forcing.

A 2-over-1 bid should almost always show a 5⁺ card. With a strong balanced hand you can start with a forcing 1NT. However, some hands require some improvisation. With a strong 1=4=4=4 after partner's 1♠ opening one would follow 2♣.

2.3 Reverses

A *reverse* is a strong rebid. Requirements for a reverse are: (a) the second suit is higher than the first suit, and (b) the second suit is bid at a higher level than the first. Many bidding systems / partnerships lack solid agreements on how to proceed after a reverse. In H_FX a reverse promises the following:

- 12⁺hcp with a 6-5-x-x
- 16⁺hcp with a 5-4-x-x or a 6-4-x-x
- 16⁺hcp with both MA

As a rule, the lowest of the two suits is longer. However, some hand types require improvisation such as ♠AJx ♥xx ♦KQJx ♣AQJx. With this hand 1♣ is opened and after 1♠ of responder one would rebid 2♦. Don't rebid 2NT with a lousy doubleton in an unbid MA. The following rules apply to reverses in H_FX:

- A reverse bid by responder is 100% GF
- A reverse bid by opener promises a rebid, unless he has both MA.

With these rules in mind, responder can manouver carefully and not waist too much bidding room:

- Supporting the first suit of opener promises values in that suit
- Responder can rebid a 5card suti in a MA at the two-level
- Bidding the 4th suit at the two level by responder denies a stopper in this suit. 2NT promises a stopper
- When the 4th suit can not be bid at the two level then bidding 2NT denies a 5card suit and nothing else. The 2NT bid basically serves as Lebensohl (Section 11.5) as opener tends to rebid 3♣ after which responder passes/ gives weak support for one of the sutis of opener, or shows his own suit to be a weak 6+card suit.

The following examples show how reverses work in H_FX. The bidding starts with 1♣-1♠-2♦:

♠ K10xxx
♥ Jxx
♦ Qxx
♣ xx

Rebid 2♠, 5⁺♠. No need to rush as opener promises a re-bid

♠ K10xxx
♥ xx
♦ Ax
♣ K10xx

Rebid 2♠. No need to rush showing the ♣ support and strength.

♠ QJxx
♥ KJx
♦ xx
♣ 109xx

Rebid 2NT, promises exactly 4 cards in ♠ and a ♥-stopper

When opener promises both MA then the rules chage somewhat. A rebid in one of the MA as well as a 2NT rebid are NF. After 1♥-1NT-2♠, a 3♦ rebid *is* forcing. It promises a long MI and aims at finding the right game. An example would be ♠Kxx ♥xx ♦KJ10xxx ♣xx.

2.4 Rebids by opener

Opener rebids a second suit whenever possible. Reverse rebids, or new suits at the 3-level promise extra values. Rebids in NT promise stoppers in the unbid suits and at least a doubleton in the suit bid by responder. Jump-rebids in a new suit are splinters, jump-rebids in the first suit by opener promise a solid suit. When neither of these options are available then the first suit is rebid by opener (catch-all). Examples after 1♠-2♣:

- 2♦/♥: natural
- 2♠: catch-all
- 2NT: 12-15 hcp or 18-19 hcp
- 3♣: 5♠, 4+♣
- 3♦/♥: splinter, 4+card support in ♣
- 3♠: solid 6+ card suit with a top honor in another suit, *or* a solid suit which can be played for 0 losers with a singleton honor with responder with also 2 controls in unbid suits.
- 3NT: 16-17 hcp, stoppers in ♦/♥, balanced
- 4♠: AKQJxx or better, no ace or king in the unbid suits

2.5 Principle of fast arrival

Many systems use the *principle of fast arrival* in GF situations. In $\text{H}_{\text{E}}\text{X}$ this principle does not apply. In $\text{H}_{\text{E}}\text{X}$ a jump to game has a very specific meaning: it shows concentrated values in the suits that are bid, and denies values in the unbid suits. With very strong hands (slam interest) one has to find other ways to make the bidding forcing. For example:

1♠	2♣
2♠	4♠

Values in ♠ and ♣, no controls in the unbid suits.

1♠	2♣
2NT	3♠

Values in ♠ and ♣. Bidding this way shows that there maybe values outside these suits and is a strong request vor bidding controles

1♠	2♣
2♥	4♠

At least values in ♠, ♣ and ♥ but certainly *not* in ♦.

Part I

We open

CHAPTER 3

1MI openings

Openings in a MI follow the rule: longest MI first (which is different from “best MI first”). Furthermore we use Walsh to be able to quickly show balanced hands. Finally we use *inverted* MI and *strong jump shifts* (Section 12.1):

	After 1♣	After 1♦
1♦	6 ⁺ hcp with 4 ⁺ ♦, no 4 ⁺ MA <i>or</i> 4 ⁺ ♦ with a reverse hand	-
1♥	<i>Walsh</i> , 6 ⁺ hcp with 4 ⁺ ♥, (longer ♦ possible)	6 ⁺ hcp with 4 ⁺ ♥
1♠	<i>Walsh</i> , 6 ⁺ hcp with 4 ⁺ ♠, (longer ♦ possible)	6 ⁺ hcp with 4 ⁺ ♠
1NT	5-8 hcp, no 4card MA	5-8 hcp, no 4card MA
2♣	<i>inverted minor</i> , 10 ⁺ hcp with 5 ⁺ ♣	10 ⁺ hcp with 4 ⁺ ♣
2♦	<i>strong jump shift</i>	<i>inverted minor</i> , 10 ⁺ hcp with 5 ⁺ ♦
2♥	<i>strong jump shift</i>	<i>strong jump shift</i>
2♠	<i>strong jump shift</i>	<i>strong jump shift</i>
2NT	13-15 hcp (or 18-19 hcp), balanced, GF	13-15 hcp (or 18-19 hcp), balanced, GF
3NT	16-17 hcp, balanced, GF	16-17 hcp, balanced, GF

3.1 Walsh

The Walsh-principle states that diamonds are for children. This means that, after a 1♣ opening, responder will firstly show a 4card MA over a (possibly longer) ♦ suit. The exception to this rule is a strong reverse hand by responder. A second consequence of playing Walsh is that a rebid in NT promises a balanced hand. A rebid in an unbid MA promises an unbalanced hand (e.g. 1♣-1♥-2♠). Examples:

1♣	1♦
1NT	2♥

Reverse and GF. The rest of the bidding is natural

1♣	1♥
1NT	2♦

Weak, looking for a safe spot to play

Note that this should not be taken to the extreme. A very weak 4card suit in a MA can be ignored. Also with a 4/4 in ♦/♥ and enough to reverse, responder must sometimes improvise and start with 1♦. After 1♣-1♦ responder will rebid 1NT with a balanced hand (15-17 hcp) after which

2♣ is Stayman. A rebid in a MA shows 5+♣ and a 4card MA. Usually the hcp's are concentrated in these suits.

3.2 NT responses

Given that we play a weak (12-14) NT opening the 1NT responses are slightly adjusted. This allows opener to still invite with a 15-17 NT hand and a solid maximum. After a 1♣ opening, responder is allowed to improvise and bid 1♦ on a 3card suit to get the strong hand to play 1NT. Also, after 1♦ opening responder may have a 9count with long ♣. Improvising with 1NT may be in order.

A 2NT response shows a (12)13-15 or a 18-19 count. The last option is shown by rebidding 4NT. After 2NT by responder, a rebid of 3MA by opener shows a splinter to avoid having to play with 3NT with a singleton opposite a suit as weak as Jxx.

3.3 Inverted minors

After a 1MI opening, bidding 2 in the same MI promises 10+hcp and 5+cards in that suit. It also denies 4+cars in a MA. Bidding is forcing to 2NT or 3 in the MI. Stoppers are bid as cheaply as possible. Bidding 2NT promises stoppers in both MA. Jump rebids by opener are splinters and show strong interest in slam.

CHAPTER 4

1MA openings

Openings in a MA promise a 5card suit. $\mathbb{H}_p\mathbb{X}$ has many gadgets to bid a variety of hand types such as Bergen Raises, the Jacoby 2NT and mini-splinters. We also use strong jump shifts (Section 12.1) and a forcing 1NT. 2-over-1 bids are GF:

	After 1♥	After 1♠
1♠	6 ⁺ hcp, 4 ⁺ ♠	-
1NT	<i>forcing</i> , 2 ⁺ hcp	<i>forcing</i> , 2 ⁺ hcp
2♣	GF with 4 ⁺ ♣	GF with 4 ⁺ ♣
2♦	GF with 4 ⁺ ♦	GF with 4 ⁺ ♦
2♥	6-9 hcp with 3 ⁺ ♥	GF with 5 ⁺ ♥
2♠	<i>strong jump shift</i>	6-9 hcp with 3 ⁺ ♠
2NT	<i>Jacoby 2NT</i> , 12 ⁺ hcp with 4 ⁺ ♥	<i>Jacoby 2NT</i> , 12 ⁺ hcp with 4 ⁺ ♠
3♣	<i>Bergen</i> , 7-9 hcp with 4 ⁺ ♥	<i>Bergen</i> , 7-9 hcp with 4 ⁺ ♠
3♦	<i>Bergen</i> , 10-11 hcp with 4 ⁺ ♥	<i>Bergen</i> , 10-11 hcp with 4 ⁺ ♠
3♥	weak raise, 4 ⁺ cards in ♥	<i>Mini-splinter</i> , 8-11 hcp with 4 ⁺ ♠
3♠	<i>Mini-splinter</i> , 8-11 hcp with 4 ⁺ ♥	weak raise, 4 ⁺ cards in ♠
3NT	Splinter other MA, 12-14 hcp with 4 ⁺ ♥	Splinter other MA, 12-14 hcp with 4 ⁺ ♠
4♣	Splinter, 12-14 hcp with 4 ⁺ ♥	Splinter, 12-14 hcp with 4 ⁺ ♠
4♦	Splinter, 12-14 hcp with 4 ⁺ ♥	Splinter, 12-14 hcp with 4 ⁺ ♠
4♥	weak with extra distribution	-
4♠	-	weak with extra distribution

4.1 Forcing 1NT

Bidding 1NT after a 1MA opening is RF (off after intervention). This is used to show a weak hand in another suit, a weak hand with three card support, or a invitational hand with 3card support. It also is used to show balanced hands with 10⁺hcp.

Rebids by opener after 1MA-1NT are almost always natural. Supporting openers 1MA at the three level after 1MA-1NT shows an invitational hand with 3card support. The consequence of the forcing NT is that 2♣ is a conventional bid: natural, or all hands with exactly 3card support in the opened MA.

4.2 Forcing series

Rebidding 2NT after 1MA-1NT shows an 18-19 count with a balanced hand. With a 16-17 count, opener will first bid his MI (possibly a 3card) and rebid NT later. A bid of 3♥ after 1♠-1NT-2NT shows at least 5 cards in ♥ and is forcing.

Rebidding a new suit at the 3-level after a 1NT bid by responder is GF and need not be natural. E.g., with ♠ KQ10xxx ♥ AKx ♦ AKx ♣ x one may have to improvise. After 1♥-1NT-2MI there is an “impossible bid” of 2♠. This bid shows exceptional support for opener's MI and 10-11 hcp.

4.3 Raising opener's MA

After an opening of 1MA, responder has many fit-bids at his disposal. All hands with 4card support go via the Jacoby 2NT, Bergen Raises, or mini-splinters. With a 3card support bidding is either natural or is shown after a forcing 1NT.

4.3.1 Jacoby 2NT

A Jacoby 2NT bid shows 4⁺card support with 12⁺hcp. Opener can now bid splinters at the three-level, two suiters (5/5) at the 4-level or show a balanced hand. After 1♥-2NT:

- 3♣/♦/♠: splinter
- 3♥: good balanced hand, asks for stoppers
- 3NT: medium balanced hand
- 4♣/♦: 5/5, twosuit without 2 fast losers in a suit
- 4♥: weak balanced hand (sign-off)

Opener should only jump to game with an exceptionally poor hand to avoid missing a possible slam. Responder could still be (very) strong.

4.3.2 Mini-splinter

After opening 1MA, a bid in the other MA at the 3-level is a mini-splinter. It shows 8-11 hcp with 4⁺support and an unknown splinter. Opener can bid 3NT to ask for the splinter. A splinter in ♠ after a 1♥ opening is shown by bidding 4♥ after 1♥-3♥-3NT.

4.3.3 Bergen Raises

Bergen Raises are used to show hands with 4card support, insufficient hcp for a Jacoby 2NT and lacking a biddable (mini)splinter:

- 3♣: 7-9 hcp with 4card support
- 3♦: 10-11 hcp with 4card support

4.4 Trials

When a fit in a MA is found at the 2level then trials are used to further explore possibilities for game. Three different handtypes are possible (*we first show the ♠-fit*):

1. 3♠: asks for trump-quality (or is preemptive)
2. 3♣/♦/♥: twosuit (5/5), asks for honnors
3. 2NT: general attempt, based on shortness in a suit or sheer strength.

In case of hand type 1, raising the major suit, opener may be asking for good trump support, but most of the time actually has a hand with strong trumps himself with which he wants to bid preemptively to make life more difficult for the opponents. Some examples after 1♠-2♠:

♠ AKQxxx ♥ xx ♦ xx ♣ QJx	♠ Jxxxx ♥ AK ♦ KQ10xx ♣ x	♠ AQxxx ♥ AQ10xx ♦ Jx ♣ x	♠ AQxxxx ♥ QJxxx ♦ – ♣ Kx
3♠, preemptive	3♠, invite	3♥, invite	3♥, invite

A 2NT bidding by opener is a general trial for game. With enough hcp, responder can jump to game. Responder can also rebid the suit in which he would *reject* a short-suit trial, leaving opener's hand unknown. For example, responder would bid 3♦ with ♠ Qxx ♥ Kxx ♦ KJxx ♣ xxx. In response, opener can bid short-suits of his own if he needs more information.

After a ♥-fit, the bidding is mostly the same. However, type 3 hands are shown by bidding 2♠ after 1♥-2♥. The 2NT bid now shows a two-suit in the MA. After 2♠ (type 3 hand) responder can bid 2NT to indicate that he would reject a short suit trial in ♠.

4.5 Opening in third or fourth seat

Openings of 1MA in 3rd or 4th seat can be lighter as normal (as 'weak' as 8hcp). Of course this makes more sense in 3rd than 4th seat but the same principles apply. Since responder is limited (max 11hcp), we don't need Jacoby, Bergen and so on. Instead we use *Drury* to show 3+ card support and a maximum hand. With less than an opening, responder will rebid his suit as cheaply as possible. With a normal opening he will rebid the other MA if he has it, or 2♦ when neither option applies. A jump-rebid in the opened MA is GF and shows slam interest.

When opener first rebids 2♦ after a Drury 2♣, and bids 2NT after responder signs off then this is a general trial for game (Section 4.4). A direct 2NT rebid after a Drury 2♣ shows a balanced hand and is GF. A 1NT bid by responder is NF and new suits at the 2-level by responder show 8-11 hcp with a good 4+ card. Even more, after 1NT by responder, new suits by opener show a 4+ card and are NF.

After an opening in a MA in 3rd/4th seat, jumps to the 3 level in a MI are fit-bids. They show 3card support and a good (solid) 5+ card suit in a MI. Even more, they show a maximum hand (i.e., approx 10hcp).

CHAPTER 5

The weakNT opening (12-14)

The 1NT opening shows all (semi) balanced hands with a 12-14 range. A 5card MI is possible, a 5card MA is not. Hands with 2=4=2=5 or a 2=4=5=2 shapes with 12-14 hcp are opened with 1NT in order to prevent rebid problems. Responder can bid:

- 2♣: Stayman relay
- 2♦/♥: Jacoby
- 2♠: transfer to ♣
- 2NT: transfer to ♦
- 3♣/♦: 5/5MI, weak/GF
- 3♥/♠: 5/5MA, invite/GF
- 3NT: to play

5.1 Stayman

The 2♣ bid is a 'normal' Stayman (no Puppet) and promises nothing. It only asks for a MA. 2♦ denies such holding. After a 2♦ response:

- 2♥: 4/4 in the MA, weak
- 2♠: 5card ♠, 4card ♥, invitational
- 2NT: invitational, (semi)balanced
- 3♣: weak, 6⁺card, NF
- 3♦: GF with a 4card MA and a good 4⁺card MI. 3♥ asks for the MI (♠ ⇒ ♣, NT ⇒ ♦).
- 3♥: 5card ♥, 4card ♠, GF
- 3♠: 5card ♠, 4card ♥, GF
- 3NT: to play

After 2♥ (or 2♠) by opener:

- 2♠: 4kaart ♠, no 4kaart ♥, invitational
- 2NT: (semi)balanced, invitational
- 3Mi: 6+ card in the Mi, 4card in the other MA, NF
- support at the 3level: invite
- other MA at the 3level: shows a fit and asks for controles (interest in slam).
- 3NT: to play

5.2 Transfers

2♦ up to 2NT are transfers and show a 5+ card suit. Opener usually accepts the transfer. Opener can show a 4card fit after a transfer to a MA. With a minimum this is shown by jumping to the 3-level. With a maximum a second suit (or 2NT) is bid. The sequence 1NT-2♦-2♥-2♠ shows 5 hearts, 4 spades and is invitational.

A transfer for a Mi is refused with the in-between bid. This shows at least Qxx in the suit and a maximum. After a transfer: 3NT is to play and a jump to the 4level in the transferred suit asks for controls. The following examples show how transfers are used. The former shows a 4card MA and a 4card Mi. The latter shows a longer Mi.

♠ K Q x ♥ 10 x x ♦ A Q x ♣ Q x x x	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>O</td></tr> <tr><td></td><td>Z</td><td></td></tr> </table>		N		W		O		Z		♠ A 10 x x ♥ A ♦ K J 10 x ♣ A K 10 x	♠ K Q x ♥ 10 x x ♦ A x x ♣ Q x x x	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>O</td></tr> <tr><td></td><td>Z</td><td></td></tr> </table>		N		W		O		Z		♠ A 10 x x ♥ A x ♦ K Q J x x ♣ A K
	N																						
W		O																					
	Z																						
	N																						
W		O																					
	Z																						
1NT	2♣	(1) asks	1NT	2NT	(1) natural, 4card																		
2♦	3♦	(2) ♣	3♣	3♠ ¹	(2) to play																		
3♥ ¹	3♠ ²	(3) cue	3NT ²	4♦ ³	(3) slam interest																		
4♦ ³	4♥ ³	(4) RKC	4♠ ⁴	4NT ⁵	(4) cue																		
4♠ ³	4NT ⁴		5♣	5NT ⁶	(5) RKC																		
5♣	6♣		7♦ ⁷		(6) something extra?																		
					(7) ♠Q,																		

5.3 Twosuiters

After 1NT, bids at the 3level show twosuiters in either the Mi or the MA. Traditionally these bids show a long suit with slam interest. In H_FX one has to improvise with this type of hand:

- 3♣/♦ are weak or GF twosuiters in the Mi.
- 3♥/♠ are invitational or GF twosuiters in the MA.

After 1NT-3♠, opener can show good support with a transfer: 4♣ ⇒ ♥, 4♦ ⇒ ♠.

5.4 Stronger balanced hands

Stronger (semi)balanced hands are bid by opening in a Mi and rebidding NT later. The traditional 15-17NT is shown by bidding a Mi and rebidding 1NT. The exception is 1♥-1♠-1NT, which shows a 12-14 hand that is (semi) balanced.

CHAPTER 6

2-level openings

Many different options exist for opening at the two-level. Multi and Muiderberg are fairly popular, yet so standard that their preemptive value isn't too high. Chameleon-bids are frequently used too. In H_{EX} we use old fashioned preempts based on Multi and Ekren. Not every opening has a weak and a strong meaning. This is both an advantage (partner can preempt more easily) and a disadvantage (it is easier to enter the bidding for opponents).

6.1 Strongest opening: $2\clubsuit$

The $2\clubsuit$ opening only holds strong hands. It includes the 22-23NT as well as the 26^+ NT. This allows for more precise slam-bidding. Responder can bid:

- $2\diamond$: negative; denies 2 kings/ 7hcp with an ace/ or 8hcp with a king.
- $2\heartsuit$: too strong for $2\diamond$, no apparent suit to bid
- $2\spadesuit$: $5^+\heartsuit$, too strong for $2\diamond$
- 2NT: $5^+\spadesuit$, too strong for $2\diamond$
- 3MI: 6^+ in this MI, too strong for $2\diamond$
- 3NT: AKQJxx or AKQxxx or better in a random suit with stoppers in the other suits
- 4MI/MA: suit with only 1 loser, with no Ace or King in a suit above the suit bid.

6.1.1 Rebids by opener

A rebid of $2\heartsuit$ by opener after the $2\diamond$ responder is the *Kokish convention*. It shows a GF hand with \heartsuit or the 26^+ NT. Responder now has to bid $2\spadesuit$ which is a relay. After this relay, 2NT shows the strong NT type and any other bid shows strong \heartsuit .

After a $2\diamond$ bid by responder, a 3NT rebid shows a long, solid MI with controls in the unbid suits. For example: $\spadesuit Kx \heartsuit A \diamond K10x \clubsuit AKQJxxx$. When opener jumps in a MA after the $2\diamond$ bid then this sets the trump-suit. Responder has to bid his controls. Opener's distribution is no longer relevant.

After a $2\heartsuit$ bid by responder, bidding is mostly natural. $2NT$ by opener now promises one of the two NT ranges. When the bidding seems to die prematurely then opener has to find a creative way to keep the bidding going. After the $2\spadesuit/NT$ bids, opener can show one of the NT ranges or give support for responder's suit.

6.1.2 Rebids by responder

After $2\clubsuit-2\diamond-2NT$ or $2\clubsuit-2\diamond-2\heartsuit-2\spadesuit-2NT$, which promise one of the strong NT type of hands, responder can use *Puppet Stayman* (Section 11.1) or Jacoby transfers. When opener has shown a strong suit then a jump to game promises reasonable trump support and no first/second round controls outside the trumpsuit (See Section 2.5). A jump in a new suit is a splinter which may be weak since responder is already limited in strength. For example: $2\clubsuit-2\diamond-2\spadesuit-4\heartsuit$ with $\spadesuit Q10xx$ $\heartsuit x$ $\diamond xxx$ $\clubsuit QJ10xx$. With only 3 small in trump then responder will firstly bid NT (second negative) and later support opener's trump suit.

6.2 Multi-like $2\diamond$

The $2\diamond$ opening in H_{EX} resembles the normal Multi $2\diamond$ opening played by many. It contains weak hands with a MA (5^+ card) with less than an opening, the SF in a MI (approx 9 tricks) and a 24-25NT. The advantage of this scheme is its frequency as it includes both traditional weak twos and the Muiderberg-type hands (5card MA, 4^+ card MI). Responder can:

- $2\heartsuit$: pass/correct
- $2\spadesuit$: pass/correct to hearts (opener will bid game with \heartsuit and a maximum)
- $2NT$: strong relay (\clubsuit/\diamond : weak with \heartsuit/\spadesuit , \heartsuit/\spadesuit : strong with \spadesuit/\heartsuit . When opener does have a strong hand then he bids $3NT$ or $4MI$)
- $3\heartsuit/3\spadesuit/4\heartsuit$: preëmptive, pass/correct
- $3NT$: to play
- $4\clubsuit/\diamond$: transfer to $4\heartsuit/\spadesuit$
- $4\spadesuit$: to play

Preëmpts are mostly based on trump support and distribution. More trumps allows for higher bids. Also, sometimes responder can deliberately steer the bidding to be able to play the hand. I.e., a $2\spadesuit$ bid by responder doesn't necessarily mean he has a strong hand with \heartsuit ! Some examples:

$\spadesuit AK10x$ $\heartsuit xx$ $\diamond QJxx$ $\clubsuit 10xx$	$\spadesuit Jxxx$ $\heartsuit 10xxx$ $\diamond Ax$ $\clubsuit Jxx$	$\spadesuit Kx$ $\heartsuit K10xx$ $\diamond KQJx$ $\clubsuit AJx$	$\spadesuit K10x$ $\heartsuit Axx$ $\diamond AKJxx$ $\clubsuit Ax$
$2\heartsuit$, pass/correct	$3/4\heartsuit$, preëmptive	$2\spadesuit$, inv. for \heartsuit	$2NT$, strong relay

When opponents double our $2\diamond$ opening then we play "system on". A **pass** by responder promises long \diamond and asks opener to pass. A **rdbl** by responder promises a good suit; opener has to bid $2\heartsuit$. When opponents bid a MI suit over $2\diamond$ then bids in a MA are still pass/correct. Even more, when opponents bid a MA after our $2\diamond$ opening then a **dbl** is also played as pass/correct (except when they bid at the 4-level). Finally, when they bid after $2\diamond$ -**(pass)**- $2NT$ then **dbl** indicates that opener was going to bid (that suit).

6.3 Twosuiters in the Ma: Ekren 2♥

An opening of 2♥ shows a hand with a 4⁺ card in both MA with less than opening strength. Responder can:

- pass/2♠: to play
- ♥/♠ at the 3/4 level: preëmptive
- 2NT: asks strength and distribution; GF opposite a non-minimum of opener
- 3♣: invite for ♥
- 3♦: invite for ♠
- 3NT: to play
- 4♣/♦: natural, GF

After a bid of 3MI, opener has to bid controls with a maximum hand. Jumping to game shows a maximum with no outside controls. After 2NT an Ogust-like scheme is used:

- 3♣: minimum with a longer suit. 3♦ asks after which 3♥=longer ♥, 3♠=longer ♠, 3NT=5/5
- 3♦: minimum with 4/4 (a minimum 4/4 is seldom opened with 2♥. It is usually a 4-4-4-1)
- 3♥: maximum with longer ♥
- 3♠: maximum with longer ♠
- 3NT: maximum with 4/4
- 4♥: maximum with 5/5

Bidding is mostly unchanged after a double by opponents. However, bidding 3MI now promises a long (6⁺) minor. When opponents bid a suit then all doubles by responder are for penalties. When opponents bid 2NT then doubles are for penalties and 3NT is always to play.

6.4 Twosuiters in the Mi: 2♠

The 2♠ opening promises a hand with at least 5/4 in the MI and either less than on opening or a very strong (GF) hand. Responder can:

- 2NT: relay
- 3♣: preference for ♣
- 3♦: preference for ♦
- 3♥/♠: natural with a 6⁺ card, NF
- 3NT: to play

When responder bids 3MI then opener shows a strong hand by cuebidding his short MA. At the 3-level this implies a singleton. At the 4-level it implies a void. Bidding 3NT implies a strong hand with a stopper in each MA) such as ♠A ♥KQ ♦AQJ10x ♣AKJxx. Responder has to cuebid with a maximum hand.

After a NF bid of 3♥/♠ the 3NT-bid shows the strong hand with a stopper in the other MA. 4MI shows a strong hand without this stopper. Responder can now cuebid or sign off in a game. After 2NT by responder, bidding is mostly natural. With a weak hand opener bids 3♣ with longer ♣ or a 5/5. Bids in ♥/♠ now show the strong hand as described previously.

Agreements are unchanged when opponents double our 2♠. When they bid after our 2NT then doubles by responder are for penalties. Opener can also double with a maximum hand. When they bid after 2♠ and if the bidding passes out to opener then **dbl** shows the GF hand type. Responder can pass with a suitable hand.

	♠ Ax ♥ x ♦ AK10xx ♣ AKJ10x	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W O Z </div>	♠ Kxxx ♥ Axx ♦ Qxxx ♣ Qx	
<i>West</i>	<i>Noord</i>	<i>Oost</i>	<i>Zuid</i>	
2♠	(3♥)	pass	(pass)	(¹) GF
dbl ¹	(pass)	4♦ ²	(pass)	(²) establishes trump
4♠ ³	(pass)	4NT ⁴	(pass)	(³) cue
5♣	(pass)	6♦	(pass)	(⁴) RKC

Part II

They open

CHAPTER 7

Overcalls

Overcalls in $H_{\mathbb{E}X}$ are inspired by the work of Lawrence on this topic. This goes in particular for simple overcalls and doubles. The 1NT overcall is Raptor and two-suiters are bid with Michaels.

7.1 Overcalls in a suit

At the one level, a simple overcall *usually* constitutes a 5⁺ card and a good hand (approx 7⁺hcp). However, it is not uncommon to overcall on a 4card. For example, with $\spadesuit AK10x \heartsuit AJ \diamond xxxxx \clubsuit xx$ after a $1\diamond$ opening by responder. An overcall at the 2-level promises a solid suit with at least 10hcp. $\spadesuit xx \heartsuit AKx \diamond xx \clubsuit AJ10xx$ after $1\spadesuit$ is the absolute minimum.

After a simple overcall, new suits by responder at the 1-level are RF. New suits at the 2level are NF, and new suits at the 3level are GF. A cuebid by responder after an overcall is invitational or better and usually promises a fit (Section 10.2.1). All bids in NT are to play.

Jump overcalls are weak and usually constitute a 6card. In some cases, at favorable vulnerability, a 5card suit is acceptable too. The main difference between a simple overcall and a weak jump is the nature of the hand. With a simple overcall one is willing to bid again, or to compete to the 3 or 4 level. A weak jump shows a hand that justifies one and only 1 bid.

7.2 Michaels/Unusual 2NT

It is important to be able to bid twosuiters as often as possible, as fast as possible. Preferably with 1 bid. Therefore $H_{\mathbb{E}X}$ includes Michaels and Unusual with a broad range.

7.2.1 Strength and vulnerability

The vulnerability is an important factor when deciding whether or not to bid a twosuiter. When you need partner to know all about the hand immediately then, even with unfavorable vulnerability, one shows the twosuiter. For example:

♠ 4
♥ A Q 8 7 3
♦ 9
♣ Q 8 5 4 3 2

After their 1♠ opening bid 2♠, even when vulnerable

♠ A
♥ Q 9 8 7 5
♦ K J 10 6 4
♣ K 2

After 1♠, bid 2♥ first and show the ♦ later

7.2.2 They open 1Mi

In the traditional Michaels overcall structure, a *cuebid* always shows both MA after opponents opening in a MI. That prevents us from overcalling 2♣ even after they open 1♣ on a 2⁺ card. Therefore the structure is changed so that 2♦ always shows both MA. After that:

- 2♥/♠: preference
- 2SA: invitational or better, asks
- cuebid: (very) light invite for 4♥/♠
- 3 in the other MI: natural, NF
- 3♥/♠: preemptive
- 4♥/♠: to play, often preemptive

This system makes it easier to bid preemptively. For example, after (1♦)-2♦*-(pass) one would bid 3♠ with ♠ Q 9 7 4 2 ♥ 9 7 6 ♦ Q 9 6 ♣ 6 4. After a 2♦ bid showing both MA, the 2NT bid is used to ask more about the hand. 3♣ shows any minimum and 3♦ a non-minimum with exactly a 5/5 distribution. The 3♥/♠ bids show a non-minimum with extra distribution.

After a 2♦ bid, which shows both MA, the cuebid is a light invite for game. With a maximum, the Michaels-bidder will jump to 4♥ (which can be corrected to 4♠ by responder).

7.2.3 They open 1Ma

A cuebid after their opening in a MA shows the other MA as well as an unknown MI. The schema after 1♥ differs slightly from the schema after 1♠ to be able to convey as much information as possible. After (1♥)-2♥* the scheme is:

- 2♠: to play
- 2NT: positive, asks MI
- 3♣: pass/correct
- 3♦: light invite for 4♠
- 3♥: invite or better for 4♠
- 3/4♠: preemptive

The main difference after (1♠)-2♠* is that 3♥ is now the weakest bid with a ♥ fit. The 3♠ cuebid now shows a GF hand with fit in ♥. This schema allows for 3 different ways to end up at the 3-level with more or less knowledge about partner's hand.

7.2.4 In competition

In contrast to what is considered to be ‘normal’, (almost all) doubles in competition are informative (and not for penalties). This section needs a bit more work but the most important sequences after 1MA by opponents are:

RHO doubles

In this case it might be the case that there is a mis-fit. It is important to find the best fit and avoid huge losses. However, competing in a fit-situation is also of importance. Therefore:

(1♥)-2♥*-(dbl) :

- pas : waiting, RF
- **rdbl** : 6⁺card, not in a known suit by partner
- 2♠: fit
- 2NT: minors
- 3♣: natural
- 3♦: (light) invite for 4♠
- 3♥: invite or better with ♠-fit
- 3♠: preemptive

(1♠)-2♠*-(dbl) :

- pas : waiting, RF
- **rdbl** : 6⁺card, not in a known suit by partner
- 3♣: natural
- 3♦: (light) invite for 4♠
- 3♥: fit
- 3♠: ♥-fit, GF

To remember this schema more easily: ♣ are bid directly and ♦ can wait (**pass**=RF). The **rdbl** bid shows a 6⁺ card and is a proposition to play in that suit. Partner will bid his second suit when he doesn't want to. The 2NT bid asks for the 6card.

Unknown Mi

When RHO doesn't double but bids otherwise (for example a fit-bid in opener's suit) then doubles are still informative. They ask for more information such as the unknown MI. This double doesn't necessarily show a fit! Even more, a bid of 4MI *does* show a fit in the promised MA and asks partner to bid up to the 5-level if this is his second suit.

Consider this hand: ♠J52♥J1085♦A1074♣103. LHO opens 1♠ and partner comes in with 2♠*, showing ♥ and an unknown MI. Now RHO shows a ♠-fit. The 4♦ bid shows a fit in ♥ and asks partner to bid up to the 5-level with a fit, giving opponents a hard time figuring out whether to double or to play themselves.

When opponents bid up to the 3-level willingly then doubles are still informative. After (1♥)-2♥*-(3♥) a double is informative after which partner will bid 3♠ with a minimum. With a non-minimum the second suit is bid. After (1♠)-2♠*-(3♠) a double simply asks for the MI.

7.3 Raptor

The 1NT overcall shows a 5⁺card in an unbid MI and exactly a 4card in an unbid MA. This convention is called Raptor or the *Polish 1NT*. The range is approximately 8-15. The 1NT overcall is *always* Raptor with 1 exception: with a passed hand, in 4th seat the 1NT overcall shows 10-12 hcp with a balanced hand. After a Raptor 1NT:

After (1Mi)-1NT-(pass) :

- 2Mi: asks for the MA.
- 2♥/♠: playable suit, usually a 6card
- 2NT strong asking bid (approx 13⁺hcp)

After (1Ma)-1NT-(pass) :

- 2/3♣: pass or correct
- cue in the bid MA: invite for the other MA
- 2NT: strong asking bid (approx 13⁺hcp)

The 2NT response to a 1NT overcall is a strong relay and asks for both strength and the unknown suit. The range 8-11 is considered to be a minimum and 12-15 to be a maximum:

Na (1♣)-1NT-(pass)-2NT 3♣ = ♠+♥, min. 3♦ = ♠+♠, min. 3♥ = ♠+♥, max. 3♠ = ♠+♠, max.	Na (1♦)-1NT-(pass)-2NT 3♣ = ♣+?, min. 3♦ = bestaat niet 3♥ = ♣+♥, max. 3♠ = ♣+♠, max.
Na (1♥)-1NT-(pass)-2NT 3♣ = ♣+♠, min. 3♦ = ♠+♠, min. 3♥ = ♣+♠, max. 3♠ = ♠+♠, max.	Na (1♠)-1NT-(pass)-2NT 3♣ = ♣+♥, min. 3♦ = ♠+♥, min. 3♥ = ♣+♥, max. 3♠ = ♠+♥, max.

Only after (1♦)-1NT-(pas)-2NT-(pas)-3♣ the 1NT overcall cannot tell both his unknown suit and strength in the same bid. This is because 3♣ might be the best spot to play. 3♦ asks for the MA in this case.

When both opponts enter the bidding then:

- After (1Mi)-1NT-(2Mi): **dbl** asks for the MA and 2♥/♠ promise a good/solid suit to play.
- After (1MA)-1NT-(2MA): 3♣ is still pass/correct.
- After (1X)-1NT-(2X/Y):2 NT is still a strong asking bid.
- After (1X)-1NT-**dbl**: **rdbl** is S.O.S. and asks for the unknown suit. Any other bid (including suit X and **pass**) is to play.

CHAPTER 8

8.1 Against a strong NT

After a strong NT (15-17) we play Lionel (aggressively):

dbl : twosuit with \spadesuit and a lower suit (4⁺/4⁺)

2♣/2♦ : twosuit with \heartsuit and a lower suit (4⁺/4⁺)

2♥/♠ : natural, 5⁺card

2NT : both MI (5⁺/5⁺)

3♣/♦ : natural, usually a 6⁺card

After a double (showing \spadesuit and a lower suit), responder can bid **2♠** or ask for the lower ranking suit by bidding **2♣**. Every other bid is natural and NF. When responder has interest in game he can bid 2NT after which the second suit is revealed.

8.2 Against a weak NT

The weak NT requires a different approach than the strong NT as we want to be able to double for penalties:

dbl : strong hand (12⁺hcp). With weaker hands (opponents have more hcp than we), responder will have to bid. With stronger hands (we have more hcp) responder will pass.

2♣ : at least 4⁺/4⁺ in the MA, 10⁺hcp.

2♦ : Multi-like with a good 5⁺card in a MA and 10⁺ hcp. See Section 6.2 on how to continue.

2♥/♠ : shows exactly a 4card in a MA and a 5⁺card in a MI with 10⁺hcp. After this, 2NT is a strong asking bid (asks for strength and distribution; **3♣/♦** show a minimum and **3♥/♠** show a maximum); **3♣** is pass or correct and **3♦** an invite for the MA.

2NT : unusual with 5⁺/5⁺ in the MI.

8.3 Against preëmpts at the two-level with a known suit

The defense against preëmpts at the 2-level with a known suit (Muiderberg, weak two) is mostly natural:

- A double shows at least a (strong) opening. After this we use Lebensohl (Section 11.5)
- 2NT shows a good hand with stoppers in the suits bid. The range is approximately 16-18 hcp. After this, a cuebid shows a 5⁺card in the other MA. Any other bid is natural and NF.
- A jump in a new suit promises a good 6card suit(or a solid 5card) with a good opening, approx 12-16 hcp.
- 4♣/◇ is the Wereldconventie (Section 11.6)

This defense is also used against the Multi 2◇. A double then (usually) shows a balanced hand. Even more, after a 2NT overcall we *do* use Stayman/Jacoby.

8.4 Defense against openings with both Ma

This defense is aimed at doubling for penalties or playing 3NT. In second seat the options are:

- **dbl** : 15⁺hcp, balanced
- 2NT: at least 5/4 in the MI, 12⁺hcp
- 2♥/♠: strong one suiter
- 3♣/◇: strong one suiter, possibly with a 4card MA.

This schema is roughly used in 4th position also, even after a (preëmptive) jump by opponents. The lowest NT bid is reserved for the MI, **dbl** still shows a strong hand and so on. After a strong double, all other doubles are for penalties. Even more, 2NT will be Lebensohl when this bid is available (Section 11.5). After 2NT (both MI) the 3♣/◇ bids are to play and bids in a MA show stoppers in an attempt to bid 3NT. Doubles in last seat (i.e., (2♣)-**pass**-(2♥)-**pass**-(**pass**)) have the same meaning but show less strong a hand (12-14).

8.5 Defense against other preëmpts

Many systems exist for defending preëmpts. Good old Marmic is popular again (a bid in a suit shows a twosuit in the two remaining suits). However, H_EX uses a simple defense where a double shows a strong hand combined with the Wereldconventie (Section 11.6). Even more, we bid 3NT whenever possible.

Part III

In competition

CHAPTER 9

Defenses to intervention

9.1 After our 1NT opening

The general approach is to double for penalties and to use transfers after natural bids (Rubensohl, see Section 11.4).

after a double for penalties : run-outs as follows: **rdbl** promises a 5⁺ card and asks opener to bid 2♣. A bid in a suit promises a 4⁺ card in this suit and a higher ranking suit.

after a conventional double : **rdbl** shows a strong hand. Other than that: system on.

after a bid in a suit : Rubensohl (Section 11.4); doubles are penalty

after a conventional bid in a suit : doubles show values and any bid in a suit is to play.

9.2 After a take-out double

System is on after when opponents double our opening in a MI: inverted minors are still on and all NT bids are still natural. The same goes for a double after our opening in a MA. However, preemptive jumps now show even lighter hands.

9.3 After an overcall

Inverted minors are off after an overcall in a suit. Invitational hands (or better) with fit are now bid using support cues. A jump cue in their suit asks a stopper for 3NT. When we have opened in a MA then Bergen Raises as well as Jacoby 2NT and the mini-splinters are off. All hands with fit and at least the strength for an invitation are bid using support cues.

The NT bids are to play. Splinters are still on. Even more, a new suit at the 2level *above* opener's suit is a *negative free bid* and promises a 5⁺ card with approx 8-11 hcp.

9.4 After a weak jump

After a weak jump by opponents then we have little space to manouver. A cuebid shows 4card support and a double is usually a negative double. In some rare cases we need this double to show general strength. E.g., with $\spadesuit Ax \heartsuit 10xx \diamond KQxxx \clubsuit Jxx$ consitutes a double after $1\clubsuit-(2\spadesuit)$. Even more, a new suit at the 2-level above partner's suit is still a negative free bid (5⁺ card, 8-11 hcp) and a direct 2NT bid is considered to be Lebensohl (Section 11.5) to be able to show a weak minor.

CHAPTER 10

Doubles and cuebids

10.1 Doubles

10.1.1 For penalty

A double is only for penalty if:

- We have bid and raises a suit
- We have bid a strong (15^+ hcp) NT hand
- We have redoubled earlier in the bidding
- We have doubled (or passed) for penalties earlier in the bidding

10.1.2 Take out doubles

The take-out double is the most important bid in competitive situations. Don't mess with it. Doubles in H_FX are inspired by Lawrence's influential book on this topic.

A take out double shows support in all unbid suits. The only possible exception is a double in 4th seat. A double after 1MA does not always promise a 4card holding in the other MA. Even more, in 4th seat a double can be as light as 8hcp. In some cases the 1NT bid can show a 10-12 hand (see Section 7.3).

After a take out double the normal rules apply: jump when strong. It is possible that, after opponents open in a MI and a double by our side, responder may want to let opener choose between the MA. In this case:

< 8 hcp \Rightarrow start with $1\spadesuit$. When opener bids again, show \heartsuit later

≥ 8 hcp \Rightarrow cue the MI bid by opponents

10.1.3 Negative doubles

After an opening and an overcall by opponents, a double shows a 4card in an unbid MA. After $1\clubsuit$ -($1\diamond$) a double shows both MA. Note that bidding might be tricky with a \diamond holding after they

overcall in a MA.

10.1.4 Responsive doubles

When the opponents open, partner doubles (take out) and RHO raises the bid suit then a double is responsive: it shows either both MA or both MI. When they have a fit in a MA then a responsive double denies a 4card in the other MA. As a consequence, $(1\heartsuit)\text{-dbl}-(2\heartsuit)\text{-}2\spadesuit$ can be bid on a 4card suit.

When opponents don't have a fit yet then the situation changes. The bidding so far is: $(1X)\text{-dbl}-(1Y)$. Since partner promised at least a 3card holding in Y, a double can now be for penalties (it shows exactly a 4card suit in Y and 8⁺hcp). A bid of 2Y is to play and promises a good 5⁺card holding. A cuebid of 2X shows exactly a 4card holding in the unbid suits.

10.1.5 Support (re)doublet

After our opening (in a MI), 1MA by responder and an overcall of opponents *under* the 2-level of our MA, opener can (re)double to show exactly 3card support in this MA. A raise promises a 4card. Note that a **pass** should be alerted as it denies 3card support. After $1\clubsuit\text{-(pass)}\text{-}1\diamond\text{-(1MA)}$ a double is negative, not support.

10.2 Cuebids

10.2.1 Support cue

When they overcall after our opening, *or* when we overcall then support cues apply. A support cue shows a fit and at least an invitational hand. When two cuebids are available:

we have opened :

- highest cue \Rightarrow support
- lowest cue \Rightarrow shows a strong hand and promises the unbid MA if there is one.

we have overcalled :

- lowest cue \Rightarrow support
- highest cue \Rightarrow asks stopper for NT.

10.2.2 Later cues

To be able to properly investigate a contract in NT we distinguish between situations where 1 or 2 suits are bid by opponents. When 1 suit is bid then a cue asks for a stopper. When two suits have been bid then a cue promises a stopper.

It is easy to distinguish these cues from support cues: a support cue is bid directly. A cue that asks/promises a stopper is bid in the next round.

10.3 Specific situations

The worst overcalls tend to happen at the 2level, e.g., 1X-(**pass**)-1Y-(2Z). A **pass** by opener can be for penalties. Responder will therefore almost always keep the bidding open with a double (maximum overcall double).

After a real 1NT bid by opponents are doubles are for penalties. The 2♣ bid now shows a hand with both MA. When we open and they enter the bidding with Ghestem/Michaels:

dbl : promises a somewhat balanced hand and approx 10hcp, looking to double for penalties

pass, then dbl : 100% penalty

bid a new suit : weak with approx 5-8 hcp, promises a reasonable 5⁺card

cue in the lowest of their suits : invitational or better with a good 5⁺card in the unbid suit

cue in the highest of their suits : support cue for opener's suit

Part IV

Conventions and slam bidding

CHAPTER 11

Conventions

11.1 Puppet Stayman

After all strong NT bids (20^+ hcp), which are bid at the 2level, we use *Puppet Stayman* to inquire for a 4 or a 5card MA. After $2NT-3\clubsuit$:

- $3\diamond$: no 5card MA. Promises a 4card in at least one of the MA. Then:
 - $4\diamond$ promises both MA
 - $3\heartsuit/\spadesuit$: promises the unbid MA to prevent the strong hand being dummy
 - 3NT is to play
- $3\heartsuit/\spadesuit$: promises a 5card (usually 5-3-3-2)
- 3NT: no 4card or 5card in a MA

When opener bids $3\heartsuit/\spadesuit$, promising a 5card, then responder can attempt for slam by cuebidding the other MA. A bid of $4\clubsuit/\diamond$ can now be used as a natural bid and is GF. These bids do *not* promise a control in this suit!. For examble, with $\spadesuit A J \heartsuit K x x \diamond x x \clubsuit Q J 10 x x x$ the bidding could go: $2NT-3\clubsuit$; $3\heartsuit-4\clubsuit$.

After a 2NT bid by opener, $3\diamond/\heartsuit$ are Jacoby transfers. Opener will accept the transfer 99% of the time. The ttransfer is rejected with 4card support and a maximum. This is shown by bidding a second suit (may be a 3card). A 5card in the other MA and exactly a doubleton in the transferred suit is shown by bidding 3NT (i.e., $2NT-3\diamond$; $3NT \Rightarrow$ a double in \heartsuit , a 5card in \spadesuit). Responder can now use a re-transfer if necessary.

$3\spadesuit$ up to $4\heartsuit$ are also transfers. After a transfer for a MI, opener can break the transfer by bidding NT as cheaply as possible (which denies interest in slam) or bid another suit. This shows a super fit and promises a control. These transfers show a 6card suit and set the trump-suit. After such a transfer we use RKC (Section 12.2). Note that 4NT after a ‘normal’ transfer is quantitative.

11.2 Check-back Stayman

After the sequence 1MI-1MA-1NT the $2\clubsuit$ bid is conventional: *Check Back Stayman* (CBS). Opener shows, in this order:

- 3card support in the MA bid by responder (2MA=minimum, 2NT=maximum)
- a 4card in the unbid MA
- 2♦ denies support in a MA

The 2NT bid gives responder some extra room to explore slam, for example by supporting opener's first suit or by bidding a new long suit at the 3level. After opener's response to the CBS 2♣:

- new suits / rebidding the MA of responder at the 3level are GF
- raising opener's MA is invitational

Note that 2♣ after 1♥-1♠-1NT is 'normal' CBS. However, 2♦ now shows a poor 5card ♥ and 2♥ shows a solid 5+ card. After 1♣-1♦-1NT, the 2♣ bid is regular stayman. Last but not least, CBS is *on* after a double by opponents.

When opener rebids 2NT rather than 1NT the schema changes slightly. 3♣ is still CBS. However, the 3♦ response now shows a 3card in the bid MA and a 4card in the unbid MA. This allows responder to set a trumpsuit at the 3 level, making slam investigation more easy. The 3NT response by opener after a CBS 3♣ now shows no interest in a contract in one of the MA.

11.3 Fourth suit forcing

A bid in the fourth suit is conventional and asks more information. It tends to ask for a stopper, or it is used to keep the bidding going (bidding on after a response to the 4th suit makes the bidding GF). When the 4th suit is bid at the two-level this shows at least an invitational hand. At the 3level the bidding is 100% GF. A jump in the 4th suit shows a distributional hand with at least a 5/5.

In response to this conventional bid, opener shows, in this order, (a) 3card support for responder's suit (b) extra distribution, or (c) a stopper in the unbid suit. When the 4th suit is bid in a non-GF situation then opener must jump to show extra values. When opener doesn't have extra distribution nor a stopper then a suit is rebid as cheaply as possible. 'Lying' in a MI isn't as a bad as lying in a MA:

♠ A Q x x ♥ x x ♦ x x ♣ A Q 10 x x	♠ A Q x x ♥ K x ♦ x x ♣ K 10 x x x	♠ A Q x x x ♥ A Q x x ♦ x x ♣ x x
1♣ 1♥ 1♠ 2♦ 2♠	1♣ 1♥ 1♠ 2♦ 2♥	1♠ 2♦ 2♥ 3♣ 3♦

In the first two cases 2♠ would be a catch-all bid. However, in the second case, opener can show his strong doubleton. Responder will jump to 3NT with a stopper in the 4th suit (and a 5card) after which opener can pick a game. In the 3rd case opener is forced to rebid 3♦.

11.4 Rubensohl

Rubensohl is used when opponents bid after our 1NT opening. Bidding a suit at the 2level shows a 5+ card and is NF. 2NT up to 3♥ are transfers and show at least an invitational hand. A transfer to the suit bid by opponents is as stayman and shows a 4card in a MA with sufficient values for

game. The $3\spadesuit$ bid shows values for game with no support in opponents suit (3NT does show a stopper). The same goes for a delayed $3\spadesuit$ bid. For example:

1NT	(2♦)	3♦	(pas)
3♥	(pas)	3♠	

Responder shows an invitational hand with a 5card in ♥ and denies a stopper in ♦. This might get in the way of showing a 4=5=x=x by responder.

11.5 Lebensohl

Lebensohl resembles Rubensohl but doesn't use the transfer principle. Lebensohl's 2NT bid is used in H_EX after 2level preëmpts by opponents and a double by partner. In general it is also used after opponents interfere with our 1NT opening.

A double after a bid at the 2level by opponents is for penalties. Bidding a new suit at the 2level is NF and a bid at the 3level is GF. A cuebid is stayman and denies a stopper in their suit. 3NT shows enough hcp for game and denies a stopper in their suit.

The 2NT bid is a relay to $2\clubsuit$ after which responder shows his suit. If this suit is *lower* than their suit then this bid is weak. If this suit is *higher* than their suit then it shows invitational values. Bidding 2NT and cuebidding their suit later is Stayman and promises a stopper. Similarly, bidding 2NT first and 3NT later also promises a stopper.

11.6 Wereldconventie

The wereldconvention is used by preëmpts by opponents under the 3NT level. This includes Multi, Muiderberg, weak twos and preëmpts at the 3-level. Bidding $4\clubsuit/\diamond$ show a GFtwosuit (5⁺/5⁺). After a preëmpt in a minor then $4\clubsuit$ shows the other MI and an unknown MA (4♦ asks); 4♦ shows both MA. Bidding $4\clubsuit/\diamond$ after a preëmpt in a MA shows the other MA and the MI that was bid.

CHAPTER 12

Slam bidding

12.1 Strong Jump Shift

Jumps in a new suit eat up a lot of space. This is convenient when they open (and we preempt) but less convenient if our side has the upper hand (and may want to investigate slam). Preempting after our side has opened is usually not very effective. Therefore we use strong jump shifts as inspired by Miles.

After our side opens at the 1level then a jump to a new suit at the 2level shows a hand with slam interest opposite a fit with opener. Three types of hands are possible:

1. a one suiter with a long (6+card), solid suit
2. a good hand with a solid suit with which we can later bid NT
3. a good hand with a good suit (4+card) and at least 4card support in opener's suit

Opener usually bids a relay unless: (1) he has a good 5card suit, (2) his suit is long and solid, or (3) he has at least Qxxx in responder's suit. After a relay (most common) responder shows his hand type:

- With a fit in opener's suit, this suit is bid unless he has a splinter. A rebid at the 3level shows a singleton and a rebid at the 4level shows a void.
- A rebid of responder's suit shows length and a good one suiter. When opener has supported this suit then this type is shown by bidding 3NT (forcing). It denies support in opener's suit.
- A jump in responder's suit shows a solid suit with 8+tricks and no outside ace, void, or more than a king in a side suit (rare).

Some examples:

<p>♠ Jxxx ♥ AKJx ♦ x ♣ KJxx</p>	<table border="1"> <tr><td>N</td></tr> <tr><td>W O</td></tr> <tr><td>Z</td></tr> </table>	N	W O	Z	<p>♠ KQ ♥ x ♦ AKQJ ♣ Q10xxxx</p>	<p>♠ Qxx ♥ AQxx ♦ Kxxx ♣ J10</p>	<table border="1"> <tr><td>N</td></tr> <tr><td>W O</td></tr> <tr><td>Z</td></tr> </table>	N	W O	Z	<p>♠ Ax ♥ K10xxxx ♦ AQxx ♣ x</p>
N											
W O											
Z											
N											
W O											
Z											
<p>1♣ 2♦¹ 2♥² 3♥³ 3NT</p>		<p>(¹) strong jump shift (²) replay (³) splinter + ♣</p>	<p>1♦ 2♥¹ 3♥² 4♣³ 4♦ 4NT⁴ 5♥ 6♦</p>		<p>(¹) strong jump shift (²) at least Qxxx (³) splinter + ♦ (⁴) RKC</p>						

12.2 1430 RKC

When a trumpsuit is known, 4NT is RKC and asks for keycards:

- 5♣ ⇒ 1/4 keycards,
- 5♦ ⇒ 0/3 keycards,
- 5♥ ⇒ 2/5 keycards without the queen of trumps,
- 5♠ ⇒ 2/5 keycards with the queen of trumps,
- 5NT ⇒ even number of keycards with a void,
- 6 in a suit ⇒ a void with an odd number of keycards,
- 6 in the trump suit ⇒ a void above the trump suit with an odd number of keycards

After the 5♣/♦ responses the next bid up the line (not the trump suit) asks for the queen of trumps. When ♥ is the trumpsuit and the answer to 4NT is 5♦ then 5♥ asks for the queen of trumps opposite 3 keycards. With 0 keycards responder should pass.

A 10-card fit always shows the queen of trumps since it will almost certainly drop. When the queen of trumps is missing then the trump suit is bid at the 5level unless it is asked for in the trumpsuit (i.e., in ♥). In that case the trumpsuit is bid at the 6level. Any other bid promises the Queen. 5NT denies extra kings and a different suit promises kings as described below:

After 4NT and an answer by responder, 5NT is an attempt for grand slam. It promises all 5 keycards and the queen of trumps. It asks for specific kings. As soon as either partner counts up to 13 tricks, then grand slam is bid. Bidding 6 in a suit promises either a king in that suit, or a king in the two remaining suits. Bidding the trump suit at the 6level denies outside kings, or promises all 3 missing kings.

<p>♠ Ax ♥ KQxx ♦ xx ♣ AKxxx</p>	<table border="1"> <tr><td>N</td></tr> <tr><td>W O</td></tr> <tr><td>Z</td></tr> </table>	N	W O	Z	<p>♠ x ♥ AJ10xx ♦ AKQxx ♣ xx</p>	<p>♠ AKQxx ♥ Axx ♦ Ax ♣ Axx</p>	<table border="1"> <tr><td>N</td></tr> <tr><td>W O</td></tr> <tr><td>Z</td></tr> </table>	N	W O	Z	<p>♠ Jxxx ♥ KJ10x ♦ KQJx ♣ x</p>
N											
W O											
Z											
N											
W O											
Z											
<p>1♣ 1♥ 3♥ 4NT¹ 5♦² 5♥³ 6♣⁴ 7♥</p>		<p>(¹) RKC (²) 0 of 3 (³) asks Q (⁴) yes, and ♣ K</p>	<p>1♠ 4♣¹ 4♦² 4♥² 4NT³ 5♦⁴ 5NT⁵ 7♠</p>		<p>(¹) splinter (²) cue (³) RKC (⁴) 0 of 3 (⁵) all keycards, asks kings</p>						

12.3 Quantitative 4NT

When no trumpsuit is set –when it could have been set– then 4NT is quantitative and asks partner to bid slam with a maximum and to pass otherwise. Bidding 5NT after 1NT-4NT asks partner to bid 4 cards up the line. A jump to the 6 level shows a good 5 card.