

Magic D-light

Magic Diamond Light



Version 1.0.1

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1 Introduction

Magic Diamond is a “weak openings system”, based on Carrotti, which is a semi-forcing “pass system”. Magic Diamond actually sprung from Carrotti when the administrators decided to make life hard for players who adopted these tactics, the main idea being to get rid of the hateful pass opening.

Over the time, Magic Diamond became more and more hairy, in some old-timers’ eyes too hairy. Magic D-light is a clean, basic version of Magic Diamond with focus on natural bidding and few but frequent conventions.

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1.2 Strategy

Bridge is a battle between two pairs. Therefore it is at least as important to make it difficult for the opponents to find their best contracts as finding one’s own. Most pairs bid better when left alone to open and use their system. For this reason it is important to take the initiative in the bidding as often as possible.

Setting weights on its opening bids and multiplying these with the frequencies you may measure the aggressiveness of a system. If Pass gets the weight 0, 1♣ 1, 1♦ 2, and so on, the aggressiveness of a standard system will be approximately 1. Since 45% of all bridge hands contain 8-12 hcp, it is obvious that by opening hands in that interval instead of, say, 13-16 hcp, the aggressiveness will increase, actually up to about 2.

This is the theoretical background to all “weak openings systems”. It seems that one may raise the aggressiveness by simply apply lower limits for the

opening bids, like Acol compared to Culbertson. But such a strategy will create problems in the constructive bidding, because of the greater span of the openings. That is why it is a good idea to combine controlled weak openings with artificial and economical strong ones.

1.3 Magic D-light Principles

- a) Natural approach with bilateral exchange of information rather than relay bidding.
- b) Well and narrowly defined strengths for most openings to enable “fast arrival” as often as possible. This is especially important at the game level. It is better to bid games fast and anonymously rather than aim for the theoretically correct contracts only, using extra rounds of bidding.
- c) Accurate slam bidding.
- d) Module approach where the same bidding structures are used over and over again after different preludes.
- e) In Magic D-light the weaker hand is very often allowed to speak first. Thus there is no need for the opener to crowd the bidding. Waiting-bids after transfer responses and general positive bids are often used rather than natural space-consuming bids, except for hands with huge direct fits.

1.4 Document Conventions

As far as possible we try to stick to the “official” bridge notation conventions, but, as a vegetarian friend of mine said when I caught him eating red meat, “I’m not religious.”

1.4.1 Distribution Notation

This is an area where we have chosen our own path. Since Magic D-light is not a relay system, the need of specifying exact distributions is not as great as describing hand patterns.

4441, 5332, 6322 are all notations of hand patterns, not exact distributions as many people prefer. If we want to describe an exact pattern we use suit symbols. A few examples may be in place:

- 4♠4♥41 or 1m444 is a three-suited hand with a minor shortness even though we would prefer to write "4441 with a minor shortness" or something along that line.
- 5M332 is a balanced hand with a 5-card major.
- 6♦3♣2♠2♥ is an exact distribution.
- The notation 5431₁ may be used when referring to an unknown suit.

1.4.2 Suit Length Notation

Lengths of suits are described in the following manner:

- 1-3♥ 1-, 2- or 3-card heart suit.
- 4+♥ 4-card heart suit or longer.
- =4♥ Exactly 4-card heart suit. We use this notation since "4♥" could be mistaken for a bid.

1.4.3 Terminology

We make a distinction between "cue-bid" and "control-bid". A cue-bid is a bid made in a suit shown by the opponents. The purpose may be to ask for stopper or send another type of message over the table. A control-bid (see page 21) is a bid that shows a 1st/2nd round control and aims at slam.

A "suit" is ♣, ♦, ♥ or ♠. A "strain" is a suit or no-trump.

1.4.4 Abbreviations

When it comes to abbreviations, we try not to use any. The purpose is to keep this document free from abbreviations since they tend to cloud the contents of the texts. Nevertheless, sometimes we have to use abbreviations. If we do, they are very clear and in need of no explanation. ☺

Even though the ambition is set on using no abbreviations, sometimes they come in handy since

it is easier to use the abbreviation than writing an essay.

M / m Major (♥ or ♠) / minor (♣ or ♦).

OM / om Other major/minor. When one major/minor is the base suit the other major/minor can be referred to this way.

P/C Pass or Correct. A P/C bid is a bid that asks the partner to pass if a suit has been found.

SysOn System is On if we, after interference, bid according to our normal methods regardless of the interference.

NSF New Suit Forcing.

There are a few abbreviations we use that are specific to our methods.

Since we use transfer bids in many situations we need to be able to abbreviate "transfer to 2 of a minor" or "transfer to 3 of an agreed major". We use the terms TRA2m, TRA2M, TRA3m, TRA3M, and so on, to refer to bids that transfer to a certain strain and level. A few examples may be in place:

1♥-1N/2♣ TRA2m

1♥-2♦ and 1♠-2♥ TRA2M

(1x)-2♣; 2♠ or (1M)-2♦; 3♣ TRA3m (according to our transfer defensive methods called Rubens after Jeff Rubens' Bridge World articles)

We have several well specified trump support modules. All of those modules are referred to by a combination of level and strain, i.e. TS2M, TS3m, and so on. This is explained more in detail on page 9.

2 Opening Bids

Depending on the WBF and SBF rules, the 2♥/♠/N openings are not allowed at all occasions. This has led to two Magic D-light versions. These two are referred to as "Brown" and "Red" where the former is more artificial than the latter.

The Swedish version "A" is equivalent to "Brown" while "B" is a mix of the two – 2♥/♠ (Brown) and 2N (Red) are used.

2.1 Brown

Opening bid	Neg dbl through	1 st /2 nd hand	3 rd /4 th hand
1♣	3♦	<ul style="list-style-type: none"> 12-16 hcp, any unbalanced hand including 5M332. 15-17 hcp, balanced. 	<ul style="list-style-type: none"> 12-14 hcp, balanced. 13-16 hcp, 5+M5+m.
1♦	7♠	<ul style="list-style-type: none"> 17+ hcp, unbalanced. 18+ hcp, balanced. 	←
1♥	3♦	8-11 hcp, 4+♥, unbalanced or 5♥332, possibly longer minor.	← but 11-16 hcp.
1♠	3♦	8-11 hcp, 4+♠, unbalanced or 5♠332, possibly longer minor.	← but 11-16 hcp.
1N	—	12-14 hcp, balanced.	← but 15-17 hcp.
2♣	3♣	8-11 hcp, 6+♣ or 5+♣4+♦, no 4-card major.	← but 11-16 hcp.
2♦	3♣	8-11 hcp, 6+♦ or 5+♦4+♣, no 4-card major.	← but 11-16 hcp.
2♥	—	6-11 hcp, 5+♥5+♣ or 5+♠5+♦.	← but 8-12 hcp.
2♠	—	6-11 hcp, 5+♠5+♣ or 5+♥5+♦.	← but 8-12 hcp.
2N	—	6-11 hcp, 5+♠5+♥ or 5+♦5+♣.	<ul style="list-style-type: none"> 8-12 hcp, 5+♠5+♥. 11-16 hcp, 5+♦5+♣.
3x	—	Pre-emptive.	←
3N	—	Pre-emptive in either minor.	←
4♣/♦	—	Pre-emptive in ♥/♠. Either solid suit or semi-solid suit with an outside ace.	←
4♥/♠	—	Pre-emptive.	←
4N	—	Asking for specific aces.	←

2.2 Red

Opening bid	Neg dbl through	1 st /2 nd hand	3 rd /4 th hand
1♣-2♦	See Brown.	The same as Brown above.	←
2♥	—	6-11 hcp, 5+♥5+m.	← but 8-12 hcp.
2♠	—	6-11 hcp, 5+♠5+m.	← but 8-12 hcp.
2N	—	6-11 hcp, 5+♦5+♣.	← but 11-16 hcp.
3♣-4N	—	The same as Brown above.	←

2.3 Weak Openings Bids

The construction of Magic D-light is based upon the weak openings (mainly 8-11 hcp) of 1♥/♠, 2♣/♦, 2♥/♠ and 2N, together with general modules and rules. They are used and re-used in many situations, with different ranges and with small variations in continuations due to partner's limitations depending on position and initial actions:

Position/action	Range (hcp)	Partner's range (hcp)
1 st /2 nd hand	8-11	0+.
After 1♣	8-11	12-16, unbalanced, or 15-17, balanced.
After 1♣-1♦	12-16	0-8 or 12+.
3 rd /4 th hand	11-16	0-7 or 8-11, balanced.

2.4 How to Handle Weak Hands

Even if the weak opening range is 8-11 hcp, you are allowed to use your judgement. It's not mandatory to open ♠Qx ♥xxxx ♦Ax ♣Qxxxx. As a matter of fact a pass is highly recommended for obvious bridge reasons.

Do not make it a habit, though, out of passing 9 or 10 lousy hcp. Sometimes the weak openings may backfire, but far from as often as some people might think.

Do not overdo things. Let the system work by itself, but do not be too timid either. Experience has proved that bold transfers to bad suits might work just fine since the opponents have problems finding a penalty double or their own best contract.

Some hands do not fit our methods. A few examples may illustrate this:

- 1♠444 when partner opens 1♠.
- 2♠3♥44 when partner opens 1♠.
- 2♥3♠44 when partner opens 1♥.
- 5431 with a bad 5-card suit when partner opens our short major.

The upper limit for responder to pass is about 14 hcp depending on what the hand looks like.

Maybe there is a better contract? Experience has shown that it pays just to pass and leave it to the opponents. If they re-open, you may double, and partner will be aware of what type of hand you have.

3 General Rules

These rules always apply unless specifically stated elsewhere.

3.1 Undefined Bids

Undefined bids should be treated as naturally as possible. Artificial bids and special treatments are automatically dropped after opponent's interference unless specifically stated.

3.2 Genuine Support

Adequate support in a major is shown at the first possible opportunity and in a minor as soon as common sense states.

Three small as a support to a 1♦ opener's natural 2M may first be suppressed by a natural 2N and then followed by late support or new suit at the four-level after opener's 3N.

3.3 Fast Arrival

A jump to game in a suit is a slam warning when game tempo is established or the suit may be agreed at a lower level.

In competitive situations where a forcing Pass applies, a direct game bid is weaker than Pass followed by the same game bid over partner's double.

4♣/♦ need not imply slam interest as these bids may make alternative contracts possible.

Note! Jumps to 3NT are often artificial.

3.4 Fourth Suit Forcing

Fourth suit is artificial and forcing. At the three-level it is game forcing.

At the four-level it is a control-bid/forcing bid logically agreeing one of partner's suits.

Note! Special rules may apply after 1♦ or 1♥/♠ and transfer.

3.5 Semisolid Suit

Solid but for the A or K.

3.6 Inquiry For Stoppers

After NAT 3♣/♦ we show stoppers with two unbid suits left and ask for stopper with only one suit remaining.

If the opponents have mentioned one suit we ask for stopper in that suit. If they have shown two suits, again we show stoppers.

If opponents double the inquiry, the following methods apply:

- 3N Good stopper.
- RD Asks partner to bid 3N, probably with a single stopper like Axx or Kxx.
- Pass No stopper or a half stopper. Partner's Redouble asks for the half stopper.
- Bid Shortness in the suit.

3.7 Quantitative 4N

A raise of "natural" N-bids and a jump to 4N from three in fourth suit, or from three in a suit that could be established as trumps below game is natural, invitational. The 4N-bidder should know of about 30 hcp.

3.8 Quantitative 5N

If 4N is natural, then so is 5N with about 32 hcp together. It's a strong slam-invitation asking for prime slam values rather than more points.

3.9 Responsive Double

A double in all positions when opponents support each other is for takeout. At the four level and higher a D implies transparent values rather than distribution, but is not replacing a natural bid.

3.10 Four of a Minor Forcing

4♣/♦ is always forcing unless

- a) stated elsewhere.
- b) as a direct bid after an inquiry for stoppers with negative response, but not in game-forcing sequences.
- c) it is a preference to 4♣/♦ in competitive bidding, e.g. (2M)-3♦-3OM; 4♣-4♦.

3.11 FOSS (Fourth Suit Slows Down)

When both hands are in principle unlimited, e.g. not clarified 1♣ opening is unlimited, and game tempo has been established, then:

- a) Fourth suit plus support has lower tempo than a forcing direct raise. Normally this applies to minors only.
- b) A fourth suit/opp-suit inquiry about stopper will make partners direct bid in four of our minor non-forcing. See General Rule 3.10.

3.12 Splinter Bids

A splinter bid is either a move towards game or a slam-try. Splinter bids appear in a lot of modules, most of them well specified. On top of those modules, there are a few general rules to where bids are splinter bids:

- a) After 1M and 2m, as well as preceded by 1♣ and 1♣-1♦, double jump shifts show void, except for jumps to 4♥/♠ that are always natural. This may seem stupid, but the purpose of Magic D-light is to create bidding methods without exceptions, not methods with optimisations everywhere.

- b) Jump cue-bids after interference show void.
- c) A jump in a new suit when a forcing raise is available always shows shortness.
- d) A jump in a new suit when a lower bid in the suit would have been natural and forcing shows shortness.

3.13 Repeated Takeout Doubles

Third consecutive takeout double from one or both players in principle denies a 5+ suit and is possible to leave in.

3.14 Redouble of 1N Overcalls

Whenever a natural no-trump overcall is doubled, Redouble by both players is SOS with two or three alternative spots.

4 General Modules

4.1 Lebensohl

Lebensohl is used whenever we make a takeout double versus 2♦/♥/♠ and we have not shown a suit.

Note 1! In the tables below, "a major" is sometimes referred to. When the opening or overcall is 2♥/♠, "a major" is of course "other major". When the opening or overcall is 2♣/♦, "a major" can refer to any or both majors. In case of confusion, e.g. 2N-3♣; 4-level cue-bid, the bidder may have to choose another way of showing his hand.

Note 2! The term "cue-bid" is used frequently in the tables below. This always refers to the known suit, not the strain used to show that suit, i.e. after 1N-(2♣=♥), hearts is used for cue-bids.

4.1.1 Direct Bid

2N is transfer to 3♣ which may be passed. The doubler may bypass 3♣ with extra values where new suits are non-forcing and cue-bid is game-forcing. The other bids are:

2-level cue-bid	Takeout.
2x	Not invitational.
3-level cue-bid	Asks for stopper without a 4-card major.
3x	Invitational.
3N	Could be a stopper.
4-level cue-bid	Any strong two-suiter.
4♣/♦	Invitational.
4♥/♠ and 5♣/♦	Signoff.
4N	Two-suiter with the two lowest unbid suits.

4.1.2 After Transfer to 3♣

3-level cue-bid	Asks for stopper with a 4-card major.
3x	Weak below their bid suit and game-forcing with 5+card suit above their bid suit.
3N	Shows stopper and a 4-card major.
4-level cue-bid	Slam-try with a major.
4♣/♦	Game-forcing.
4♥/♠ and 5♣/♦	Non-forcing slam-try.
4N	Slam-try with the two lowest unbid suits.

4.2 Lissabon

In certain situations there is a need of showing a suit by bidding another suit. Lissabon is a convention where bids in one suit substitute bids in another suit in the following manner:

- ♣ ↔ ♥
- ♦ ↔ ♠

4.3 Forcing Pass in Competition

A forcing Pass asks partner to make a decision whether to bid or double. If a double is pulled, this is stronger than a direct bid, i.e. a slam-try.

This kind of forcing pass occurs in two types of situations:

- a) Our side has forced to game.
- b) Either player has accepted a game-try. The invitational hand can never make a forcing Pass, though.

Invitational TS2N is the equivalent of a game force if game has been bid.

A takeout double is treated as an invitational bid, but if doubler shows strength by bidding again and game is reached, a) applies.

5 Trump Support Modules

These trump support modules are referred to in a lot of places in these system notes. If not stated, they apply to all situations where trump support, one way or the other, has been established at a certain level.

Every trump support module, except TS2N, applies up to and including the denoted level. For example, TS2M applies if trump support was established by a bid up to and including 2M (1M-2M, 1M-TRA2M, (1x)-1M-(P)-TRA2M and similar situations). If the establishing bid was higher, TS3M applies.

5.1 TS2M

There are a few trump support situations where the continuation differ slightly:

1M-2M and 1M-TRA2M	Opener has 4+M and responder 3+M. Opener is unbalanced or 5M332. Change of trump suit is possible.
	<i>Note! This situation also applies after 1♣-1M and 1♣-1♦; 1M.</i>
1♥-1♠; 2♠	Responder has 4+♠. Opener has 3+♠.
1♦ followed by a forcing 2M raise	We know of at least eight trumps and we are in a game-forcing sequence.
1♦-1♥; 1♠-2♠	Opener has 3+♠ and responder has 4+♠. Change of trump suit is possible.
All the rest	The remaining trump support sequences.

5.1.1 General TS2M Rules

There are a few common denominators:

- 3M confirms eight trumps and is invitational except for competitive sequences.

- 3N and 4M are signoffs.
- Jumps in new suits show void in invitational sequences.
- Jump in new suits show shortness in game-forcing sequences if there is no other way of showing shortness.

Note! After a 1♦ opening and an 8+ hcp response, the above mentioned rules may be overruled by the general 1♦ support rules (see page 43).

5.1.2 1M-2M and 1M-TRA2M

This module also applies after 1♣-1M and 1♣-1♦; 1M.

Note! 1♣-1♦; 1M-TRA2M is game-forcing which means that all invitational sequences are slam invitational.

Since 1M is unbalanced or 5M332 and the raise only promises 3-card support, the continuation is as follows:

- With 5+card opening suit and invitational values, opener bids OM with suit/values or 3M. Suit jumps show void.
- With 4-card opening suit and invitational values, opener bids 3♣/♦ non-forcing with 5+card suit, 2♠ (after 1♥-2♦/♥) with 4♠4♥41, or 2N with 4441 and shortness in OM (the only hand type left).
- With 4-card opening suit, 7+card minor, and a strong hand, there are no decent bids available. You may bid 3m and pray for partner not to pass. You may also jump to 5m.

Continuation after 1M-TRA2M; 2M

Opener's 2M is negative with all hand types.

Responder may invite to game by bidding 2♠ (over 1♥-2♦; 2♥) non-forcing with 4♠3♥, a new suit at the three-level as non-forcing with 5+card suit, 2N

with a balanced hand and 3-card support, and 3M with 4-card support.

Note! 1M-TRA2M; 2M-3M is invitational with 4-card support. The difference between this sequence and 1M-2N is that the former shows a duller hand while the latter shows better quality and/or distribution.

Responder's 3N suggests a choice of games with a balanced hand and 3-card support.

5.1.3 1♥-1♠; 2♠

With 5+♠, responder bids 3♠ as invitational or jumps to 4x (including 4♥) to show shortness.

Responder's 2N is invitational, 3♣/♦ natural and forcing (assume exactly 4♠), and 3♥ game-forcing with 4♠3♥.

Over 3m, opener's 3M is signoff.

Over 3♥, opener bids 3♠ with 5+♣, 3N with 5+♦, 4♣/♦ with 5+♥ and shortness, or 4♠ with =4♠.

5.1.4 1♦ Followed by a Forcing 2M Raise

There are a number of situations where, after a 1♦ opening, 2M is reached in a game-forcing situation. A module known as Rosenkrantz or Romex is used.

Responder's relay tells he has a shortness and asks opener to re-relay to ask for his shortness. Over opener's re-relay, responder shows the shortness with bids below 3M or bids 3M for the suit not available below 3M.

Responder's suit bids (2N=♠ over 2♥) are natural. Opener's bids are according to TS3M (see page 12).

4M shows a bad hand without shortness. 3M shows a non-minimum hand without shortness.

Note 1! After 1♦-1N/2♣; 2M, the general 1♦ support rules apply, i.e. 3N shows 11-13 hcp without any shortness.

Note 2! The relay followed by shortness does not promise any extra values while showing a side-suit does.

5.1.5 1♦-1♥; 1♠-2♠

1♠ may contain hands with =3♠ that are not suitable for other rebids.

With an invitational hand, opener bids 2N with 31 in majors and 54 in minors, 3♣/♦ non-forcing with 6+m, or 3♠.

With a game-forcing hand, opener bids 3♥ artificially with 4+♠. Responder continues according to TS3M (see page 12).

5.1.6 All The Rest

In all other positions when we know of eight trumps and have not passed 2M, this module applies.

2N, 3M, and suit bids are natural and invitational. Responder continues according to TS3M (see page 12).

5.2 TS2N

Used in the following situations, with or without interference immediately before the 2N bid:

- 1M-2N
- 1♣-1M; 2N
- 1♣-1♦; 1M-2N

2N shows trump support and is at least game invitational. If there, after interference, is a cue-bid available below 3M, 2N is forcing to game while the cue-bid is invitational (see TSCue, page 12).

5.2.1 Responses

- 3♣ Artificial response showing a minimum hand. All other responses show extra values.
- 3♦ by responder asks, 3M is signoff, and other bids are according to TS3M. After 3♦, opener bids:
- 3♥ 5+M without shortness or 4441.
- 3♠ asks and higher bids are according to TS3M. Over 3♠, 3N denies shortness, 4♣/♦ shows shortness, and 4♥ shows shortness in OM.
- 3♠+ See direct 3♠+ responses, except that void-showing responses show shortness, not specifically void.
- 3♦ "Balanced" or 4441. This includes 5332 and dull 5M422 or 6322.
- 3♥ asks and higher bids are according to TS3M. Over 3♥, 3♠ shows shortness in OM, 3N denies shortness and 4♣/♦ shows shortness.
- 3♥ "Unbalanced" with 5+M. "Unbalanced" include 5422, 6322, 7222 and all hands with any shortness.
- 3♠ asks and higher bids are according to TS3M. Over 3♠, 3N denies shortness, 4♣/♦ shows shortness, and 4♥ shows shortness in OM.

3♠ 5+♣.

3N, 4♣ and 4♦ are slam-tries, where 3N is a general slam-try, 4♣ is a slam-try based on the hope that the side-suit will produce the needed tricks, and 4♦ shows shortness in opener's side-suit, i.e. clubs.

3N 5+♦.

4♣, 4♦ and 4♥ are slam-tries, where 4♣ is a general slam-try, 4♦ is a slam-try based on the hope that the side-suit will produce the needed tricks, and 4♥ shows shortness in opener's side-suit, i.e. diamonds.

Note! 4♥ is signoff after 1♥-2N; 3N.

4♣/♦ 5+M with void. With =4M and a void, i.e. 5m440, we prefer to show the minor.

4♥ 5+M with void in OM.

4♠ (after 1♠-2N). 5♠5♥ with suits that are not suitable for the 2N opening bid, if applicable.

Note! The 4♠ response (direct, or through 3♣-3♦) shows 5♠5♥ with suits not suitable for a 2N opening bid, if applicable. Sometimes, for instance when the red system is played, the 2N bid is not available as a major two-suiter. In that case, the 4♠ rebid simply shows that hand.

5.2.2 After Interference

A free rebid of 3M shows shortness in their suit and a minimum hand. With extra values, the cue-bid shows shortness.

5.3 TSCue

TSCue only applies after interference over 1M. The following requirements have to apply:

- 2N has to be available showing trump support according to TS2N, and
- a cue-bid has to be available below 3M.

Suit bids below 3M are natural invitational, 3M is signoff and higher bids are according to TS3M (see below).

5.3.1 After Interference

No forcing passes.

5.4 TS3M

3M can be reached with full knowledge of 8+ trumps. It may also be a situation where we only know of 7 trumps, for instance after a preference.

With 8+ trumps, suit bids show shortness and 3N is a balanced slam-try.

With 7+ trumps, suit bids are control-bids and 3N is natural.

Note! After $1\heartsuit-1\spadesuit$; $3\spadesuit$ and $1\heartsuit-1\spadesuit$; $2N-3\clubsuit$; $3\spadesuit$, $3N$ asks for shortness, $4\clubsuit/\diamond$ shows control and $4\heartsuit$ shows shortness.

5.4.1 After Interference

Suit bids are control-bids.

5.5 TS3m

TS3m applies in all situations where trump support has been shown at or below 3m.

- If all other trump suits are excluded and no special stopper problems can be foreseen, a suit bid shows shortness.
- Otherwise a suit bid is natural or investigating stoppers, i.e. showing suit/stopper (except when asking in opponent's suit or the only unbid suit).

There are no clear rules when a) or b) apply. The rules are slightly vague, I give you that, but so far no disasters have surfaced.

A few examples when shortness is shown:

2m-3m No other suit can be introduced. Opener's suit bids show shortness.

2m-R; any bid-3m See above.

2m-R; R-2/3M 2/3M is Lissabon for opener's minors. Opener's major bids show shortness.

$1\spadesuit-2\diamond/\heartsuit$; 3m Opener is in charge and sets trumps. Responder's suit bids show shortness.

... and a few examples of "natural" bids:

$1\spadesuit-1\heartsuit$; 2m-3m Responder has not denied other suits. Opener's suit bids are natural.

$1\spadesuit-1N/2\clubsuit$; 2m-3m Opener's suit bids are natural. Opener's 3M shows support or semi-support.

(1X)-2m-3m Opener's suit bids are natural/semi-natural try towards 3N/4M/5m.

6 1 No-Trump Module

The 1N module applies in all 1N positions when we have not bid any natural suit bids. It is referred to in other sections of this document.

There are three variants:

Standard This variant is used if not else stated.

<30 hcp This variant is used whenever we have denied 30 hcp or more or after our 1N overcall. The difference is that certain forcing sequences are invitational:

- a) ...; 1N-2♣; 2x-3♣/♦
- b) ...; 1N-2♣-(Interference); P-3♣/♦
- c) ...; 1N-2♦/♥; 2M-3♣/♦
- d) ...; 1N-2♦/♥; 2M-3M

Note! Over 1♣-1N; 2♣-2x; 3♣/♦, the invitational factor should not be taken so seriously since opener may just be looking for a major fit.

[4 hcp] This variant is used when the 1N hcp interval is 4 hcp or more, for instance 1N in the balancing position that shows 12-16 hcp. The difference is that opener's 2N after 2♣ shows the upper third of the strength. After this response, the 2N module applies (see page 19).

Note! <30 hcp and [4 hcp] can apply at the same time.

6.1 Responses by Bid

2♣ Asking for majors. The following hand types are included:

- Invitational with at least one 4-card major, 54 in majors, or a 4-card major and a longer minor (<30 hcp).
- Game-forcing or stronger with one or more 4+card major, also with longer minor.

- Game-forcing or stronger with balanced hands, three-suited hands or one-suited minor without shortness.

When [4 hcp] applies, responder also asks for strength. Opener rebids 2N with the upper third of the hcp interval after which responder continues according to the 2N module (see page 19).

2♦/♥ Transfer with 5+card ♥/♠. The following hand types are included:

- Signoff, invitational or at least game-forcing with 5+card suit.
- Game invitational or stronger with 55+ in the majors.
- Slam invitational with a 6+card suit.

2♠ Conditional transfer to clubs with the following hand types:

- Any strength with 6+♣.
- At least game-forcing with 54+ in the minors.

2N Invitational.

3♣ Transfer to 3♦ with 6+♦, signoff or at least game-forcing.

3♦/♥/♠ Invitational with 6+suit.

3N Signoff.

4♣/♦ Transfer to ♥/♠.

4♥/♠ Signoff.

4N Natural slam-try.

6.2 Responses by Hand Type

6.2.1 Weak Hands

One-suited ♥/♠	1N-2♦/♥; 2M-P
One-suited ♣	<ul style="list-style-type: none"> • 1N-2♠; 2N-3♣ • 1N-2♠; 3♣-P
One-suited ♦	1N-3♣; 3♦-P

6.2.2 Invitational Hands

Balanced hand	<ul style="list-style-type: none"> • 1N-2♣; 2x-2N • 1N-2N
5-card ♥/♠	1N-2♦/♥; 2M-2N
6+card ♥/♠	<ul style="list-style-type: none"> • 1N-3♥/♠ • 1N-2♦/♥; 2M-3M (<30 hcp)
One-suited ♣	<ul style="list-style-type: none"> • 1N-2♠; 2N-3N • 1N-2♠; 3♣-P
One-suited ♦	1N-3♦
5♥4♠	<ul style="list-style-type: none"> • 1N-2♣; 2♦-2♥ • 1N-2♣; 2M-3M
5♠4♥	<ul style="list-style-type: none"> • 1N-2♣; 2♦-2♠ • 1N-2♣; 2M-3M
55+ in majors	1N-2♥; 2♠-3♥
5M4+m	1N-2♦/♥; 2M-3♣/♦ (<30 hcp)
5+m4M	1N-2♣; 2x-3m (<30 hcp)

6.2.3 Game-Forcing Hands

5-card ♥/♠	<ul style="list-style-type: none"> • 1N-2♣; 2x-3M (suit-oriented) • 1N-2♦/♥; 2M-3N (no-trump-oriented)
6+card ♥/♠	<ul style="list-style-type: none"> • 1N-2♦/♥; 2M-4M • 1N-4♣/♦

One-suited ♣	<ul style="list-style-type: none"> • 1N-2♣; 2x-3♣ without shortness • 1N-2♠; ... with shortness
One suited ♦	<ul style="list-style-type: none"> • 1N-2♣; 2x-3♦ without shortness • 1N-3♣; ... with shortness
54 in majors	1N-2♣; 2♦-3M
55+ in majors	1N-2♣; 2♦-3♠; 3N-4♥
5M4+m	1N-2♦/♥; 2M-3m
5+m4M	<ul style="list-style-type: none"> • 1N-2♣; 2x-3m • 1N-2♣; 2♥-2♠; 2N-3m
54+ in minors	1N-2♠; 2N/3♣-3♦

6.2.4 Slam-Invitational Hands

5-card ♥/♠	1N-2♣; 2x-3M
	<i>Note! After 1N-2♣; 2♥, 3♠ is just forcing to game. With a strong hand, we bid 2♠+3♠.</i>
6+card ♥/♠	<ul style="list-style-type: none"> • 1N-2♦/♥; 2M-3M denies shortness • 1N-2♦/♥; 2M-Jump shift shows shortness
55+ in majors	1N-2♣; 2♦-3♥; 3N-4♠ (non-forcing)

Other hand types are bid according to Game-Forcing Hands above.

6.3 Continuation

6.3.1 1N-2♣

Opener's possible rebids are 2♦ without majors, 2♥ natural (may include spades) and 2♠ natural (denying hearts).

Note 1! When opener has shown a strong no-trump, game-forcing 3-level responses can be used, where 3♣/♦ shows 35/53 in majors and 3♥/♠ shows 25/52 in majors.

Note 2! When [4 hcp] applies, responder also asks for strength. Opener rebids 2N with the upper third of the hcp interval after which responder continues according to the 2N module (see page 19). This leaves 2♦/♥/♠ that show the lower 2/3 of the hcp interval.

Responder continues:

2♥/♠ over 2♦ Invitational values with 54 in the majors.

2♠ over 2♥ Game-forcing with 4+♠, possibly with a longer minor. See below for continuation.

Note! With 5♠4m responder should transfer to spades and bid the minor naturally.

2/3N Natural with at least one 4-card major.

3♣/♦ Game-forcing with a 4+card suit. See below for opener's artificial rebids.

Note! If <30 hcp applies, 3♣/♦ is invitational with 5+card suit. It also implies a 4-card major.

3♥/♠ (raise) Invitational.

3♥/♠ (new suit) Game-forcing with 5-card suit.

Note 1! This sequence shows a hand with values suitable for suit play. With a no-trump-oriented hand you should choose to transfer to the major

and bid 3N.

Note 2! After 1N-2♣; 2♥, 3♠ is just forcing to game. With a strong hand, bid 2♠+3♠.

4x over 2♥/♠ Control-bid.

6.3.1.1 Continuation after 1N-2♣; 2♥-2♠

With support, opener bids 4♠ with minimum or 3♠.

Without support, opener bids 3♥ with =5♥, 3♣/♦ with 4+card suit and a nice hand, or 2N. Opener may of course bid 3N with a dead-minimum hand, probably with 4♥333.

Over 2N, responder continues naturally.

Over 2N and responder's 3♣/♦, opener continues artificially according to a direct 3♣/♦ (see below).

6.3.1.2 Continuation after Responder's 3♣/♦

These artificial rebids apply in two positions:

- 1N-2♣; 2x-3♣/♦
- 1N-2♣; 2♥-2♠; 2N-3♣/♦

Opener bids:

3♦ Natural (5+♦ after 1N-2♣; 2♦).

3♥ Maximum with 3-card support.

3♠ Minimum with 4-card support.

3N Minimum (4♦333 after 1N-2♣; 2♦-3♣).

4x Maximum with 4+card support.

6.3.2 1N-2♦/♥

Opener normally completes the transfer. With maximum and support, opener may raise to 3♥/♠ with 4-card support or bid a positive bid in another suit with 3-card support. Over these positive bids, responder can sign off in 3M.

Note! After 1♣-1N; 2♦/♥, a certain combined strength is known. In this position, 2♠/N is natural with exactly two cards in the shown suit.

Responder rebids natural no-trump bids, 2♠ or 3♣/♦ as natural game-forcing bids, one-suited slam invitational raises without shortness, or splinter jumps. After the raise, opener bids 3N with xx in the suit or control-bids or raises with better support. The control-bid does not show any extra values. The raise denies key-cards.

2♥ followed by 3♥ is invitational with 5♠5♥.

Note 1! With forcing or better 5♠5♥ hands responder must start with 2♣ and bid out the pattern.

Note 2! If <30 hcp applies, 2♦/♥ followed by 3♣/♦ or raise is invitational.

Note 3! 1N-2♦/♥; 2M-4N is a natural slam-try with =5M. If you want to set trumps and ask for aces you have to start with 4♣/♦ to show the major and follow up with 4N.

6.3.3 1N-2♠

Opener assumes an invitational responder and bids an accepting 2N or a rejecting 3♣.

Responder rebids 3♦ with 54+ in minors, 3♥/♠ with shortness, 4♣ with diamond shortness, or new suits at the four-level with void. 3N over 3♣ is non-forcing with diamond shortness but over 2N just signoff.

Note! 2♣ is used for 6♣322/7♣222 with slam ambitions.

6.3.4 1N-3♣

The completion of the transfer is mandatory.

Responder rebids 3♥/♠ with shortness, 3N non-forcing with club shortness, 4♦ with club shortness, or new suits at the four-level with void.

Note! 2♣ is used for 6♦322/7♦222 with slam ambitions.

6.4 After Interference

6.4.1 2nd Hand Doubles for Penalties

2x Suit bids are natural but 2♣/♦ may contain a two-suiter without the bid suit:

2♣ followed by RD ♦+♥
 2♣ followed by 2♦ ♦+♠
 2♦ followed by RD ♥+♠

2N At least invitational with a two-suiter without clubs. The continuation is according to Mini-minor (see the defensive methods).

3x Pre-emptive.

4♣/♦ Transfer to ♥/♠.

RD Redouble is for penalties and forces to a penalty double or an action (see below).

Note! After a 1N overcall, Redouble is SOS (see General Rule 3.14, page 6).

6.4.1.1 1N-(D)-RD-...; Next action

If opponents bid a suit we distinguish between bids in the direct position and in the pass-out position:

	<u>Direct position</u>	<u>Pass-out position</u>
D	Penalty.	← (3+card suit)
P	Forcing.	---
Simple suit bid	Non-forcing with 5+card suit.	← (2M = 4+M)
Jump suit bid	Forcing with 5+card suit.	←
2N	Game-forcing, asking for suits and non-stoppers up the line.	Non-forcing.
Cue-bid	Game-forcing with a three-suiter with shortness in their suit (only by responder).	Generally game-forcing.

6.4.2 Two-Level Overcalls

P+D Double is a balancing double.

D Double of natural overcalls is for penalties. Double of artificial overcalls show points. The double is forcing to 2N or penalty double.

D+D Double by both players is for penalties in the direct position and optional, often with 3 trumps, in the balancing position.

2x Non-forcing.

2-level cue-bid Takeout.

2N Game-forcing, asking for suits and non-stoppers up the line.

3-level cue-bid Forcing with a 5-card major if their overcall was natural (see below), natural and non-forcing if their overcall was artificial.

3x Non-forcing below their overcalled suit, invitational above.

4♣/♦ Transfer to ♥/♠.

6.4.2.1 3-level cue-bid

(2m)-3m Any 5+M.
 3♥ 3+♥.
 3♠ 5+♠, no stopper.
 3N 5+♠, stopper.
 3♠ 3+♠, =2♥, no stopper.
 3N 3+♠, =2♥, stopper.

(2♥)-3♥ 5+♠.
 3♠ =2♠, no stopper.
 3N =2♠, stopper.
 4x 3+♠.

(2♠)-3♠ 5+♥ with stopper.
 3N =2♥.
 4x 3+♥.

Note! Over 1N-(2♠), the methods only cater for 5+♥ with stopper. Without stopper, responder bids 2N+3♥ to show 4-card suit and then decides what to do over 3♠/3N.

6.4.3 Three-Level Overcalls

Bids at the four-level are according to the 3N module (see 20).

6.4.4 Double or Overcall after 1N-P

Both hands may double for takeout.

If a balancing double is passed round to responder he continues according to the methods over direct penalty doubles (see above).

6.4.5 Double after 1N-2♣

Pass denies a club stopper. Redouble shows strong clubs. All other bids are SysOn and promise a club stopper. These meanings are regardless of the meaning of the double.

After opener's Pass, responder can redouble for SysOn or bid 2♦ as a weak inquiry for majors with diamonds. Over 2♦, opener may pass without majors or bid majors natural up the line, i.e. 2♠ denies a heart suit.

6.4.6 Overcall after 1N-2♣

Opener's D is for penalties. 2♥/♠ is natural but not mandatory.

If passed to responder, D is for penalties, 2♥/♠ is natural and invitational, 2N is natural, a new suit at the three-level and cue-bid are game-forcing.

Note! If <30 hcp applies, 3♣/♦ is invitational.

6.4.7 Double after 1N-2♦/♥

Pass denies support. Completion of the transfer shows 3+card support, as does Redouble to make responder declarer.

Over Pass, Redouble asks opener to complete the transfer, after which the doubled suit on the 3-level asks for stopper. All other bids are SysOn.

6.4.8 Overcall after 1N-2♦/♥

Double by responder is takeout. Responder's bid in 3M is to play. Cue-bid is a one-suited slam-try. New suits are natural and forcing.

Note! When <30 hcp applies, new suits are invitational.

Opener's double show maximum, good defensive values and 3-card support.

6.4.9 Double after 1N-2♠

The continuation follows the same logic as the one after 1N-2♣-(D).

Pass denies stopper in spades. Redouble shows strong spades. All other bids are SysOn and promise stopper in spades. These meanings are regardless of the meaning of the double.

Over Pass, Redouble asks opener to continue according to SysOn.

6.4.10 Overcall after 1N-2♠

Responder's Double is optional with at least invitational values. 3♥/♠ are splinters with clubs. 3NT shows weakness/shortness in opponent's suit.

7 2 No-Trump Module

The 2N module applies in all 2N positions when we have not bid any natural suit bids. It is referred to in other sections of this document.

7.1 Responses

- 3♣ Unconditional transfer to 3♦.
- 3♦ Asking for majors.
- 3♥/♠ Game-forcing with 5+card suit.
- 4♣/♦ Transfer to ♥/♠.
- 4♥/♠ Signoff.
- 4N Natural slam-try.

Note 1! After a natural 2♥/♠ by opponents and a 2N overcall, cue-bid shows a three-suiter with shortness in their suit while 3OM is natural and forcing as usual.

Note 2! After a natural 2♥/♠ by opponents and a 2N overcall, 3♣+cue-bid shows both minors while 3♣+3OM is natural and invitational.

7.2 2N-3♣; 3♦

- 3♥ Game-forcing (often with slam ambitions) with both minors (rarely 44).

Opener may bid 4+card support, sign off in 3N or use 3♠ to let responder clarify by bidding his longer minor or control-bid his lowest major control with 55+.

- 3♠ Game-forcing with 5+♠ and 4+♥. Opener may bid 4♣/♦ according to Lissabon (see page 8) as a slam-try.

If responder rebids 4♥ after 3N it is a mild slam-try with 5♠5♥.

- 3N Slam-try, initiating a search for 4-card suits up the line. This sequence guarantees 4432 with major-minor or 4441.

Support is shown by Roman Keycard Blackwood responses (see page 21) at the five-level.

Responder's 4N after 4♣/♦ shows support

without aces. 4N in other positions by both players denies support and more suits to bid.

- 4x Slam-try with a long suit, but 4♥/♠ is not forcing.

7.3 2N-3♦

- 3♥ 4+♥, may have 4+♠.

- 3♠ Natural, may have longer minor.
- 3N Slam-try with heart support.
- 4♣/♦ 5+card suit without majors.

- 3♠ 4+♠, denies 4+♥.

- 3N Natural.
- 4♣/♦ 5+card suit without spade support.
- 4♥ Slam-try with spade support.

- 3N No majors.

- 4♣/♦ 5+card suit.

7.4 2N-3♥/♠

- 3♠ Natural, may have three hearts if maximum.

- 3N No support, no spade suit.

- 4♣/♦ Natural

- 4M Constructive without a real fit. Responder's 4N is signoff.

- 4N Signoff.

- 5M Suppressed support.

- 3♠+4♥ Signoff with 5♠5♥.

- 3♥+4♠ Non-forcing slam-try with 5♠5♥.

8 3 No-Trump Module

The 3N module is used after simple 3N bids that can be considered as balanced where we have not shown any suits, such as:

- 1♣-(3x)-3N
- 1♦-(3x)-3N and 1♦-(3x)-P-(P); 3N
- (3x)-3N and (3x)-P-(P)-3N

This module is also used in this specified position:

- 1N-(3x)-4+level bids

The module is not used in the following sequences since the 3N bidder can not be balanced:

- 1♣-(3x)-P-(P); 3N
- (1/2x)-3N

8.1 Responses and Continuation

4♣ Asking for suits up the line.

Support is shown by Roman Keycard Blackwood responses (see page 21) at the five-level.

4N in all positions by both players denies support and more suits to bid.

4♦ Unconditional transfer to 4♥.

Responder passes or signs off in 4♠/5♣/♦. 4N shows both minors with just game values.

4♥/♠ Natural slam-try, forcing.

Opener control-bids or signs off in 4N.

Note! In certain logical situations, 4♥/♠ is constructive but not forcing.

4N Natural slam-try.

5♣/♦ Natural slam-try, non-forcing.

9 Slam Bidding

9.1 Control-Bids

Controls are bid up the line independent of type (singleton, void, K, A), but normally not initially shortness in partner's suit.

Active control-bids are bids that invite, accept, settle trump suit or bypass trumps at the lowest game level.

Passive control-bids are parts of control-bid sequences without bypassing trump suit. They are in principle mandatory unless one knows a control is missing. Bypassing a suit normally denies control in that suit.

Controls are bid up the line independent of type (singleton, void, K, A), but normally not initially singleton/void in partner's suit.

An active control-bid should not be bid without ace(s). Passive control-bids must be bid unless one knows that slam is impossible. Control in one's own suit could be bypassed when it is obvious that another control-bid is more important or that it is obvious that one must have a control there.

9.1.1 After Double of Control-Bids

Pass	Like a passive control-bid with help, but not first round control in the suit, i.e. K/Q/singleton.
Redouble	First round control.

9.2 Roman Keycard Blackwood

RKCB with agreed (may be implicitly) trump suit. If no trump suit has been agreed, 4A Blackwood applies (see below).

Note! Directly after a strong jump shift, responder's 4N is *RKCB* with the jump shift suit as trumps.

9.2.1 Normal Responses

The normal responses are:

1 step	0/3 key-cards.
2 steps	1/4 key-cards.
3 steps	2 key-cards, no trump queen.
4 steps	2 key-cards plus the trump queen

9.2.2 Void-Showing Responses

With 2 aces and a void, responder may bid the void at the six-level or bid six in the trump suit with a higher void.

With 1/3 aces and a void, responder may bid 5N.

9.2.3 Bidding the Grand Slam

The 4N bidder is in charge of placing the contract that may be 6 of the trump suit or 7 of any suit. The reason of placing the contract in 7 of another suit than the trump suit is up to the 4N bidder.

To enable the 4N bidder to bid the correct grand slam, responder should always bid 7♣ when accepting a grand slam invitational bid. After the 7♣ bid, the 4N bidder places the contract.

6N in a grand slam quest is a "last train" call, underwriting 12 tricks and urging partner to find one more. If so, he will bid 7♣.

9.2.4 Continuation

5 of the trump suit	Signoff without enough aces. <i>Note! After two-way 5♣/♦ responses, responder must continue with the higher number of aces. Responder continues by showing specific kings (see below).</i>
Relay	This relay is only used after 5♣/♦ responses when possession of the trump queen is unknown. Responder denies the queen by the lowest bid in trumps and shows the queen by showing specific kings (see below). 5N and 6 of trumps show the queen without any side-suit kings. 5N shows some kind of extra values on the side. <i>Note! If the relay is the trump suit, the next suit above trumps acts as the relay suit.</i>
5N	Confirmation of all aces and trump control in case responder is the one to make the grand slam decision. Responder continues by showing specific kings (see below), signing off in 6 of trumps, or bidding 7♣.
Other suit bids	Confirmation of all aces and trump control. It also asks for K or Q in the bid suit. This implies that the 4N bidder has the other card. Responder bids 7♣ with the missing honour or with shortness and extra trump length.

Specific Kings

Specific kings are shown in two situations:

- After a trump queen asking relay.
- After 5N that confirms all aces and trump control.

Specific kings are shown and asked for up the line. 6 of trumps denies any more kings to show.

This means that responder starts by showing the lowest (closest) king by a suit bid below 6 of trumps.

Over the first specific king, the 4N bidder may ask for another specific king by a new suit bid. If responder has that king he bids 7♣, else bids the remaining specific king or 6 of trumps.

9.2.5 After Interference

After interference over 4N, we use two different methods:

DOPI After interference up to and including 5 of our suit, DOPI applies.

D	0/3 aces.
P	1/4 aces.
1 step	2 aces without the trump queen.
2 steps	2 aces with the trump queen.

After Pass, Double is for penalties. Other bids are according to the continuation after non-interfered responses.

DEPO After interference above 5 of our suit, DEPO applies.

D	Even number of aces.
P	Odd number of aces.

9.3 4A Blackwood

4 Ace Blackwood is used:

- directly over an opening bid.
- directly over a positive response to 1♦.
- after 1♣-1♦ and any suit bid, if no trump suit has been agreed.

The responses are the same as the RKCB responses, except that there is no trump queen.

9.4 5N Blackwood

Used when 4N has been bypassed for various reasons. The normal RKCB responses are used.

9.5 4N Opening Bid

4N asks for specific aces. 5♣ denies aces, 5N shows two aces, and other suit bids show that ace.

9.6 Jump to 5♥/♠ (Trumps)

Depending on the situation there are three possible meanings of a jump to 5♥/♠:

1. Asking for trump quality, normally as the first slam-try. The following responses are used:

6M	AQ or KQ
5N	AK
7M	AKQ
2. General invitation, normally after a control-bid sequence.
3. Asking for control in the opponents suit if there is one. This call demands partner to advance with a control.

9.7 Jump to 5-Over-Trump

Jump to the five-level bid just above trumps asks for the trump quality.

Note! As with RKCB, the 5-over-trump bidder is in charge of placing the final contract. When bidding the grand slam, responder should bid 7♣ and let the 5-over-trump bidder place the contract.

Responder bids:

1 step A or K of trumps.

Relay asks for extra length which is shown by 7♣.

2 steps AQ or KQ of trumps.

Relay asks for AQ and extra length which is shown by 7♣.

3 steps Q of trumps or two extra cards.

4 steps None of the above.

7♣ AK of trumps.

10 1♥/♠

1♥/♠ shows 8-11 with at least 4-card suit, either unbalanced or 5M332. Three-suiters with 4♠4♥ are opened 1♥. The possible hand types are:

- 5+card major
- 4-card major with a longer minor
- 4441

Note 1! Two-suiters with at most 6 ½ losers can be opened 2♥/♠/N.

Note 2! Openings in 3rd/4th hand are stronger (11-16 hcp) than in 1st/2nd. The response patterns differ as well. These openings are treated in a separate chapter (see page 53).

Note 3! This chapter also applies after 1♣-1♥/♠ and 1♣-1♦; 1♥/♠ (see exceptions at the end of this chapter).

This chapter is divided into the following sections:

- 10.1 Trump support
- 10.2 Transfer responses
- 10.3 Other responses
- 10.4 After interference
- 10.5 Exceptions after 1♣-1♥/♠
- 10.6 Exceptions after 1♣-1♦; 1♥/♠

10.1 Trump Support Responses and Continuation

TRA2M Responder primarily indicates the equivalent of a balanced hand with 3-4-card support and around 13 decent hcp. The continuation is according to TS2M (see page 9).

Note! Responder may have other hand types, for instance an invitational hand with 3-card support and a long suit, that the next round of bidding will reveal.

2M A weaker raise than TRA2M. 0 hcp is possible, but opener will continue with a sensational hand. The continuation is according to TS2M (see page 9).

2N At least invitational with 4+card support. The continuation is according to TS2N (see page 11).

3M Pre-emptive with 4+card support.

4M Signoff.

3♠ over 1♥ Void, slam invitational.

4♣/♦ Void, slam invitational.

Note! 4♥ over 1♠ is signoff.

10.2 Transfer Responses and Continuation

1N and 2♣/♦ are transfers to the next suit with either a weak hand and a long suit or at least a constructive hand and a 4+card suit.

Note 1! *No particular strength is needed for the transfer responses. The objective can be to mess with the opponents, suggest a lead, invite a sacrifice, or, of course, start a constructive bidding sequence. Partner assumes typically HHxxxx in the shown suit even though that is no requirement.*

Note 2! *Transfer to a minor over 1♠ may be strong with 4♥333.*

With support, opener's actions depend a little on whether the transfer was to a minor or to hearts. The raises are described below.

After any rebid by opener, responder's simple raises are invitational. Jump support to 3M is forcing with 3-card support where opener bids 3N with 4-card opening suit.

Note! *Over 1♠-TRA2m; 2♥-3♠ TS3M applies (see page 12).*

10.2.1 Opener Accepts the Transfer

Opener accepts the transfer if he would have passed a natural non-forcing bid based on a long suit.

Responder's rebid in opener's major shows exactly 2-card support and 5-card shown suit. Responder is just trying to find the best part-score with a constructive hand.

Responder's new suits at the two-level are natural and forcing to 2N. Opener can bid 2M to show a 5-card suit regardless of the strength, 2N to show a bad hand with a 5-card minor or 3 of a new minor to show a good hand with 5(6)-card suit.

Note! *This of course means that fourth suit forcing is used very rarely.*

10.2.2 Opener Does Not Accept the Transfer

Rebid of the opening suit is just a suggestion to a better trump suit with a good 6-card suit. 2♦ over 1M-1N is natural with a good 5-card suit. Neither of these two bids show or deny extra values.

2♥ over 1♠-TRA2m is natural and denies minimum, i.e. 5♠5♥, 6♠4♥, or good 5♠4♥. 2♠ over 1♥-TRA2m is natural and shows a very good hand.

A simple 3 in a new minor shows maximum with 4-card opening suit and a good 6+card minor. Responder's raise to 4m is now forcing.

10.2.3 Support after 1M-TRA2m

2N shows a maximum (hcp) hand with 3+card support. 3m shows a progressive hand with 4+card support.

3M shows typically 7M3m and maximum.

4m shows 5+card support and probably 10+ cards in the two suits.

Jumps in new suits show shortness, usually with 5+card support.

10.2.4 Support after 1♠-2♦

With 3-card support, opener bids 2N with a fairly balanced maximum hand, 3♥ just to show the support, or 3♠ to show typically 7♠3♥ (or 7♠2♥).

With 4+card support, opener bids 3N to show a minor singleton, 4♣/♦ to show void, or 4♥ with a hand where opener wants to bid game opposite ♥HHxxxx and out, possibly with only 3-card support.

Over 3N, responder's 4♣ asks for the shortness where opener's 4♦ shows diamonds and 4♥ shows clubs.

10.3 Other Responses and Continuation

1♠ over 1♥ is natural and forcing (see below for continuation) while 2♠ is a natural signoff. By this follows that 1♠+2♠ is invitational.

A jump to 3♣/♦ is game-forcing with a good suit. Opener's 3M shows a good 5+card suit, new suits show values or are natural, and 3N is negative. Jumps in new suits show support and shortness.

3♥ over 1♠ is game-forcing with a very good suit. See below for continuation.

4OM is signoff.

10.3.1 Continuation after 1♥-1♠

2♠ shows 3-card support or a dull hand with 4-card support. 3♠ shows 4-card support. 4♣/♦ shows 4+card support and a void.

2N shows maximum with 4-card support or a one-suiter with spade shortness. 3♥ shows a one-suiter with 2-3♠.

2♣/♦ shows 5+card minor. 3♣/♦ shows maximum with a good 6+card suit. Over 3m, responder's 3M and 4m are forcing.

With =5♥ and short spades, opener rebids 1N. 1N may include 5332, 4441, 5431 and 5422. With a poor 5-card minor you may choose to rebid 1N with 1♠4♥53.

Fourth suit forcing applies here.

10.3.1.1 1♥-1♠; 1N

3♣/♦ is invitational with 5+card suit and 4+card spades. 3♥ is game-forcing, no more, no less, with 3-card support. 3♠ is at least game-forcing.

Transfers are used at the two-level, i.e.

- 2♣ shows diamonds, either weak with 5+card suit or at least invitational with 4+card suit.
- 2♦ shows hearts with any strength and exactly 3-card support.
- 2♥ shows spades and is at least invitational with 6+card suit.
- 2♠ shows clubs, either weak with 5+card suit or at least invitational with 4+card suit.

Over 2♣/♦, opener normally accepts the transfer, but with an exceptional hand and support opener may take a view and raise to the three-level. Opener need not stretch since responder promises at least one more bid with the invitational hand.

Over 2♥, opener supports at a suitable level. 2N shows maximum with a singleton spade.

Over 2♠, opener bids 3♣ with a good hand and 4+card support and else 2N.

The general principle is that responder continues with non-forcing invitational bids at the two-level or game-forcing bids at the three-level.

Note! There are two exceptions to the three-level game-forcing rule: 2♥+3♠ is invitational with (6)7-card spades and 2♠+3♣ is signoff.

Both 2♦+3♠ and 2♥+3♥ show 6+♠3♥. The former sequence is just game-forcing while the latter is slam invitational. Over 2♥+3♥, opener bids 3♠ with spade support, 3N as signoff, and 4♣/♦ as control-bids, setting hearts as trumps.

A direct 3♥ demands opener to bid 4♥ with a 5-card suit while 2♦+3N offers a choice of games. 2♦+3♥ shows slam interest.

A direct 3♠ demands opener to bid 4♠ or cue-bid with 2-card support while 2♥+3N offers a choice of games.

New minor at the three-level is always third/fourth suit forcing. Transfer to a major followed by 3♣/♦ shows values in the bid minor. Transfer to a minor followed by 3om is simply asking for stopper in om.

10.3.1.2 1♥-1♠; 2♠

This case is described separately in the TS2M chapter (see page 9).

10.3.1.3 1♥-1♠; 2N

3♣ is game-forcing and asks opener which hand type he has. With a one-suiter, opener bids 3♥. With spade support, opener bids 3♦ with shortness, a neutral 3♠, or void-showing 4♣/♦ with a sensational hand. Over opener's 3♠, responder's 3N asks for shortness while 4♣/♦ is control-bid.

3♦ and 4♣ are natural and forcing with 5+card suit.

3♥ is to play opposite a long heart suit. 3♠ is invitational with a long suit. 4♥ asks opener to correct to 4♠ with support.

10.3.1.4 1♥-1♠; 3♠

3N asks for shortness, 4♣/♦ are control-bids, and 4♥ shows shortness. The same applies after 1♥-1♠; 2N-3♣; 3♠.

10.3.2 Continuation after 1♠-3♥

3♠ shows a good 5+card suit. Responder's 3N is forward-going with hearts and 4♣/♦ is cue-bid with spade support, typically Hx.

4♣/♦ shows a strong 6+card suit.

3N shows a good heart raise. Jumps to 5♣/♦ show shortness.

Opener bids 4♥ without any other available bids, even with heart shortness.

10.4 After Interference

When the opponents compete we use free bids in new suits and negative doubles, according to the following schemes.

10.4.1 Takeout Double

After a takeout double by the opponents our systemic agreements are still on, i.e. transfers and so on, except for pre-emptive jump shifts.

10.4.1.1 Redouble

Shows 13+ hcp and expresses a wish to double for penalties. This means that doubles of all following non-jump bids by the opponents are for penalties.

If third hand passes, opener may make a direct call with a distributional minimum hand that will not accept a penalty double, like a 2♣/♦ canapé or a rebid of the major with at least six cards. Jump rebids in the opening suit or 3♣/♦ show 6-card suits with maximum values.

10.4.2 Overcall

Responder's bid in a new suit is non-forcing, to look for a fit for constructive or sacrificing purposes, or maybe just lead-directing. Responder's single jump shift in a new suit to at most the three-level is game-forcing.

10.4.2.1 Negative Double

Doubles of overcalls are negative.

Such a double by responder asks the opener to show his longest suit, i.e. rebid a 5+ major rather than a shorter minor. OM rebids are natural, but 2♠ after 1♥-(2♣/♦)-D does not promise five hearts, since 1m444 is possible. Jump rebids also follow these principles, but with better hands.

No-trump rebids are used with otherwise unbiddable hands, such as 4441 distributions.

Responder's new suits are forcing.

10.4.2.2 Trump Support

Jump raises are pre-emptive and single raises are just normal.

2N is game-forcing if a cue-bid below 3M is available (see TSCue, page 12), otherwise at least invitational. TS2N (see page 11) applies either way.

A cue-bid below 3M is invitational. A cue-bid over 3M is at least game-forcing and establishes a forcing situation.

Jump cue-bids in the opponent's suit and jump to 4♣/♦ are void-showing splinter bids.

After 1♥-1♠ we use support doubles and redoubles over opponent's 2♣/♦ or Double, i.e.

Double/Redouble shows 3-card support and 2♠ shows 4-card support and some sort of minimum hand. Double/Redouble is not mandatory.

10.4.3 Jump Overcall

Negative doubles are used up to and including 3♦, i.e. the same principles as over the opponents opening pre-empts. This means that a double of 1M-(3OM) shows a balanced hand-type without primary support while 4♣/♦ is a non-forcing takeout, typically with 5431 distribution with 3-card support.

10.4.4 Other Overcalls

10.4.4.1 Michael's Cue-Bid (Two-suiter with OM and a Minor)

Double shows 13+ hcp and is penalty oriented.

2N is game-forcing with support if a cue-bid in OM below 3M is available (see TSCue, page 12), otherwise invitational. TS2N (see page 11) applies.

A cue-bid in OM below 3M is invitational. A cue-bid over 3M is at least game-forcing and establishes a forcing situation.

3 in a new minor is natural and constructive but non-forcing. 3 in a shown minor is forcing with om. The bidding may stop in 4 of our minor.

10.4.4.2 Unusual 2N (Minors)

Double shows 13+ hcp and is penalty oriented.

3♣ is game-forcing with 5+OM. 3♦ is at least invitational with support. 3OM is natural and constructive but non-forcing.

10.4.4.3 Overcalls/Doubles after Transfer Responses

Double shows a good hand with no clear-cut alternatives. Redouble shows a good hand with 3-card support.

Note! If opponents' double shows the suit, a cue-bid is splinter with a good hand with 3-card support and a good 6-card opening suit.

After responder's single raises (1M-2M and 1M-TRA2M) and an overcall, opener's double is a strong re-raise, except for 1♥-2♦/♥-(2♠); D, which may be takeout with a three-suited hand and only four hearts.

10.5 Exceptions after 1♣-1♥/♠

The continuation is according to the direct openings with a few exceptions.

10.5.1 Opener's Exceptions

- a) Single raise shows a dull hand with 12-13 hcp.
- b) TRA2M shows 12+ hcp with some prospects. The normal hand, though, is a balanced 15-17 hcp. TRA2M+3M indicates a balanced hand with 4-card support.
- c) Double raise shows a minimal but interesting hand. This may be a hand with 5-card support (5332/5431/5422) or an unbalanced hand with 4-card support. With 6-card support opener would probably raise to 4M.

Regardless of opener's action the continuation is exactly the same as after a direct opening.

10.5.2 Responder's Exceptions

- a) Jump to 3M after opener's transfer to a new suit shows maximum but does not show support.
- b) 2N after opener's transfer to a new suit is natural with maximum.

Note! Responder's acceptance of opener's transfer does not deny maximum, it just denies a maximum hand suitable for 2N.

10.6 Exceptions after 1♣-1♦; 1♥/♠

The continuation is according to the direct openings with a few exceptions.

10.6.1 Opener's Exceptions

Since responder may be weak, opener will normally prefer to bid a 5-card major with a 15-17 no-trump hand.

10.6.2 Responder's Exceptions

Since responder is either weak or strong, all invitational sequences turn into game-forcing ones. Fast arrival applies in such positions.

Responder may bid whatever he wants, but if he bids again it shows the strong hand.

10.6.3 After Interference

The weak hand may bid 1N or suit bids at the one- or two-level. He may also double at most 2♠ for takeout.

If opener doubles, the weak hand may bid as high as he wants except that double jump below game is game-forcing.

After 1♣-1♦; 1M-(interference) we play SysOn. Non-forcing bids below 2N show the weak hand, forcing bids the strong hand.

11 2♣/♦

2♣/♦ shows 8-11 hcp and 5+suit on an unbalanced hand without 4+card majors. With only 5-card suit it contains 4+om.

Note 1! Openings in 3rd/4th hand are stronger (11-16 hcp) than in 1st/2nd. The response patterns differ as well. These openings are treated in a separate chapter (see page 53).

Note 2! This chapter also applies after 1♣-2♣/♦ and 1♣-1♦; 2♣/♦ (see exceptions at the end of this chapter).

11.1 2♣/♦-Relay

Relay asks, and the continuation is as follows:

2♣-2♦	2♦-2♥	Description
1 st step	←	Side-suit in other minor regardless of strength.
3♣	3♦	Minimum, one-suiter.
2N	←	Maximum with values suitable for no-trump.
2♠	3♣	Maximum with values not suitable for no-trump.
3♦/♥/♠	3♥/♠	Maximum, good suit and shortness.
3N	3N	AKQTxx or better 6+suit without shortness. 2♦-2♥; 3N could include a club singleton.

Note! There are several ways of showing one-suited maximums. Since the splinter bid is an option, 2N and "the remaining bid" (2♣+2♠ and 2♦+3♣) deny a very good suit with shortness somewhere. Those bids are probably better choices with a singleton honour, for instance.

Regardless of rebid, responder's 2N, 3m and 4m are invitational. After 3m, TS3m is used.

After opener has shown the minors, responder can bid according to Lissabon (see page 8) to show a forcing raise in either minor. TS3m is used where applicable.

New suits after the one-suited rebids (except the splinter bids) show stopper with 5+om.

11.2 Trump Support

A raise to 3♣/♦ is constructive with trump support. Opener may advance according to TS3m. A raise to 4♣/♦ is pre-emptive. Invitational or forcing raises are shown by relay followed by later support (see above).

11.3 Two-Level Responses Showing 5+M

2m-2♠ is forcing with 5+♠. 2♣-2♥ and 2♦-2N are forcing with 5+♥.

These bids are forcing but do not guarantee invitational values. They can be bid tactically or lead-directing, especially with some kind of fit to opener's minor.

Opener may raise to both 3M and 4M. Jumps in new suits are splinter. A jump to 4m shows a hand with 3-card support and a good opening suit, i.e. it may still contain a singleton.

A bid in OM shows a one-suited maximum after which responder's 2N, 3M and 4m are non-forcing and other bids game-forcing.

Note! Over 2♦-2N(=♥), 3♠ is splinter while 3N shows the one-suited maximum.

11.4 Other Responses

2N over 2♣ is invitational. 3N and 4♥/♠ are natural signoffs. 3x is invitational with 6+card suit. Over 3x, opener's suit bids at the three-level show stopper.

11.5 After Interference

11.5.1 Takeout Double

Redouble shows 12+ hcp, usually rather balanced.
A new suit the next round of bidding is forcing.

New suits are non-forcing but basically constructive, occasionally just a good suit. Jump shifts to the three-level are pre-emptive.

2N is at least invitational with trump support.
Opener's new suits show shortness.

11.5.2 Overcall

Double is negative. Opener rebids natural minors, but 3-card OM has high priority. Opener's 2N shows 5431 or possibly 6331 with 3 cards in the bid major. Responder's new suits are forcing.

New suits are non-forcing but constructive. Jump shifts to 3♥/♠ are invitational.

2N is forcing with either at least an invitational balanced hand or a game-forcing hand with adequate trump support.

Cue-bid primarily asks for a stopper but may be invitational to 5m.

11.5.3 Jump Overcall

Double is negative.

11.5.4 Other Overcalls

If the opponents overcall after responder's relay the bidding is natural. If they overcall after opener's first step response (showing both minors) to the relay, Lissabon still applies (see page 8).

11.6 Exceptions after 1♣-1♦; 2♣/♦

Responder may only raise with the weak hand.

12 2♥/♠ (Brown)

2♥/♠ shows a two-suiter with 6-11 hcp and at most 6 ½ losers. The possible suit combinations are the bid suit and clubs or the other suits, i.e.:

2♥ 5+♥5+♣ or 5+♠5+♦.
 2♠ 5+♠5+♣ or 5+♥5+♦.

With poor suit qualities or too many losers you may choose to open 1♥/♠.

Note 1! Openings in 3rd/4th hand are slightly stronger than in 1st/2nd hand (see page 53).

Note 2! This chapter also applies after 1♣-2♥/♠ and 1♣-1♦; 2♥/♠ (see exceptions at the end of this chapter).

12.1 Responses and Continuation

Suit bid	Suit bids at any level are P/C. Opener may raise on extreme hands.
2N	At least invitational, asking for suits and strength.
3♣/♦	Natural, non-forcing.
3M	Non-forcing.
3N	Signoff.
4M	Signoff.
4m	Natural, invitational.
4om	Slam-try in the shown <u>major</u> .
4OM	Slam-try in the shown <u>minor</u> .
3♥/♠	Natural, game-forcing.
	Responder bids according to 3♣/♦ above except that 4m is slam-try in the shown minor, not invitational.
3N	Game-forcing with 66 or 76.
4x	Game-forcing with a very good 6+card suit.

3N Forcing with a one-suiter that responder wants to play.

4♣ Maximum with at least one ace.
 4♦ Maximum without aces.
 4♥ Minimum.

Responder places the contract or bids 4N as 4A Blackwood (see page 23).

Note! Responder's 5♥/♠ would be a non-forcing slam-try, asking for K or Q in the suit (this is common sense, not an agreement).

12.2 After Interference

Doubles are for penalties, whatever hand opener has.

Responder's lowest bid in the suit matching the overcaller's suit is just a forcing noise. Opener bids no-trumps with the overcaller's suit and otherwise natural bids.

Responder's bids in the opener's presumed pair follows the undisturbed P/C technique, and opener corrects if he indeed has the "wrong" pair.

After a takeout double, Redouble is strong – opener must correct with the other two suits. 2N is the forcing bid, as undisturbed. Pass is neutral, and the opener will pass with the suit or otherwise correct.

If 2♥/♠ is passed by responder, it is assumed that he knows what he is doing, i.e. the opener normally passes a double regardless of what suits he has, but he may bid natural bids with extreme distribution.

12.3 Exceptions after 1♣-1♦; 2♥/♠

Responder may not bid 2N with the weak hand.

13 2♥/♠ (Red)

2♥/♠ shows a two-suiter with 6-11 hcp and at most 6 ½ losers. The bid is natural with a 5+card minor on the side.

With poor suit qualities or too many losers you may choose to open 1♥/♠.

Note! Openings in 3rd/4th hand are slightly stronger than in 1st/2nd hand (see page 53).

13.1 Responses and Continuation

Minor suit bids Minor suit bids at any level are P/C. Opener may raise on extreme hands.

2♠ Natural and forcing.

3OM Natural and invitational.

2N At least invitational, asking for distribution and strength.

3♣/♦ is natural and non-forcing. 3♥/♠ is game-forcing and shows the minor according to Lissabon (see page 8). The continuation is according to 2♥/♠ (Brown).

Higher responses are according to 2♥/♠ (Brown).

3N Forcing with a one-suiter that responder wants to play.

See 2♥/♠ (Brown) for continuation.

13.2 After Interference

Doubles of overcalls are for penalties. A bid in a new minor is P/C.

2NT over 2♥-(2♠) has its undisturbed meaning with the same continuation.

13.2.1 After Double

A redouble shows 12+ hcp, with interest in penalties.

2NT is still artificial and forcing, with the same continuation as without the interference.

If the opponents double after responder's pass, opener will normally pass. If he makes an unexpected bid, it is natural with extreme distribution.

14 2N (Brown)

2N shows a minor or major two-suiter with 6-11 hcp and at most 6 ½ losers.

With poor suit qualities or too many losers you may choose to open 1♥/♠ or 2♣/♦.

Note 1! Openings in 3rd/4th hand are slightly stronger than in 1st/2nd hand (see page 53).

Note 2! This chapter also applies after 1♣-2N and 1♣-1♦; 2N (see exceptions at the end of this chapter).

14.1 Responses and Continuation

Suit bid	Suit bids (except 3♣) at any level are P/C. Opener may raise on extreme hands.
3♣	At least invitational, asking for distribution and strength.
3♦	Minimum with the majors. 3♥/♠ is non-forcing. 4♣/♦ is slam-try according to Lissabon (see page 8).
3♥	Minimum with the minors. 4♣/♦ is non-forcing. 4♥/4♠ is slam-try according to Lissabon (see page 8).
3♠	Game-forcing with the minors. 4♣/♦ is natural slam-try.
3N	Game-forcing with the majors. 4♣/♦ is slam-try according to Lissabon (see page 8).
4x	Game-forcing with a very good 6+card suit.

3N Forcing with a one-suiter that responder wants to play.

See 2♥/♠ (Brown) for continuation.

14.2 After Interference

After the 2N opening, the same principles apply as after to 2♥/♠ (Brown) (see page 53).

After a Double, responder's Pass is neutral – opener will bid his longer suit or Redouble with equal lengths. Responder's Redouble is strong – opener will only take out with 6-5 distribution. All other responses follows the undisturbed principles.

If the opponents Double the constructive relay 3♣, opener's Pass shows a minimum hand with the minors, whilst Redouble shows good clubs. All other rebids are as without the double, but 3♥ has no meaning.

14.3 Exceptions after 1♣-1♦; 2N

Responder may not bid 3♣ with the weak hand.

15 2N (Red)

2N shows a minor two-suiter with 6-11 hcp and at most 6 ½ losers.

With poor suit qualities or too many losers you may choose to open 2♣/♦.

Note! Openings in 3rd/4th hand are slightly stronger than in 1st/2nd hand (see page 53).

15.1 Responses and Continuation

- | | |
|----------------|--|
| Minor suit bid | To play. Opener may raise on extreme hands. |
| 3♥ | At least invitational, asking for distribution and strength. |
| 3♠ | Minimum.

4♣/♦ is non-forcing. 4♥/♠ is slam-try in a minor according to Lissabon (see page 8). |
| 3N | Game-forcing.

4♣/♦ is a natural slam-try. |
| 4♣/♦ | Game-forcing with a very good 6+card suit. |
| 3♠ | Natural. |
| 3N | Forcing with a one-suiter that responder wants to play.

See 2♥/♠ (Brown) for continuation. |

15.2 After Interference

Exactly the same principles apply as after 2♥/♠. SysOn applies over 2N-(P)-3♥-(D).

15.2.1 After Double

A pass is neutral, and opener will bid his longest suit or redouble with equal lengths. A redouble is strong, and opener will pull only with a weak 6-5 hand. Others are as undisturbed.

16 High-Level Openings

16.1 3♣/♦

3♣/♦ should be pretty normal with a reasonable suit – except at favourable vulnerability.

3♥/♠ over 3m is natural and forcing, normally with a six-card suit or a good five-card suit. A new suit at the four-level by opener is a control-bid.

4 of a new suit is control-bid.

16.2 3♥/♠

3♥/♠ may be very destructive, and does not invite partner to sacrifices.

3♠ over 3♥ is natural and forcing, normally with a six-card suit or a good five-card suit. A new suit at the four-level by opener is a control-bid.

4♣/♦ is control-bid. 4OM is natural signoff.

16.3 3N

Substitute for a natural pre-empt of 4♣/♦, but natural in 4th position, of course. Responder will expect at least the ace or king, if vulnerable.

4♣/♦ is P/C. 4♥/♠ is signoff. 4N asks for the suit. 5♣ is general slam-try in opener's suit. 5♦ is P/C.

16.3.1 After Interference

If the opponents double, responders pass suggests to play 3N, whilst the redouble asks opener to bid his suit. 4♣/♦ asks opener to pass with the suit, or bid 5♣/♦ with the other suit.

16.4 4♣/♦

Good pre-empt in one major. Either a solid suit or semi-solid suit with an outside ace. Somewhat

depending on the vulnerability. 7.5 - 9 playing-tricks is expected, but always 2-3 aces of 5.

Responders 4M is obviously a signoff. The relay is a slam-try with at least one ace. Opener bids:

4M No extras. Responder's relay asks for outside kings.

4N Solid suit and an outside ace.

New suit Void and 8 or more playing tricks.

5M At least 8.5 playing tricks without outside ace or void.

16.4.1 After Interference

If the opponents double, responder's pass means that he doesn't want to bypass 4M, whilst 4M allows opener to compete. A redouble asks opener to bid on or double.

16.5 4♥/♠

A 1st/2nd hand 4♥/♠ denies a solid suit. The distribution may be irregular and wild (about two tricks better potential than 3M).

A raise is a general slam-try with bad support and a new suit is a control-bid.

16.6 4N

4N asks for specific aces. For continuation, see the slam bidding section, page 23.

17 1♣

1♣ shows

- 12-16 hcp, any unbalanced hand including 5M332, or
- 15-17 hcp, balanced.

Note! A 3rd/4th hand 1♣ has a completely different meaning and continuation (see page 54).

17.1 Responses

With 8-11 hcp, responder basically "opens" the bidding according to the Brown system (see page 3). The only exception to this rule is 1N that shows 9-11(12) hcp. 1♦ takes care of the remaining hands, i.e. the weak hands and the game-forcing hands.

Pass 1♣ is not forcing. You may pass with a weak, dull hand. The pass does not promise a club suit, but a later balancing bid in another suit indicates clubs as well.

- 1♦
- 0-7 hcp, unbalanced.
 - 0-8 hcp, balanced.
 - 12+ hcp, any distribution.

1♥/♠ See 1♥/1♠ opening, page 25.

1N 9-11(12) hcp. The 1N module (<30 hcp), page 13, applies. A few exceptions are noted below.

2♣/♦ See 2♣/♦ opening, page 31.

2♥/♠ See 2♥/♠ (Brown) opening, page 33.

2N See 2N (Brown) opening, page 35.

3x Sound pre-empt. See 3x opening, page 37.

3N See 3N opening, page 37. A suit headed by the ace can be expected.

4♣/♦ See 4♣/♦ opening, page 37.

4♥/♠ See 4♥/♠ opening, page 37.

17.2 Continuation

17.2.1 1♣-1♦

Opener's bids are equivalent with the Brown opening bids (see page 3) with adjusted strength.

The continuation is according to the direct openings with a few exceptions that are described in the respective chapters.

17.2.2 1♣-1N

The 1N module (<30 hcp), page 13, applies with a few exceptions:

- 2♣-2N shows maximum according to the 4-point-range variant. The 2N module (see page 19) applies.
- 2♦/♥-2N shows maximum without support.
- Over 2♣-2x; 3♣/♦, the invitational factor should not be taken so seriously since opener may just be looking for a major fit.

17.3 After Interference

This table will only give you an overview of the methods used after interference. The methods are described in detail below.

Note! The normal defensive methods, with very few exceptions, are used after interference. Those exceptions are described in the respective chapter below.

1♣-(Double)	Pass and 1♦ are weak where 1♦ shows an interest in fighting for a part-score. Redouble is game-forcing. 1♥+ is SysOn.
1♣-(overcall at any level)	1♣ is ignored. The normal defensive methods over their "opening" apply.
1♣-(Pass)-1♦-(Double)	Pass shows a low-range balanced hand. Redouble shows 5+♦4+♣. 1♥+ is SysOn except that 2♦ shows 6+♦.
1♣-(Pass)-1♦-(overcall at any level)	1♣-(P)-1♦ is ignored. The normal defensive methods over their "opening" apply.
1♣-(Pass)-1♥+- (Double/overcall at any level)	1♣-(P) is ignored. The respective methods after interference over our openings apply.

17.3.1 1♣-(Double)

Weak hands are shown by Pass or 1♦ where the latter shows about 5-8 hcp with an interest in fighting for a part-score. This, of course, means that Pass can show up to 8 hcp on a dull balanced hand. If fourth hand passes, further bidding is fairly natural, but major-minor canapé by opener may be used.

Redouble is game-forcing with 12+ hcp. The bidding continues naturally except for 2N over 1♥/♠ that is trump support according to TS2N (see page 11).

1♥ and higher responses are SysOn.

17.3.2 1♣-(Overcall at Any Level)

1♣ is ignored except for a necessary point-count adjustment of responder's actions. The normal defensive methods over their "opening" apply with the following exceptions:

- Over a takeout double of a one- or two-level overcall, the lowest no-trump bid shows the 15-17 hcp no-trump hand with a stopper, i.e. Lebensohl does not apply at the two-level. The appropriate no-trump module applies (see page 13 and 19). Without a stopper, opener will simply bid a suit with minimum or cue-bid.
- 1N over one-level overcalls is natural with about 8-11 hcp. The 1N module (<30 hcp), page 13, applies.
- 2N over two-level overcalls is natural with about 10-11 hcp. The 2N module applies (see page 19).
- Simple jump shifts, that according to the defensive methods are pre-emptive, are game-forcing with a good suit. Double jump shifts are still pre-emptive.

17.3.3 1♣-(Pass)-1♦-(Double)

Pass and 1N show the balanced hand where 1N shows maximum. The 1N module (see page 13) applies over 1N.

Redouble shows 5+♦4+♣. Responder may "raise" both opener's suits with the weak hand.

Note! If the double showed diamonds, 2♦ by responder is a game-forcing cue-bid.

1♥ and higher responses are SysOn except that 2♦ shows 6+♦.

17.3.4 1♣-(Pass)-1♦-(Overcall at Any Level)

1♣-(P)-1♦ is ignored. The normal defensive methods over their "opening" apply.

Since responder is either weak or strong we need to separate the actions of the two hand types.

17.3.4.1 Double by Opener

The weak hand may do the following:

- Bid 1N.
- Bid a suit or jump in a suit, regardless of pass or bid after the double.
- Bid according to Lebensohl (see page 7) over doubled two-level overcalls.

All other actions show the strong hand with natural continuation.

17.3.4.2 Pass by Opener

Regardless if next hand bids or not, the weak hand may do the following:

- Bid new suits below 2N.
- Double for takeout below 2N (could also be the strong hand). The weak hand *must* pass the next round.

All other actions show the strong hand with natural continuation.

17.3.5 1♣-(Pass)-1♥+- (Double/Overcall at Any Level)

Since the continuation after 1♣-(P)-1♥+ is the same as after direct 1♥+ openings, the defensive methods according to the respective opening apply without exceptions.

18 1♦

1♦ shows 17+ hcp with an unbalanced hand or 18+ hcp with a balanced hand.

18.1 General 1♦ Rules

- All responses except 1♥ are game-forcing. This does not apply after interference.
- Opener's jump to 3♣/♦ after a positive response shows a good 6-card suit. The hand may be minimal but not dull. The continuation is natural.
- Opener's jump to 3♥/♠ after a positive response shows a solid or semi-solid suit and sets trumps. TS3M applies.

18.2 General 1♦ Support Rules

- After 8+ hcp responses and natural suit bids by opener, responder's jump to 3N shows 11-13 hcp with support but without shortness.
- After 8+ hcp responses and natural major bids by opener, a raise to 4M shows a bad hand while a simple raise to 3M shows 8-10/14+ hcp without any shortness. Responder is expected to continue past 4M with the 14+ hcp hand.
- When opener or responder is unlimited, as often is the case in 1♦ sequences, splinter bids below game are mandatory.

Note! After 6+ hcp responses, 2N is non-forcing and 3N is signoff. 6+ hcp responses apply after interference.

18.3 Responses

All responses except 1♥ are game-forcing.

- | | |
|------|--|
| 1♥ | 0-7 hcp. With an ace and a king responder may choose a positive response. |
| 1♠ | 8+ hcp with all balanced hands or hands that do not qualify for the positive responses from 1N and up, i.e.: <ul style="list-style-type: none"> • 4333, 4432 or 5332. • 4441 or 5m440, 8-10 or 13+ hcp. • 54xx with a 5-card minor. • 6xxx with a poor 6-card minor. |
| 1N | 8+ hcp with 5+♥ but not 5♥332. |
| 2♣ | 8+ hcp with 5+♠ but not 5♠332. |
| 2♦ | 8+ hcp with =6♣ headed by at least the queen or 7+♣. |
| 2♥ | 8+ hcp with =6♦ headed by at least the queen or 7+♦. |
| 2♠ | 8+ hcp with at least 55 in the minors. |
| 2N | 11-12 hcp with 4441 or 5m440. |
| 3x | Transfer to a solid 6+card suit. |
| 3N | --- |
| 4♣/♦ | Transfer to ♥/♠ with KQJxxxx and out. |
| 4♥/♠ | Typically QJxxxxxx and out. |

Note! After a 3rd/4th hand 1♦ opening and positive responses that show unbalanced hands, opener must keep in mind that responder did not open the bidding. This must mean that there is some flaw to responder's hand like a singleton honour, bad main suit(s) or in general a bad hand.

18.4 1♦-1♥

18.4.1 Continuation by hand Type

Some hand types are easy:

Balanced hands	Bid 1N, 2♦ and 2♣ with 18-20, 21-23 and 24+ hcp respectively.
Game-forcing one-suited ♥/♠	Bid 2♣, 3♥/♠ or 4♥/♠.
Game-forcing one-suited ♣/♦	Bid 2N, 3N, 4♣/♦ or 5♣/♦.
Game-forcing unbalanced hands	With at least one 4+card major, bid 2♣. Without 4-card majors, bid 2♦.

The unbalanced non-forcing hands can sometimes cause problems. In order of priority, the hands are treated the following way (all described hand types exclude the previous hand types):

- With 4+♠, bid 1♠. All canapé hands with 4+♠ are shown this way.
- With 5+♥, bid 2♥.
- With =4♥, bid 2♠ with a longer minor or 1N with 1♠444. With a poor 5-card minor you may choose 1N.
- With =3♠, bid 1♠. With ♠xxx and a decent =6♣/♦, 2N or 3♣/♦ may be to prefer.
- With =3♥, bid 2♠ or 1N depending on the hand type. With ♥xxx and a decent =6♣/♦, 2N or 3♣/♦ may be to prefer.
- With 10+cards in ♣+♦, bid 2♦.
- With 6+♣/♦, bid 2N or 3♣/♦ depending on the strength.

18.4.2 Continuation by Bid

- 1♠ 3+♠, non-forcing. 1♠ is semi-forcing since responder only passes with 0-2 hcp and 3+♠.
- 1N 18-20 hcp, balanced or slightly off-shape, especially with spade shortness. The 1N module (see page 13) applies.
- 2♣ Game-forcing, either a balanced hand or an unbalanced hand with at least one 4+card major.
- 2♦
- 21-23 hcp, balanced.
 - 10+cards in ♣+♦.
 - At least invitational with 9+cards in ♣+♦ without any majors.
- 2♥ 5+♥, 0-3♠, unbalanced, non-forcing. The continuation is natural with new suits forcing.
- 2♠ 3-4♥, 5+♣/♦, non-forcing. 2♠ can be bid with =3♥ and a hand not suitable for 1N, 2N or 3♣/♦.
- 2N (19)20+ hcp with a minor one-suiter, forcing.
- 3♣/♦ 17-18(19), one-suiter, non-forcing. 3♥/♠ by responder is natural with 5+suit or shows stopper. Jumps are splinter.
- 3♥/♠ Game-forcing, sets trump and asks for control-bids. Responder may control-bid shortness with 3+card support.
- 3N Gambling.
- 4♣/♦ Game-forcing, sets trump and asks for control-bids. Responder may control-bid shortness with 3+card support.
- 4♥/♠ Gambling. Responder normally passes. A bid by responder shows maximum and shortness, either singleton and an ace or a void.

18.4.3 1♦-1♥; 1♠

3+♠, semi-forcing since responder only passes with 0-2 hcp and 3+♠.

All hcp ranges in the table below must be seen as recommendations. This should be clear to the reader since the ranges overlap.

If responder bids 2♠ the next bidding round it shows =3♠.

Pass 0-2 hcp, 3+♠.

- 1N
- 0-2 hcp, not 3+♠.
 - 3-5 hcp, any distribution.

Opener's bids are non-forcing:

2♣ 5+♠.

Responder bids 2♠ with =3♠, 2♥ with 5+♥, and 2♦ (or Pass) with all other hands.

Responder may bid 3♣/♦ with a long suit and some extras within the limited range.

2♦ 4+♦, 3-4♠.

2♥ 5+♥, 4+♠.

2♠ 5+♣, 3-4♠.

2N 20+ hcp, 4♠441.

Responder bids 3♣ artificially with 3-5 hcp or 3♦/♥/♠ as a weak preference. After 3♣, new suits are forcing.

3x 5+suit, 3-4♠, invitational.

- 2♣
- 6-7 hcp, balanced.
 - 5-7 hcp, 5+♣.
 - 5-7 hcp, 1♠444

Opener bids 2♦/♥ naturally and forcing with lengths in the shown suits still unclear, 2♠ forcing with 5+♠, 2N non-forcing with 5+♣, 3♠ game-forcing with 6+♠, and 3x game-forcing with 5+suit.

2♦/♥ 5-7 hcp, 5+suit.

Opener's 2N and raise are natural and non-forcing. All other bids are according to 2♣ above.

2♠ 2-4 hcp, 4+♠. TS2M (see page 9) applies.

Note! This raise can be considered to be a "courtesy raise". With 4+card support, responder only passes with a really poor hand. For instance, responder may raise with 4441 and 0 hcp.

2N 5-7 hcp, =4♠.

3♣/♦ by opener is natural and game-forcing, possibly with =3♠.

3♠ 5-7 hcp, 5+♠, no shortness.

3x 3-7 hcp, 5+♠, shortness.

18.4.4 1♥-1♥; 2♣

Game-forcing, either a balanced hand, or an unbalanced hand with at least one 4+card major.

Responder's 2♦/♥ is transfer to a 4+card major, 2♠ denies majors, 2N shows a minor two-suiter, and 3x is natural with a good 5+card suit.

2♦ 4+♥, possibly 4+♠.

With 4+♥ support, opener bids 3♥ as a slam-try, 3♠/4♣/♦ as splinter, and 4♥ as signoff.

Without support, opener bids:

2♥ =4♠, unbalanced hand.

With 4+♠ support, responder bids 4♠ with minimum. With maximum, responder bids 2♠ without shortness and 4♣/♦/♥ as splinter. TS2M (see page 9) applies after 2♠.

Without support, responder bids 3♣/♦ with 5+suit, 3♥ with 6+♥, and 2N with all other hands.

2♠ 5+♠, unbalanced or 5♠332.

Responder bids according to 2♥ above except that 3♠ shows the positive response. TS3M applies after 3♠.

2N Natural.

The 2N module (see page 19) applies with logical and other adjustments (see below).

3♣/♦ 5+suit with 4+♠.

2♥ 4+♠, denies 4+♥.

With 4+♠ support, opener bids 3♠ as slam-try, 4♣/♦/♥ as splinter, and 4♠ as signoff.

Without support, opener bids:

2♠ 4+♥, unbalanced hand.

Responder bids 3♣/♦ with 5+suit, 3♠ with 6+♠, and 2N with all other hands.

2N Natural.

The 2N module (see page 19) applies with logical and other adjustments (see below).

3♣/♦ 5+suit with 4+♥.

3♥ 6+♥.

2♠ No 4+card major.

2N Balanced hand or an unbalanced hand without convenient rebids. 2N does not deny 5-card majors or 4-card minors.

Note! Opener may be 55 in majors.

The 2N module (see page 19) applies with logical and other adjustments (see below).

3♣/♦ 4+♣/♦, unbalanced hand. Opener may rebid 2N if it describes the hand better or if he wants to give responder more room.

Responder's 3♥/♠ shows 3-card suits.

3♥/♠ 6+♥/♠.

Responder's suit bids are control-bids.

2N 4-7 hcp, 5+♣5+♦.

3x HQxxx, Hxxxxx or 7+card suit.

18.4.4.1 1♦-1♥; 2♣-2x; 2N

In principle, opener's 2N shows a balanced hand, but it may also be a convenient bid with a semi-balanced hand or 4441/5431 distribution. The 2N module (see page 19) applies with logical and other adjustments.

- 3♦ Asks for *extra length* in the majors, say 5-card suit when responder has denied four, 3-card support when responder has shown 4-card suit and opener has denied support. Lengths are shown up the line as usual. This is also the way to show 5-7 hcp with a 5-card minor.
- 3♣+3♥ Logically shows a three-suiter with shortness in OM if opener has shown a major.
- 3♣+3♠ When responder has shown spades and denied hearts, this bid shows 6♠3♥.
2♣-2♥ With =5♠, 3♦ is used (see above).
- 3♣+3N Original meaning with 5-7 hcp, possibly with extra length in the shown major.
- 3♥/♠ 4-5 hcp with 5-card minor or 0-5 hcp with 6+card minor. The minor is shown according to Lissabon (see page 8).

Note! A 6-card minor with 5-7 hcp may be shown via 3♣+4m.

18.4.5 1♦-1♥; 2♦

- 21-23 hcp, balanced.
- 10+ cards in ♣+♦.
- At least invitational with 9+ cards in ♣+♦ without any majors.

3♣/♦ shows 5-7 hcp, 4+card suit, and an interesting hand for playing minors. The bid also denies 4-card majors. Over 3♣/♦, opener's 3N shows the balanced hand with natural continuation and the other bids are according to TS3m.

3♥/♠ shows HQxxx, Hxxxxx or 7+card suit.

With all other hands responder bids 2♥ (see below).

18.4.5.1 1♦-1♥; 2♦-2♥

- 2♠ Weak hand with equal length in minors, or an invitational or game-forcing hand looking for more information.

With minimum and 4+card diamonds, responder bids 3♦. Opener's 3♥/♠ is invitational with shortness.

With minimum and less than four diamonds, responder bids 2N or 3♣, where 3♣ shows longer clubs or equal length and 2N shows longer diamonds. Opener's 3♥/♠ is invitational with shortness.

With maximum, responder bids according to Lissabon (see page 8) with support or simply bids 3N.

- 2N 21-23 hcp. The 2N module (see page 19) applies.

- 3♣/♦ 6+♣/♦, non-forcing.

- 3♥/♠ Shortness with 55+ in minors, invitational.

18.4.6 1♦-1♥; 2♥

5+♥, 0-3♠, unbalanced, non-forcing.

The continuation is natural with new suits forcing.

18.4.7 1♦-1♥; 2♠

3-4♥, 5+♣/♦, non-forcing. 2♠ can be bid with =3♥ and a hand not suitable for 1N, 2N or 3♣/♦.

With 4+♥ support, responder bids 3♦ invitational, 3♥ non-forcing, or 4♣/♦ with shortness and 5+♥.

Without support, responder bids 2N with 5-7 hcp or 3♣ to play opener's minor.

Note! There is no way of showing ♥ support and spade shortness.

18.4.8 1♦-1♥; 2N

(19)20+ hcp with a minor one-suiter, forcing.

- | | |
|------|---|
| 3♣ | Weak. |
| 3♦ | Non-forcing. |
| 3♥/♠ | Stopper with any one-suited minor. Opener often has shortness in OM. |
| | Responder bids 3N with stopper in OM, raises with 5+M, or bids a minor at any level as P/C. |
| 3N | Any one-suited minor with shortness in other minor. |
| 4♣/♦ | Invitational. |
| 3♦ | Game-forcing. |
| 3♥/♠ | Stopper with any one-suited minor. Opener often has shortness in OM. |
| 3N | Any long minor. Shortness in other minor or not strong enough to bid a direct 3N after 1♦-1♥. |
| 3♥/♠ | 5+suit, game-forcing. |

18.4.9 1♦-1♥; 3♣/♦

17-18(19), one-suiter, non-forcing.

3♥/♠ by responder is natural with 5+suit or shows stopper. Jumps are splinter.

18.4.10 1♦-1♥; 3♥/♠

Game-forcing, sets trump and asks for control-bids.

Responder may control-bid shortness with 3+card support.

18.4.11 1♦-1♥; 4♣/♦

Game-forcing, sets trump and asks for control-bids.

Responder may control-bid shortness with 3+card support.

18.4.12 1♦-1♥; 4♥/♠

Gambling.

Responder normally passes. A bid by responder shows maximum and shortness, either singleton and an ace or a void.

18.5 1♦-1♠

8+ hcp with all balanced hands or hands that do not qualify for the positive responses starting with 1N, i.e.:

- 4333, 4432 and 5332.
- 4441 and 5m440, 8-10 or 13+ hcp.
- 54xx with a 5-card minor.
- 6xxx with a poor 6-card minor.

1N Relay, asking for responder's distribution. Opener is usually fairly balanced or three-suited.

With a balanced hand, 8-10 hcp and no 4-card major or decent 5-card minor, responder bids 2N. With all other balanced hands, responder bids 2♦.

With 4441 or 5m440, responder bids 2♥/♠ or 3♣/♦ to show the shortness.

With the remaining hands, responder bids 2♣. Opener can now continue relaying with 2♦ or bid natural bids. The continuation after 2♣-2♦ is described below.

Note! Hands with a poor 6-card minor, typically 6m331 or 6m421, can not be shown but have to be improvised. With 6m331 and a singleton honour, we recommend that you start with 2♦ to show a balanced hand.

2x 5+suit with natural continuation.

Note! With 17-19 hcp and 5m332, opener should start with 1N and follow up with a natural bid.

2N 17-18 hcp, any 4441.

3♣ asks for the shortness. Opener bids the strain above the shortness (3N=♠).

3x Jumps to the three-level are according to General 1♦ Rules (see page 43).

3N ---

18.5.1 1♦-1♠; 1N-2♣; 2♦

After opener's relay and continuing relays, responder first shows the long suits according to the table below. When the long suits are known, the distribution in the remaining suits is shown by step:

- | | |
|---------|--|
| 1 step | Shortness in the lowest remaining suit. |
| 2 steps | Shortness in the highest remaining suit. |
| 3 steps | 22 in the remaining suits. |

Continuation after 2♦:

2♥/♠ 4-card suit.

R	Relay	
	1 step	5-card ♣. Relay asks for distribution by step (see above).
	2-4 steps	5-card ♦, distribution is shown immediately by step (see above).

2N 5♣4♦. Relay asks for distribution by step (see above).

3♣-♥ 5♦4♣, distribution is shown immediately by step (see above).

After interference

If the opponents double a bid from 2♣ to the end of the relay scheme we do not use any fancy methods to gain space. Redouble is a suggestion to play with a good suit. Suit bids are SysOn.

Note! Pass is never used since we do not want to break the relay scheme.

If opponents overcall, the relay scheme is dropped. Double by both players is for penalties.

18.6 1♦-1N/2♣

1N (=♥) and 2♣ (=♠) show 8+hcp with 5+M but not 5M332.

With support, opener bids 3M with 17-18 hcp and a balanced hand, 4x as void, and 2M with the remaining hands. TS2M (see page 9) applies after 2M. TS3M (see page 12) applies after 3M.

Note 1! 2M shows some trump quality, i.e. at least 4-card support or at least Hxx. With a poor 3-card support, 2N/suit bid followed by 3M is recommended.

Note 2! 3M tends to show 4-card support. With 3-card support, 2N followed by 4M is recommended.

Without support, opener bids 3N with 17-18 hcp and 4441 with shortness in responder's major. All other bids, as well as the continuation, are natural.

Jumps to the three-level are according to General 1♦ Rules (see page 43).

18.7 1♦-2♦/♥

2♦ (=♣) and 2♥ (=♦) show 8+ hcp with a 6-card suit headed by at least the queen or a 7+card suit.

Note! The 1♠ response is used to show hands with poor 6-card minors.

2♥/♠ Natural with 5+suit.

With support, responder bids according to General 1♦ Support Rules (see page 43).

Without support, new suits are natural, 2N shows a hand suitable for no-trump and 3m shows a hand not suitable for no-trump.

2N Natural.

Responder's new suits are natural. With a one-suiter, 3m shows extra values and 3N minimum.

Note! 2N may be slightly off-shape, especially with =5♥ after 1♦-2♥, in order to save bidding space.

3m Support. TS3m applies.

3om Natural with 5+suit.

Responder's new suits are natural. With a one-suiter, 3/4m shows extra values and 3N minimum.

3♥/♠ Jumps to 3M are according to General 1♦ Rules (see page 43).

A simple 3♥ (1♦-2♥; 3♥) shows (5)6+♥. Opener must make sure not to pre-empt responder. With =5♥, 2N is probably a better choice.

18.8 1♦-2♠

8+ hcp with at least 55 in minors.

2N Relay.

3♣/♦ Extra length regardless of strength. Opener's minor bid sets trumps and asks for shortness.

3♥/♠ Shortness, extra values.

3N Minimum.

3♣/♦ Sets trumps. TS3m applies.

3♥/♠ Natural.

With a 2- or 3-card support, responder bids 4M with minimum and OM with extra values.

Without support, responder bids 3N with minimum. With extra values, responder bids 4♣/♦ to show extra length or bids quantitative 4N or 5N.

3N Signoff.

18.9 1♦-2N

11-12 hcp with 4441 or 5m440.

3♣ asks for the shortness. Responder bids the strain above the shortness (3N=♠).

3x is natural with a good suit. Responder bids 3N without support, or shortness with support.

18.10 1♦-3x

Transfer to a solid 6+card suit.

Shown suit Sets the trump suit. The trump support module corresponding to the level applies (see page 9).

New minor Control-bid.

New major Major over minor at the three- or four-level is natural. Major over major is control-bid.

3N Signoff.

18.11 After Interference

The following applies after interference regardless of level and strain. When the opponents have shown a suit, that suit is used for cue-bids. Specific cases are described later.

***Note!** We do not care about possible psychic overcalls by opponents in the first bidding round. Cue-bid followed by another cue-bid by the same player is natural.*

Pass Pass is non-forcing with 0-5(6/7) hcp or possibly 6+ hcp with the overcalled suit.

***Note!** Since Pass is non-forcing, opener does not have to stretch to cover for partner's possible penalty Pass. After opener's reopening, responder's cue-bid is natural with 6+ hcp.*

Double 6+ hcp, presumably none of the following alternatives, i.e. no 5+card suit and not 8+ balanced. See below for continuation.

With a 5431 type hand with a poor 5-card suit, Double may be a better choice of bids than a suit bid. Opener can count on this hand type after responder's bids and rebids in the long suit.

***Note!** Opener will normally pass a doubled three-level overcall with a balanced hand.*

Redouble 8+ hcp, focus on penalties, probably with a balanced hand. If Double promises diamonds, Redouble shows at least three diamonds.

New suit 6+ hcp, 5+card suit. See below for continuation.

Jump shift 3-5 hcp, 6+card suit. See below for continuation.

Lowest no-trump bid Game-forcing with a balanced hand and stoppers in any known suits.

The continuation is natural. Opener's cue-bid is generally forcing and asking for suits (majors), typically with 4432 or 4441.

Two-level cue-bid Game-forcing with a balanced or semi-balanced hand. With one known suit, the cue-bid asks for stopper. With two known suits, the cue-bid shows stopper.

Three-level and higher cue-bid Game-forcing with a three-suiter and shortness in the shown suit.

Note! The cue-bid is used when a pass over a takeout double is not welcome.

18.11.1 Continuation after New Suit, Jump Shift or Double by Responder

New suits New suits below game are forcing (NSF). Jump shifts below game are game-forcing with a good suit.

Raises Different rules apply to opener and responder:

- All of opener's raises are game-forcing. Opener's jumps in opponent's suit or four-level jumps in new suits show shortness.
- Responder's direct raise of opener's first suit is non-forcing. A jump in a new suit or opponent's suit is therefore a control-bid.

Cue-bids Opener's cue-bid is game-forcing, asking for stopper.

Responder's cue-bid is forcing without any suitable rebids. The cue-bid does not promise any extra values when responder is forced to bid.

No-trump bids Simple no-trump bids are non-forcing while jump no-trump bids are game-forcing.

Note 1! Opener's 1N after Double is forcing for one round.

Note 2! After Double and 1/2N by opener, the appropriate no-trump module applies (see page 13 and 19).

18.11.2 Fourth Hand Bids after Responder Has Shown 6+ Hcp

Doubles of new suits are for penalties while Pass is forcing.

Double of raises are takeout while Pass tends to indicate a balanced hand.

Last hand doubles in forcing situations also indicates balanced types of hands. This means that a new suit shows a 4+card suit in the pass-out position.

18.11.3 Continuation after Responder Has Denied Strength

Responder has denied strength in two situations:

- 1♦-(Bid/Double)-Pass-(Bid/Pass)
- 1♦-(Pass)-1♥-(Bid/Double)

Opener and responder bids according to our defensive methods with a few exceptions:

- After 1♦-(P)-1♥-(D), Redouble is basically the opposite of the meaning of Double, i.e. if they show hearts, Redouble is takeout of hearts, and if they show something else, Redouble shows hearts.
- After 1♦-(D)-P-(P), Redouble is takeout.
- After opener's takeout double over 1♥/♠, responder does not bid any relay bid as a negative relay as after normal takeout doubles.
- Opener's lowest no-trump bid is natural. The appropriate no-trump module applies (see 1 No-Trump Module, page 13).
- Opener's jump to 2N in the balancing position shows a two-suiter.

19 3rd/4th Hand Openings

19.1 1♥/♠

The strength of the 3rd/4th hand opening is 11-16 hcp rather than the 1st/2nd hand 8-11 hcp.

With 4-card support, responder bids 2N with 10-11 balanced hcp, jumps in a new suit (including 1♥-2♠) to show shortness and 5-7 hcp, or raises to 2/3/4M (2M may of course be 3-card support). Opener continues according to the respective trump support module (see page 9).

1♠ and 1N are natural, 2♥ (over 1♠) shows 5-7 and a good 6-card suit. Over 1♥-1♠, the continued bidding is according to 1st/2nd hand openings.

2♣ shows a balanced hand, 9-11 hcp, without support. Opener's 2♦ and 2M are signoff. 2OM is natural and logically forcing for one round. 2N is invitational, typically with 5332 / 6322 / 5422 / 5431 / 4441 hands. 3x is invitational.

2♦ shows a balanced hand, 9-11 hcp, and 3(4)-card support. Opener's bids are the same as after 2♣ (see above).

Note 1! Over 1M-2m, all opener's minor bids show 5+card minor and probably only 4-card opening suit.

Note 2! A direct 1♥-2♠, as well as after 1♣ and 1♣-1♦, is normally a weak hand with a long spade suit. However, after P-1♥, the weak hand can be shown by 1♠+2♠, which is why 2♠ shows shortness.

19.1.1 After Interference

We use the same methods as after 1st/2nd hand openings (see page 28), i.e. transfers over takeout doubles and free bids over overcalls. Note that responder has denied as much as 8+ hcp on an unbalanced hand.

This means that natural calls in unbid majors limits the hand to 7 hcp. All other actions except support, like minor suit bids or take-out doubles, normally indicate a balanced hand with about 8-11 hcp.

19.2 1N

1N shows 15-17 hcp. The <30 hcp module applies.

19.3 2♣/♦

The strength of the 3rd/4th hand opening is 11-16 hcp rather than the 1st/2nd hand 8-11 hcp.

Relay shows 9-11 hcp and a balanced hand. Opener bids according to 1st/2nd hand opening and relay.

2 of a new major (as well as 2♦-2N) is natural with 5-7 hcp.

19.4 2♥/♠/N

2♥/♠ in 3rd/4th hand has the same meaning as in 1st/2nd hand but the upper limit is raised to about 12 hcp. 1♣ is used for stronger two-suiters.

The 2N opening covers the whole range of 11-16 hcp with the minors, but about 8-12 with the majors (only 2N (Brown)). Both majors with 12-16 are opened 1♠, unless with longer hearts.

The continuation is identical to the 1st/2nd hand openings, as is the bidding after overcalls and T/O doubles.

19.5 1♣

1♣ shows

- 12-14 hcp, balanced, or
- 13-16 hcp, good two-suiter with major+minor.

19.5.1 Responses and Continuation

1♦ 0-9 hcp, but 1♣ is not forcing!

With the weak balanced hand opener may pass or bid 1♥/♠/N.

All higher rebids are natural with two-suiters, 2♥/♠ being the normal rebid, showing the major and a minor. For continuation, see 2♥/♠ (Red), page 34.

3x shows a strong two-suiter with extra length. 2♣/♦ is natural with a poor major. The same multi-technique as over 2♥/♠ applies.

1♥/♠ Weak, 0-7 hcp, with 5+ suit.

Opener will normally pass with the weak no-trump hand.

2♣/♦ and higher bids in new suits are natural with the two-suiter.

1N 10-11 hcp, balanced. Natural bidding follows where 2♥/♠ shows 4-card suit and 14 hcp.

Opener's 3♣/♦ is natural and game-forcing with a two-suiter. Responder's 3♥/♠ is looking for opener's major.

Opener's 3♥/♠ is natural and slam invitational with a two-suiter. It shows a 6-card major. Responder cue-bids at the four-level or bids 3N to ask for opener's minor.

Opener's 4♥/♠ is signoff with a two-suiter.

2♣/♦ 9-11 hcp, 5m332.

Opener's suit rebids are natural with a two-suiter.

2♥/♠ 6-7 hcp, 6-card suit.

19.5.2 After Interference

Natural with T/O doubles, assuming the weak no-trump hand. Remember that a major suit bid indicates a maximum of 7 hcp, whilst a minor suit bid shows the 9-11 no-trump hand.

19.6 1♦

Neither opening nor continuation differ from the 1st/2nd hand opening.

Note! After a 3rd/4th hand 1♦ opening and positive responses that show unbalanced hands, opener must keep in mind that responder did not open the bidding. This must mean that there is some flaw to responder's hand like a singleton honour, bad main suit(s) or in general a bad hand.

20 Change Log

20.1 Version 1.0.1, 29 May 2001

Basically typos and layout changes.

Page	Details	Change
5	Inquiry for stopper	The methods have been specified when opponents double an inquiry for stopper.
20	3N module	The positions where the module applies have been better specified.
45	1♦-1♥; 1♠-1N	All opener's actions are non-forcing, including 2♣ that shows 5+♠.
54	P-1♣; 2m	Opener's 2-level rebids is natural with a two-suiter.

20.2 Version 1.0, 10 May 2001

This change log describes changes made from Magic Diamond 2.5.

Page	Details	Change
3	1♣ (3 rd /4 th)	12-14 hcp balanced or a two-suiter.
3	1♦	18+ hcp unbal or 17+ unbal in all positions
3	1N (3 rd /4 th)	15-17 hcp.
9		A number of trump support modules have been introduced (TS2m, TS2M, TS2N, TS3m, TS3M, ...). Even if not stated they all apply regarding the level when the trump was set.
9	TS2M	Rosenkrantz (Romex) has been dropped except after 1♦-1N/2♣; 2M.

9	Jump to 4m over 1M-2M or 1M-TRA2M	This jump shows void. With a strong 4-7/8 hand you may bid 3m and hope for partner not to pass or jump to 5m.
12	TS3m	It is difficult to specify when shortness should be shown and when natural bidding applies. A few examples may be helpful.
13	1N Module	The artificial relay has been dropped in favour of natural meanings in the following sequences: <ul style="list-style-type: none"> • 1N-2♦; 2♥-2♠ • 1N-2♥; 2♠-2N
7/16	1N-(2x)	After interference, Lebensohl is <u>not</u> used.
27	1M-4OM	Natural signoff in all sequences (1M, 1♣-1M and 1♣-1♦; 1M).
30	1♣-1M; 2N	2N is invitational (TS2N) with trump support as after direct openings, i.e. this note has been removed from opener's exceptions since it is no exception. ☺
31	2m-Relay	Responder's 3m is the only bid showing a one-suited minimum. 2N and the remaining bid (2♣-2♦; 2♠ and 2♦-2♥; 3♣) show one-suited maximum hands.
31	2♣-2M and 2♦-2♠/2N	A bid in OM shows a one-suited maximum hand without support.
31	2m-4M	Natural signoff in all sequences (2m, 1♣-2m and 1♣-1♦; 2m).
33	2M-2N; 3x	4om is slam-try in the major. 4OM is slam-try in the minor. A raise of 3m to 4m is invitational. We rule out other suits as trumps.

33	2M/2N-3N	After opener's responses, 4N is 4A Blackwood.	51	Interference over 1♦	All the first-attempt cue-bids in opponents' shown suits are artificial. Earlier, in some situations, cue-bids were natural. Cue-bid+cue-bid is natural.
35	2N-3♣; 3♥-3♠	Natural	53	P-1M; 2m-2OM	Natural and forcing for one round.
35	2N-3♣; 3♥-4♥/♠	Slam-try in a minor according to Lissabon.	54	P-1♣; 1♦-2M	Natural, like all other two-suited rebids.
36	2N-3♠	Natural after 2N (Red).			
37	3♣-4♦ and 3♦/♥/♠-4♣	Control-bid. RKCB 0 has been removed.			
39	1♣-3N	Changed from 16-17 balanced to a minor pre-empt headed by the Ace.			
40	1♣-(Any interference)	The different types of interference have been divided into five major categories that are treated separately. SysOn and normal defensive methods often apply.			
43	1♦ (3 rd /4 th) responses	These responses are the same as after 1♦ (1 st /2 nd). After a positive response from 1N and up, opener must be aware of some flaw to responder's hand since he did not open the bidding.			
46	1♦-1♥; 2♣	If opener or responder shows a major, a jump to 4M by both players is always signoff (fast arrival).			
47	1♦-1♥; 2♦	New module where 2♥ is a garbage bid. This is partly to prevent responder from hogging ♠ as well as ♥ opposite a strong no-trump.			
48	1♦-1♥; 2♥	The continuation is natural instead of the previously shifted meanings of 2♠ and 2N.			
50	1♦-2♦/♥	Relay and 2N are natural.			
51	Interference over 1♦	Actions after interference have been clarified. Two-level cue-bid does not show a three-suiter.			