

DANN AND DAN'S ULTIMATE

NO TRUMP STRUCTURE

A good 11 point to 14-point hand is opened 1 NT. Balanced hands will usually be 4-4-3-2, 4-3-3-3, or 5-3-3-2. We tend to open 5-4-2-2 and 6-3-2-2 with a suit bid although we would probably open 1 NT with: ♠AQ ♥JT43 ♦96532 ♣AQ.

a) 1 NT 2 ♣:

This is non-forcing stayman. It asks opener to bid a four card major or 2♦ without one. Opener will bid hearts if he has both majors.

After a 2♠ response, 3♠ and 2 NT (does not promise 4 hearts) are both invitational; 3♣, and 3♦ are to play but also tend to show 4 hearts (but could be a yarborough); 3 NT is also to play and shows 4 hearts; 3♥ shows 5 hearts and is invitational (responder might also invite with 2 NT when he has 5 hearts).

After a 2♥ response, 3♥ and 2 NT (denies 4 spades) are both invitational; 3♣, and 3♦ are to play but tend to promise 4 spades (but could be yarborough); 3 NT is also to play and shows 4 spades; 2♠ is invitational and shows 4 or more spades.

After a 2♦ response, 2♥ is garbage Stayman and shows at least 4-4 in the majors; 2♠ shows invitational values; 3♣ is also to play; 3♦ must be invitational with diamonds (could pass 2♦); 2 NT (does not promise a 4 card major), 3♥, and 3♠ are all invitational.

b) 1 NT 2♦:

This is game forcing stayman. Opener must bid a 4 card major or a five card minor; with neither opener bids 2 NT; with both majors opener bids 2♠; with 5-4 in a major-minor (rare since we usually open with a suit bid with 5-4-2-2 distribution) bid the five card suit.

After a 2♥ response (denies 4 spades), 3♥ sets trumps and denies a singleton. 4 NT is quantitative with 4 spades and no heart fit (To keycard bid 3♥ first to set trumps). 3♠, 4♣, and 4♦ are splinter bids. 2♠, 3♣, and 3♦ are natural and denies a heart fit (These bids all promise 5 card suit), opener raises with a fit, or bid 3♥ to show a fifth heart, or bid 3 NT. (Note: 3♠ is an impossible bid over a minor suit bid so it should be an advance cue-bid in support of the minor; but it does not deny a heart control since a 3♥ bid denies a fit and only shows a fifth heart). 2 NT asks for opener distribution: with a fifth heart, bid 3♥; with a second 4 card suit bid it; with 4-3-3-3 bid 3 NT.

After a 2♠ response (does not deny 4 hearts), 3♠ sets trumps and denies a singleton. 4 NT is quantitative with 4 hearts and no spade fit. 4♣, 4♦, and 4♥ are splinter bids. 3♣, 3♦, and 3♥ are natural promising 5 card suit and denying a spade fit; opener raises with a fit, or bid 3♠ to show a fifth spade, or bid 3 NT. 2 NT asks for opener distribution: with a fifth spade, bid 3♠; with a second 4 card suit bid it; with 4-3-3-3 bid 3 NT.

After a 2 NT response (denies 4 card major and 5 card minor), responder can find opener's shape by bidding 3♣. Opener bids 3♥ or 3♠ to show 3 cards in that major and 4-4 in the minors, bids 3♦ to show 4 diamonds and 3 cards in remaining suits, and bids 3 NT with 4 clubs and 3 cards in the other suits. Over those bids, responder can bid 4♣ or 4♦ to set trumps and request a cue-bid. Over 3♥ and 3♠, a jump to 4 NT is 1430 RKC for that major but 4♣ and 4♦ sets the minor as trump. After a 2 NT response, responder can bid 3♦, 3♥, 3♠, or 4♣ as slam try, opener can cue-bid or return to NT without interest. (Note responder can fool opener into thinking that a certain suit is trump and then correct to another suit at the slam level).

After a 3 minor response (showing a 5 card suit), responder bids 3 NT to play, **bids four of the minor to ask for keycards**, or splinters. After a 3 minor response, 3 level bids are natural (as is 4♣ over 3♦), opener can cue-bid with interest or bid NT without interest.

- c) 1 NT 2♥
 2♠:

These bids are to play. They show weak hands without game interest. Opener can raise with 4 card support and good controls.

- d) 1 NT 2 NT
 3♣:

These bids are transfers to the next minor (NT to ♣, ♣ to ♦). Opener is expected to bid 3♣ or 3♦ as requested. Responder has shown a one suited hand (at least six cards in the suit). After the transfer, he can pass, cuebid, splinter, ask for keycards by bidding 4 of the minor, use exclusion keycard by bidding above 5 of the trump suit, or bid 3 NT. This 3 NT bid would be a mild slam try in the minor.

- e) 1 NT 3♦
 3♥:

These bids are transfers to the next major. Once again, responder has shown a one suited hand, but since responder could have bid the suit at the two level (to play), he must be willing to hear opener bid game. After the transfer, responder can use all the usual tools (cuebid, splinter, keycard, exclusion keycard). If opener has bid game (by super-accepting), a jump into a new suit is exclusion keycard. After a simple transfer, a bid of 3 NT by responder is a serious slam try and asks opener to make the cheapest cuebid (Ace or King). If responder thinks 3 NT might be a better contract than four of the major, he should have used forcing stayman instead of the transfer.

- f) 1 NT 3♠:

This is minor suit stayman. It promises both minors, it is game forcing, and shows some interest in slam. Opener bids a four card minor (which is not keycard since opener is making a choice), or bids 3 NT without one. Over that bid (which responder could pass), 4 of a minor becomes a single suited slam try (responder is 5-4, 6-4, 7-4, etc), opener can cuebid to accept or bid 4 NT to show a poor hand for that minor. Over 3 NT, responder can bid 4 of a major to show shortness in that major and show at least 5-5 in the minors. Opener can bid a minor at the five level to show wastage in the short major or bid 4 NT which is keycard for both minors.

- g) 1 NT 3 NT:

This is to play.

h) 1 NT **4♣:**

This is gerber. 4♦ shows no ace, 4♥ show 1 ace, 4♠ show 2 aces, and 4 NT show 3 aces. After the response, responder places the contract or bids 5♣ to ask for kings.

i) 1 NT **4♦**
4♥:

These bids are transfer to the next higher suit (Texas transfer). Responder can pass, splinter, cue-bid, or keycard. These bids still apply over interference as long as the bid is 3♣ or less. They even apply over a double.

j) 1 NT **4♠:**

This is to play. Responder wants the lead to come up to his hand.

k) 1 NT **4 NT**
5 NT
6 NT:

These are standard bids. 4 NT and 5 NT are quantitative. Opener can pass over 4 NT and bid 6 NT over 5 NT with a minimum. With a maximum, opener can accept by bidding his four card suit up the line or by jumping into his five card suit.

l) 1 NT **5♣ ♦**

These calls are to play. With slam interest, responder would use forcing stayman.

m) 1 NT **5♥ ♠**
6♣ ♦ ♥ ♠:

These calls are to play. Responder is missing one or both of the top trumps. Opener raises one or two levels if he has one or both top honors.

n) 1 NT **Double:**

An immediate bid shows that suit and the suit above (i.e. diamond shows diamonds and hearts). A redouble shows a single suited hand forcing opener to bid 2♣. A pass forces a redouble (if available) and if responder bids again he shows non-touching suits. If a suit gets doubled and responder redoubles he wants opener to pull. For example, if responder has a weak 3 suited hand without clubs he can redouble if 1 NT gets doubled forcing opener to bid clubs, then he waits for clubs to get doubled and he redoubles.

If the double forces the doubler's partner to bid (usually 2♣), then bids by responder show length and a willingness to compete. With a balanced hand responder simply passes.

Texas transfers are still on after the double.

o) 1 NT **Passed hand bidding:**

If responder is a passed hand, 2♦ is not forcing stayman but is to play instead.

- A. A balanced 15 to 16 point hand is opened 1 of a suit. (But not 1♣) The suit will have at least 4 cards most of the time. After a bid by responder, opener makes the cheapest NT bid. First exception: if the opening bid of 1 of a major is raised to two, Nagy/Kokish game tries apply. Second exception: if responder has bid opener's second 4 card suit, he should jump raise (Example: 1♦ 1♠ 3♠). Also, if responder has made a response at the two level (not a negative double), a 2 NT bid shows that opener's suit is a four card suit, with a longer suit opener bids 3 NT. After a 1 over 1 response, a jump to 2 NT shows an unbalanced hand and is covered under 1 level opening.

- a) 1♦♥ 1♥♠
1 NT 2♣:

This bid is new minor forcing and asks opener to clarify his hand. Opener will bid 2♥ if he has four (unless he opened 1 heart, in which case repeating them shows 5) or if he has three and responder's suit is hearts. If opener cannot bid 2♥, he will bid 2♠ with four or if he has three and responder's suit is spade. If opener cannot bid 2♥ or 2♠, he will bid 2♦ to show four or five if he opened 1♦. Responder's second bid (except for 2 NT) is forcing if below game and sets trump.

After a 2♥ bid over 2♣, opener can bid 2♠ looking for 4 card spade support (Only one possible auction: 1♦ 1♥ 1 NT 2♣ 2♥ 2♠). If opener has 4 spades, he will cue-bid; if not, he bids 2 NT. If a spade fit is found, responder can cue-bid also, splinter, keycard, or bid 3♠ which is forcing. If no spade fit is found (opener has bid 2 NT), responder places the contract (game or slam level), or set trump by bidding any suit below the game level which forces opener to cue-bid.

After a 2♥ or a 2♠ bid over 2♣, opener can place the contract (game or slam level), set trump by bidding any suit below the game level (except 2♠ over 2♥ of course), splinter, or keycard.

The general rule is show hearts before spades and responder will let opener know why he used new minor forcing at his first opportunity. Also all bids by responder are forcing except 2 NT or game and higher bids.

Examples:

- 1♦ 1♥
1 NT 2♣
2 NT

Opener's priority were:

- 1) Show 3 hearts by bidding 2♥
- 2) Show 4 spades by bidding 2♠
- 3) Show a fifth diamond by bidding 2♦.

Therefore opener rates to be 3-2-4-4 or possibly 2-2-4-5 with bad clubs.

- 1♥ 1♠
1 NT 2♣
2 NT

Opener's priority were:

- 1) Show a fifth heart by bidding 2♥
- 2) Show 3 spades by bidding 2♠
- 3) Show 4 diamonds by bidding 2♦

Therefore opener rates to be 2-4-3-4.

- b) 1♦♥ 1♥♠
1 NT 2♦♥♠:

These bids are not forcing, responder has 7 or 8 points and a one or two suiter depending on whether or not he repeated his suit. Opener can invite game with a good fit and controls.

- c) 1♦♥ 1♥♠
 1 NT **3 level bids:**

If responder is repeating a suit bid by the partnership, it is invitational. Responder has a one or two suited hand. If it is a new suit, it is game forcing (shows at least 5-5) and is an attempt to find the best game contract, although responder might have slam aspiration.

- d) 1♦♥♠ 2♣♦♥
 2 NT **3 level bids:**

These bids are forcing. Here are some examples of these forcing bids: 1♠ 2♥ 2 NT 3♥, or 1♥ 2♣ 2 NT 3♥, or 1♥ 2♣ 2 NT 3♣, etc.

- B. A balanced 17 to 20 point hand is opened 1♣. Responder shows his controls and opener makes the cheapest NT call available. **(Unless responder bids 1 NT or higher).**

- a) 1♣ 1♦
 1 NT 2♣:

This bid should be treated as non-forcing stayman. (Responder might have a Yarborough). Opener should bid a four card major (heart before spade) or 2♦. Over 2♦, 2♥ is garbage stayman, 2♠ shows five spades and invitational values, 2 NT is invitational, 3♣ is to play. Over 2♥, 2♠ shows 4 spades and invitational values, 2 NT denies 4 spades but still shows invitational values, 3♣ and 3♦ are to play but must promise four spades since responder could have transferred into his minor directly (covered in the next few paragraphs). Over 2♠, 2 NT is invitational (might or might not have four hearts), 3♣ and 3♦ are to play but must also have a four card major.

- b) 1♣ 1♥♠
 1 NT 2♣:

This bid asks opener to further describe his hand. Opener will bid 2NT with 19-20 HCP and treat 2♣ as forcing stayman with 17-18 HCP, but bid 2♦ without a four card major or a five card minor. (Bid 3 of the minor with a five card minor.) Over 2♦, **responder can ask for further description by bidding 2 NT. Opener will then bid his minor if he is 4-3-3-3 or his three card major if he is 4-4-3-2. (These should be his only possible distributions). If instead of bidding 2 NT, responder bids a suit, he is showing a five or more card suit.**

Here is a typical auction:

- | | |
|---------------------------|------------------------------------|
| 1♣ | 1♠ (3 controls) |
| 1 NT (17-20) | 2♣ (inquiry) |
| 2♦ (17-18 no 4 maj/5 min) | 2 NT (further inquiry) |
| 3♥ (shows 2-3-4-4) | 4♦ (slam interest, please cue-bid) |

If opener bids 2 NT over the 2♣ inquiry he is showing 19-20 HCP. Over that bid 3♣ is **modified Stayman** (see below), 3♠ is minor suit Stayman, and 3♦ and 3♥ are transfers into responder's

shortness and promises exactly four card in the other major. After these transfers into shortness, opener bids 3 NT to play, accept the “transfer” to ask for responder’s longer minor (responder bids 3 NT with a 4-4-4-1 hand), bids the other major with four card support and wastage in responder’s short major, or cue-bid a minor suit to show four card support and no wastage in responder’s short major.

Modified Stayman asks opener for a four card major and a five card minor. Over 3♣, opener bids his four card major if he has one, bids 3♦ if he has any five card minor, and bids 3 NT to deny a four card major and a five card minor. After a 3♦ response (showing a five card minor), responder can bid 3♥ to ask for the minor (3♣ shows club and 3 NT shows diamond). After finding the minor, responder can keycard by bidding 4 of the minor, cuebid, splinter, or return to 3 NT to play. If opener shows a four card major by bidding 3♥ over 3♣, responder’s 3♣ bid is used to show four spades and is not a cuebid in support of hearts.

- c) 1♣ 1♦ ♥ ♠
 1 NT 2♦
 2♥:

These bids are Jacoby transfers. Opener can super-accept by skipping one level with a maximum and a good fit (at least four card), with a maximum and only three card support, opener bids 2 NT (responder must rebid the transfer suit at the three level, then he can cuebid, pass, keycard, splinter, or raise to game). Once again, bids retain their meanings if responder has 4 or 5 controls. Example:

- | | |
|---------------------|-------------------------|
| 1♣ | 1♠ (3 controls) |
| 1 NT (17-20) | 2♦ (transfer) |
| 2 NT (max 3 hearts) | 3♦ (forced re-transfer) |
| 3♥ (forced) | 4♥ (to play) |

- d) 1♣ 1♦ ♥ ♠
 1 NT 2♠:

This is minor suit Stayman which asks opener for a 4 card minor.

- e) 1♣ 1♦ ♥ ♠
 1 NT 2NT
 3♣
 3♦
 3♥:

These bids are transfers into the next higher suit. They show one-suited hands (at least six card). The same responses which are used over a 1 NT opening applies.

- e) 1♣ 1NT/2♣
 3NT

After receiving a 1 NT or 2♣ response to a 1♣ opening, opener should bid 3 NT with a balanced 4-3-3-3 17-18 HCP. Also responder should bid a suit if he has a five card suit (even with 5-3-3-2 distribution). Thus a 2 NT response shows a 4-4-3-2 distribution or a 4-3-3-3 distribution with 19-20 HCP.

When opener shows the 4-3-3-3 17-18 HCP by bidding 3NT, responder can ask for the four card suit by bidding 4♣ (responder places the contract after the response, but the grand slam force still applies). Responder can also set a major as the trump suit by transferring (Note: responder can fake a trump suit). Responder can also set a minor as a trump suit by bidding 4NT for clubs and 5♣ for diamonds. Over these transfers, cuebids and the grand slam force still apply. Over 3NT, responder can use the special bid of 4♠ to ask opener about his controls. A response of 4NT shows 4 or less controls (responder should not be interested since he has a maximum of five controls), 5♣ shows five, 5♦ shows six, 5♥ shows seven, and 5♠ shows eight (the maximum opener can have for this auction).

A typical auction:

1♣ 2♣ (5 controls)
 3NT 4♣ (Asks for four card suit)
 4NT (Club) 5NT (Grand Slam Force)
 6♣ (Not two of the top three; cannot bypass the trump suit)

f) 1♣ 1NT/2♣
 2NT 3♣:

With the 4-3-3-3 19-20 HCP, opener bids 3 NT. Over the 3NT bid, all the responses that are used over the 4-3-3-3 17-18 HCP still apply here. (4♣ asks for the four card suit; 4♦, 4♥, 4NT, and 5♣ are transfers to the next suit; and 4♠ is the special bid asking opener for his controls).

Otherwise, opener bids his four card suits up the line but does not bypass 3 NT. Therefore if opener bypasses 3 NT, it is a cuebid for responder's last suit. If responder raises 3 NT to 4 NT, it is quantitative. A raise of 3♦ to 4♦ just sets trump, it is not keycard.

g) 1♣ 1NT/2♣
 2NT 3♦ 3♥:

These bids are Jacoby transfers. Opener can super-accept by skipping one level with a maximum and a good fit (at least four card), with a maximum and only three card support, opener bids 3 NT and waits for responder to re-transfer.

h) 1♣ 1NT/2♣
 2NT 3♠:

This is minor suit stayman and shows both minors. Opener can select a minor by bidding four of the minor which is not RKC since he is making a choice. Opener bids 3 NT without a four card minor. After that bid, responder can make a single suited slam try by bidding the minor (showing 5-4, 6-4, 7-4, etc). Or responder can show 5-5 in the minor by bidding his short major.

i) 1♣ 1NT/2♣
 2NT 4♣ 4♦:

This is a slam try for the bid minor. With interest, opener cuebids. Without interest, he rebids 4 NT. Opener might fake interest with a maximum. (19-20 HCP).

j) 1♣ 2 NT

After a 2 NT response showing 6 controls, the same structure as over a 1 NT response is used but all the bids are one level higher. Example:

1♣ 2 NT
3 NT (4-4-3-2 or 4-3-3-3 19-20 HCP)
4 NT (4-3-3-3 17-18 HCP)

D. A balanced 21 to 22 is opened 2 NT:

Over this bid, 3♣ is Stayman, 3♦ and 3♥ are Jacoby transfers, and 3♠ is minor suit Stayman. Jumps to 4♣ and 4♦ are slammish in the minor; opener should cue-bid with any kind of interest but bid 4 NT with 2 little in the minor.

E. A balanced 23 to 24 is opened 1♣ and opener jumps one level in NT:

Over this bid, the same structure is used. Club is Stayman, diamond and heart are Jacoby transfers, spade is minor suit Stayman, and jump in a minor is slammish for that minor. **Over a 1 NT or 2♣ response, opener must jump 2 levels to 4NT since a jump to 3 NT shows the balanced 4-3-3-3 17-18 HCP.**

F. A balanced 25 to 28 is opened 1♣ and opener jumps two levels to 3 NT (If responder bids 1 NT or 2♣, opener must jump 3 levels to 5 NT).

Over this bid, the same structure is used.

I. ONE LEVEL OPENING:

Except for 1♣, a 1 level opening shows the longest suit (unless opener has a bad club suit) and is made on unbalanced hands of 11 to 16 points or balanced hands of 15 to 16 points. With 5 or more clubs and a 4 card major, the hand is opened 2♣ (except when the club suit is poor). With 2 four card suits, the lower suit is opened unless it is club. With 4-5 in the red suits and a singleton spade, one heart might be opened to solve rebid problems.

A. 1♣:

This bid shows 17 or more HCP. It is forcing for one round. After responder's bid, opener will bid NT at the appropriate level with a balanced hand, or will bid his suit or suits.

a) 1♣ 1♦:

This is a negative response. It shows 0 to a bad 7 HCP. All non-jump responses by opener are not forcing. (Opener might prefer to bid a good 4 card major at the one level instead of a bad 5 card minor. A jump response creates a one round force. A double jump sets trump and is game forcing.

b) 1♣ 1♥:

This shows a good 7 or more HCP, but it shows less than 3 controls. It creates a force up to 2 NT unless a fit is found, in which case it is game forcing.

c) 1♣ 1♠:

This shows exactly 3 controls.

d) 1♣ 1 NT:

This shows exactly 4 controls.

e) 1♣ 2♣:

This shows exactly 5 controls.

f) 1♣ 2♦
 2♥
 2♠:

These bids show a 6 or 7 card suit with less than 3 HCP. With more values, respond 1♦.

g) 1♣ 2 NT:

This shows 6 or more controls.

h) 1♣ 3♣
 3♦
 3♥
 3♠:

If responder has a 6 or 7 card suit that can be played for one loser opposite a void he can jump to the 3 level. The minimum holding is KQJTxx. Responder can have one ace or king outside his suit. Responder bids the suit below the one he is holding (Spade shows club). After the suit bid, opener can accept the "transfer" which asks responder to show extra length (by raising the suit), control (by bidding the suit), or to bid 3 NT (or 4 NT over 4♣) with no extra. If opener does not transfer then 3 NT is to play and any suit bid is natural and forcing.

i) 1♣ 3 NT:

A 3 NT response shows a 7 card suit with no loser opposite a void (minimum AKQJxxx) and no side ace. Opener can select the final contract.

B. 1♣ and interference:

a) 1♣ **Double:**

After 1♣ double:

Pass: 0-3 HCP
Redouble: 4 to a bad 7 HCP and club length
1 diamond: 4 to a bad 7 HCP without club
Other bids remain the same.

b) 1♣ 1♦(Overcall):

After 1♣ 1♦:
 Pass: 0 to a bad 7 (1 diamond response)
 Double: 7-8 HCP 0-2 controls (weak 1 heart response)
 1 heart: 9+ HCP 0-2 controls (strong 1 heart response)
 Other bids remain the same.

c) 1♣ **1♥(Overcall):**

After 1♣ 1♥:
 Pass: 0 to a bad 7 (1 diamond response)
 Double: 7+ HCP 0-2 controls (1 heart response)
 Other bids remain the same.

d) 1♣ **1♠(Overcall):**

After 1♣ 1♠:
 Pass: 0 to a bad 7 (1 diamond response)
 Double: 7+ HCP 0-2 controls (1 heart response)
 1 NT: 3 controls
 2 club: 4 controls
 2 spade: 5 controls
 Other bids remain the same.

e) 1♣ **1 NT(Overcall):**

After 1♣ 1 NT:
 Pass: 0 to a bad 7 (1 diamond response)
 Double: 7+ HCP 0-2 controls (1 heart response)
 2 level: Decent 5+ card suit 1-2 controls
 2 NT: 3-4 controls.
 3 level: Decent 5+ card suit 3-4 controls
 3 NT: 5 or more controls

f) 1♣ **2 level overcalls:**

After 2 level interference:
 Pass: Nothing to say
 Double: 8+ HCP 0-2 controls no decent 5 card suit
 New suit: 4+ HCP 0-2 controls decent 5 card suit
 2 NT: 3-4 controls
 Cue-bid: 5 or more controls.

g) 1♣ **2 NT or higher overcalls:**

After 2 NT or higher:
 Pass: Nothing to say
 Double: Scattered values (7-10)
 New suit: 5+ card suit forcing
 3 NT: To play.

h) 1♣ and interference by fourth hand:

If after responder has shown his range and / or controls, fourth hand interferes with a suit bid of up to 2♠, a double by opener is for take-out.

Example:

1♣ Pass 1♥ 2♦
 Double (Take-out)

1♣ Pass 1♦ 1 NT
 Double (Penalty: interference was not with a suit. Opener is showing a very strong balanced hand)

1♣ 1♥ 1♠(3 Controls) 2♥
 Double (Still Take-out)

So, in the following auction, responder should tend to re-open with a double when short in hearts:

1♣ Pass 1♦ 2♥
 Pass Pass ?

If opener bids NT at the cheapest level after fourth hand interference (up to 2♠), he is showing a 17-20 balanced hand with the suit shown well stopped or a 19-20 balanced hand with at least one stopper. With 17-18 and only one stopper, opener passes and rebids NT at his next opportunity or bids the opponent's suit if he thinks NT will play better from partner's side. Without a stopper (and with a balanced hand), opener passes and starts bidding four card suit up the line.

1♣ Pass 1♠ 2♥
 Pass (balanced 17-20)
 2NT (balanced 17-18 with hearts well stopped or balanced 19-20 with at least 1 stopper)

1♣ Pass 1♠ 2♥
 Pass Pass Double Pass
 3♣ (denies four spades, denies a heart stopper, only shows 4 clubs)

C. 1♦:

This bid shows between 11 and 16 HCP. It guarantees at least 4 diamonds (unless the hand is 3-3-3-4 or even 2-3-3-5 with bad clubs and 15-16 HCP). Over this bid, 1♥ and 1♠ are forcing (only promises 4 cards). 1 NT shows 8-10 HCP. 2♣ shows at least 10 HCP. 2♦ is game forcing. 2♥, 2♠, and 3♣ are weak bids (4-6 HCP with a 6 card suit). 2 NT is invitational (10-12 HCP Note: over this bid 3♦ by opener is not forcing and 3 of a major shows shortness). 3♦ is invitational (might be done on 8 HCP with longer diamonds). 3♥ and 3♠ are splinters. 3 NT is to play.

D. 1♥ and 1♠:

These bids show between 11 and 16 HCP. It guarantees a 4 card suit and it will tend to be opener's longest suit. Over these bids 3 of the major is a limit raise with at least 4 trumps; other 3 level bids will be mini-splinters (could have extra values; 2♠ is the splinter over 1♥); 2 of the major shows between 7 and a bad 10 HCP (responder will tend to have 4 trumps but not always). New suits will be forcing with 2 level bid promising at least 10 HCP. After a single raise, Nagy or Kokish game tries are in effect. The cheapest bid asks responder where he would accept a game try. Other bids show shortness. So 1♠ 2♠ 2NT asks where responder would accept a game try. When opener uses the cheapest bid (not showing any shortness) he rates to have a strong NT. If after a response, opener bids a new suit he is asking for help in that suit. Example : 1♥ 2♥ 2♠ (where is your help) 3♣ (I have club help) 3♦ (How about diamond help?). 1♠ 2♠ 3♣ is a game try showing short clubs. A jump to 3NT after a single raise shows a balanced 15-16 HCP with a 5+ card major.

Responder can pass or correct to 4 of the major. If the opponents interfere with a double, the Nagy-Kokish game tries are still on. If they interfere with a suit bid, normal game tries are used.

Over a major opening, 2 NT is Jacoby. Opener will show shortness at the three level. Without shortness, opener bids 3 of the major with a fifth trump and a decent hand (14+ HCP), bids 4 of the major with a fifth trump and a poor hand (11-14 HCP), or 3 NT with 4 trumps (must be 15-16 HCP). A 4 level bid shows another decent 5 card suit.

After a major opening, a jump to game might be done on quite a good hand since opener is limited. A direct jump to 3 NT by responder asks opener to bid his major at the four level. Responder is showing a preemptive hand with one defensive trick.

If responder is a passed hand, then 2 way reverse drury is in effect. 2♣ show a limit raise with 3 trumps, 2♦ show a limit with 4 trumps and 3 of the major shows a limit raise with 5 trumps. Therefore, a 1 NT bid by responder denies a major suit fit but shows 8 to 11 HCP.

E. 1♦♥ 1♥♠
2 NT

A jump to 2 NT after a 1 over 1 response shows an unbalanced raise of responder's suit. Opener will be at least 4-4 in his and partner's suit and have a decent hand. He will have shortness in another suit. To find opener's short suit, responder bids 3♣. A 3♦ response shows the lower ranking suit while 3♥ shows the higher-ranking suit. Therefore a double jump shows a void. (Example: 1♦ 1♠ 3♥. This shows a spade fit and a heart void).

F. 1♦♥ 1♥♠
2♥♠

If opener raises responder's suit after a one over one response, he should have a minimum unbalanced hand. (One possible unlikely exception: opener has a 5-4-2-2 hand with 12-14 HCP that he elected not to open 1NT). Opener will tend to have 4 card support, but he might have only 3. In either case, he should have an unbalanced minimum.

G. Jump shift and reverse by opener:

Since opener is limited to 16 HCP, these bids show a powerful distributional hand. These bids are game forcing unless responder bids 2 NT, which is a relay to 3♣. If opener wants to insist on game, he simply does not bid 3♣ over 2 NT. (Note 1♦ 1♥ 2♠ is a strong jump shift not a splinter.) The reverse only applies after a one over one response. After a two over one response, a reverse by opener just shows shape not extra values. Here is an example:

1♦ 2♣
2♥

Opener rates to be 4-4-4-1 with club shortness and has not promised extra values.

H. Opener and responder's rebid after a two over one:

A two over one response (as in 2♦ over 1♠) only promises 10 HCP. If opener rebids at the three level, he creates a game force:

1♠ 2♦
3♦ (creates game force)

1♠ 2♦
3♠ (creates game force)

1♠ 2♦
3♣ (creates game force)

To avoid creating a game force, opener can rebid his suit or another suit at the two level. If opener bids 2 NT, he creates a game force since he is showing a 15-16 balanced hand.

1♠ 2♦
2♠ (forcing, but not game forcing)

Opener's 2♠ bid is forcing because responder has created a force to 2 NT by making a two over one response.

Responder's second bid creates a game force if it is at the three level unless he is repeating his suit or raising partner's.

1♠ 2♦
2♠ 3♠ (invitational)

1♠ 2♦
2♥ 3♥ (invitational)

1♠ 2♦
2♥ 3♦ (invitational)

1♠ 2♦
2♠ 3♣ (game force)

1♠ 2♦
2♠ 2 NT (invitational)

II. TWO LEVEL OPENING:

A. 2♣ opening:

This bid shows opener's longest suit (clubs) and a range of 11 to 16 HCP. The club suit will be a decent suit. (For example with ♠AKQJ ♥A ♦T75 ♣T9642, we open 1♠). Over that bid, we play negative doubles up to 4 diamonds. Responder can force with 2♦, which ask opener to describe his hand. With a minimum hand (11-12), opener will have good shape (5-4-3-1 with a four card major) or a good club suit.

a) 2♣ 2♦:

This is an artificial bid asking opener to describe his hand. If opener has a 4 card major and minimum values, he bids 2 of that major; with maximum values, he bids 3. With a strong no-trump (15-16), opener bids 2NT. With minimum values, opener bids 3♣; with maximum values 3♦.

- i. 2♣ 2♦
2♥♠

After opener has shown a minimum hand with a four card major, responder can splinter or keycard. A new suit would be forcing and shows a stopper for no-trump purpose. A raise to the three level sets trumps and asks for cue-bids.

If after 2♥/♠, responder bids 3♣, then it is to play. 2NT would be invitational.

- ii. 2♣ 2♦
2NT

Opener has shown a strong no-trump (15-16) without a four card major. A game force has been created unless responder passes 2 NT. 3♣ is slammish in clubs. 3♦ and 3♥ are Jacoby transfers. 3♠ is slammish for diamonds.

- iii. 2♣ 2♦
3♣

Opener has shown a minimum hand. 3♦ asks opener for his no-trump stopper outside of clubs. A 3NT response shows a diamond stopper.

If responder bypasses 3♦ and bids a major at the three level it is natural (at least five card) and forcing. Jumps to the four level are splinters (2♣ 2♦ 3♣ 4♥ for example).

- iv. 2♣ 2♦
3♦

Opener has shown a decent hand without a four card major. He has also denied a strong no-trump. This bid creates a game force. Opener's hand should be unbalanced. If responder bids a major (3♥ or 3♠), he is showing a five card suit. Opener can then bid 3 NT to deny a fit (probably opener's void or singleton) or show a fit by cue-bidding.

- v. 2♣ 2♦
3♥♠

Opener has shown a maximum with a four card major (might be five cards if he has six clubs). It has created a game force. New suits are cuebids. 4♣ sets trumps. 4 of the major is to play. 4NT is keycard for the major. Splinters can also be used.

- vi. 2♣ 2♦
4♥♠

Opener has shown a weak 5-6. Responder can place the contract. 4NT would be 1430 RKC with 6 keycards (both kings count). With a better hand, opener would respond at the three level and rebid his major.

- b) 2♣ 2♥
 2♠:

These bids are invitational. They show a 5 card suit with 8 to 11 HCP. Opener can pass, correct to 3♣, or cue-bid with a good fit.

- c) 2♣ 2 NT
 3 NT:

These bids show balanced hands of either 9 to 12 HCP or 13 to 15 HCP. They show stoppers or length in the unbid suits. Over 2 NT, opener can sign off in 3♣. With a good club fit, responder can upgrade his hand. Without a club fit, responder should downgrade his hand and bid 2♦ to get more information from opener on borderline hands.

- d) 2♣ 3♣:

3♣ show a club fit and 4-8 HCP. Opener should be only interested in game if he has hopes of making 5♣ or taking many club tricks in 3 NT. 3 level bids by opener are showing a stopper for NT and asks responder to bid 3 NT, show a stopper, or go back to 4♣ when a suit is not stopped.

If opener bids 4♣ over 3♣, he is inviting 5♣.

- e) 2♣ 3♦ ♥ ♠:

These bids are game forcing and show a decent 6 card suit.

- f) 2♣ 4♣:

This bid is pre-emptive.

- g) 2♣ 4♦ ♥ ♠:

These are splinters inviting slam.

- B. 2♦ opening:

This bid shows exactly 4-4-4-1 distribution and 17 to 24 HCP.

- a) 2♦ 2♥:

This bid ask opener to describe his hand. 2♠ shows 17-20 HCP (lower range) and a singleton in a major. 2 NT shows lower range and club shortness. 3♣ is lower range and diamond shortness. 3♦ is upper range and heart shortness. 3♥ is spade shortness. 3♠ is club shortness and 3 NT is diamond shortness.

Over the lower range, responder can get more information about opener's range. Over 2 NT and 3♣, responder can bid the short suit; with 17-18 HCP opener bids the first step, with 19-20 HCP, the second step. After a 2♠ bid, responder can bid 2 NT for further description. 3♣ shows a singleton heart, 3♦ shows spade shortness with 17-18 HCP, and 3♥ is also spade shortness with 19-20 HCP. After 2♦ 2♥ 2♠ 2 NT 3♣, 3♥ (skipping 3♦ which is to play) asks opener to define his range by bidding 3♠ with 17-18 HCP and 3 NT with 19-20 HCP.

If at any time, responder does not make one of the relay bid, that bid is to play. Over 4 of a minor, opener can raise to game with 2 honours in the trump suit

After these relays, responder can find the number of controls held by opener. By bidding the short suit, responder forces opener to show his controls. With the lower range, the first step shows 4

controls and each subsequent step shows another control up to 8. With the upper range, the steps range between 6 and 10 controls.

After checking for controls, responder can check for queens by bidding the short suit or 4 NT (whichever is the cheapest bid). With 0 or 3 queens, opener bids NT; with 1 queen, he bids the suit; with 2 queens, he bids the short suit. After opener shows 2 queens, responder can bid NT to find out which queen opener is missing.

Instead of checking for queens, responder can check for kings instead. He does that by bidding 5 NT (4 NT or the short suit is used to check on queens). This bid requests opener to bid the first suit up the line where he is missing a king. (Note for the purpose of all these bids, the king and the queen of the short suit are always ignored by opener even if he holds one of them). If responder then bids a new suit at the six level, opener is expected to go to seven with the king of that suit.

2♦ (4-4-4-1)	2♥ (inquiry)	♠ 5	♠ A74
2♠ (major shortness)	2NT (inquiry)	♥ AJ64	♥ 97
3♦ (spade 17-18 HCP)	3♠ (inquiry)	♦ AK82	♦ JT9653
4♥ (7 controls)	5 NT (king inquiry)	♣ AJ63	♣ KQ
6♣ (club king missing)	6♦ (how about ♦?)		
7♦ (got it!)			
2♦ (4-4-4-1)	2♥ (inquiry)	♠ KQ82	♠ AJ75
3♣ (diamond shortness)	3♦ (inquiry)	♥ AQ94	♥ K7
3♥ (17-18 HCP)	4♦ (inquiry)	♦ 6	♦ A852
4 NT (6 controls)	5♦ (queen inquiry)	♣ AK86	♣ Q52
6♦ (2 queens)	7♠		

b) 2♦ 2♠:

After a 2♦ opening, 2♠ is to play. Opener bids 2NT with spade shortness and a minimum. With an upper range hand, opener bids the suit below his singleton and passes responder's bid.

c) 2♦ 2 NT:

This bid shows a semi-positive response (6-7 HCP) with a decent six card suit headed by the ace or the king. After this bid, opener bids the suit below his singleton. Responder bids his suit (if his suit is club and opener has bid 3♠, responder bids 3 NT). If responder has bid opener's stiff, opener passes with a minimum and bids 3 NT with a maximum. If a fit is found, opener bids game with a minimum or cue-bids with extra.

d) 2♦ 3 level:

A suit bid at the 3 level shows a weaker 6 card suit headed by the ace, king, or queen-jack. When opener's stiff matches responder's suit, opener passes with a minimum and bids 3 NT with a maximum. With a fit, opener either bids game or bids his singleton (only time opener bids his singleton). Responder uses the next 3 steps to answer:

First step: trumps headed by queen-jack

Second step: trumps headed by ace or king without any singleton

Third step: trumps headed by ace or king with a singleton.

After the third step, opener can bid his shortness again to find where responder's shortness is.

e) 2♦ and interference

If the first opponent bids over 2♦, double is for take-out with some values since opener might convert it to penalty. Opener should only convert with decent trumps. If responder passes over the overcall, a re-opening double is for take-out. Since opener could have passed, the double tends to show that the overcall was in opener's shortness or that opener has a maximum.

If the second opponent interferes with an overcall, double is for penalty. If responder pulls the double, his calls are forcing if below game. If the second opponent interferes, pass shows opener's shortness. If opener can cuebid at the three level, it shows a maximum and shortness in overcaller's suit.

C. 2♥ or 2♠ opening:

These openings tend to show a 6 card suit and are pre-emptive with 6-11 HCP. New suits by responder are forcing. 2 NT asks for shortness and 3♣ requests opener to show a feature (stopper for NT).

If RHO interferes after a 2 NT inquiry, double shows shortness in RHO's suit. If opener can still bid his suit at the 3 level, a pass shows shortness in a lower ranking suit and a return to his suit denies any shortness.

III. HIGHER LEVEL OPENINGS:

A. 3 level suit openings:

These bids are pre-emptive. 3♣ and 3♦ show 6 card suits while 3♥ and 3♠ show 7 card suits. Opener might not follow these "rules" due to vulnerability, table feel, or because a swing is needed. Over 3♠, 4♥ (new suit by responder) is to play. This is the only exception, all other new suits are forcing.

B. 3 NT opening:

This is gambling NT. It shows a running 7 card or longer minor suit and denies any ace or king outside of the minor. 4♣ and 5♣ ask opener to pass or correct. 4♦ asks opener to show shortness (he bids 4 NT with 7-2-2-2, and rebids his suit at the 5 level with shortness in the other minor). 4 NT invites 6 NT with extra length.

C. 4 level suit openings:

These bids are pre-emptive. They show 7 card or longer suits (usually longer).

D. 4 NT opening:

This is usually a pre-emptive bid asking for responder's best minor.

E. 5♣ or 5♦ opening:

More pre-emption.

IV. COMPETITION: THEY OPEN:

A. Suit overcalls:

Over an opening suit bid, our overcalls range from 8 to a poor 20 HCP. Partner should try to keep the bidding open. A new suit is forcing and a NT bid shows about 8 to 11 HCP with their suit stopped. A cue-bid in their suit shows a limit raise or better with 4 trumps and a jump bid is a splinter.

B. NT overcalls:

Direct NT overcalls show a strong NT with a stopper in their suit. New suits by partner are to play except if partner makes a jump bid in which case it is forcing. A cue-bid in their suit is stayman (not game forcing).

Over a 2 NT overcall, we play transfers. For example, after a 2♥ bid and a 2 NT overcall by partner: 3♣ is a transfer to ♦; 3♦ is a transfer to ♠; 3♥ is still stayman; and 3♠ is a transfer to ♣. When partner transfers to ♣, he is showing a good hand since we might end up at the four level; therefore only accept the transfer with a good fit and bid 3 NT with a poor fit.

C. Jump overcalls:

Over a 1 level opening, jump overcalls are weak.

D. Direct cue-bid:

A direct bid is Michaels showing both majors (over a minor opening), or the unbid major and a minor (over a major opening). Partner bids 2NT to find the minor. If partner bids his own minor, it is to play. This Michaels bid is usually weak although it could be done on a very strong hand. With an average hand we bid our suits normally.

E. Jump overcalls (over 2 level bids):

We play leaping Michaels. Over a 2♥ and 2♠ opening, jumps to 4 of a minor show that minor and the unbid major (it is not forcing but encouraging). Jumps to the 4 level into the unbid major show a very good hand. 3 level cue-bids ask for a stopper for NT purposes. A jump to 4 NT shows a strong hand with both minors.

Over a weak 2♦ bid, bids remain natural. A 4♦ cue-bid is Michaels and 3♦ still asks for a NT stopper.

F. Over 1NT opening:

We play 2 under transfers.

Double in direct seat is penalty. It shows the values to penalize a strong no-trump whether or not the opponents play strong no-trump. Partner can pull with a poor hand and a long suit. Double in the balancing seat shows 11-13 HCP and a balanced hand.

2♣ shows ♥.

2♦ shows ♠.

2♥ shows ♥ and ♠.

2♠ shows ♣.

2NT shows ♦.

3♣ shows ♣ and ♦.

Over the single suit transfer, responder can super-accept by bidding the in-between suit. For example, after a 2♠ bid, responder bids 2NT to show that he likes clubs. A direct 3♣ bid would show a poor hand. With a good hand of his own, responder can just bid his suit. This bid is not forcing but highly invitational. To force responder can bid 2NT unless overcaller bid 2♠.

After the transfer (no super-accept), overcaller can bid another suit as natural to show a very offensive hand (overcaller did not double). For example, with ♠KQT865 ♥T ♦KQJ98 ♣5, bid 2♦ to show spades, and if partner just bids 2♠ (no interest), responds 3♦ to show this hand. With a better hand, overcaller could make a jump bid to force to game.

If the opponents play weak no-trump (cannot have 15 HCP), a suit bid shows some values (10 to 16 HCP). If they play strong no-trump, a suit bid can be made with good shape and less values. Also after a weak no-trump and a pass by partner, a double of 2♣ shows general values. The partner of many weak no-trumpers (including us) often bid 2♣ to get out of trouble.

G. Lebenshol:

We play Lebenshol after a double of a weak two. 2 NT asks the doubler to bid 3♣. But the doubler can bid something else with a great hand.

V. **COMPETITION: WE OPEN AND THEY COMPETE:**

A. Negative doubles:

We play negative and responsive doubles to 4♥.

B. Anti-Michaels:

After 1 major, 2 of the same major, double shows a penalty of one of their suits; 2 NT shows invitational values and unbid major stopped; 3 of a minor is constructive but not forcing (double with better hand); 3 of partner major is constructive; with a limit raise for partner's major, bid the unbid major (opponent's suit).

After 1 diamond, 2 diamonds, double shows a penalty of one of their suits. 2♥ shows a limit raise or better for clubs (lower ranking suit). 2♠ shows a limit raise or better for diamonds (higher ranking suit). 2 NT is natural. 3 level minor bids are constructive but less than a limit raise. 3 level major suit bids are splinters and 3 NT is to play.

C. Unusual versus unusual:

After 1 something, 2 NT, double shows a penalty of one of their suits. Since both of their suits are known, we can cue-bid the lower suit to show a limit raise in our lower ranking suit and cue-bid the higher suit to show a limit raise in our higher ranking suit. Direct bids of our suit are constructive but show less than a limit raise.

1♠ 2 NT

3♣: limit raise or better in heart

3♦: limit raise or better in spade

3♥: competitive

3♠: competitive

D. Interference over our NT:

If the opponents bid at the two level, double is for penalty and Lebenshol applies. Over 2♣, we give up on the invitational hand so that 1 NT (2♣) 2 NT (P) 3♣ (P) 3♦ shows Stayman with a stopper.

If the opponents bid at the three level, double is for take-out.

VI. VARIOUS AGREEMENTS:

A. Cue-bids:

We cue-bid first and second round controls in the order they come up. At the five level and higher we cue-bid only first round controls unless partner has guaranteed first round.

B. Redouble:

If partner has made an unusual NT bid or a michaels bid where both suits are known (1♦ 2♦); then after a double by third hand, a redouble asks partner to bid his first suit up the line. Then partner will take a preference by passing or by bidding either suit at any level. By redoubling first partner asks the unusual no-trumper to lead his other suit if he is on opening lead.

Also, if partner's cue-bid (first or second round) gets doubled, a redouble promises first round control, a pass denies first round and gives the cue-bidder a chance to redouble to show first round control.

C. Balancing:

In the balancing position, a jump shift shows a good suit and a decent hand (12-16 HCP). A reopening double shows 10+ HCP. 1 NT shows 11-14 HCP. Double followed by NT shows the strong NT. Michaels cue-bid still applies, but a jump to 2 NT shows a balanced 19-21 HCP with the opponent's suit stopped since this is a difficult hand to describe. After this 2 NT bid, transfers thru opener's suit are used.

1♥ P P 2 NT (19-21)
P 3♦(transfer to spades)

D. CRASH:

Over an opponent's strong 1♣ or 2♣ opening, we play CRASH. Double shows a 2 suited hand of the same color, 1♦ or 2♦ shows a 2 suited hand of the same rank, and 1NT or 2NT shows a 2 suited hand of the same shape.

CRASH also applies in the balancing seat if partner passes and responder bids diamonds at the cheapest level. Bids remain the same but ♥ bids replace ♦.

1♣(Strong) Pass 1♦ 1♥(2 suited hand of same rank)
1♣(Strong) Pass 1♦ 2♥(natural)

After partner's bid, we pass or correct to our cheapest suit if partner has not bid one of our suits.

E. 1430 KeyCard:

We play 1430 KeyCard. Over 4NT, we play the following responses:

5♣: 1 or 4 keycards

5♦: 0 or 3 keycards

5♥: 2 or 5 keycards without the queen of trumps

5♠: 2 or 5 keycards with the queen of trumps

5 NT: even number of keycards and a useful void

6 level (below the trump suit): odd number of keycards and a void in the suit bid

6 trump suit: odd number of keycards and a void above the trump suit

After a 5♣ or a 5♦ response, the next bid up the line asks for the trump queen (unless it is the trump suit). Without the queen, responder bids trump at the cheapest level. With the queen, responder's bid depends on whether or not trumps can be bid at the five level. When the five level is available, responder bids his first king up the line (since this will never go past 6 of the trump suit). Without a king, responder jumps to the six level into the trump suit. When the five level is not available, responder bids his first king up the line if below six of the trump suit. When a king cannot be shown (either because there is none or it is passed the trump suit), responder bids 5 NT.

Also after a keycard response, a bid of 5NT confirms all keycards and asks for kings up the line without going past the trump suit. After getting a response, a suit bid asks for that king.

An impossible bid of 5♠ by the keycarder also confirm all keycards and asks for kings up the line but gives responder the extra bid of 5NT to show the ♠K.

1NT	2♦
2♥	3♥ (setting trumps)
4♣	4NT
5♣ (1 keycard)	5♦ (♥Q?)
6♣ (yes and ♣K)	6♦ (♦K?)
6♥ (no)	

2NT	4♣ (slammish)
4♦ (cuebid)	4NT
5♣ (4 keycards)	5♦ (♣Q?)
6♣ (no)	
5♠ (yes, no ♥K, ♠K)	
5NT (yes, no ♥K, no ♠K, ♦K(?))	

1♣	1♠
1NT	3♦ (single suited: hearts)
4♥ (super-accept)	4NT
5♣ (4 keycards)	5♠ (confirm all keycards, asks for kings up the line)

F. Two Suit Keycard:

There are two sequences that lead to two suit Keycard.

2♣	2♦
4♥/♠ (6-5)	4 NT (keycard for club and the major)

1 NT	3♠ (minor suit stayman)
3 NT (no minor)	4♥/♠ (shortness)
4 NT (keycard for both minors)	

All the responses remain the same except for:

5♥: 2 keycards without the lower ranking queen

5♠: 2 keycards with the lower ranking queen

After the 5♥ response, the keycarder can ask for the higher ranking queen by bidding 5♠ (unless it is a possible trump suit), a 5 NT response denies that queen, while 6♣ shows that queen. If the keycarder bypasses 5♠, and instead bids 5 NT, he is asking for kings up the line. Therefore, it is not possible to stop in 5 NT.

G. Grand Slam Force:

A jump to 5NT asks for trump quality. With two of the top three, bid 7♣. With none, bid the trump suit at the 6 level. With one, bid 6♣ with the Ace, 6♦ with the King, and 6♥ with the Queen. But do not bid above the trump suit with only one of the top three. So, if diamonds are trumps, a 6♦ response only denies the ♦A.

H. Minor suit key-card:

Minor suit key-card applies after 1♣ - 2♣ - 4♣ or 1♦ - 2♦ - 4♦ and it is used with 1430 responses. It also applies if the minor suit has already been agreed as trumps and the bid is not preemptive. Also, a non-preemptive jump raise of partner's minor applies.

1♠	2♦
4♦ (keycard)	

1♠	2♦
3♦	4♦ (keycard)

1♠	2♦
3♦	3♥
4♣	4♦ (keycard)

1♥	2♣
3♣	3♠
4♣ (keycard)	

2NT	3♠ (minor suit stayman)
4♣ (not keycard, club was not agreed as trump before)	

1♦	4♦ (not keycard, preemptive)
----	------------------------------

A bid of 4NT after using minor suit keycard is to play. Therefore when ♦ are trumps, 5♣ might have to be used to ask for the trump Queen. 5♦ (when trumps are ♣) and 5♥ (when trumps are ♦) are used to ask for specific kings. A response of 5NT shows the king that cannot be shown without going past six of the minor (♦ or ♥).

1♦	2♦ (game force)
4♦ (keycard)	4♠ (0 or 3)
4NT (to play)	
5♣ (♦Q?)	

5♦ (to play)
5♥ (confirm all keycards ask for kings up the line)

1♣	1NT (4 controls)
2♣	3♣ (set trumps)
4♣ (keycard)	4♦ (1)
5♦ (kings?)	5♥ (♥K)
5♠ (♠K?)	5NT (♦K)

I. Exclusion key-card:

A jump past game asks for key-cards excluding the ace of the suit bid. Example:

1♥ 5♣ (asks for key-cards excluding ♣A)

Simple steps are used for the response. First step: no keycard; second step: 1; third step: 2 keycards; and fourth step: all four keycards.

VIII. DEFENSE

A. Leads:

We lead 4th best and Ace from an Ace-King combination unless we have a doubleton, or we are defending at the five level or higher.

B. Signals:

We signal upside-down. Our primary signal is attitude. If the opening lead is into dummy's singleton, we use odd-even signals. (Odd: continue, even: shift to the higher or lower suit depending on the size of the card.)