

## NOTE 1: TAB (TRUMP ASKING BIDS) &amp; CAB (CONTROL ASKING BIDS)

1♣ - 1MAJ - 2MAJ = Trump ask

Step 1 = 5 or 6 cards, no top honor

Step 2 = 5 cards, one of top three honors

Step 3 = 5 cards, two of top three honors

Step 4 = 6 cards, one top honors

Step 5 = 6 cards, two top honors

Step 6 = 5 or 6 cards, AKQ

Next step = CAB - Control asking bid

Step 1 = No control

Step 2 = 3rd round control (Skip this on 5+ level)

Step 3 = 2nd round control

Step 4 = 1st round control

## NOTE 2: AFTER OUR BIG ♣, AT 4 LEVEL (OR 3♠ IF WE BID ♥):

If we are in Forcing Pass situation (but never after 1♣ P 1♦):

A) Responder has bid a suit

1) Opponents bid to level BELOW our game

Pass = Asks for double, and then

New suit bids = Multi-playable (2 places to play)

Raise = Decent 2-card fit

Double = Good raise, Raise = Weaker Raise

2) Opponents bid ABOVE our game

Pass = Asks for double, and then same as above except that raise = slam try with 3+ trumps.

Double = Flexible raise -can defend.

New suits = One suited.

Raises = weakest

B) Responder hasn't bid a suit:

Pass forces double (for pen, or if followed by a pull = 2-suited).

Direct bids = one-suited

## NOTE 3: 1♣-1♦-2♥ FORCES 2 SPADES, AND THEN:

2NT = 23-24 Balanced (Responses as to 2NT opening bid)

3NT = 25-27 Balanced

3♥ = 5+-5+ in majors, INV (3♠ = sign-off, 4m = S/T in corresponding Major)

3♣/3♦ = Natural GF

NOTE 4:1♣-1♦-2♠ = ANY 4441, 20+ HCP. 2NT ASKS:

3 of a suit = Singleton in next suit, 20-23 HCP

(Next suit = relay for sign-off; all other bids are GF - RKCB - see note 5)

3NT through 4♥ = Singleton in next suit, GF

(Next suit = relay for sign-off - other bids = slam interest)

Note 5:4♣-4♦ Special RKC When We Are Known To Have A 3 Suiter:

4♣ = Relay to 4♦ to make a natural slam try in one of the suits

4♦ = Relay to 4♥ to sign-off in one of the suits

4♥ = RKC in the cheapest of the three suits

4♠ = RKC in the middle of the three suits

4NT = RKC in the highest of the three suits

NOTE 6:1 MAJOR - 2NT = GF RAISE, 4+ TRUMP :

4 Major = Very minimum

3♣ = Regular minimum - 3♦ reasks

3♥ = Shortness somewhere (3♠ asks)

3♠ = (5422) (3NT asks for 4 card suit)

3NT = (6322)

4 new suit = 5-5 or better

4 major = (5332)

3♦ = Non-minimum, shortness somewhere (3♥ asks)

3♥ = Non-minimum, (5422) (3♠ asks)

3♠ = Non-minimum, 6 card suit, no shortness

3NT = Non-minimum, (5332)

4 new suit - Non-minimum, 5-5 or better

NOTE 7: 2-WAY GAME TRIES AFTER 1 MAJ - 2 MAJ

Next step is relay for general try/ask

Other steps are short-suit tries (step 1 = lowest suit, etc.)

Re-raise to 3 is a bar bid

NOTE.8:1♠-1NT-2♣-2♦ = ARTIFICIAL FORCE WITH :

a) decent 2-card raise of spades

b) decent 2NT bid

c) Good club raise

d) Good diamond hand (better than direct 3♦)

e) Interest in hearts

Opener bids :

- 1) 2♥ with most hands with 2+ ♥
- 2) 2♠ if he prefers ♠ to ♥
- 3) 3♦ with a great hand for hearts

NOTE 9: AFTER 1 MAJOR IS DOUBLED :

Redouble is 10+, usually 2 card fit

1NT = ♣ (might have support and be lead-directing)

2♣ = ♦ (might have support and be lead-directing)

2♦ = ♥ (might have support and be lead-directing)

Direct Raise could be very light (often a doubleton honor)

One below raise = Decent raise (7+ - 10)

This system also on after we overcall 1♥, 1♠, or at 2+ level & after our weak 2-bids

NOTE: ..10: 1NT (10-12) IS DOUBLED :

Redouble = Business

Pass forces redouble and then :

Pass = to play 1NT redoubled (rare)

2♣ = ♣ + higher suit, but could just be scrambling (4333, etc.)

2♦ = ♦ + higher suit

2♥ = ♥ + ♠

2♠ = ♠, invitational

NOTE 11: SPECIAL LEBENSOHL AFTER OUR 1NT (WEAK OR STRONG)

2NT forces 3♣ :

New suits = sign-off

Opponent's suit = Stayman with stopper

Opponent's suit if 2-suiter = shortness

Direct bids = Transfers (Invitational or better)

Direct 3NT = No stopper, Slow 3NT = Stopper

NOTE 12: 2♣-2NT AND 2♣-3♣ ARE ARTIFICIAL RELAYS TO NEXT STEP.

2♣-2NT forces 3♣ and then:

Pass = To play (could be very light raise)

3♦ = ♦+♥ GF (5-5 or better)

3♥ = ♦+♠ GF (5-5 or better)

3♠ = ♥+♠ GF (5-5 or better)

2♣-3♣ forces 3♦ and then:

Pass = to play (Direct 2♣-3♦ = Inv.)

3♥/3♠ = Natural Slam try

3NT or higher = ♦ Slam try

NOTE 13: 2♣-2♦ ASKS (INVITATIONAL OR BETTER)

2♥ = 4 cards in ♥ or ♠ (2♠ = re-ask for major and strength)

2♠ = Non-minimum, side singleton or void (2NT asks)

2NT = Non-minimum, Balanced (3♦ = stopper ask)

3♣ = Minimum

3♦ = Non-minimum, 4+ diamonds

3♥ = 5+ hearts

3NT = 5+ spades

3♠ = Solid clubs, artificial

NOTE 14: 2♦ - 2NT ASKS:

3♣ = All minimums (3♦ reasks : 3♥ = 3-4-1-5; 3♠ = 4-3-1-5; 3NT = 4-4-1-4)

3♦ = Non-minimum 4-4-1-4

3♥ = Non-minimum 3-4-1-5

3♠ = Non-mon. 4-3-1-5

3NT = Non-minimum 4-4-1-4 (stiff honor)

4♣/4♦ = 4-4-0-5 min/max

NOTE 15: AFTER PREEMPTS, 4♣ = SPECIAL KEYCARD ASK:

Step 1 = No keycards

Step 2 = One keycard, no trump queen

Step 3 = One keycard + trump queen

Step 4 = Two keycards, no trump queen

Step 5 = Two keycards + trump queen

Followed by one over trump suit to ask for specific kings

NOTE 17: 1♦-1M-2 OTHER MAJOR = ART

Usually 3-card support for the major and long diamonds and a maximum.

1♦-1♠-2♥ could be just red suits (clarified on next round)

Note 18: 1♠-1NT-2♥-3♣ = Relay to 3♦, to play or to show various good ♥ raises.