

[1] Lebensohl

Weak hand: 0-7 HCP
 Invitational hand: 8-11 HCP
 Game forcing hand: 12+ HCP

Case 1 : Over partner's takeout DBL on opponent Weak 2 openings
 ("Slow shows 4 cards in unbid major")

After (2M) X (Pass) :

2NT = Relay to 3♣

THEN

3X = To play

Cue bid = 4 cards in unbid major, forcing

3NT = 4 cards in unbid major, stopper in opponent's suit

3X = 8+ hcps, at least invitational

Cue bid = **NO** 4 cards in unbid major, forcing

3 other Major = 4+ cards, denies stopper in opponent's suit

3NT = **NO** 4 cards in unbid major, stopper in opponent's suit

(or in either major if opponent bids 2m weak)

4m = 18+ hcps, 6+ cards;

Case 2 : 1NT opening being interfered;

After 1NT (2M) :

X = take-out, including STAYMAN ;

2X = NF, 5+cards ;

2NT = puppet to 3♣, STOP in any suit ;

3X = GF, 5+cards ;

3M = GF, STAYMAN without stoppers ;

Go thru 2NT then cue 3M = GF, STAYMAN with stoppers ;

3NT = To Play ;

Case 3 : Opener reverse ;

Jump level Reverse is GF, 1m – 1♥–2♠, then 2NT = NAT ;

After 1m – 1♠–2♥ :

2♠ = NF ;

2NT = LEB, opener rebid 3♣ with min ;

THEN responder rebid = weak ;

responder 3♠ = INV with long ♠ ;

3m = GF with support ;

3♥ = GF with 4+cards support ;

3♠ = GF with 6+cards ;

3NT = To play ;

[2] Roman KeyCard Blackwood

4NT after obvious agreed trumps, 1403

Responses :

5♣ = 1/4 KC ;

5♦ = 0/3 KC ;

5♥ = 2 KC without trump Q ;

5♠ = 2 KC with trump Q ;

5NT = 2 KC plus a useful void ;

6m = 1/3 KC plus a useful void (if below trump) ;

Subsequent +1 step (except trump suit) = asking for trump Q ;

Subsequent 5NT = asking for lowest King ;

RESP : 6 trump = no King ;

6 new suit = lowest King ;

Direct 6-level after KC responses = asking for third round control ;

RESP : 6 trump = no Q ;

7 trump = Q OR doubleton + extra trump ;

After interfere (5♦ or below, including DBL), just like other convention being interfered

Double = exactly the step

Pass = the step cannot bid

Suit = bid as usual

After interfere (5♥ or more), DEPO

Double = Even number of keycards;

Pass = Odd number of keycards;

[3] Exclusive RKCB

General Principles

Unnecessary double jump ;

+1 step = 1/4 KC ;

+2 step = 0/3 KC ;

+3 step = 2 KC without trump Q ;

+4 step = 2 KC with trump Q ;

[4] Michael Cue Bids

Cue bid minor = both Majors, 7-11 hcps OR 16+ hcps ;
 Cue bid Major = other Major + m, 7-11 hcps OR 16+ hcps ;
 Jump Cue bid = stopper asking, with semi-solid OR solid suit ;
 After Michael Cue Bids, if the responder passed, 2NT = values asking ;

After (1M) – 2M – (pass) :

2NT = values asking ;

THEN 3m = m + other M, min ;
 3♥ = ♣ + other M, max ;
 3♠ = ♦ + other M, max ;
 4♣ = 16+ hcps with ♣ ;
 4♦ = 16+ hcps with ♦ ;

3m = Pass / Correct ;

Jump = To Play ;

After (1m) – 2m – (pass) – 2NT :

3♣ = min 55 ;
 3♦ = max 55 ;
 3♥ = 16+ hcps with 6+ ♥ ; 3♠
 = 16+ hcps with 6+ ♠ ; 3NT
 = 16+ hcps with 5-5M ;

Under Competition

(1♥) – 2♥ – (3♥) – 4m = to compete if double fit ;

Leaping Michaels

(2♠) 4♦ = ♥ + ♦ 55

[5] Multi-LANDY (for Direct seat)

Defense against 1NT opening :

X = same strength or above ;
 After passing and setting up penalty, subsequent X = penalty ;
 2♣ = both Majors, 4+4+ ;
 2♦ = 1 Major ;
 2M = normally 5+M & 4+m ;
 2NT = both minors, 5+5+ ;
 3m = PRE against Strong NT (14+), Constructive against weak NT ;
 3M = PRE against Strong NT (14+), Constructive against weak NT ;

After (1NT) – 2♣ – (Pass) :

2♦ = pick your longer M OR invitation in either M ;
 2M = preference ;
 2NT = invitation ;
 3♣ = any GF ;

After (1NT) – 2♦ – (Pass) :

2♥ = Pass / Correct ;
 2♠ = Pass / Correct, implies ♥ fit with short ♠ ;
 2NT = asking ;
THEN 3♣/♦ = max ♥/♠ ;
 3♥/♠ = min ♥/♠ ;
 3M = invitation with 6+cards ;

After (1NT) – 2M:

2NT = value asking, similar to the development after Michaels[12] ;
 3m = Pass / Correct ;
 3M = INV ;
 4m = Pass / Correct ;

After (1NT) – 2♣ – (X) :

Pass = 6+♣ ;
 2♦ = 6+♦ ;
 XX = pick your longer M OR invitation in either M ;
 2M = preference ;

After (1NT) – 2♦ – (X) :

Pass = 6+♦ ;
 XX = bid your Major ;
 2M = NAT ;

Balancing seat

2♣ = both Majors
 Other = Natural

[6] Kokish relay

After 2♣-2♦

2♥ = puppet to 2♠

THEN 2NT = 25+, game forcing

3♣ = 5+♥, 4+♣

3♦ = 5+♥, 4+♦

3♥ = 6+♥

3♠ = 5+♥, 4+♠

2NT = BAL, 22-24

Others = NAT

Balanced hands with 5♥ should rebid 2NT, either directly or indirectly

[7] Multi-2♦ (weak 2♥ / 2♠)

Responses:

2M = Pass / Correct ; 2NT

= Asking ;

3m = Constructive ; 3M

= Pass / Correct ; 3NT

= to play ;

4♣ = bid your M - 1 ; 4♦

= bid your M ; 4M

= to play ;

System ON when Opponents X over Openings ;

System OFF when Opponents overcalled over Openings, Cue bid

= bid your Major ;

New suit = NAT ;

After 2♦-2NT :

3♣ / 3♦ = max 6+♥ / ♠ ;

THEN 3M = fit, GF ;

THEN

3NT = sing/void in other Major ; 4m
 = sing/void in m ;

4M = no shortness ;

3NT = to play ; 4M

= to play ;

3♥ / 3♠ = min 6+♥ / ♠ ;

After 2♦-4♣ :

4♦ = 6+♥ ;

4♥ = 6+♠ ;

After 2♦-4♦ :

4M = 6+M ;

[8] Competitive sequence after Multi-2♦

After 2♦-(X)

Pass = to play

XX = show your major

2M = natural 5+

3M = pass or correct

[9] Unusual vs Unusual

When one suit specified

DBL	= penalty
2NT	= INV ;
Cue-bid	= limit raise or better ;
Direct raise	= non-forcing ;
2-level new suit	= non-forcing ;
3-level new suit	= GF ;
3NT	= to play ;

When two suits specified

DBL	= penalty
2NT	= INV ;
Cue lower available suit	= limit raise or better ; Cue higher available suit
showing fourth suit, GF ; Direct raise	= non-forcing ;
Fourth suit	= non-forcing ;
3NT	= to play ;

[10] Hardy Convention

3♠ relay to 3NT, could be either Stop Bid OR Slam Try in one minor OR both minors ; After

2NT – 3♠ – 3NT :

4♣	= ♣ suit, mild slam try, optional keycard asking ;
<u>THEN</u>	4♦ = ♣ fit, 1/4 kc ;
	4♥ = ♣ fit, 0/3 kc ;
	4♠ = ♣ fit, 2 kc without trump Q ; 4NT = Stop Bid ;
	5♣ = ♣ fit, 2 kc with trump Q ;

4♦	= ♦ suit, mild slam try, optional keycard asking ;
<u>THEN</u>	4♥ = ♦ fit, 1/4 kc ;
	4♠ = ♦ fit, 0/3 kc ; 4NT = Stop Bid ;
	5♣ = ♦ fit, 2 kc without trump Q ; 5♦ = ♦ fit, 2 kc with trump Q ;

4♥	= at least 5+4+ minor, shortness in bid suit ;
<u>THEN</u>	4NT = Stop Bid ;
	5m/6m = Stop Bid ;

4♠	= at least 5+4+ minor, shortness in bid suit ;
<u>THEN</u>	4NT = Stop Bid ;
	5m/6m = Stop Bid ; 4NT

= 22(54), mild slam try ;

2NT – 3NT = Transfer to 4♣, weak in ♣/♦, no slam interest;

Strongest bid	= go through Hardy ;
Intermediate bid	= go through 2NT – 3NT – 4m – 5m ;
Weakest bid	= direct jump to 5m over 2NT ;

[11] Defensive BidsOver opponent multi-2 ♦ opening

- X = 13-15 BAL OR Strong hand ;
With a T/O DBL or a Major, PASS then planning to DBL on next round ;
- 2M = NAT ;
RESP in other M = cue-bid, i.e. Limit Raise or better ;
- 2NT = 16-18, normally BAL ;
- 3m = NAT ;
- 3M = Strong, 15-18 hcps, 6+ cards ;
RESP in other M = cue-bid ;
- 4m = 5+m & one 5+M, Leap Michaels ;
THEN 4♦ over 4♣ = asking Major ;
4♥ over 4♦ = Pass / Correct ;

After (2♦) – pass – (2M) :

- X = T/O ;
- 2NT = NAT ;
- 3M = NAT ;
- 4m = Leap Michaels ;

Over opponent 3NT opening (either gambling OR minor PRE) :

- X = penalty ;
- 4m = T/O in the m ;

Take-out DBL

After (1♠) – X – (2♠) :

- X = normally 9+, NO 4♥, 2344 is the typical hand ;
- 2NT = choice of contract, NO 5 cards suit, might have 4♥ ;
- 3Y = 5+ cards suit ;

Over opponent Bergen Raises :

- DBL opp weaker Bergen (7-9) = T/O in opponents' Major fit ;
- DBL opp stronger Bergen (10-12) = Lead Directing ;

[12] Escape from 1NT (open or overcall) being DBL

Pass = suggest to XX ;

- THEN Pass = To play ;
- 2X = D.O.N.T. ;

XX = Relay to 2♣ ;

- THEN Pass = To play ;
- 2♦ = 5+♦ ;
- 2M = 4M & 6+m ;

Others = System ON ;

[13] Special Forcing Pass Sequence

After Interfere of 1NT (other than X),

Responder DBL = show strength, disregarding suit or not ;

- THEN Opener Pass = T/O ;
- DBL = penalty ;

Responder passes = unable to show strength ;

- THEN Opener Pass = nothing ;
- DBL = T/O ;

Opener rebid assume responder is weak when responder is unable to show ;

If opponents find fit, DBL = T/O ;

[14] Special agreement

Under Competitive

After (1m) 1M (pass) :

- New suit = Constructive, but NF ;
- Cue bid = Limit Raise or better ;
- Jump new suit = GF, 6+ cards ;
- Jump cue = 7-9, 4+cards fit ;

(1m)	1♥	(pass)	1♠	= constructive, normally 5+♠ ;
(1m)	1♥	(pass)	2♠	= GF, 6+ cards ;
(1m)	1♥	(pass)	2m	= Limit Raise or better in ♥ ;
(1m)	1♥	(pass)	3m	= 7-9, 4+cards fit ;
(1m)	1♥	(X)	3m	= 7-9, 4+cards fit ;
(1♠)	2♣	(pass)	2♥	= constructive, 5+♥ ;
(1♠)	2♣	(pass)	3♥	= GF, 6+ cards ;

1NT	(pass)	2♣	(2♥)
??			

- X = max with 4+cards in opponent suit ;
- Pass = could be min with OR without 4+cards ♠, OR max without suitable bids ;
- 2♠ = max with 4+cards ♠ ;

1NT	(pass)	2♣	(2♥)
pass	(pass)	??	

- X = 4+cards in opponent suit, suggest penalty ;
- 2NT = invitation with OR without 4+cards ♠, with OR without ♥ guards ;
- 3♥ = GF with 4+cards ♠, normally without ♥ guards ;
- 3NT = GF with 4+cards ♠, normally with ♥ guards ;

1♠	(pass)	2♦	(2♥)
??			

- X = extra, normally short in opponent suit ;
- Pass = could be min OR extra with 2+ cards in opponent suit ;
- THEN X by the responder = suggest penalty ;

After GF & Supported sequence, if opponent interfere and raise, X = stoppers asking ;

1♥	(pass)	2♦	(2♠)
3♦	(3♠)	X	

= stoppers asking ;

Cue Bids

When opponent bid and raise in 1 suit, cue = stopper asking ;

1♣	(1♥)	1♠	(2♥)
Pass	(pass)	3♥	

= asking for ♥ stoppers;

When opponent bid and respond with different suits, cue = values showing

1♣	(1♥)	1♠	(2♦)
Pass	(pass)	3♦	

= values showing in ♦, asking for ♥ stoppers;

1M	(3m)	X	(pass)
4m			

= GF in 4 other M OR
 Self sufficient suit, better than jump to 4M ;

1m	(pass)	1♥	(1♠)
2♠			

= Self sufficient suit in m ;

1m	(pass)	1♥	(1♠)
3♠			

= GF in ♥, SPL in ♠ ;

NT

Always leaving the road to NT, cue bids is the only way to show slam interest, and thus, does not necessary have control ;

(3♦)	3♥	(pass)	3NT
(Pass)	4♣	(pass)	4NT

= To Play, only 4♦ = Slam Try in either suit

2NT	(pass)	3♥	(pass)
3♠	(pass)	4m	(pass)
4NT			

= To Play

Rules for Lightner Doubles

- Lead dummy first bid suit, even it is not a truth suit ;
- Lead dummy side suit ;
- If dummy has bid two side suits, use your judgement ;
- If dummy has not bid a side-suit, lead declarer first bid side suit ;
- If no opponent has bid a side-suit, lead the highest unbid suit ;
- If the opening leader has bid a suit,
 the Lightner DBL of a slam always asks him to lead his own suit ;