

# Italian Blue Club

Italian Blue Club made easy

Date: 1 Mar 1995 19:14:44 GMT

Organization: Information Networks Division: Hewlett Packard

NB - modified by gmeier,

to reflect content as per "The Blue Club" by Garozzo and Yallouze, Faber and Faber 1969

## INDEX

- I. Opening Bids
- II. Development of Strong Openings
- III. Development of Weak Openings
- IV. Development of Normal Openings
- V. Leads

## OPENING BIDS

### 1. Strong Openings = 17 +

- 1C: 17+, unbalanced; 18+ balanced
- 2D: 17 - 24, 4-4-4-1 distribution, any singleton
- 2NT: 21-22 balanced

### 2. Weak Openings: 6 - 11

- 2H/2S: 6 or 7 carder suit, rule of 2 and 3
- 3D/3H/3S (not 3C): 6 or 7 carder suit, rule of 2 and 3
- 3NT: 7 carder minor with AKQ, nothing much else
- 4C/4D/4H/4S: 8 carder suit, rule of 2 and 3 5C/5D: 8 carder suit, rule of 2 and 3

### 3. Normal Openings: 12 - 16

- 1D: 3 cards or more - could have better suit, lower ranking any strength, higher ranking in a good hand
- 1H/1S: 4 cards or more - could have better suit, lower ranking any strength, higher ranking in a good hand
- 1NT (13-17): 13-15 with C suit and 3 cards in both H and S, OR any 16-17 ; BALANCED
- 2C: very good 5 carder or good 6 carder C - could have side suit in a good hand
- 3C: very good 7 carder suit, 7-8 playing tricks

## DEVELOPMENT OF STRONG CALLS

### 1. Response to 1C Openings (control showing) without intervention (A = 2 controls , K = 1 control)

1D:	0 - 5, maximum 2 controls
1H:	6+ , maximum 2 controls Forcing to at least 2NT level
1S:	3 controls, Game force
1NT:	4 controls, Game force
2C:	5 controls, Game force
2D:	6 controls, Game force
2NT:	7 controls, Game force and then you will not believe us
2H/2S:	4-5, six carder, points mostly in the suit

### 2. Responses to 1C opening (control showing) with intervention

Intervention	Response
Double	Pass: 0 - 3 1D : 4 - 5 Redouble: 4 - 5 C suit 1H and above: as original
1D/1H/1S	Pass: for original 1D Double: for original 1H Next step and above: 3 controls etc 2H/2S: as original
1NT	Pass: 0 - 5 Double: for penalties (6+) 2C/2D: 0 - 5, long suit, non-forcing 2H/2S: as original
2C/2D/2H/2S	Double: for penalties 2NT: 3 - 4 controls Cue bid: 5 or more controls
3 level	Pass: 0 - 6 Double: For penalties Suit: non-forcing, contesting 7 - 8 points

### Summary:

1. After intervention by 1D/1H/1S, Pass replaces 1D and Double replaces 1H, gaining on step on 1D intervention and losing 1 step on 1S intervention.
2. On intervention by double, opportunity is made available to show 0 - 3 or 4 -5 points worth Pass and 1D respectively.
3. On intervention by 1NT or above, double is always for penalties
4. On intervention at 2 level, 2NT and cue bid show controls.

### Development of 1 C Openings

1D	1H/S unbalanced min 4 carder, canapé style for safety
(0 - 5)	1NT (18 -20) balanced
2C:	Gladiator, opener to bid 2D on way to signoff

2D Pass to play  
2H/2S to play  
2NT six carder C at best Q high  
3C/3D six carder t0 A or K

2D: Stayman  
2H/2S maximum 1D showing 5 carder with 5 points or 6 carder with 4-5 points, points distributed in different suits  
2NT Five card minor with KQ  
3C/3D Six carder with KQ  
4C/4D SATexas (transfers to 4H/4S)  
2C/2D unbalanced hand, minimum 5 carder  
2H/2S/3C/3D Minimum 5 carder forcing 1 round (Jump bid)  
Rebid same suit next round, non forcing  
New suit, next round, forcing  
2NT (23-24) Balanced  
Pass: Natural  
3C: Gladiator, opener to bid 3D followed by Pass/3H/3S to play  
3D: Stayman  
3H/3S: 4-5, 5 carder opener to cue bid with a fit (Axx or Kxx) or close at 3NT or 4H/4S  
4C/4D: Texas  
3NT (25-26), Balanced  
4C: Gladiator (0 - 3), opener to bid 4D followed by Pass/4H/4S/4C/5D to play  
4D: Stayman  
4H/4S: Natural, 4 - 5 points

1H  
(6+, Max 2 controls  
forcing up to 2NT)

1S: Minimum 5 carder, responses natural min 4 carder  
1NT: 18 - 20 Balanced  
2C: Baron followed by 2NT, min non-forcing  
Any call at 3 level is forcing  
2D: natural, mild slam try or better  
2H/2S: Minimum 5 carder  
2NT: min, non-forcing

2NT: 23 - 24  
3C: Baron  
3D: Stayman  
Jump in a suit, six carder semi solid, responder to join with Qx or better

1S (3 controls,  
game force)

1NT: 18 - 20 Balanced  
2C: Baron  
2D: natural, mild slam try or better  
2H/2S: 5 carder  
2C/2D/2H/2S: five carder  
Natural 4 carder by responder

1NT (4 controls)

2C/2D/2H/2S: five carder  
2NT: 18 - 20 Balanced  
3C: Baron  
3D: natural, mild slam try or better  
3H/3S: Five carder, opener to cue bid with a

	fit (Axx or Kxx)
2C (5 controls)	2D/2H/2S: Five carder, bids by responder natural 4 carders 2NT: 18 - 20 balanced 3C: Baron 3D: natural, mild slam try or better 3H/3S: Five carder, opener to cue bid with a fit
2D (6 controls)	same as above
2H/2S (4-5, six carder)	Natural (Most of the points in the suit)
2NT (7 controls)	3C/3D/3H/3S: 5 carder 3NT: 18 - 20 Balanced 4C: Baron 4D: natural, mild slam try or better 4H/4S: Five carder

## Summary

- 1D/1H: shows max 2 controls and then controls are shown step wise
- 1H is 6+ and forcing to 2NT level. If opener or responder bid 2NT after next bid by either, it shows minimum hand, which can either be passed or with more points, opener or responder should cross 2NT level with or without jump.
- After 1D, opener bids canapé style for finding a fit on unbalanced hand but after 1H/S etc response, opener bids naturally always 5 carder first
- After any response, opener bids NT on balanced hand after which responder's minimum C is gladiator and min D is Stayman, if response was 1D and min C is Baron on any other response
- Baron is employed only by "RESPONDER" and not by opener. Opener must first show balanced hand by bidding NT
- Gladiator is employed only by "RESPONDER" to show 0 - 3 points and no game desire on his part
- With a fit (Axx, Kxx) opener or responder should raise to set the ground for cue-bidding at low level
- Development of 2D openings (17-24, 4-4-4-1)

Legend: □

▣NBS: = Next below Singleton

+: = Singleton

2S (0 - 3) signoff (May be 3 carder)	2NT: 17-20, S+ Pass/3C/3D/3H/3S: Sign off 3C/3D/3S: 21-24 NBS (3C = D+, 3D = H+, 3S = C+) 3H/3NT: 21-22/23-24, S+ 3C/3S/3H/3S: NBS
2NT one weak six carder Max KJ, nothing else in hand	Actual suit or 3NT. With a fit opener can cue bid
3C/3D/3H/3S: fair 6 carder, min AJ nothing else in hand	suit: Actual singleton (NOTE: NOT NBS) Responder with fit bids: 1st step: suit with 1 honor, no singleton 2nd step: suit with 2 honors, no singleton 3rd step: suit with side singleton

cue bid by opener on which responder  
bids his singleton

2H relay            2S 17 - 20 Major +  
                      2NT Relay  
                      3C: 17 - 20 H+  
                      3H Relay  
                          3S 17 - 18 }  
                          3NT 19 - 20 }  
                                  4H Relay for opener to show controls  
                                  starting from 3 upwards after which 5H is  
                                  relay asking for Qs. Any other call is  
                                  a signoff

                      3D: 17 - 18, S+  
                          3S Relay, opener to show controls after which  
                          4S is relay asking for Q. Any other call is  
                          signoff.  
                      3H: 19 - 20, S+, 3S Relay for controls and then  
                          4S for Q. Any other call, sign off.

2NT 17 - 20 , C+ (NBS)  
                      3C Relay  
                          3D: 17 - 18 }  
                          3H: 19 - 20 }  
                                  4C Relay for controls and then 5C for Q.  
                                  Any other call is signoff

3C 17 - 20 D+ (NBS)  
                      3D Relay  
                          3H: 17 - 18 }  
                          3S: 19 - 20 }  
                                  4D Relay for controls and then 5D for Q. Any other  
                                  call is signoff

3D: 21-24 H+ (NBS)  
                      3H Relay for controls starting from 5 and then 4H for Q  
                          Any other call is signoff

3H: 21-24 S+ (NBS)  
                      3S relay for controls starting from 5 and then 4S for Q.  
                          Any other call is signoff

3S: 21-24 C+ (NBS)  
                      4C relay for controls starting from 5 and then 5C for Q.  
                          Any other call is signoff

3NT: 21-24 D+ (only call up to 3NT level)  
                      4D relay for controls starting from 5 and then 5D for Q.  
                          Any other call is signoff

## Summary

1. Response of 2S may be 3 carder with a very weak hand to sign off
2. Response of 2NT shows poor hand with 6 carder and opener bids NBS.
3. Response of 3 of a suit shows fair suit, which opener with min and no fit should pass in a hurry. With a fit, opener bids his "ACTUAL SINGLETON" and not NBS, on which responder shows quality of his suit and holding of a singleton or otherwise.

4. Response of 2H is relay asking for point range and singleton. Opener's first three steps are for 17 - 20 range(2S: major +, 2NT C+, 3C: D+) and next four steps are 21 - 24 range(3D=H+,3H+S+,3S=C+,3NT=D+)
5. After responder has employed 2H relay, any call by him is a sign off unless he continues to bid opener's singleton.
6. Development of 2NT opening (21-22 Balanced)

3C Gladiator	3D Pass/3H/3S/4C To Play 3NT: six carder C with K or Q 4D: six carder D with K or Q (opener may like to play in 4NT)
3D Stayman	3H major (does not deny S) 3S: 5 carder opener to cue bid with fit 3NT: To play 4C: relay asking for distribution 4D: D suit (3-4-4-2) or (2-4-4-3) 4H: Only H suit (3-4-3-3) 4S: S suit (4-4-3-2) or (4-4-2-3) 4NT: C suit (3-4-2-4) or (2-4-3-4)  3S (S major, denies H) 3NT: To play 4C: relay for distribution 4D: D suit (4-3-4-2) or (4-2-4-3) 4S: only S suit (4-3-3-3) 4NT: C suit(4-3-2-4) or (4-2-3-4)  3NT No major 4C Relay for minors 4D: D suit 3-3-4-3 4H: C and D with 3 carder H (2-3-4-4) 4S: C and D with 3 carder S (3-2-4-4) 4NT: C suit 3-3-3-4 5C: 5 carder C 5D: 5 carder D
3H/3S suit 5 carder	3NT no fit Raise: support, less than Axx, Kxx Cue bid: Axx or Kxx support  3NT to play  4C/4D Texas 4H/S(very good six carder slam aspiration) To Play

**Summary:**

1. 3 C by responder is gladiator, making it possible to sign off in 3D
2. 3D is Stayman and followed by 4 C is asking for distribution

## Development of Weak Calls

### 1. Development of 2H/2S (6-11 Rule of 2 and 3) six carder

2S/2NT Relay for points and quality (P and Q)

Stepwise response (P before Q) 1st step: 6 - 9, two top honors missing 2nd step: 6 - 9, with two top honors 3rd step: 10 - 11, two top honors missing 4th step: 10 - 11, with two top honors 5th step: Suit headed with AKQ New Suit: Forcing one round

Development of 3NT (solid 7-carder minor headed with AKQ)

Pass: To play

4C is "pass or correct"

4D is relay asking for singleton

- 4H shows H singleton

- 4S shows S singleton

- 4NT denies singleton

- 5C shows D singleton - 5 of suit shows singleton in other minor

- 5D shows C singleton - 5 of suit shows singleton in other minor

### 2. Development of other 3 level weak openings

New suit is forcing one round. Another new suit next round game force.

## BASIC CONCEPTS FOR DEVELOPMENT OF NORMAL CALLS (12 - 16)

1. FOR OPENER: Single suiter

2. Hand with 13-14 is considered weak. Hand with 15-16 is considered strong, but ONLY if the suit is good.

ii) Weak hand is shown by bidding min. NT, lower suit rebid or raise of partner

iii) Strong hand is shown by jump bid.

2NT: good six carder, max AJ

In suit: semi solid six carder

iv) Balanced 16-17 hand is opened 1NT

v) With 13-16, C suit, opening bids are

1D: 13-14 VUL, weak 4 or 5 carder C

1NT: 13-14 NON VUL or 15 VUL, weak 4 or 5 carder C

2C: 13-16, very good C suit

3C: 13-16 seven carder very good C suit, 7-8 playing tricks

## 2. FOR OPENER: Two Suiter canapé style

i) Weak hand is shown by higher, then lower suit (second suit is at least as

long as first suit, may be longer), or by NT or raise. After 1NT response canapé is not guaranteed as bid of lower second suit is to find best fit.

ii) Weak hand with 4 D and 4S is opened 1S with tolerance for H, otherwise 1D iii) Strong hand is shown by:

reverse(not at 1 level): Second suit, 5 carder  
Jump in second suit: Second suit semi-solid six carder (except when second suit is C in which case it shows 4 carder C and semisolid six carder first suit)  
Jump in partner's suit: when opener was himself going to reverse in that suit

## 3. FOR RESPONDER: single suiter

i) 1 over 1 is 6+ (one round force), 1NT is 8-10, 2 over 1 is 11+ forcing to 2NT

ii) Second round jump in own suit is 10-11, semi solid six carder

iii) Second round jump in opener's 1 D suit is 9-10 non forcing but in opener's 1H/S suit is 12+, SuperFit, forcing

iv) New suit at 3 level with or without a jump is forcing v) hands with 12+ are shown by:

Reverse: second suit five carder (Responder uses 2C or 2D as first bid, even with 3 carder but with some values, to prepare for reverse)  
Jump in a new suit: Semi-solid six carder  
Cue bid in opponents' suit, opener to bid NT with a stopper  
Second round jump in opener's major: SuperFit (Min 4 card support with two top honors).  
Using SuperFit calls (See item 5)

## 4. FOR RESPONDER: Two suiter

i) Hands up to 11 points are bid in canapé style, higher then lower or NT or raise

ii) Hands with 12+ are shown by:

Reverse at 2 level: first suit always min 4 carder except when it is D three carder with values  
Second round jump in new suit: first suit min 4 carder, second suit semi solid six carder

## 5. FOR RESPONDER: SUPERFIT calls in opener's major

SUPERFIT means 12+, minimum 4 card support with two top honors in opener's first major or five card support in opener's second major where opener was going to reverse in that suit.

Responder shows controls (A or K, not singleton or void) with superfit as follows:

i) 1H/S by opener followed by rebid of 2H/2S/2NT

2C - 4C	: control in C, not in D
2D - 4D	: control in D, not in C
2C - 4D	: Alike controls in C and D (A for Ascending)
2D - 4C	: Different controls in C and D (D for Descending)

ii) 1S by opener followed by 2H

2C/2D - 3S	: Superfit in S, control in C/D, control in other minor not denied. Opener was going to employ superfit call if rebid was 2S or 2NT
2C/2D - 4C	: Superfit in H, 5 card support. Responder was going to reverse in H, control in C, control in D not denied
2C/2D - 4D	: Superfit in H, 5 card support. Responder was going to reverse in H, control in D, no control in C
2C/2D - 4H	: Superfit in H, 5 card support, Responder was going to reverse in H, C or D control, minimum hand
2C/2D - 3H	: Superfit in H, 5 card support, Responder was going to reverse in H, better hand, inviting cue bidding

iii) 1H by opener followed by 2S

2C/2D - 4C	: Fit in H, responder was going to employ superfit call, control in C/D. control in other minor not denied
2C/2D - 4D	: Fit in S, 5 card support, responder was going to reverse in S, no controls promised in C or D, better hand inviting cue bid
2C/2D - 4S	: Fit in S, 5 card support, responder was going to reverse in S, minimum hand, control in C and D not denied
2C/2D - 3S	: Fit in S, 5 card support, responder was going to reverse in S, better hand, inviting cue bidding

## Summary

i) On rebid of same major or 2NT, responder's 2C/2D followed by 4C/4D shows controls and type of controls in C/D ii) On opener's 1S/2H, responder's 2C/2D followed by jump to 3S shows superfit

In S and jump to 4C/D shows reversible hand in H and control in C/D but jump to 4H shows minimum hand denying controls in C/D. With better hand, responder raises 2H to 3H, still showing reversible hand and inviting cue bidding

iii) On opener's 1H/2S reverse, responder's 2C/2D followed by jump to 4C shows reversible hand in H and jump to 4D shows reversible hand in S. Jump to 4S shows minimum reversible hand and raise to 3S shows better reversible hand in S.

## 6. SLAM Bidding

i) 4NT is Ace asking ONLY if bid by opener or responder in second round

of bidding or when it is with a jump. Otherwise, if suit has matched and 4NT is bid after cue-bids, it shows willingness to play at 5 level and asks for continuation of cue bidding. If suit is not matched, it is QUANTITATIVE asking partner to bid six with additional values or else sign off.

- ii) Principle of fast approach means that after strong opening support or after responder shows 12+, if partner jumps to game, there is no slam aspiration and hand is minimum, but if suit is matched with a single raise, there is slam ambition and cue bids must continue below the game level.
- iii) When suit has matched, cue bid shows first or second round control (A,K singleton or void) starting from lowest bid. If a suit is bypassed, it initially denies a control, but if that suit is bid next time it shows first round control in first cue bid and second round control in second cue bid.
- iv) After a jump bid, showing semi-solid six carder partner should raise with any three carder or Qx to set the scene for cue bidding.
- v) After cue bids, the partner holding minimum hand should not go beyond the game level. Crossing game level shows additional value.
- vi) Having bypassed a suit in cue bidding twice, and then bidding shows third round control i.e. Qxx or xx.
- vii) Jump to 5NT asks partner to show quality of the suit agreed. Partner is to bid 7 with two top honors, otherwise:

S Suit: 6S: Suit headed with A or K, min 4 carder

6H: Suit headed with A or K

6D: Suit headed with Q

5C: Suit headed with J or less

H Suit 6H: Suit headed with A or K

6D: Suit headed with Q

6C: Suit headed with J or less

D Suit 6D: Suit headed with A or K

6C: Suit headed with Q or less

C Suit 6C: Suit lacks 2 top honors

viii) Responses to 4NT, if Ace asking are

5C : 4 or 1

5D : 3 or 0

5H : Two Aces same rank (both majors or minors)

5S : Two Aces mixed (neither same rank nor same color (S and D or H and C)

5NT: Two Aces of same color (either both black or both red)

To remember: 41-30-RMC (rank/mixed/color)

## PART V

### DEVELOPMENT OF 1NT/2C/3C Calls

#### DEVELOPMENT OF 1 NT OPENING:

13-15 with C suit, 16-17 any suit Balanced. If 13-15, always with 3 carder H and 3 carder S

2C Relay asking for (8-11) range  
2D: C Suit: 13 with 5 carder, 14 with 4 carder  
2S/2NT/3C: sign off  
3D/3H/3S: 11 points, inviting  
4H/4S: To play  
2H: C suit, 14 with 5 carder or 15 with 4 carder  
2S/2NT/3C/3D sign off  
3H/3S: 11 points, inviting  
4H/4S: To play  
2S: 16-17 (S for Spades, S for Strong)  
2NT Stayman  
3C no major  
3D both majors with 3 card D  
3H H major  
3S S major  
3NT both majors with 3 card C  
3C/3D signoff  
3H/3S forcing  
2NT: C suit 15 with 5 carder  
3C/3D signoff  
3H/3S inviting  
4H/4S To play

Double on intervention Double on intervention shows 16-17 replaces 2C.

2D Stayman  
12+ Game force  
2H: 16-17 H suit  
2S/3C/3D: 5 carder, opener to raise with a fit (Axx or Kxx) or bid NT or show 2nd suit  
2NT: Opener to show second suit  
3H: raise, opener to cue-bid (4 card support)  
3S: Semi-solid six carder, opener to join on Qx or better  
3NT: To play  
4H: To play (4 card support)  
2S: 16-17 S major  
2NT: opener to show second suit  
3C/3D/3H: five carder, opener to cue bid with a fit and raise with Qxx or less support or bid NT  
3S: opener to cue bid

3NT/4S: To play (4S 4 card support)  
 2NT: 13-15 C suit  
 3C Relay for strength and length of C suit  
     3D 13-14, 4 carder C suit  
     3H 15, 4 carder C suit  
     3S 13-14, 5 carder C suit  
     3NT 15, 5 carder C suit  
 3D/3H/3S: five carder, opener to cue bid with a  
             fit and raise with Qxx or less support  
             or bid NT  
 3NT: To play  
 3C: 16-17 no major  
     3D Relay for minors  
     3H: C suit  
     3S: D suit  
     3NT: both C and D suit  
 3D/3H/3S: 16-17 five carder  
             New suit five carder  
             Raise support, opener to cue bid

On intervention, 2NT or Double on intervention shows 16-17, cue bid replaces 2D.  
 (2NT promises a stopper and cue bid asks for a stopper)

2H/2S signoff Natural  
 0 - 7 To play

2NT Balanced Natural  
 10-11

3C/3D/3H/3S Natural  
 6 carder headed with two  
 top honors nothing else

### Summary

- i) 2C is relay (8-11) asking for range on which only 2S by opener shows 16-17 while 2D/2H/2NT show C suit with points/length. On 2S responder's 2NT is Stayman. Calls up to 3C/3D are sign offs
- ii) 2D is 12+ Stayman on which only 2NT shows 13-15 C suit on which 3C is relay and opener shows points and length of C suit. Calls 2H/2S/3C are 16-17 and responder can there after ascertain minors or second suit or reverse in 3H/3S on which opener bids NT with no fit, raises with 3 card support with Q or less, and cue bids with fit (Axx or Kxx)
- iii) Jump to 3 shows only 6 carder with 2 top honors, nothing else in hand.

## 2. DEVELOPMENT OF 3C OPENING

13-16 seven carder very good suit, 7-8 playing tricks Effort is to play in NT by showing stoppers,

not suits

3D D stopper	3H: H stopper, no S stopper
	3S: S stopper, no H stopper
	3NT: S and H stopper
	4C: No stopper in H or S or both
3H H stopper	3S: D stopper, no S stopper (NOTE: critical suit is D)
(no D stopper)	3NT: D and S stopper
	4C: no D stopper
3S S stopper	3NT: H and D stopper

(no D or H stopper) 4C: No stopper either in H or D or in both

3NT stoppers in To play  
D,H and S

4C inviting

4D/4H/4S Cue bid with fit, otherwise natural semi-solid 6 carder,  
12+ slam interest

### Summary

i) Bids shows stoppers. With stoppers missing in a suit, 4C is signoff ii) After 3C-3H, bid of 3S by opener shows stopper in D, the CRITICAL SUIT,

and denies stopper in S

iii) Jump by responder in new suit is 12+, six carder semi-solid suit, slam

interest

### 3. DEVELOPMENT OF 2C OPENING

13-16 Very Good C Suit, normally six carder 13-16 only C Suit OR 15-16 with a side suit

2D Relay	2H	15-16, 4 carder H Pass/2NT/3C/3D To play 2S: 12+ five carder S (reverse) 3H: Minimum 4 carder support, opener to cue bid 3S: 12+, 4 card D, 6 carder semi-solid S 4C: 12+, five card support in H, responder was going to reverse, no control in D, waiting bid not necessarily control in C 4D: 12+, five card support in H, control in D 4H: To play
	2S	15-16, 4 carder S Pass/2NT/3C/3D: To play 3H: 12+, five card H (reverse) 3S: Minimum 4 card support, opener to cuebid

- 4C: 12+ five card support in S, responder was going to reverse. no control in D, waiting bid not necessarily control in C
  - 4D: Same as above, control in D
  - 4H: 12+, 4 card D, six carder semi-solid H
  - 4S: To play
- 2NT 13-16 C suit, stoppers in two side suits
- 3C: To Play
  - 3D: Relay for NT probe
    - 3H stoppers in H and D
    - 3S stoppers in S and D
    - 3NT stoppers in H and S
  - 3H: 12+, five card H (reverse). D may be waiting bid
    - 3NT no support for H
    - 3S fit in H, stopper in S, not in D
    - 4C fit in H, stopper on D but not a control
    - 4D fit in H, control in D
    - 4H Qxx or less support, hence no cue bid (fit means min Axx or Kxx support)
  - 3S: 12+, 5 card S (reverse)
    - 3NT no support for S
    - 4C fit in S, stopper in H or S but not a control
    - 4D fit in S, control in D, no control or stopper in H
    - 4H fit in S, control in H, no control or stopper in D
    - 4S Qxx or less 3 card support, hence no cue bid
- 3C 13-16 C suit, stopper in one side suit
- 3D Relay NT Probe
    - 3H stopper in H
    - 3S stopper in S
    - 3NT stopper in D
  - 3H 12+, 5 carder H (reverse) D may be waiting bid
    - 3S stopper in S, no support for H
    - 3NT no stopper in S, no support for H, stopper in D
    - 4C fit in H, no control in D
    - 4D fit in H, control in D
    - 4H Qxx or less 3 card support
  - 3S 12+, 5 card S (reverse) D may be waiting bid
    - 3NT no support in S, stopper either in H or D
    - 4C fit in S, no control in D
    - 4D fit in S, control in D
    - 4H Qxx or less 3 card support
    - 4H/4S: 4 card D, six card semi-solid H/S, slam intention
- 3D 15-16, 4 card D
- 3H: 12+, 5 carder, opener to bid naturally
  - 3S: 12+, 5 carder, opener to bid naturally
  - 3NT/4C: To play
  - 4D: Support, opener to cue bid
  - 3H/3S/4D: 15-16, 6-5 distribution, responder bids naturally
  - 4C: 15-16 very good C suit

2H/2S 6-10, 5 card 4C: 15-16, opener was going to reverse in H/S, no control

non-forcing            in D  
4D: 15-16, opener was going to reverse in H/S, control in  
C and D

2NT 11-12 balanced Natural

3C 8-10 raise Natural

3D/3H/3S 12+ Raise with Qx or better or rebid C or 3NT semi-solid six carder

### Summary

- i) Responder's 2H/2S is weak, non forcing on which opener's jump to 4C/4D shows 15-16 with 4 card support and control. ii) Responder's 2D is relay, openers 2NT/3C shows only C suit with stoppers in side suits and relay of 3D is relay asking for suits stopped, but responder's second round bid of 3H/3S shows 12+, reversible hand with 5 carder suit (D may have been waiting bid) on which opener cue bids with a fit (Axx, Kxx) and gives a waiting bid of 4C without controls in side suits. With only Qxx or less 3 card support, opener raises it 4H/4S without cue bidding
- ii) Responder's 2D is relay and opener's 2H/2S shows 15-16 with 4 carder H/S on which responder's jump to 4C/4D shows 12+, reversible hand in opener's second suit and controls in D
- iii) Opener's jump in second suit show 15-16, 6-5 distribution.

## PART VI

### DEVELOPMENT OF SUIT CALLS OF ONE (13-16)

Minimum 4 carder, D may be 3 carder with a C suit

REBIDS BY OPENER: Single suiter hands

13-14 Minimum NT, Rebid original suit, raise partner's suit 15-16 Jump to 2NT: Weak six carder, at best AJ

Jump in original suit: semi-solid six carder

REBIDS BY OPENER: Two suiter hands

13-14 Minimum NT, lower suit, raise partner's suit, simple rebid (with S and

D, 4 carder open 1S and then D with no tolerance for H but tolerance for C so that if partner bids 2H, opener can bid 2NT showing minimum. With tolerance for H, but no tolerance in C, open 1D)

Canapé style, second suit is at least as long as first (may be 4-4)

but EXCEPTION: After 1NT, response, first suit may be longer than second as effort is to find the best fit on unbalanced hands.

15-16 Reverse at 2 level, or above: canapé, second suit always 5 carder

Jump in second lower or higher suit, first suit 4 carder (may not be biddable), second suit semi-solid six carder but EXCEPTION: If second suit is C, then first suit is semi-solid six carder and C is only 4 carder because 15-16 hands with a good C suit and a side suit are opened as 2C.

Jump to 3 or 4 level in partner's major: reversible hand with 5 card support or 15-16, 4-4-4-1 with 4 card support.

Jump to 4C on 2C/2D response shows first suit semi-solid six carder and 4 card C as partner's 2C/2D may be waiting bid. Partner to join first suit with Qx or better.

Jump to 4D on 2D response shows first suit 4 carder, six carder semi-solid D suit as partner's 2D may be a waiting bid. Partner to start cue bidding as he has already shown values in D, by bidding 2D even 3 carder

Jump to 4C/4D on partner's response of 1H/1S, shows reversible hand in H/S, game certain, first round control in C/D. Direct jump to 4H/4S denies FIRST ROUND control in C/D.

5-5 hands 13-14 higher/lower/higher

15-16 lower/higher/lower

5-6 hands 13-14 higher/lower/higher/lower

15-16 lower/higher/lower/higher

6-5 hands 13-14 higher/lower/higher/higher

15-16 lower/higher/lower/higher

3. REBIDS BY OPENER: Three suiter hands 4-4-4-1

13-14 Select better two suits and bid higher/lower 15-16 Treat as 13-14 as hand is not treated as of higher range unless at

least one suit is good 5 carder but give a jump to 3 level in partner's major.

#### 4. RESPONDER'S BIDS

First Round  
1 over 1: 6+

Second Round  
Minimum NT, rebid, raise, lower suit(canapé): 8 - 10

Reverse at 2/3 level: 12+, first suit 4 carder, second suit always 5 carder

Jump in same suit: (9-10) semi-solid six carder

	Jump in new suit: 12+, semi-solid six carder. first suit 4 carder
	Jump to 3 in opener's original minor (1D): 9-10 five card support, non-forcing
	Jump to 3 in opener's first major: 12+, superfit
1NT 8-10	Natural
2C/2D:11+ May be 3 carder with values, forcing up to 2NT	Reverse canapé: 12+, second suit 5 carder, C/D may be 3 carder
	Jump in new suit: 12+, 4 card C/D, six carder semi-solid suit, unless it is a superfit call for opener's major
	Superfit call in opener's major, 12+
	New lower suit at 3 level (3C after 2D) canapé: forcing, D minimum 4 carder, C 4 or 5 carder
2H over 1S	Natural
11+ minimum 4 card, forcing to 2NT	New lower suit at 3 level, canapé, forcing
Jump to 2NT	Natural
11-12 Dead Center	
Jump in new suit, 12+ semi-solid 6 carder	Natural
Jump to 4C on opener's 1H/1S	Gerber Ace asking, opener to show 0-1-2-3-4 step wise
Jump to 3 in opener's major 10-11 limit bid	Natural
Jump to 4 in opener's major 7-9, five card support, one singleton	Natural

## Summary

- i) 15-16 hands are to be treated as 13-14 unless the hand contains at least one good five carder.
- ii) Single suiter hands are bid by opener by min NT, raise, rebid, lower suit, if 13-14 and by jump to 2NT if 15-16. Jump in suit always promises six carder semi-solid suit.
- iii) Two suiter hands 13-14 are bid canapé style higher/lower. With S and D as suits 4-4, open S with tolerance for C and D with tolerance for H. Three suiter 4-4-4-1 hands are opened selecting the 2 best suits, in canapé style.
- iv) Two suiter 15-16 hands are opened lower/higher (second suit always five

carder). Jump in second suit promises first suit 4 carder, second suit semi-solid six carder (except when jump is in C, in which case C is 4 carder and first suit is semi-solid). Jump in responder's suit shows reversible hand, five card support.

- v) Responder's 2 over 1 is forcing to 2NT level. Response of 2C/2D may be three carder with values in the suit to prepare for reverse or show superfit in opener's major.
- vi) Responder's second jump in own suit is limited semi-solid six carder but first round jump in a suit or second round jump in new suit shows semi-solid six carder with first suit as 4 carder (unless superfit calls are used).
- vii) Responder's second round jump in opener's minor (D) is limited, non-forcing, but in opener's major is forcing.

## **PART VII**

### **DEFENSIVE BIDDING**

#### 1. TWO SUITER HANDS 5 - 5 (3rd and 4th position)

Legend: SAPV (Strength as per vulnerability)

weak: 6-11, Non-vul vs Vul Normal: 13-15, equal vulnerability Strong: 16+, Vulnerable vs Non-vulnerable

Jump to 2NT or Two lowest suits, SAPV 2NT on 1NT

Jump to 3C on 1D/1H/1S. Two remaining suits, SAPV

Jump to 2D on 1C. Two major suits, SAPV

Cue bid on 1D/1H/1S. Two extreme suits, SAPV

2C on 1C 8+, good 6 carder suit, rule of 2 and 3

Jump to 3C on 1C      Two extreme suits, SAPV  
(cue bid)

If strength does not match SAPV calls above, the two suits are bid in a natural manner. Partner bids naturally showing preference in two suits with a jump or cue bid if in game zone.

#### 2. OTHER OVERCALLS: (2nd Position)

1 over 1: 8+, good five carder	Partner's bids
	Natural
	Cue bid shows 12+ and asks for stopper
	Jump in new suit shows semi-solid six carder, 12+

2 over 1: 8+ good 6 carder 1NT or 2NT on opening of	Same as above, rule of 2 and 3 2C Stayman
2C/2D/2H/2S: 16-18 with stopper	
2H/2S signoff	
Two suiter calls SAPV	Cue bid asking for second stopper failing which suit Jump to 3 in a suit, six carder suit headed with two honors, nothing else in hand
Jump in a new suit, semi-solid six carder, SAPV (ITEM 1)	Simple preference to play Jump or cue bid forcing
Double on strong 1C: 16+	Raise, non-forcing Jump or cue bid forcing Jump or 1NT with 8+
Double, 13+, 3 card support in each remaining suit, max double- ton in opener's suit or 16+, 3 card support not necessary	Pass at 1 level 9+, five carder good same suit as opener asking doubler to lead the suit to force opener to play in NT Pass at 2 level, 10+, min. 4 cards in opener's suit with two winners in that suit Simple bid after which if doubler bids again, he shows 16+ Jump in a suit, 10+, min 4 carder Cue bid 12+, asking for stopper 2C Stayman 2H/2S signoff Cue bid, 6+ Jump in a new suit, 6+ forcing
Double followed by 1NT 19-21 with a stopper	
Double followed by jump or cue bid 21+	Natural

## Summary

- i) Double of a suit call shows hand of same strength as opener's with min. 3 card support in remaining suits. Jump by partner shows 10+, cue bid shows 12+. If partner responds without jump, doubler must pass with 13-15, but may take another bid with 16\_, jump or cue bid with 19+. If 16+, 3 card support in remaining suits is not necessary.
- ii) Simple 1NT/2NT overcall shows 16-18 with a stopper, but if initial double, it shows 19-21 with a stopper.
- iii) Special bids for two suiters are used specifying strength of the hand. If the strength does not fit in the specified calls, hand is bid in a natural fashion.
- iv) Simple 1 over 1 over calls shows good five carder suit while 2 over 1 shows 8+, with very good six carder suit

- v) Jump in a new suit shows semi-solid six carder suit, strength varying according to vulnerability.

3. OTHER OVERCALLS: Fourth position, BALANCING when RHO has passed

	Partner's bid
1 over 1: 8+ good five carder	Pass with less than 11 Suit, raise: 11+ Jump or cue bid: 13+
1NT: 8-10 with a stopper	2C Stayman
2NT no jump 10-11 with stopper	Others natural

2 over 1: 8+, good six carder Same as 1 over 1 rule of 2 and 3

Double: 11+, min. 3 card support Pass 11+, good five card same suit as in remaining suits, maximum opener. doubleton in opener's suit. With 13+, take second bid in next round

1NT: 8 - 11 with stopper

Jump, Cue bid, 13+

Jump in a new suit: semi- Natural solid six carder, SAPV

2C on 1NT asking for preference 2D: Preference for H in majors 11+ 2H: Preference for S

## LEADS

### Principles

- lower of the touching honors
- unless lead is from top of sequence against NT contract, in which case lead top of sequence
- K from three honors unless it is AK doubleton
- A from AK
- 10 from J10xx or broken sequence
- 3rd best from even number of cards and lowest from odd number of cards

Lead	From
-----	-----
A	AKx
K	AK, AKQ, KQJ, KQ10
Q	KQx, Qx, QJ10, QJ9 against NT
J	QJx, Jx, J10, J109, J108 against NT
10	J10x, 10x, A109, K109, Q109, 1098, J108 against NT
9	109x, 9x
3rd best	Even number of cards, Rule of 12
lowest	odd number of cards, Rule of 10
	OR
	3 cards with an honor (A,K,Q,J or 10)
MUD	3 cards without an honor (Middle, Up, Down: MUD)