



DEFENSIVE BIDDING

Version 2.5
June 2008

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Natural defense

I Introduction

This section deals with situations when opps open with a natural bid and we act likewise. Special "hi-tech" defenses are described separately.

II Take-out double (TOD) over opps' 1-level openers

The TOD shows more distribution than high-card strength. Pass and overcalls are clear alternatives with up to 17-18 hcp.

A minimum requirement for a TOD is ≈ 10 hcp with the "ideal distribution" - 4441/ 5440. NB that we tend not to make very light distributional TODs vs 1 \spadesuit and we prefer a 1 M overcall with a 5-card suit even if the distribution otherwise motivates a TOD. With a 4432/5332/ 5431 distribution the minimum requirement is ≈ 12 hcp.

Unless the hand is highly unsuitable for a TOD, that is the bid chosen on all hands from ≈ 17 hcp and upwards.

II.1 First response to TOD

R, holding a weak hand, bids his longest suit. An exception can be made if totally devoid of hcps and wanting to save bidding space (e.g. 1 \spadesuit after (1 \heartsuit) - D - (p) - ? with 4 \spadesuit and a 5-card m).

After (1 \spadesuit) - D - (p) we use 1 N as a purely negative bid with $\approx 0-6$ hcp while "2-over-1" shows $\approx 6-9/10$. Over this "Herbert 1 N" 2 m from the TODer is a renewed TOD, other bids show strength; 2 N = 20-22 hcp (SYSON).

Jumps in a suit to the 2-level shows strength for a normal (to good) single raise and at least a decent 4-card suit, while higher suit bids show better/longer suits. Jumps to 3 M are INV with a 5+card suit; this also goes for 3 \heartsuit on 1 \spadesuit , since already 2 \heartsuit is a "jump" (given the "Herbert" NT).

Jumps to game in an undisturbed auction is distributional with a long suit, max 9 hcp, stronger hands are dealt with via the cuebid.

1 N over 1 $\clubsuit/\diamond/\heartsuit$ -openers show $\approx 7-10$ hcp with good stoppers in opps' suit – that particular suit often being doubler's worst. Jumps to 2 and 3 N show (11)12-13 and 14-17 hcp respectively.

Cuebid in a minor

(1 m) X (p) - 2 m = (6)7-8(9) with 4-4++ MM **or** any GF. O makes a M suit preference and any direct move from R is GF and NAT (even an uncontested raise to 3)
 - 3 m = INV with MM

Cuebid in a Major

A cuebid in a **Major** is forcing so long as new suits are bid;

1 \heartsuit (X) p (2 \heartsuit)
 p (2 \spadesuit) p (3 \spadesuit) is only INV and hints at 4-card support.

1 M (X) p (2 M)
 p (2 N) is FG

(TO Double, cont'd)

If 3rd hand bids a *Major* (not a minor) then D from 4th hand shows at least 4 cards in the suit and strength for a natural voluntary bid in order to reveal a possible psyche. However, the cuebid in 3rd hand's suit is **also natural**, but shows 5 cards in the suit and is NF, thus limited to around 7-9. After the "psyche-catch" double, bids in the particular Major are natural, cuebids need to be made in Opener's suit. Double of a *minor* is responsive.

On the cuebid, TOD's 2 N is forcing with a balanced hand. **NB** that the "cuebid-in-return" shows a balanced 15+ with a half-stopper (or no stopper).

A cuebid in Opener's suit by doubler's partner (3rd hand bids) is a cuebid as usual; a jump cuebid shows at least 5-5 in the unbid suits and is GF.

If 3rd hand supports Opener, D is responsive up to 4 ♥ (the higher the more optional) and this is applicable for a third double if Opener pushes with 3 X. Double denies 4 cards in the unbid Major, if both Majors are unbid it denies a clear preference (could be 4-4).

2 NT is always Rubensohl variation:

(1 ♥) – X – (2 ♥) à 2 NT any ♣
 3 ♣: an ♦
 3 ♦: GF normally with exactly 4 ♠
 3 ♥: 5 ♠ GF or any 4+ ♠ INV
 3 ♠: stopper ask without a suit we wish to show (often ♣)
 3 NT: NAT/To play

(1 ♠) – X – (2 ♠) à 2 NT: any ♣
 3 ♣: any ♦
 3 ♦: INV+ with 4+ ♥
 3 ♥: competitive w ♥
 3 ♠: stopper ask without a suit we wish to show (often ♣)

(1 ♣) – X – (2 ♠) à 2 NT: comp in ♣
 (assume 1 ♣: NAT, 2 ♠: wk) 3 ♣: any ♦
 3 ♦: INV+ in ♥
 3 ♥: competitive
 3 ♠: asks for ♣ stopper

If 3rd hand XXs, R's only strong bids are pass and a cuebid. Bids, (also jump), are primarily preemptive, (never lead to a forcing pass situation). Pass followed by a voluntary (non-"rescue") bid is constructive.

II.2 Doubler's rebids

ALL actions on partner's forced bid, i.e. including a raise of a Major to the 2-level, shows extra strength. A simple NT rebid shows 18(+)-20.

If doubler's partner has bid voluntarily, a new suit by doubler is F1, with the exception:

- Over R's 1 NT (whether 3rd hand has bid or not), 2 m from doubler is weak

A raise to the 3-level (jump) indicates 5-card support when partner may be suspected to have bid 1 M on a 3-card suit. Strong (19+) 4-card raises are bid via the cuebid.

20-21+ hcp hands are bid via the cuebid. Over the cuebid, responder's weak rebid is to rebid his suit, something that does not promise extra length. A rebid may thus be made on a 3-card suit ! Cuebid + new suit is forcing, but a M could later be passed on the 3-level.

D plus a jump in a suit shows a one-suited Acol-2, but is not strictly forcing.

NATURAL VS NATURAL

II.3 Double – other

As a principle a doubler cannot make a low-level penalty double unless his partner has bid “actively”, and then not of the opening suit (1 – 2-levels).

(1 ♠) – D – (p) – 1 ♥

(2 ♣/♦) – D

is a renewed take-out, most often with exactly 3-card support in ♥ or 17-19 balanced

III Overcalls and responder’s reactions

There is a marked difference between 1-level and 2-level overcalls; the former have become more and more aggressive, while the latter remain reasonably constructive and mostly indicate a 6-card suit.

All raises are more preemptive than hcp strong, and the level is most often dictated by the law.

NB that also the single raise is relatively weak and that even strong single raises are made by conventional bids.

Bids in a new suit follow certain patterns, and are mostly a one-round force. A Rubens transfer structure is used together with an artificial 2 ♣ response.

III.1 Trump raise

All raises are preemptive and law-bound, with a single raise being limited to ≈ 8 hcp.

3-card support raises are as follows:

- single raise: weak to normal, ≈5-8 hcp
- trx to suit: good single raise +

4-card raises are shown as follows:

- double raise: preemptive (vulnerability)
- jump cue: minimum mixed raise
- 2 NT: good mixed raise to serious INV
- trx to suit: GF

III.2 New suit 1-over-1

Ns on the 1-level are natural F1 with at least a 4-card suit, and the rebid structure is natural.

Ov’s direct cuebid, if permitting a rebid of partner’s suit on the 2-level, shows a max with 3-card support or is general GF:

(1 ♣) – 1 ♥ – (p) – 1 ♠

(p) – 2 ♣

Ov’s jump rebid is natural with extras, a raise or jump to 2 N shows ≈ 15-16 hcp.

III.3 Notrump responses

1 NT and 3 NT are NAT ($\approx 8-12/15-17$). 2 NT is NAT over 1 \diamond (13-14) but trump support showing over 1 \heartsuit/\spadesuit . The 1 NT response doesn't necessarily promise a stopper.

III.4 2-over-1

A trx to overcaller's suit shows 3-card support and a least from a good single raise (9/10 hcp+). This limits the natural single raise to approx 8 hcp.

The trx can also be a GF hand. Therefore it's important that overc does not jump directly to game with other than distributional values (see below).

Other 2-over-1 are either transfers (as of opponents' suit) or natural (below opponents' suit) *with 2 \clubsuit also doubling as a BAL hand!* 2 \clubsuit is bid with all BAL INV (except over a 1 \diamond overcall when 2 NT is still available as NAT) and all BAL GF hand without a sufficient stopper to jump to 3 NT or a R with too strong a hand.

III.4.1 Significance of 2 \clubsuit

In one situation the non-BAL 2 \clubsuit bid shows support:

(1 \clubsuit) – 1 \diamond - (p) – 2 \clubsuit good raise or BAL

Whenever opps open 1 \clubsuit and the overcall is in a Major, 2 \clubsuit , if not BAL, shows \diamond :

(1 \clubsuit) – 1 M – (p) – 2 \clubsuit \diamond or BAL

In all other situations the 2 \clubsuit bid shows \clubsuit , unless BAL

(1 \diamond) – 1 M - (p) – 2 \clubsuit \clubsuit or BAL

(1 \heartsuit) – 1 \spadesuit - (p) – 2 \clubsuit \clubsuit or BAL

III.4.2 Significance of 2 \diamond

2 \diamond is only natural in one single case:

(1 \heartsuit) – 1 \spadesuit - (p) – 2 \diamond

2 \diamond is F1, constructive INV+ .

In all other situations 2 \diamond is a transfer, showing \heartsuit support or a \heartsuit suit depending on the situation.

III.4.3 Transfers showing a suit

The suit-showing transfers (Rubens) apply always when we make a non-jump overcall up to and including 2 \spadesuit . This however, does not apply to reopening overcalls.

When R transfers showing a suit, he has at least the strength for a reasonably constructive NF bid in the suit (or, esp non-vul, be out for a save).

(Trx showing a suit, cont'd)

Ovc accepts the transfer with minimum regardless of support; only a rebid of the overcalled suit and to some extent a jump support of R's suit can be made without extras (logically he should then also have something extra, given that he made a simple overcall...).

If Ovc shows extras, the bidding is still not GF. 2 NT is F1 by both sides, and a cuebid is a general force. A cuebid + not finding a stopper for 3 NT + 4 in R's hypothetical m is NF.

Ovc's jump support in R's suit shows more fit than points. With good cards he bids 2 NT (or cuebid) upon which R rebids his suit with min, 3 NT with extras or describes his hand NAT (cue as "catch-all" with max).

III.4.4 Transfer showing 3-card support or GF w 4-card support

For (1 ♣) – 1 ♦ - (p) – 2 ♣, pls refer to 2 ♣ below!

Overc accepts the transfer or makes an INV mode (help-suit) or preempts with 3/4 M. With a hcp raise he cuebids first, which creates a forcing pass situation in case opps make trouble later.

2 NT is seminatural, with tricks more than BAL, and R is fully allowed to raise.

The cuebid could also be stopper-asking, so R could bid 3 NT with suitable cards.

Should ovc just accept the transfer, R proceeds as follows:

- | | |
|---------------|--|
| - 2 NT | F1 with 3-card support, could be GF/SI (then followed by a cuebid/3 N/4 m) |
| - cue | GF+ with 4-card support |
| - 3 NT | suggestion to play, 3-card support |
| - jump cue | void |
| - jumps ≠ cue | SPL |
| - new suit | suit, normally only 3-card support INV+ |
| - 4 M | to play, ovc did show min... |

III.4.5 2 NT

- | | |
|-------|---|
| - 3 M | signoff opposite any hand |
| - 3 ♥ | (partner overcalled in ♠) is a help-suit/positive INV directed at the stronger interval: 2 NT bidder should normally not accept with any mix raise unless the bid really improved his hand. |
| - 3 ♣ | is an INV bid opposite a mixed raise (all INV hands should accept). |
| - 3 ♦ | is an INV bid only opposite the INV hand (no mixed raise should accept). |

Any bid above 3 M is a SPL except 3 NT which is NAT and could be passed.

III.4.6 2 ♣

With a min hand O bids conventionally 2 ♦ or

- rebids his Major with a good suit

- jumps to 3 ♦ over (1 ♣) – 1 ♦ - (p) – 2 ♣ which shows no interest for game, should R be BAL/INV

With extras, O bids something else as naturally as possible and with a cuebid as "catch-all".

(overcaller's partner bids 2 ♣, cont'd)

R continues as follows:

- | | |
|-----------------------|---|
| - 2 ♥ | if unbid: 4-card suit, BAL or long m (F1) |
| - 2 M | min BAL INV hand, normally no stopper |
| - 2 ♠ | good BAL hand wo stopper |
| - 2 NT | good BAL INV with stopper |
| - 3 m (indicated m) | INV, NF |
| - 3 om | GF with m |
| - cue 3-level | GF, often BAL GF wo stopper |
| - 3 M (if cue = 3 om) | GF BAL wo stopper |
| - 3 M (otherwise) | 6-card suit, Hx in M, strong INV |

III.4.7 Fitshow

Fitshow is played:

- A jump to an otherwise PRE 3 any when bidder is a passed hand
- Any double jump when 3rd hand has bid anything except pass or D

III.5 2-level overcall

Rubens as of their suit, 2 NT NAT and other suits F1. A jump is fitshow and 4 M always for play.

III.6 R has passed

Transfers are still on. A jump to 3-level (normally PRE) is fitshow.

III.7 3rd hand doubles

We go back to transfers like over a 1-opener, since we normally do not have a strong BAL hand here (would redouble):

- | | |
|---------|----------|
| - 1 NT, | clubs |
| - 2 ♣ | diamonds |
| - etc | |

The significance of trx to ovc's suit and jumps (also 2 NT) are unchanged.

III.8 3rd hand bids

A new suit wo jump is natural and NF. 2 N+ is Rubensohl (transfers) acc to Competitive Agreements.

A jump to the bid nearest to 4 of our M in opps suit(s) is just a hcp raise establishing a forcing situation, e.g.:

(1 ♣) – 1 ♠ - (2 ♥) – 4 ♥

A jump in a new suit is fitshow. Mixed raises are shown by a cuebid.

A passed hand normally has some fit in the overcalled suit when bidding a new suit on the 3-level or higher, this can however not be trusted to 100 %.

(3rd hand bids, cont'd)

A responsive double over 3rd hands **raise** normally shows the two unbid suits..

A responsive double over 3rd hand's new suit up to 2 ♠ normally shows the unbid suit and at least secondary support to overcaller's suit. If the support is *better* than secondary, it is the doubler's responsibility that it is not subsequently lost.

Double may also be used for "hard" hands (eg a GF hand with an unbid suit).

III.9 4 NT bids

- o 4 NT as a direct response to a 1-level overcall is RKCB
- o 4 NT as a direct response to a non-jumping 2-level overcall is quantitative – overcaller responds as to RKCB if accepting (a quantitative overcall normally has a doubleton fit for overcaller's suit)
 - o An RKCB over this kind of overcall must go via a cuebid
- o 4 NT over a 3-level non-jumping overcall is quantitative
- o 4 NT over jump overcalls is always RKCB

IV Notrump overcall

The overcall shows 15-17 (occasionally 18 bad) hcp, and at least a "1½"-stopper (ATx, KTx, etc) unless the hand has a very good suit.

Offensive NT system applies with unpassed partner, otherwise the simplified. One exception:

(1 X) – 1 N – (2 Y) – X is for penalties

V. Jump overcalls

Given that opponent's opening bid is natural, second-hand jump overcalls (and 4th hand ones if third hand bids) are preemptive with playing strength according to vulnerability:

V.1 Typical hands – jump overcallse

(1 ♥)	non-vul vs vul	neither side	both sides	vul vs non-vul
2 ♠	♠ JTxxx ♥ xxx ♦ xxx ♣ xx	♠ KJTxx(x) ♥ xxx ♦ xx ♣ xxx	♠ AQJTxx ♥ xx ♦ xxx ♣ xx	♠ AQJTxxx ♥ xx ♦ xx ♣ xx
ff				
3 ♣	♠ xx ♥ xx ♦ xxx ♣ JTxxxx	♠ xx ♥ xx ♦ xx(x) ♣ KJTxxx(x)	♠ xx ♥ xx ♦ xx ♣ KJTxxxx	♠ xx ♥ xx ♦ x(x) ♣ AQJxxxx(x)

However, one must bid with hands you have got, not the hands you would wish for... Also, a hand with a pp partner may act a bit freer in both directions (stronger-weaker).

V.2 Responses

New suits are normally forcing, all raises are preemptive. 2 N is at least GT with a fit and NT interest (F1). A cuebid is an honest GT without notrump interest.

NB that jump overcalls in 4th position are intermediate, constructive vs preempts and often conventional if opps opening bids are the same.

VI. Defense vs natural preempts

D is for take-out up to and including 4 ♥, suit bids are natural and constructive (also when made with a jump). NT bids are natural.

In 4th position all doubles are more of a take-out character, also vs 4 M.

4-m overcalls are leaping or non-leaping Michaels, see VI.1 below

(2 M) – 2 N (15)16-18 - SYSON. Same hcp requirements in 4th seat.

(2 M) – D – (pass) – 2 N *Rumpelsohl*,

i.e. requesting 3 ♣ to be followed up by pass or converted to a lower suit than M for play, converted to cuebid = ♣ w/o stop (GF) and 3 NT = ♣ + stop or converted to higher suit (often ♠) = ♣ + ♠ 2-suiter.

Other bids are transfers, transfer to their suit is GF Stayman.

3 ♠ is always a direct stopper-ask.

After a natural overcall, overcaller's partner's bid in a new suit is F1, and a jump in a new suit is a cuebid, setting overcaller's suit as trumps.

After a take-out double of 2 or 3 M, a jump from R to 4 N is quantitative.

VI.i (Non)-Leaping Michaels

4 m is in general NAT when opponents are in a constructive bidding sequence, but (N)LM if they are preempting, over:

- A 2-level opening preempt (NAT/wk or multi) either directly or when preemptor's partner raises to 3
- A 3-level opening preempt
- A 1-level opener raised to 2 or 3, and the raise can be weaker than a typical Bergen raise (6 pts or less)
- Any neutral opener (1 N, a nebulous ♦, etc) and opener's partner preempts to 2 or 3-level (or *directly* over a 2-level transfer over 1 N)

Leaping Michaels always show 5-5 or better. Over this, 4 N is RKC for the higher suit and the remaining suit(s) are RKC for the lower suit. Non-leaping Michaels:

Non-leaping Michaels follow their own rules:

(3 m)- 4 m	5-5 ♦ + M (4 ♦ enquires, 4 ♥ own suit, 4 ♠ BW ♦)
(3 m)- 4 ♦	55 MM (4 N KCB ♥, 5 ♣ KCB ♠)
(3 M) – 4 ♦	5-5
(3 ♥) – 4 ♣	4-(5)6
(3 ♥) – 4 ♥	♠+♣
(3 ♠) – 4 ♣	4-6 or possibly 5-5 (choice to overcall 4 ♥)
(3 ♠) – 4 ♠	superstrong 5-5 ♥+♣
(3 any) – 4 N	5-5 2 lowest unbid

NATURAL VS NATURAL

VII Defense vs a natural 2 ♣ opener

Vs a 2 ♣ precision-style, showing clubs and an opening hand, our bids in 2nd seat show:

- * D strong balanced hand or a very strong overcall (if followed by 3 ♣ = TO D with 18+ hcp)
- * 2 N 2-suiter with ♦ and a Major - 3 ♣ asks, and 3 ♦ shows ♠ and 3 ♥ shows ♥
- * 2 ♦ distributional TO Double, ≈ 12-17 (R may pass) (Rumpelsohl)
- * 3 ♣ 2-suiter with MM
- * 3 ♦ constructive (2 ♦ being conventional); other jump overcalls are preemptive)
- * 2 M NAT (Rubens applies)
- * higher Preemptive

In 4th position we bid naturally with D for take-out and 2 N showing 16-18.

VIII Reopening

VIII.1 Double

"Borrowed King" 4th seat normally deducts 3 points from a 2nd hand action requirement. Responder to a balancer should in his turn add 3 hcp to normal requirements for an action. The 1 N Herbert still applies after X of 1 ♠.

A cuebid is still forcing, but *only for one round*. If doubler, upon this F1 cuebid, wishes to force to game he must jump in a suit or cuebid in his turn or bid 2 N, the 2 N bid *not promising* a stopper (investigated on 3-level).

If O pulls the double with a new suit, 2nd hand's X now shows a penalty pass if O had passed, i.e. length in the opening suit and some tolerance (Hx or possibly xx) in the new suit). Should O rebid his suit, X is for penalties, but not a commando double.

VIII.2 Reopening simple overcall

The 3 hcp rule applies, but a simple 1-trick overcall should not be much weaker than a minimal 2nd-hand one (but the frequency of a 4-card suit overcall is slightly higher).

VIII.2.1 Responses → Never direct transfers!!!

Normally natural bidding. New suits are NF and notrump bids (1, 2 or 3) are NAT.

Since now both opponents have passed we do not use the double raise as preemptive, but as a mixed raise without shortness.

A 2-level cuebid is either a good raise (if O passes, a normal raise is 7-10 and a good raise is 11+), or a BAL hand wo stopper.

Other jumps are as follows

3 m (their) STR and NAT (F1)
3 other FITshow

Should O bid a suit/rebid, X shows cards and new suits are NF (2level) / Rubensohl (as of 2 NT).

1 ♠ (p) – p (D/2 ♥)
2 ♠ 3 ♥ competitive

VIII.3 Jump overcall

Jump overcalls are *intermediate* (≈12-15) with a 6-card suit on the 2-level. Natural bidding ensues, 2 N is a F1, normally with some kind of fit

Higher jumps are constructive preempts, i.e. good 7-card suits, often with some side value.

VIII.4 Notrump bids

The 1 N overcall shows 11-14 hcp with SYSON. A 2 N overcall shows 19-21 hp, continued bidding SYSON..

Since 1 NT does not show a stopper in particular, we use the transfer to opps suit (if a Major) to show a GF hand wo a stopper to avoid the shame of arriving at 3 NT with neither player holding a stopper...

VIII.5 2-suiters

2 N no longer being available, the cuebid takes care of all constructive 2-suiters (5-5+) without the opening suit. Responder makes a "cunning" preference or forces (INV+ strength) with 2 N upon which overcaller shows his suits according to the "3-step rotating suit-scale":

example when opening bid was 1 ♥

- 3 ♣	♣ + ♦
- 3 ♦	♦ + ♠
- 3 ♥	♠ + ♣

If opener bypasses 3 ♥ he "re-starts" the suit-scale, but bids are now GF

Responder's 2 N followed by 3 tricks in opponent's suit is a general stopper-ask while 4 m (overcaller's suit) sets the trump and is forcing – 4 in the other minor sets overcallers Major (if he showed one) – if overcaller shows both MM 4 m from Responder is Lisbon.

2 N followed by 3 tricks in overcaller's Major is GT.

VIII.6 After two opponents' have bid

(1 X) – p – (1 Y) - ??

Assuming both bids are natural:

1 NT	15-18 BAL with character (simplified NT with trx to Y = stopper-ask)
2 NT	constructive 2-suiter as normal
2 X	natural if X is 4 cards or less
2 Y	always natural
D	T/O

2 X (if X = 5+ cards) constructive 2-suiter with Y and an unbid suit.

NB. In a miniminor situation (1 m = <3 cards promised), we bid as if RHO has opened the bidding naturally.

VIII.7 Reopening after (1 X) – p – (1 NT) – p – (p) –

We use 2 om (♣ for any suit exc if opening was 1 ♣) as a conventional TOX in this situation.

D is a penalty-oriented double and a bid in their suit (unless shown 5+) is NAT.

NATURAL VS NATURAL

conventional defenses vs natural openers

IX 2-suited overcalls

IX.1 2 N

Over 1 in any suit, our side's jump to 2 N shows a good 2-suiter with at least 5-5 in the 2 lowest unbid suits. "Good" means at least a sound opening bid with honours in the 2 suits. We tend to be restrictive with the 2-suited overcalls when partner has not previously passed.

NB that 2 N in 4th hand is a natural bid.

If slam interested, R uses the cuebid, next 4 m is CBW. Over the cuebid overc bids 3 NT if he holds a stopper, nearest other bid (3 ♠/4 ♣) with an ordinary 5-5 and 4 M with a void). 4 ♦ shows a normal hand but sets GF unconditionally.

IX.2 Direct cuebid to the 2-level

A direct cuebid to 2 X shows a 2-suiter with the other combinations, i.e. the highest unbid suit and either of the two lower unbid suits.

Over a 2 ♣/♦ cuebid, responder can "try" 2 ♦/♥ as a p/c bid or make a preference. Over a 2 M cuebid, R bids 2 NT as an INV+ relay or 3 ♣ as p/c.

R's cuebid "in return" shows either uncertainty or is a re-route with very good cards. With slam-try cards R bids:

- cuebid + 3 M or renewed cuebid to set overcallers Major
- 2 N followed by a cuebid to set overcaller's minor

IX.3 Jump cuebid

(1 m) – 3 m shows a strong 2-suiter with MM; strength is Acol-2 or better.

(1 M) – 3 M asks for a stopper for 3 N.

IX.4 4 N

A jump to 4 N shows a destructive 2-suiter, normally 6-5/6-6 or better with playing strength according to vulnerability.

NB that jumps to 4 N after preempts are constructive.

X Notrump defense

X.1 DAsprOVAI

DAsprOVAI is played against strong NT (defined as *weaker limit being 14 hcp or higher*). The aim is to disturb and/or find partials.

- D **2-suiter**
 - a) ♥ and a minor; relative length unknown
 - b) ♥ and ♠, ♠ are always longer
- 2 ♣ **2-suiter**
 - a) ♠ and a minor; relative length unknown
 - b) ♠ and ♥, ♥ are always longer
- 2 ♦ MM; equal length or strong (intending to invite a NF bid to game) with ≈ 6-4
- 2 M NAT
- 2 N mm
- 3 m normally PRE style

- D
 - 2 ♣ denies 4-card ♥
 - 2 ♦ longer/5+ ♦ (possibly 5-5 with weak ♥)
 - 2 ♥ 5 ♥ + minor (with clubs *could* pass with 5-5 and weak ♥)
 - 2 ♠ 5(6)♠+6 ♥ good cards
 - 2 N 34(51)/(60) good cards
 - 3 m good canapé
 - 2 ♦ long ♦ suit, not forward going
 - 2 ♥ long ♥ suit
 - 2 ♠/N like above
 - 3 ♣ long ♣, disgust for ♦
 - 3 ♦ NAT INV
 - 2 ♥ 4-card suit unless short ♣ or ♠
 - 2 ♠ 5(6) ♠
 - other NAT INV descriptive
 - 2 ♠ long ♠ suit, not forward going
 - all NAT
 - 2 N
 - 3 m canapé
 - 3 ♥ 5+ ♥
 - 3 ♠ 5+ ♠
 - 3 N 5+♠/4 ♥ max
- 2 ♣
 - 2 ♦ denies 4 ♠ (passable)
 - 2 ♥ longer ♥
 - 2 ♠ 5+ ♠, minor on side
 - 2 N 43(51)/(60) good cards
 - 3 m canapé (3 ♦ good cards)
 - 3 M (5)6-card suit, INV

((1 N) 2 ♣ cont'd)

(1 N) 2 ♣ (p)

- 2 ♥		long ♥ suit, not invitational
- 2 ♠		long ♠, disgust for ♥
- rest		NAT
- 2 ♠		4-card suit
- all		"NAT" INV
- 2 N		F1, normally one 4-card M; INV+
- 3 m		canapé
- 3 ♥		longer ♥ min
- 3 ♠		5 ♠+m
- 3 N		max, longer ♥
- 3 ♣		F1
- 3 ♦		INV
- 3 M		(weak) INV, 5+card suit

2 ♦

- 2 ♥		pref	6 ♠ INV
- 2 ♠			55 INV
- 2 N			44(50) (exceptionally 44(41))
- 3 m			INV Nat
- 3 ♥			semiforcing with 6-4
- 3 ♠			55 or better GF
- 3 N			
- 2 ♠		pref	
- as the above			
- 2 N		F1	44 max or with long m
- 3 ♣			
- 3 ♦			
	- 3 ♥		♣
	- 3 ♠		♦
	- 3 N		max
- 3 ♦			
- 3 ♥			
- 3 ♠			
- 3 N			
- 3 ♣		nat NF	
- 3 ♦		nat INV	
- 3 M		nat INV	
- 3 N		to play	

(1 N) – X – (XX)

Pass is neutral without 4 ♥ and the partnership gets out as best as possible. 2 m is NAT with an own suit and no ambitions. 2 ♥ shows 4-card support.

(1 N) – 2 ♣ - (X)

Pass is neutral and shows tolerance to play ♣ should overcaller have the suit. 2 ♦/♥ shows a long suit without ambitions. 2 ♠ shows 4-card support.

If opponents bid (any of our overcalls) R uses X as T/O. 2 N is general force as unopposed and a new suit is NAT, not p/c.

(1 N) – 2 ♦ - (X)

Pass shows a long ♦ suit, XX strength+♦ (PEN oriented).

X.2 Asptro – vs weak NT and in some other situations

VS a weak NT (1 N's lower level is below 14 hcp); D is optional to penalty with at least 15 hcp or a good lead (2nd hand).

Double creates no forcing situation .

If opps start to run, **our first subsequent double is "BAL take-out" (=cards)**, whereas following doubles are for penalty. The T/O double creates a force to PENX, a new suit or 2 N, whichever is the lower.

2 ♣ and 2 ♦ show 2-suiters, but are as a rule constructive, at least by 2nd hand.

2 ♣	2-suiter with ♥ and another suit
2 ♦	2-suiter with ♠ and another suit

Suit lengths are normally 5-4 or better, but we don't know which suit is the longer.

With both Majors overcaller "bids" the shorter first. With 5-5 he bids

- 2 ♦	with a minimum overcall (passing a 2 ♥ response)
- 2 ♣	with a medium overcall (bidding 2 ♠ over 2 ♦)
- 2 ♦	with a good overcall (bidding 2 N over a 2 ♥ response)

2 ♣ - 2 ♦	
2 ♥	5+♥, 4-5-card m
2 ♠	5+♠

2 m - 2 N	
3 N	max 55 MM (after 2 ♦)
3 N	max 6 ♠ 4 ♥ (after 2 ♣)
4 M	good suit max

In 4th seat, D shows about 13+ hcp, no forcing situation arises here either unless partner acts.

X.2.1 Other Asptro situations

After our 1 ♣ opener and a NAT 1 N overcall the simple Asptro situation is played: D = PEN.

After our 1 ♦ opener and a NAT 1 N overcall, only 2 ♣ = MM is played.

X.3 Other weak NT principles

(1 N) – p – (2 ♣/2 re (trsf))

Double is card showing; this sets aside and lead-directing doubles.

X.4 Overcaller has passed

Actions in accordance with the defense vs strong NT, i.e. X as ♥+suit. 2 ♦ overcall, however, is NAT.

X.5 Vs 2 NT

Assuming 2 NT to be NAT:

X:	♠ + minor
3 ♣	♥ + ♣
3 ♦	♦ + ♥
3 ♥	♥ + ♠
3 ♠	♠

defenses vs conventional methods

XI Multi 2 ♦

This defense is played if the opener contains either of the Majors or a strong variety and is thus forcing.

- 2 M natural, limited to ≈ 17 hcp. Responder bids as though opps have opened with a weak 2 in the other Major; i.e. Rubens. (2 ♦) – 2 M – (p) 4 oM is for play how-ever.
- 2 N 17-19 bal (2 N system on)
- 3 m natural, limited to ≈ 17 hcp
- 3 M decent opening hand with a good long suit
- 3 N solid minor with MM stoppers, bidding in analogy with the 2 N overcall
- 4 m 5-5 in m and one Major, F1 (GF) (*with less good cards: pass + cuebid*) + GF
- D
 - a/ 14-16 BAL
 - b/ 17/18+, "all" unBALhands (however 2-suiters can be treated in other ways, see below)
 - c/ 20+ BAL

R to doubler bids Rumpelsohl if 3rd hand passes, whether p shows ♦ or not. Pass over a ♦-showing pass is for PEN and subs X are for PEN. Pass over a neutral pass is also neutral and when O shows his M R subs bids Rubensohl.
- pass
 - a/ too weak for a direct action
 - b/ hand with distribution not fitting into any available 2nd-seat bids, i.e.
 - a typical TO double of a Major (planning to double 2 M)
 - both mm (planning to bid 2 NT)
 - 2-suiter M+m (planning a cuebid)
 - good hand with at least 6-4 in m+M (planning a 4 m overcall; possibly)

After D, either player's first subsequent double is for take-out, whereas following doubles are for penalties. Pass is *not* forcing.

As a general principle: When doubler himself (T/O) doubles against opposite a silent partner, this creates no forcing situation. But when doubler's partner makes a card-T/O double, partnership cannot pass any bid on the same level.

2nd hand passes – what are his subsequent possibilities:

- (2 ♦) - p
- + D of a M TO Double with 12-17 hcp
- + lowest NT bid mm; if 2 N and subsequent 3 N: stoppers and extras.
2 N and subsequent 3 M/other M: shows shortness
- + suit natural, balancing character on the 2- or 3-level
- + 4 m strong hand with at least 4-6 in m and the other M
- + cuebid good 2-suiter in the other M plus a m
- + jump to 3 N 4-6 in opps' M and either m, very strong hand

(Multi defense, con'td)

(2 ♦) - p - (2 ♠) - p

(3 ♥)

- 3 ♠
- 3 N

5-5 in ♠ and a minor
both minors

(2 ♦) - p - (2 ♠) - p

(4 ♥)- 4 ♠

- 4 N
- D

5-5 i ♠ and a minor
mm

Take-out, possibly with the 4-6 hand – therefore Responder must not bid 5 ♦ on the D with less than a long suit; instead 4 N over the double shows unwillingness to defend 4 ♥ and to play 4 ♠ and also shows better ♦ than ♣.

(2 ♦) - p - (2 M) - D

2 N ca (15)16-18 hcp, defensive 2 N system
3 M natural, limited
4 m 5-5 with the m bid + oM

Take-out of M or an 19+ balanced (cf 2 N) or STR with M (O's reaction "should" tell us more)

4th hand's pass may contain good cards but unsuitable for a direct action.

XII Other conventional preemptive junk

As a basic principle D vs a conventional preemptive opener shows 15+ balanced or 17+ unbalanced.

But D vs 2 M which shows a suit and which can be passed, then D = T/O.

Vs 2 ♣ = STR or w2 in ♦

2 ♦

T/O double

2 NT

♣+M

3 ♦

MM

3 M

preemptive, **NB**

D

15+ BAL; our next X is T/O. If 3rd hand's pass shows ♣, 4th hand's pass is for penalties and otherwise Rumpelsohl.

In 4th seat, if 3rd hand bids 2 ♦ we bid just like over a normal w2.

Vs trx w2 (2 ♦=♥, 2 ♥=♠)

2 their suit

TOX (Rumpelsohl)

2 NT

Tricks, normally in a minor, and stopper in their suit

3 their suit

stopper-ask

D

15+BAL or stopper ask (latter hand bids 3 their suit immediately); or next X is T/O

Vs 2 N = mm

3 mm are both take-outs, 3 ♦ with better/longer ♠ than ♥. A jump to 4 m shows a void and at least 5-5 MM.

Vs 2 ♠ = both mm

the same applies, but 2 N = 18-19.

Vs 2 ♠/N/3 N as a m-suit (unspecified) preempt,

nearest-level m bids are take-outs showing the better *minor*.

Vs 2 ♦ = both MM, we play:

X: 15+ BAL, or certain unBAL 17+ next X = cards, subs X = PEN.

2 NT: mm

X, followed by 3 M: stopper showing, 4 M=\$M, 5-5+ mm. Our side's next X is card-showing/negative, thereafter all X are for penalty

2/3 M: NAT (Rubens – if overcalled 2 ♥, then 2 ♠ starts Rubens)

p+X: T/O, often with feeling that partner can pass out

After (2 ♦) p (2 M) -?? we bid as if they've opened 2 M weak.

Vs 2 ♥ = both MM we play:

X: T/O m-suit oriented or STR (followed by 3 M: stopper showing, by 4 M: \$M, 5-5+ mm)

2 ♠/3 M: NAT

2 NT: (15) 16-18, SYSON

Vs transfer preempts on 3-level ("Verdi") a cuebid in their suit a take-out double while (vs 2-level transfers) D = 15+BAL/strong unBAL . Pass and subsequent D = weaker Take-out. 3 NT= trick notrump (not usual 3 NT bidding in this particular case)

Vs Texas 4 in their suit shows a good 2-suiter and p + D is for Take-out. D+D=penalties.

If a conventional preempt (like 3 N) is passed by 3rd hand, X = T/O and 4 m = NLM. If 3rd hand bids a p/c or Opener's suit D = take-out in accordance with our methods vs natural preempts

XIV Diverse defenses

XIV.1 Strong club (16+ or better)

Pass (alertable, except in Germany...) shows a weak hand or an opening hand. Pass + voluntary bids show the latter. This also applies after 1 ♣ - 1 ♦ if negative (by 4th hand).

After 1 ♣ - 1 ♦ - 1 N we play (a constructive) Asptrovai (the same if R has bid another weak and non-suit showing bid on the 1-level).

1-level actions are lead-directing and are often (non-vul) made on 4-card suits

* D with clubs

* 1 ♦/♥/♠ are natural

Multicoloured defense starting with 1 N

* 2 ♣/♦/♥/♠ showing either the suit bid or the next 2 suits

* 1 N and 2 N showing ♥+♣ or ♠+♦

R to a multi bid often passes to smoke opponents out. Other bids are p/c.

(defense vs strong club, cont'd)

4th hand **also uses 1 N+ as multi** if R to the strong club bids

* 1 N as a natural positive bid

* 1 ♦, 1 ♥ and 1 ♠ if they are conventional and do not show a suit (e.g. control-showing, showing a balanced hand, etc – if it shows another suit, however, this does *not* apply)

The multi 2 X is used vs a strong 2 ♣ or 2 ♦ opener, D then shows clubs or the red suits.

XIV.2 Two-way 1 ♣ and nonsense strong clubs (= minimum < 16 hcp)

The below is played only if 1 ♣ is forcing; if not we play miniminor. E.g vs Polish or Swedish 1 ♣.

- D limited take-out (c:a (9)10 -15) with MM interest **or** 17+ one-suiter
- 1 ♦/♥/♠ limited and normally destructive overcalls (max 16 hcp). If 3rd hand passes we still use the defensive module with 2 ♣ as possibly BAL
- 1 N offensive 1 N with trick potential (e.g. a 5-card playable minor)
- 2 ♣ NAT. R's 2 ♦ is relayish and others NAT, 2 M = NF
- 2 ♦ a weak jump overcall with either Major

COR (Colour – Other – Rank) à for bids 2 ♥ - 2 NT

- 2 ♥ 6-10 with 5-5 in ♠+♣ **or** ♥+♦
- 2 ♠ 6-10 with 5-5 in ♥+♣ **or** ♠+♦
- 2 N 6-10 with 5-5 in MM or mm
(2-suiters having playing strength according to vulnerability)

- 2 N (over 2 ♥/♠) constructive F1
- 3 ♣ clubs, minimum
- 3 ♦ diamonds, minimum
- 3 ♥ hearts, maximum
- 3 ♠ spades, maximum

- 3 ♣/♦ p/c
- 3 ♥/♠ INV with a good suit
- 3 N T1
- 4 ♣ p/c
- 4 ♦ Bid your Major!
- 4 M SO

- 2 N
- 3 - 4 ♣/♦ p/c
- 3 - 4 ♥/♠ INV/SO with a long suit

pass (alertable) weak or strong (15+balanced/16+ unbalanced)

- (1 ♣) - p - (1 ♦) - p
- (1 M) - D 15+balanced with normally at least 4 cards in M (subsequent D normally for penalties)
- 1 ♠ (over 1 ♥) take-out of ♥, limited to ≈17 hcp
- 2 ♣ (over 1 ♠) take-out of ♠, limited to ≈ 17 hcp
- 1 N both mm, normal overcall strength
- suits (also with jump) 16/17+;
- cuebid take-out with ≈ 17/18 +
- 2 N good 2-suiter wo M (R can enquire with 3 ♣ with replies acc to rotating suit scheme)

(Def vs 2-way club, etc cont'd)

(1 ♣) - p - (1 ♦) - p

(1 N)

- D PENX/OptD
- other Asptro, 2 M with good cards

XIV.3 Flannery 2 ♦/2 ♥

Played vs an opening showing both MM or both red suits and where the lower suit is longer with opening strength (if below opening strength, see XIII) the opening strength is irrelevant.

2nd-seat D vs all Flanneries show a strong balanced or a 17+ overcall.

An overcall in Opener's 4-card suit, with or without jump, is natural (this jump shows good cards).

If Opener's longer suit is biddable on the 2-level (e.g. 2 ♦ = 4 ♠/5 ♥) then the 2-level cuebid is a general take-out, possibly a 2-suiter. 2 N = 18-19 whereas a balanced doubler has 15-17 or 20+.

If Opener bids his longer suit (e.g. 2 ♥ = 4 ♠ + 5 ♥) then 2 N is the take-out and a cuebid shows a good 2-suiter.

In 4th hand, X = T/O and 2 NT always NAT 15-18.

XIV.4 Mini-minor

Vs 1 m not promising the suit, but promising a normal opening bid and NF we treat as NAT is first round, when both players have passed we next treat it as ART (i.e. a cuebid is NAT).

(1 m) p (1 M) *however* we treat as 1 M is opening bid.

XIV.5 "Frostknäpp"

"Frostknäpp" is used vs a phoney 1 ♣ opener which is always weak (below opener) and conventional:

- both upper- and lower limits are below 12 hcp
- if the lower limit is ≤ 6 hcp, we play this defense regardless of the upper limit

If 1 ♣ shows clubs this does not apply regardless of strength; we treat 1 ♣ as natural.

D: opening bid 1 ♣

1 ♦: opening bid 1 ♦ etc

After (1 ♣) - p - (bid) – we bid as though 3rd hand had opened; if the bid is not natural we bid miniminor (transfer defense if transfer).

XIV.6 Antinonsens

XIV.6.i D/Overcalls

Vs a 1 ♣ fert we play SYSON, i.e. X = 11-13 BAL or any 17, etc.

Vs 1 ♦, 1 ♥ and 1 ♠ showing "bad" cards (i.e. 0-7 or the like), we use the Flodqvist-Morath "antinonsens" methods.

- D
 - a) BAL 13+
 - b) Unlimited opening hand with the suit opened
- 1 M 5+, 11-16, we bid as if we had opened

Bids as of 1 NT are transfers.

First we describe these transfers, assuming that we could not bid the suit on the 1-level and that the transfer is not to the suit they opened:

- 1 NT unlimited UNBAL opening hand with at least 5 ♣ as longest suit
- 2 ♣ unlimited UNBAL opening hand with at least 5 ♦ as longest suit (only applies if they opened 1 ♥ or 1 ♠)
- 2 ♦ unlimited UNBAL opening hand with at least 5 ♥ as longest suit (only applies if they opened 1 ♠)

The 2 ♣ bids get another meaning if we transfer to their suit. Then the transfer shows *the next following suit*: If this suit could have been bid on the 1-level (11-16) the transfer shows 17+.

- 2 ♣ (1 ♦ opener) 17+, 5+ ♥
- 2 ♦ (1 ♥ opener) 17+, 5+ ♠
- 2 ♦ (1 ♠ opener) 17+, 5+ ♣

Higher bids are immediately descriptive:

- 2 ♥ 3-suiter with short "opening suit" and 11-16. If 1 ♦, then we bid SYSON.
- 2 ♠ 3-suiter with short "opening suit" and 17+, F1.
- 2 N 5-5+ mm and ≈ 11-14 hcp. This is the only exception to not doubling 1 ♦ with long ♦ suit.
- higher constructive preempts; 4 m = NAMYATS, 3 NT = solid minor w/o outside str.

XIV.6.ii After our double

R here means responder to the doubler.

R assumes doubler is balanced and will make a penalty pass with 8+ hcp and at least 4 cards in the suit. This penalty pass may be extended to 3 cards with opps vulnerable, unless 3rd hand's pass shows length in the suit.

The penalty pass establishes a forcing pass situation, and our bidding may not die below 2 tricks in the "opening suit" unless we bid a limited 1 NT or double opponents. All subsequent doubles are for penalty.

With weak hands, R will "rescue" with a suit or NT. 1 M, 1 NT, 2 M and 3 m are all weak and NAT; a jump to 2 M is, however, slightly constructive with a decent 5-6-card suit.

If R pulls by bidding 2 of their suit it is also weak and NAT, with the exception of a 2 ♦ bid (see below).

A jump to 2 NT shows a weak hand with 5-5+ mm.

2 ♣ and 2 ♦ responses are used to differentiate positive R hands unsuitable for a penalty pass.

2 ♣ shows INV strength vs a weak NT (≈13-15) whereas 2 ♦ is GF irrespective of what the doubler has. Both bids are used as strength- and distribution queries.

D – 2 ♣ A minimum doubler always rebids *below* 2 NT in the following order:
 - (unbid) Major
 - 5-card opening suit
 - 2 ♦ with a bal hand wo a M

With acceptance to an INV hand, O bids NAT 2 NT (3 ♣=Baron) or a suit on 3-level. **However** a 2 M bid is F1 and could be used with stronger hands (2 NT on this from R is NF, so is a raise to 3 M).

* D - 2 ♦ With a BAL hand Doubler will bid 2 NT (Baron/NAT). A jump to 3 N shows 13-15 with 4333 and a 4-card m.

If R raises 2 NT to 3 NT, R's 4m only promises 4-card suit, use 4 M module in 2 N system.

With an unBAL hand, doubler rebids NAT in any suit, all jumps indicate good suit quality and/or distribution. A jump in a higher suit guarantees a 6-card opening suit.

After 2 any, R can "wait" in 2 NT, raise, bid a new suit or simply bid game with limited values. A jump from 2 M are SPL.

After R's weak take-out of the D

If R pulls out with 1 NT, doubler may use 2 ♣ as a general F1 (R bids 2 ♦ wo M, NAT 2 M or possibly 2 NT with max wo M. Direct 2 NT= 19-21 syson.

Other rebids of the doubler are NAT with reverses and jumps as INV. To force, doubler must bid 2 ♣ and then his suit on the 3-level.

When R pulls with a suit, doubler bids naturally with 2 N as raises as INV.

After 3rd hand's pull to 1 M D = penalties assuming a BAL doubler. 2 ♣ still shows INV values, but the cuebid replaces 2 ♦ as a GF. This means that 2 ♦ is equal to other voluntary suit bids: constructive but limited.

If 3rd hand bids higher, R assumes a 13-15 BAL and acts accordingly with D as card-showing ("semi-penalty with doubler normally passing with 3+suit), + and Good-bad – if we pull 2 N is forcing.

A RD does not change R's bids, a pass is for penalties and all other bids have their unchanged meanings.

If R passes on 3rd hand's pull-out, doubler may act again with doubles to show strong BAL hands (on higher levels just cards) whereas suit bids are natural indicating the opening suit.

XIV.6.iii After the transfer overcalls

R accepts the transfer as cheaply as possible if he would have passed a limited natural overcall in the suit. Other bids are NAT F1, but NT bids and raises (=jump acceptance) are INV.

NB that R should not try too hard to find a positive bid, since after an acceptance, overcaller has another chance.

Forcing bids

R's general force is the bid nearest above overcaller's. Overc bids naturally with the exception of 2 NT which shows a normal overcall with 4 cards in the relay suit (with this suit and real extras, the relay suit should be raised to the 3-level).

If R wishes to force with the relay suit he must bid 2 NT.

When the transfer promises 17+

I.e. when the M could have been overcalled on the 1-level and the transfer is made two steps below the suit, R may bid the "suit-in-between" to show a weak to semiweak hand w/o a fit. This means that accepting the suit transferred to, shows some kind of support – but does not promise strength.

Also in this case the bid above the suit transferred to is ART and (here) GF. Other positive bids are also GF, only the jump accept is INV.

3-suited overcalls

If 2 ♥ shows short ♦ we bid as if we had opened 2 ♥.

Othwise NAT bidding with limit bids in suit and NT. After a 2 ♠ overcall R assumes 17-19 and bids accordingly. A bid in the short suit is general force.

4th seat

All 4th hand's actions have the same meaning as in 2nd hand, possibly that preempts are even more constructive.

There is no use acting with bad cards, since 2nd hand's pass denies an opening hand. A double, if BAL, should not be made with less than (12)13 hcp.

Continuation is like after a 2nd hand action, with the exception of the bid 2 ♦ over partner's double, which becomes weak and NAT.

carding section

A. Leads

A.1 Definitions

Small cards = 2-10. Vs NT we can choose to treat the 10 as an honour

Partner's suit = The "owner" of the suit:

- * He who first bid the suit, regardless if he has received support or not
- * 1 ♦ is **not** treated as suit unless the bidder has clearly shown diamonds
- * This also applies to a responder to a take-out double
- * A transfer or another proxy bid which unequivocally shows the suit means that he who bids the proxy bid "owns" the suit
- * This also applies to a player who has made a lead-directing double without the suit being bid by our side before
- * Player who has signalled clearly for the suit

If a suit has been bid *and* supported, only one player owns the suit, and this follows the rules above.

A.2 First lead

A.2.1 General rules

- 4th best vs NT contracts
- 3rd or 5th best vs suit contracts; *however* from 109x we lead the 9 unless we wish to prioritise the length and lead the low card.
- From xx we lead the highest card
- In partner's suit we always lead 3rd and 5th regardless of position. If we have shown support we can choose to lead the highest card from several small cards, or even Hxx.

A.2.2 Vs Notrump contracts

- from 3 or more small cards, we have a choice depending on how high the highest card is, the general rule is, however
 - xxx à highest (if highest card is 9/10 we may choose MUD)
 - xxxx à second highest followed by lowest
- the lead of a **KING** demands unblocking of lower honour (Q or J) or the count
- the lead of a **QUEEN** can be from KQ(xx) or QJ(xx) or AQJxx
- no coded 10:s or 9:s, a J can be in an internal sequence; also always highest from internal sequence such as HT9xx, Q98x, etc.
- 3rd/5th from internal sequences **by a hand who has bid a suit.**

A.2.3 Vs Suit contracts

- Rusinow honours; i.e. second highest card from honour sequence:
 - A Kx - KQx - KJ10x
- the lead of a King vs suit contracts on the 5-level or higher **always** demands the count

A.3 Subsequent leads

A.3.1 Through dummy

Same lead rules apply as for the first lead, also Rusinow. However, if the suit has been touched (e.g. we have signalled in it or if the suit is considered to be owned by partner) we lead 3rd/5th from remaining length and top of sequence.

No conventional King vs NT applies after trick 1.

A.3.2 Through declarer

If we return the suit initially led, we return the *second or fourth card from the **original** holding.*

In partner's bid suit, when not yet touched, we lead 3rd/5th.

Otherwise we lead 2nd or 4th (Schneider-Rusinow) with an attitude approach.

B. Signals

B.1 General

We tend to be more "attitude"- than "count" oriented.

Since signals is strongly connected to ethics (time to produce a card) we try to keep to a few simple rules, but it's equally important to be prepared at the table.

The general order for our signals are:

1. Partner plays a suit
 - a. Attitude à UDA
 - b. SP à odd/even à only in special situations **never** standard Lavinthal on partner's play!
 - c. Count à UDC (special situations mainly)
2. Opponents play a suit
 - a. Count à UDC
 - b. Smith à reverse à only i) vs NT and ii) when count is unimportant
 - c. SP à Standard Lavinthal à only when count is deemed unimportant
Attitude is never given when opponents play a suit
3. Play in trumps
 - a. From below without signal à when b) and c) are not deemed necessary
 - b. Count à UDC à i) if ruff is possible ii) count is important iii) SP is unimportant
 - c. SP à Standard Lavinthal à only when deemed important
4. Discard
 - a. 1st discard à Italian à Main rule
 - b. First discard à SP/Stand. Lavinthal à Even cards if possible
 - c. Attitude à UDA à Subsequent discard
 - d. SP à Standard Lavinthal à Subsequent discard

B.2 Attitude

In attitude situations, we encourage with a low card and discourage with a high card (Schneider).

We signal attitude most often on partner's lead (except conventional leads).

When a suit has already been touched, attitude as lo-high can *never* be given in that suit.

However in situations where it seems logical for both players, we signal length instead of attitude. This includes when dummy has the Queen at least third or AJx or Jxx.. in a suit contract, and also if the lead is a low card and dummy wins the first trick and has the Jack (or QJ) as highest card.

At first discard we use Italian discards, i.e. an odd card implies interest for the suit discarded (ref also sp in B3 below). This can **also** be done in a suit which has been touched/played, but if it is illogical to do so we would show either (present) count or suit preference

B.3 Count

In count situations we show an even number of cards with a low card and an odd number with a high one (Malmö). This count situation is used in side-suits as well as a trump suit (if applicable).

We do not give count in the trump suit unless we expect a ruff or when we judge the count important.

Count is given:

- on declarer's lead (but: see "Oddball")
- when it is obvious for both players that an attitude count is irrelevant
- always when dummy wins the trick with a Jack or lower
- on conventional King leads
- as second signal/discard when we have previously shown attitude; we show *remaining* length

B.3 Suit preference - standard

We play standard suit preference in most situations (ruff situations, etc).

Sp is also played in early discards:

- * First discard, even cards can, when possible, be used as SP
- * Subsequent discard could possibly be used as SP
- * Trump suit may be used for SP when the count is regarded as less important

When leader's partner wins trick 1 and returns for a ruff, the Q and 10 are for *higher* suit and J is for *lower suit*.

When our first signal is count, the second may indicate suit preference – a prerequisite is of course that we have at least 2 more cards to signal with.

From 9-7-3 we normally signal:

9-7-3	indication higher suit
9-3-7	neutral
7-3-9	indication lower suit

From 9-7-5-3 we normally signal:

3-9-7 (or even 7-9-3)	indication higher suit
3-7-5	neutral
3-5-7	indication lower suit

B.4 Suit preference when discouraging

In certain situations we can discourage and simultaneously give suit preference by means of odd and even cards.

In such a situation an even card shows suit-preference for a lower-ranking suit

An odd card shows suit-preference for a higher-ranking suit.

This odd-even suit-preference signal applies in the following situations:

1. On partner's Ace lead vs notrump contracts
2. On an honour lead in partner's suit
3. On a lead in partner's suit, dummy wins the trick
4. On an Ace or King lead and dummy holds a singleton
5. On an Ace lead on the 5-level or higher (suit contracts only – coincides with obligatory count on a K lead)

B.5 Smith Peter (/ODDBALL)

After a lead vs a NT contract, both the person who initially led the suit and his partner can show attitude towards the suit:

- at trick two only
- when it is clear that a count signal is not prioritised (e.g. with a long suit in dummy)
- when it is likely that the lead can be ambiguous/hard to read

A low card signals interest/liking of the suit led.