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OPENING	ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	DESCRIPTION		RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING	
				1♣		3	4♠	11+ Occ 1♦ with 4♦/5♣ BAL 12-14, 18-19 1♣ with 33 minors, Judgment with 44 minors	1M may bypass equal/longer ♦ 1NT = 6-10; 2NT = GF; 3NT = 16-18 Raises: 2♣=GF (NOTE 5); 2♥=Limit, 2♠=PRE; 3♣ = Mixed; 3x=PRE; 1♣-1♦ = occ 2/3♦; 1♣-2♦=5♣/4+♥6-9
1♦		3	4♠	3 only with 4432	Mostly as for 1♣; 2♣ FG (NOTE 3); 3♣=INV	After 1m-2m: 2♥="BAL" (flawed NT); 2♠=UNBAL; om=NAT; 3m=6+m strong BAL	PH=FIT jumps; 4th suit NF; reverse= F1		
1♥		5(4)	4♠	May be 4-card suit 3 rd & 4 th	1NT = F1; 2/1M FG ex very clear misfit 2 NT = GF 4 trump raise: then ART 3♣ = Limit Raise; 3♥ = Mixed 3♦ = NAT INV; 2♠=weak 3♠ = ANY 9-12 SPL; 3NT/4m = 13+ SPLs	ART 2♠/2♦ after 1NT response and 2m rebid 1M-1NT; 2NT: TFRs After 3♣: 3♦ = some second suit; 3OM=some void; next 3 steps = SPL up the line; 1M-1NT; 2♣-2♦ = 9+ ART; 3♦ = weak	After 1M: Reverse DRURY (fit) FIT jumps except 3♣ NAT; 3M=5T Mixed raise After 1M (COMP): Fit Jumps; 3NT= Good PRE 4M		
1♠		5(4)	4♥	May be 4-card suit 3 rd & 4 th	Mostly as over 1♥; 4♥ = NAT 3♥ = ANY 9-12 SPL; 3NT/4m=13+SPLs	See 1♥ for most continuations 1♠-1NT; 3♣ = NAT FG or 5+♠/4♥:3♦ asks			
1NT			4♠	15-17 (may be very good 14) May have 5M, 6m, SPL K	NF STAY, JTB, Texas 2♠ = Minor-suit Stayman; 2NT = ♣; 3♠ = ♦; 3♦ = Puppet Stayman 3♥ = 4144; 3♠ = 1444 (/3♠ 4♣=NAT or strong 4♥: 4♦ asks)	1NT-2♣-2♦-3M = 4M, 5+OM; 2M=INV 1NT-2♣-2x-4M = 6M slam try bad suit 1NT-2♣-2♦-4♣ = 6♥/4♠, 4♦ = 6♠/4♥ 1NT-2♣; 2M-3OM=ANY SPL, 4♦=BAL S/T 1NT-2♦; 2♥-2♠=ART FG; /3♣/3♦=INV	COMP: TRF LEB (mostly) NEG DBL thru 3♠ System on thru opp 2♣ Texas if a jump; TRF over 3♣ Switch Majors over 3♦		
2♣	√	0		STR, ART, F 2NT or 3M See NOTE (2)	2♦=0/1control; 2♥=2; 2♠=3+ 2NT = one loser suit; 3NT=solid suit 3x = TFR to 3 of 4 tops 6 th (after "take" new suit = SPL)	2♣-2♦; 2♠:3♠ = 2 nd negative; 3NT=ANY FIT JUMP; Jump = SPL; 4♠=Good trumps and out. 2♣-2♦; 3M = 4M/5+♦. 2♣-2♦; 2♥ = NAT or 25-26/29+ BAL: 2♠ INQ – then 3NT=27-28, 2NT=other BAL, else ♥. 2♣-2♥; 3♠ = 4♠/6+♥	DBL = 0/1K; Pass=2+K; suits = NAT 0-2; Opener's double penalty		
2♦		6(5)		Weak 2, Fairly Sound	NS constructive at 2 Level, F at 3 Level 2 NT asks Feature, 4♠ = RKCB	2♦-2M; 2NT = NAT, forward-going	COMP: 2M=NF, 3x=F; 2NT=F1		
2M		6(5)			New=F1; 2NT asks feature INV+ 4♠=RKCB	2♥-2♠; 2NT= exactly 2♠	COMP: over DBL 2♠ = NF; jump 3♠=FG; 2NT+=TFRs; 4x = FIT; 2♥-(2♠) same methods		
2NT			4♠	20-21 BAL, May have 5M Or SPL K	STAY, JTB, Texas 3♠ = Pup 3NT: 4m=om; 4M=SPL with both minors; 4♠=Baron; 4N/5N = NAT; OM after Stayman = slam try M	HIGH LEVEL BIDDING			
3x		7(6)		NAT, weak at favorable; else fairly sound	New suit F1. 4♣ over 3R/3S and 3♠-4♦ Special RKCB: 0, 1, 1+TQ, 2, 2+TQ	RKCB – 0314; Some DBL KC situations: 2 suits bid/raised; 2-suiter opposite BAL hand. 4NT response to opening bid is RKCB; Kickback 0314; 4m=RKC if m agreed at 3-level. GSF. Splinters. Gerber: 4♦=0/3; 4♥=1/4; 4♠=2; 4NT=2+extras. Vs Ace-ask KC Interference: DOP1 below our suit; else DEPO			
3NT	√			Gambling; side A or K	4♣ = Pass or Correct; 4♦=Asks for Shortness; 4NT ask for O/S Ace; 5♣ = no				
4x				Middle of the road PRE					

SUPPLEMENTARY NOTES

NOTE (1)

2C Puppet to 2D to sign off in 2D or invite game

1m-1H; 1NT-2S = 4H/4S INV

1m-1M; 1NT-2NT Puppet to 3C to play 3C or show various FG/slam tries:

1m-1H; 1NT-2NT; 3C-3H = 5H4m(31) game plus: 4C asks lo-hi

-3D = 4414 game-plus

-3S = 1444 game-plus

-3NT = 5H4m22 slam try

1m-1S; 1NT-2NT; 3C-3S = 5S4m(31) game plus: 4C asks lo-hi

-3D = 435m10m game-plus

-3H = 415m30m game-plus

-3NT = 5S4m22 slam try

With 4M5m22 go through 2D

With 45 UNBAL after 1H response go through 2D

1m-1M; 1NT-2D; 2x-3m if only 4m and BAL then 16+; With 5m can be BAL or UNBAL after 1H response

NOTE (2)

2C Opening: FG, 2NT or 3M

Responses:

2D* 0 or 1 control

2H* 2 controls

2S* 3 or more controls

2NT Any one-loser 6+card suit

3C->3S* Transfer to next higher suit: AKJxxx, AQJxxx, KQJxxx (or longer)

3NT* Any solid 6+-card suit

4x Two loser 7- or 8-card suit

[where an ace is two controls; a king is one]

2C	2D*	
2H*		Hearts (second suit possible) OR balanced game force (unrelated to hearts)
2S		Natural, game-forcing (9+ tricks)
2NT		23-24 HCP, semi-balanced
3m		Natural, 10+ tricks
3H		4H/5+D, FG (3S/3NT NAT, 4C extra value 4H)
3S		4S/5+D, FG (3NT NAT, 4C extra value 4S);
3NT		Solid suit, no slam, 9+ tricks, stoppers
4C		5=4=0=4, game force (responder's 4D="unbiddable" extras for M; 4NT same for clubs)
4D		5=4=4=0, game force (responder's 5C="unbiddable" extras for M; 4NT same for D)
4M		Signoff, too many controls missing (responder may bid with side void)

2C	2D*	
2H*		Hearts (second suit possible) OR balanced game force (unrelated to hearts)
	2S*	Relay
2NT		Balanced
3C		One-suited heart two-bid
3D		Hearts and diamonds
3H		Hearts and secondary spades (3S=S, 3NT=H positive, 4H=weak preference)
3S		Hearts and clubs (4C=C, 4D=H positive, 4H=weak preference)
3NT		27-28 HCP: 4C Stayman; 4R JTB; 4S minors; 4NT NAT

2C	2D*	
2H*	3C->3S	7-card suit headed by the at best the queen-jack; else go via "normal" 2S)

2C	2D*	
2S	3NT*	Any FIT jump (at least Hxx or xxxx of spades, trick source in context)
	4x*	SPL for spades

2C	2D*	
3C	3D*	Artificial, opener may introduce four-card major, play notrump from right side, etc.
	jump-shift*	SPL raise of m, might be only three trumps as 3C is very strong

2C	2D*	
3D	3H	NAT, may be only four; opener does NOT have a 4H/6+D hand
	jump-shift*	SPL raise of m, might be only three trumps as 3C is very strong

2C	2M*	
2NT		Unlimited
2C	2H	
3S		4S/5+H, FG
	4C	Strong 4H
	4D	Strong 4S
2C	2S*	
3H	4H	F1; 3+ controls and a fit=slam zone

After 2C-3x: "take" by opener, new suit by responder is shortness, else 3NT or (weakest) self-raise

NOTE (3)

1D	2C (FG)	
2D		Any hand with 5+ diamonds
2H*		Specifically 4=4=4=1 pattern or anti-positional BAL hand
2S*		Artificial, strong club raise; includes 1444 and 4144 (Responder's 3M NAT)
2NT		Natural, stopper sensitive, 12-14 or 18-19
3C		Minimum club raise, at least four trumps, 1444 or 4144 included (Responder's 3M NAT)
3D		Extra values, at most one loser in diamonds, no four-card major (rebid 2D).
3M*		Splinters, extra values, at least four-card support, not 4144 or 1444 or (40)54, (rebid 2S*) so responder can cue-bid rather than look for a 4-4 major fit.
3NT*		18-20 HCP, 4=4=3=2 or very slow hand with four weak diamonds (Responder's 4M NAT)
4C*		RKC-C
4D*		RKC-D
1D	2C	
2H*	2S* (INQ)	
2NT		4441 minimum range
3C		4441 stiff C honor minimum range
3D+		BAL grope, value-showing
3NT		4441 extras
4C		4441 stiff C honor extras

1D 2C
2H* 3M 4M/5+C (prefer to SHOW)

1D 2C
2S* 2NT Major-suit stoppers
3C No reason to bid NT

1D 2C
2S* 2NT
3M SPL (4441)

1D 2C
2S* 3C
3D Strong D
3M Stopper
4M SPL (4441)

1D 2C
3NT 4M NAT, F1

NOTE (4)

1m	1M	
2NT	3C	Puppet to 3D
	3D	After 1S: 4+H (take TFR only with 4H, else 3S with 3S or 3NT with 2/3)
	3D	After 1H: 5+H (take TFR only with 2H, else with 3H vote re COG or slam interest)
	3H	After 1H: 4S/4+H (Opener bids 3S with 3H, 3NT with 2H/<4S, else with 4S)
	3H	After 1S: 5+S ((take TFR only with 2S, else with 3H vote re COG or slam interest)
	3S	Other minor (typically only 4M) . . . 4m = NAT, not RKC

Opener takes retransfer to M only with TWO; with THREE opener votes for 3NT, 4M, or shows slam interest

1m	1M	
2NT	3C	
3D	Pass	Route to 3D
	3M	5M/4+m
	3OM	SPL with 4M/4+m
	4om	SPL with 4M/4+m
	3NT	4M/4+m, NF
	4m	RKCB-m

4m is RKC if we have discovered a fit below the four-level and are FG

1m	1H	
2NT	3D	
3H	3S	6+H, ART slam try

1m	1H	
2NT	3H	4S/4+H
3S		Three-card H support
3NT		NAT: Neither 3H nor 4S
4x		All show 4S

NOTE 5

Inverted minors =FG

1m	2m	
om		NAT
2H		ART BAL anti-positional (2S by Responder=BAL anti-positional; 2NT NAT, 3M/3om = SPL)
2S		ART, some SPL but not with 6m
2NT		Positional (3M/3om=SPL)
3m		6m322
3M		SPL with 6+m (also 1C-2C; 3D and 1D-2D; 4C)
3NT		18-19 with only 3m (4432 after 1D-2D)
4m		RKCB
4M		5M/6+m minimum

NOTE 6

Lebensohl after takeout double of their weak 2M (2NT reply puppet to 3C): not when doubler=PH

Cue	FG, no stopper, not 4OM
3NT	NAT, stoppers
2NT then cue	FG, 4OM, no stopper
2NT then 3NT	NAT, with 4OM
2NT then 4x	RKCB-x (but only if doubler bids 3C over 2NT, not by PH)