



TOWELE System Highlights

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Overall System Philosophy

All bids try to convey both shape and strength.

If Opener doesn't specify strength, Responder's first concern is to clarify her strength

If Opener doesn't show a specific shape, Responder's first concern is to clarify her shape

Use bidding space judiciously when uncontested

Burn bidding space quickly in competition when weak and proper strain is known

Conserve bidding space in competition when strong

We use total points ("TP") to evaluate nearly balanced openers. $TP = HCP + LSP - Discounts$

We count 1 LSP for each card in longest suit beyond 4

Discounts: Singleton Queens and doubleton Jacks are each 1 point deductions.

We use Losing Trick Count ("LTC") to evaluate unbalanced hands.

We count 1LTC for each missing Ace, King, or Queen in a suit of 3 cards or longer; 1LTC for each missing Ace or King in a doubleton; and 1LTC if a singleton is not the Ace.

Constructive Openers are 12+TP balanced or an LTC of 6 or less unbalanced.

Strong Openers are 15+TP balanced or an LTC of 5 or less unbalanced

Monster Openers are 22+TP balanced or unbalanced with an LTC of 4 or less with a long major or 3 or less with a long minor.

Destructive Openers are 11TP or lower with an LTC of 7-8 when **non-vulnerable** or 7 when **vulnerable**.

We use Control Points ("CP") in some slam auctions. We count 2CP for each ace and 1CP for each king.

Definitions and Abbreviations:

M: either major suit or the major suit mentioned earlier in the auction

OM: The other major suit

m: either minor suit or the minor suit mentioned earlier

om: The other minor suit

Responder: The partner of the opening bidder

Rebuttal: The Responder's Second or subsequent bid

Advancer: The partner of the overcaller or doubler

Protection: The Right Hand Opponent of the last person not to pass.

Openers:

Constructive Openers

"Monster" **2♣** Opener: Balanced: 22+TP Unbalanced: 1 trick or less from game. [Responses](#)

"Strong" **2^{NT}** Opener: Usually 20-21, Balanced, 6-cm OK, [Responses](#)

"Weak" **1^{NT}** Usually 11+-14 HCP, 6-card minor OK, Transfer, exclusion, and inquiry [responses](#) 🌟 "**11+-14!**"

"Mini Roman" **2♦** Opener: **Alert** 11-15, 3-suited with a short suit and no 5-card major, submarine [responses](#)

5-card **1M** openers

"Convenient" **1m** openers promise a rebid. Best described as "Natural or 15-19 balanced"

Destructive Openers:

Weak **2M** openers 5-7 cards (5 cards: very good suit almost opener with outside 4-card suit, 7 cards: bad suit)

Preemptive 3-level, and **4M**, and **5m** openers

"Namyats" **4m** openers **Alert** Long major suit of the same shape (**4♣=♥**, **4♦=♠**) with slam interest opposite a strong hand

Gambling **3^{NT}** opener: **Alert** Running 7+-card minor without outside Ace or King



Responses

Responses to “Monster” 2♣ Opener:

General Philosophy:

Approximately 90% of all Monster 2♣ openers are based upon long suits or shapely two-suiters.

Any hand that can make game with just a bit of luck and no help from partner must be opened 2♣ as should any hand that requires only an ace or a king and some luck. However, the hand must always evaluate to “a King or more above average strength” and thus fall under the WBF definition of “Strong Hand”.

Since Responder will make every effort to respond to a minor suit opener with a 4-card major, hands that contain a 6-card minor and a 4-card major need only be opened 2♣ when they have a 3LTC or less.

Tricks: A=1; AK=2; AKQ=3; AKQJ=4; AQJ=2; Kxx=1; KQ=1; queens, jacks, and long suits count nothing

Negative Responses:

2♦: negative, can't promise 2 tricks, no 7CM, no 6CM & a trick (usually 0-7 TP or 0-2CP), but see Bust Transfers

Bust Transfers:

Bust Transfer Philosophy: When Responder has a hand that is useless in anything but her trump suit, it is usually best to preempt the opponents (who may have a sacrifice their way). In these sequences, Responder is **forbidden from making a second bid** unless Opener jumps to 5 of Responder's suit or to 5^{NT}. Opener, however, is allowed to make any call that is still in the box, including a Pass of 4♥.

4♦: **Alert** negative, transfer to ♥s, usually 1 trick with 6+♥s or any 7+♥s

4♥: **Alert** negative, transfer to ♠s, usually 1 trick with 6+♠s or any 7+♠s

Slam Curious Responses:

All Slam curious hands have 2-3 tricks (usually 8-12 TP or 3-5CP)

2M: natural, Usually 5+ cards

3♣: **Alert** Catch All, Any balanced hand or any unbalanced hand with no 4-card major

3♦: **Alert** 4-4+ majors (prefer 3♣ with useless majors and 44(32), and 3^{NT} when one of the majors is doubtful)

3M: **Alert** 4-4+ Suit bid and a minor

3^{NT}: **Alert** Three suited, never a 5-card major

Slam Forcing Responses:

2^{NT}: **Alert** Any Shape that can't preempt to the right slam contract

4♣: Ask for Aces or controls as agreed

Responses to Monster 2♣ over Interference “Yabba Dabba Cue”:

X: negative (1 trick or less) “Doubt”

Pass: 1-2 tricks “Points”

Bid: Natural, 2-3 tricks “Bonus”

Cue: 4 tricks or more “Curious”

Auction Development over Monster 2♣

After a 2♦ negative

- Opener's suit bids are natural and forcing for one more round
- A rebuttal in the cheapest suit, shows a hand that may not take any tricks (Second negative)
- A rebuttal in the second cheapest suit shows a trick and a misfit
- A simple raise of Opener's suit rebid shows 3-card support and a trick
- A jump raise of Opener's suit rebid shows 4+card support with or without a trick
- A Rebuttal in the cheapest no trump shows a hand that couldn't promise two tricks opposite an unknown hand, but became slam curious when she heard Opener's rebid

After a Slam Curious Response

- All bids by both parties are forcing to game with no exceptions
- **Passes** are forcing. Opponents are not allowed to play any contract below game unless they are **redoubled** and all games must be played **doubled**.
- A rebid of a suit that Responder in known not to have asks for controls inside the suit named
- A jump in a suit that Responder in known not to have asks for controls outside the suit named

After a Slam Forcing Response

- All bids by both parties are forcing either to slam or to an inquiry to which the Interrogator doesn't like the answer and bails out at the 5-level
- **Passes** are forcing. Opponents are not allowed to play any contract below slam unless they are **redoubled** and all slams must be played **doubled**.

**Responses to “Strong” 2^{NT} opener:****Transfer Responses:**

3♦: transfer to ♥ [any strength]. Only **3♥** and **4♥** rebids are allowed. 🗨️ “Transfer”

3♥: transfer to ♠ [any strength]. Only **3♠** and **4♠** rebids are allowed. 🗨️ “Transfer”

Inquiry Responses

3♣: Stayman major suit inquiry, may be a balanced hand

3♠: **Alert** minor suit inquiry usually with slam interest

3^{NT}: 5♥s+4♠s 4-10HCP

4♣: “San Francisco Gerber” Control count inquiry. Balanced hand 13+TP

4^{NT}: “Quantitative” strength inquiry. Balanced hand 11+-12HCP

5^{NT}: “Pick a slam” strength inquiry. Balanced hand 15+-16HCP

Exclusion Responses:

4♦/4♥/4♠/5♣: **Alert** Exclusion (forcing to slam): 4+ cards in (other) major(s), 0-1 cards in suit bid, 11+ HCP

Close Out Responses:

6^{NT}: Balanced hand 14-15HCP

7^{NT}: Balanced hand 17+HCP

Responses to Strong 2^{NT} over Interference

Officially, [Yabba Dabba Cue](#) is used, but it rarely comes up.

Opponents are not generally allowed to play any contract unless **doubled**.

Auction Development over Strong 2^{NT}

- “Fast Arrival” in game denies slam curious values.
- A new suit is a mild slam try.
- **3^{NT}** rebuttal **Alert** after **3♣** inquiry “Only way we have to get to **3^{NT}**”
- Slam forcing responses require that no one **Pass** below **6♣** unless they have made a control inquiry that shows that we are missing 3 controls. Opponents are not allowed to play any contract below slam unless **redoubled**. All slam contracts must be played **doubled**.

Responses to “Mini-Roman” 2♦ Opener:**Negative Responses:**

2M: **Alert** Genuine offer to play or scramble: 0-9 HCP, 3+ cards in suit bid

3♣: **Alert** Genuine offer to play in minors: 0-9 HCP, no 3-card major, nonforcing

Two-suited Inquiry Responses (“Cappelletti”):

3♦: **Alert** 4-4+ majors 10-13 HCP, Invitational

3M **Alert** Suit bid and a minor 10-12+ HCP, Invitational

Rebids:

Pass 4+ cards in **M**, 11-13

4♣ **Alert** Pass or correct to **4♦** 11-13 HCP with shortage in **M**

5♣ **Alert** Pass or correct to **5♦** 13+-15 HCP with shortage in **M**

4♣: **Alert** 5-4+ minors, short majors 10-14 HCP, Invitational in minors

4♦: **Alert** 4-4+ majors 14-18 HCP, Pick a major game

4M **Alert** Suit bid and a minor 14-18 HCP, play a game

5♣: **Alert** 5-4+ minors, short majors 15-18 HCP, Play game in a minor

General Inquiry Responses:

2^{NT}: **Alert** Asks for suit below short suit, 10+

4^{NT}: Asks for controls, Usually 19+

Responding to Mini-Roman 2♦ over Interference

The basic idea is that Responder should **Pass** a **Double** with length in diamonds and there is no reason for a Responder to bid simply to show a preference over an overcall without about 7 HCP. Other than that, **Double** of a suit bid is for takeout while there is still a game in an unbid major suit.

Auction Development over “Mini-Roman” 2♦

After a **2^{NT}** inquiry and response, if Responder rebuts with the suit in which Opener is known to be short, it asks Opener to clarify his range. The first step shows 11-13, the second step shows 14-15. This is often used by a slam curious Responder who wants to stop in game opposite a minimum opener.

**Responses to “Weak” 1^{NT} opener:****General Philosophy:**

Opponents who have been deprived of an opportunity to make a 1-level overcall often like to **double 1^{NT}** out of frustration. For this reason, it is advisable to run before we get doubled. “Garbage” and “Drop Dead” Stayman are often our best friends.

Transfer Responses:

- 2♦:** transfer to ♥ [any strength]; Opener Bids **3♥** with any 4+♥s 🗣️ “Transfer”
2♥: transfer to ♠ [any strength], Opener Bids **3♠** with any 4+♠s 🗣️ “Transfer”
2♠: **Alert** transfer to ♣ [any strength], no breaks (consider **2^{NT}** as “would accept an invitation”)
2^{NT}: **Alert** transfer to ♦ [any strength], no breaks (consider **3♣** as “would accept an invitation”)

Inquiry Responses

- 2♣:** “Stayman” major suit inquiry may also be no trump raise (“Faux”). Invitational values are **not** required with 5-4+ in the majors (“Garbage”), nor with a hand that is 4-4 in the majors and short in ♣ (“Drop Dead”)
4♣: “Gerber” Control count inquiry. Balanced hand 20+TP or 15+ and a trick source
4♦: **Alert** 5-5+ Majors 12-17HCP
4^{NT}: “Quantitative” strength inquiry. Balanced hand 18-19HCP
5^{NT}: “Pick a slam” strength inquiry. Balanced hand 22-23HCP

Exclusion Responses:

- 3x** **Alert** Exclusion (forcing to game): 4+ cards in (other) major(s), 0-1 cards in suit bid, 13+HCP. Transfer and then a jump bid is the preferred method of showing a Major-Minor two-suiter or with both minors that are 5-5 or better. Exclusion is fine with both majors.

Close Out Responses:

- 3^{NT}:** Balanced hand 13-17 HCP
4M: Natural, usually 6+cards, outside shortness, 12+-17HCP
6^{NT}: Balanced hand 20-21 HCP
7^{NT}: Balanced hand 24+HCP

Responses to Weak 1^{NT} over Interference**Systems on over 2♣ overcalls**

When opponents make a **2♣** overcall that promises 4+♣ or an unknown suit, all of the above responses remain unchanged, except that we **double** when we would have made a **2♣** Stayman response (unless **2♣** promises both majors where we would use other meta-agreements below). In some cases, Opener may make a surprise **Pass** of the double with 5+♣.

“Lebensohl” over 2x overcalls other than 2♣ that include the suit bid

- X** Penalty Oriented,
2M Shows 5+ cards in the suit bid and no interest in game. Usually 0-10HCP
2^{NT} **Alert** Puppet to **3♣** May be any of the following:
 1) Weak with 6+♠s (follow up is **Pass**)
 2) Invitational with 5+ in a suit other than ♣ (follow up: Natural 3-level)
 3) Forcing 13+ with a 4-card major (follow up: 3-level cue)
 4) 13-17 Balanced with a stop in Overcaller’s suit. (follow up: **3^{NT}**)
 5) 5+card suit with some slam interest (Follow up: Natural 4-level)
 6) Self-sufficient 1 or 2-suiter with Slam values if Opener has outside controls (follow up: 4-level cue)
 7) Balanced with Slam values if Opener has sufficient controls (follow up: **4♣**)
3y Forcing, 5+ ys, 13+HCP
3x (cue) Slam curious, Stop in Overcaller’s suit
3^{NT} **No** stop in Overcaller’s suit, usually 13-17HCP, promises 4 cards in other major, if overcall is a major
4y 6+ ys, 12-17HCP, usually no slam interest
4x Short suit, forcing to slam unless Opener rebids **4^{NT}** to show double stops and no other 4-card suit

Meta-agreement over 2x overcalls other than 2♣ that do not include the suit bid

When opponents make a conventional defensive bid over our **1^{NT}** opener, it is going to be rare that we can penalize all of their suits contracts and we should generally concentrate on finding our own fit. As such, **doubles** usually show the suit that opponents actually bid and cue bids of overcaller’s known suit show two other suits. When the overcall shows two specific suits, we can revert to using our defenses against two suited calls, namely that both cue bids show the other two suits with the cheaper cue bid showing the stronger hand.

Over 2^{NT} and higher overcalls

When Opponents overcall with a natural or inclusive preempt in the direct seat at or above **2^{NT}**, we can use a double to start a weak relay (which may be **Passed** by Opener with a surprise) and a direct bid to show an invitational hand.

**“Cappelletti” Escapes from Weak 1^{NT} Doubled**

General Philosophy: When opponents make a **double** that may reasonably be left in for penalties, including one that shows a long unknown suit, or one that shows an opening hand or better with both minors, we must either be strong enough that we are willing to play **1^{NT}XX** or find a better place to play than **1^{NT}X**.

Pass: **Alert** Forces a **redouble** either because Responder has an invitational or better hand and wants to see the Doubler squirm or because she wants to try to escape to a minor suit at the 2-level or has a balanced hand without 4♠

Redouble **Alert** Shows 4-4+ in the minors and 0-10 HCP

2♣ **Alert** Shows an unbalanced hand with only a single suit or a stronger unbalanced hand. Opener should rebid the suit in which he would least like to play the contract. This is sometimes known as the “Psychic Compressed Transfer” or as the “Manhattan” Transfer. Opener may never **Pass**

2♦ **Alert** Shows 4-4+ in the majors. Opener is encouraged to bid his best major. Opener may **Pass** with 5-6♦s a minimum hand, and 2-2 in the majors.

2M **Alert** Shows 4+ cards in the suit bid and a 4+-card (and usually 5+-card) minor suit and 0-10 HCP.

2^{NT} **Alert** Shows a 3-suited hand with a short suit and usually 7-11 HCP. Opener can sit for the **2^{NT}**, raise to **3^{NT}**, or bid the cheapest suit in which he can play opposite 4-card support.

Auction Development over Weak 1^{NT}**After a Stayman 2♦ Rebid**

2♥ **Alert** “Garbage Stayman” is pass or correct and weak

2♠ Invitational with 5-4+ in the majors

2^{NT} **Alert** “Faux Stayman” shows a balanced invitational hand and may not have a 4-card major

3x **Alert** specific control inquiry

After a Transfer to a major that wasn’t super-accepted

A new suit is forcing for one round

After a 3^{NT} Rebid after a 3M Exclusion

4m (excluded major) Shows 0-2 cards in the other minor and usually exactly 4-cards in the non-excluded major

**Responses to 1M Openers:****Non-Fit Responses**

- 1♠** (after **1♥**): Forcing, 4+♠, usually good 5 to bad 13 HCP
1^{NT}: **"Forcing"** Forcing, usually good 5 to bad 13 HCP; May include 3-card support, with 10-12 support points.
2m: Forcing to Game, 4+cards in suit bid
2OM: Forcing to Game, 4+cards in suit bid. This includes the **1♥-2♠** Jump Shift

Fit Responses "Bergen"

- 2M**: **Alert** 3-card support 6-9 HCP
2^{NT}: **Alert** 4-card support Game forcing, no shortness with 13-16, may have shortness with 17+ "Jacoby"
3♣: **Alert** 4-card support 7-9 HCP
3♦: **Alert** 4-card support 10-12 HCP
3M: **Alert** 4-card support 0-6 HCP
1♥-3♠: **Alert** 4+♥s, Slam curious, 0-1♠, 13-16 support points
3^{NT}: **Alert** 3-card support, Game forcing, no shortness, 13-16 only
4m: **Alert** 4-card support, Slam curious, 0-1 cards in suit bid, 13-16 support points
1♠-4♥: **Alert** 4+♠s, Slam curious, 0-1♥s, 13-16 support points
4M: Preemptive Leap Raise, Usually 5+ card support, usually 0-9 TP
5M: Quantitative Blast Raise 17-18TP, Usually 4+ card support

Alternative Fit Response: Inverted Major Raises "Rojam"

- 2M**: **Alert** 3+card support 8+-12 HCP
2^{NT}: **Alert** 3+card support Game forcing, may have shortness with 3-cards support and 13-16 or with 17+ "Pass the Buck" Relay: Usually 14+-17TP, many minor defects, but no major defects
3♣: Asks for Specific Controls in ♦: Major defect in ♦ Undisclosed minor defect(s)
3♦: Asks for Specific Controls in ♠ Similar to **3♦**
3OM: Asks for specific help in trump suit (usually defective trump suit)
3M: Asks for Specific Controls in ♣: Major defect in ♣ Undisclosed minor defect(s)
3^{NT}: Asks for Total Controls outside of m (Usually 16TP [could be 14 plus a void], short m suit, semisolid trump, only 1 other minor defect [which might include a singleton loser in m])
4m: Asks for Total Controls outside of OM, Similar to 4m
4OM: Minimum Opener (usually no better than 14TP or multiple major defects)
4M: Asks for Total Controls (Usually 18+TP, semisolid trump, only 1 minor outside defect)
4^{NT}: Currently Unassigned (We'll find a use for it) (consider **5♣**: 6CP, **5♦**: 7CP, both semi-balanced)
5m: Quantitative (Semi-Balanced 18-bad 19 TP). I just need 15 support points for slam
5M: Currently Unassigned (We'll find a use for it)
5OM: Pick a slam 19-20TP, semi-balanced
5^{NT}: Currently Unassigned (We'll find a use for it)
6m: Let's play here (unless you think we can make 7) Unbalanced
6M: **Alert** 6+cards, Preemptive
3m: **Alert** 4-card support 0-7 HCP
3M: **Alert** 6+♥s, Preemptive
1♠-3♥: **Alert** 4+♥s, 0-1♠s, 13-16 support points
1♥-3♠: **Alert** 3-card support, Game forcing, no shortness, 13-16 only
3^{NT}: **Alert** 4+-card support, 0-1 cards in suit bid, 13-16 support points
4m: **Alert** 4+♠s, 0-1♥s, 13-16 support points
1♠-4♥: **Alert** 4+♠s, 0-1♥s, 13-16 support points

Inquiry Responses

- 4^{NT}**: Asks for Aces, or Key Cards or Controls, as agreed
5^{NT}: "Pick a slam" in **6M**, **6^{NT}**, **7M**, **7^{NT}**

Responses to 1M by a passed hand

- Jump suit responses become weak and to play.
- Constructive responses remain constructive
- **1^{NT}** becomes only "semi-forcing"
- **2m** and **2^{NT}** become invitational, non-fit responses
- **3♣** and **3♦** "Bergen" fit responses, remain in effect, if agreed



Responses to 1M over interference

- “Negative” **Double** shows 4+cards in the unbid major, if any. Strength depends upon level of bidding
- New suits at the cheapest level promise 5+cards and 8+ at the 2-level, 10+ at the 3-level
- New suit jump shows 6+ cards in the new suit and 0-7HCP

Auction Development after a 1M Opener

After 1M-2M Invitational Raise

Pass Even the right 3 Aces aren't enough for game, but Responder may feel free to compete to 3M especially with maximum strength or a 4th trump

Cheap new suit

2^{NT}

Specific Control Inquiry

Inquiries Invitation Type

Rebuttals:

3♣ Balanced 8-10

3♦ 3-cards, shortness 8-10

3M 4-cards shortness 8-10

3OM 3-cards shortness 11-12

3^{NT} 3-cards, balanced 11-12

4M 4-cards, balanced 11-12

New suit Jump

Exclusion Control Inquiry

3M

Need shortness or max

3NT

BAL 15-18

When Opener Raises Responder's Game Forcing Response and she has only 4 cards

Responder must rebut with the cheapest available no trump. Opener may correct back with 4-card support.

Responses to 1m Openers:

General Philosophy

Since the Opener has promised a rebid, Responder should only **Pass** with a basically worthless hand without a 4-card major.

Non-fit Responses

1♦ (after **1♣**):

Usually 6+♦s or 10+HCP

1M

4+cards 2-12HCP

1^{NT}

Non-forcing, usually 6-9 HCP (bad 10 OK). May have 4-card support with 6-7.

2om

4+cards 13+HCP, forcing to game

2M

4+cards 13+HCP, forcing to game

2^{NT}

Slam Curious, no 4-card major, often 4+card support

3om

Self sufficient 6+card suit, preemptive (but could play **3^{NT}** opposite strong hand with stops)

3M

Self sufficient 6+card suit, preemptive (but could play 4-level opposite strong hand and help)

3^{NT}

To play (may be based upon a semi-solid suit), no 4-card major

Fit Responses

“Opportunity” support **Pass** (0-7 TP)

2m (simple raise)

Invitational, 4+card support, 8-12 HCP

3m (jump raise)

Preemptive, 5+card support 0-7 HCP

4m (leap raise)

Asks for aces or controls, as agreed

4om, 4M

Asks for aces or controls outside of the suit bid, as agreed

5m (game blast)

To play (but could play **6m** or **6^{NT}** opposite very strong hand with stops)

Responses to 1m by a passed hand

- Jump responses become weak.
- Constructive responses remain constructive
- **2♣** (after **1♦**) and **2^{NT}** become invitational non-fit responses

Responses to 1m over interference

- “Negative” **Double** shows 4+cards in the unbid major(s). Strength depends upon level of bidding
- New suits at the cheapest level promise 5+cards and 8+ at the 2-level, 10+ at the 3-level
- New suit jump shows 6+ cards in the new suit and 0-7HCP



Auction Development after a 1m Opener

Rebids with Strong Unbalanced Hands

Since Responder will make every effort to bid with just about any 4-card major, Opener should not jump in his minor with more than 5LTC and less than 17 TP

“Strong” 1^{NT} Rebid after 1m-1M and 1♣-1♦

Alert The inference that this usually shows 15-18 HCP is often missed by opponents

“Strong” simple raise

Alert The inference that this usually shows 15-18 HCP is often missed by opponents

“New Minor” Checkbacks after 1m-1M; 1^{NT} (opponents silent)

Since it makes very little sense to make a genuine offer to play the other minor after Opener has rebid 1^{NT}, and Opener may very well bypass a 4-card major on the way to making a strong 1^{NT} rebid, bidding the other minor is used as a means of discovering a major fit; however Responder must have appropriate values to play 2^{NT} (approximately 7+HCP) in case no fit is discovered. Of course, it's pointless to check back with neither 5 cards in the major of the response, nor 4 cards in the other major

2♦ (after ...-2♣) usually 6♦s, no more than 3 cards in the other major, no 3-card support, 15-16HCP

2M 3-card support, 15-16 HCP

2OM 4 cards in this suit, no more than 2 cards in Responder's suit, 15-16HCP

2^{NT} no more than 3 cards in the other major, no 3-card support, 15-16HCP

3♣ (after ...-2♦) usually 6♣s, no more than 3 cards in the other major, no 3-card support, 17-18HCP

3♦ (after ...-2♣) usually 6♦s, no more than 3 cards in the other major, no 3-card support, 17-18HCP

3M 3-card support, 17-18 HCP

3OM 4 cards in this suit, no more than 2 cards in Responder's suit, 17-18HCP

3^{NT} no more than 3 cards in the other major, no 3-card support, 17-18HCP

**Responses to “Weak” 2M Openers:****General Preempt Philosophy**

- 2-level Openers are more about the hand.
- We tend to preempt 2M on the 4-5/6 7/8 rule. The suit quality requirement is “would you be sorry that partner led a doubleton king?”
- 3- and 4-level openers are more about the suit.
- Hands with bad 7-card suits are opened at the 2-level when possible.

Responses

2♠ (after 2♥)	Forcing, 15+ TP, 5+♠s
2^{NT} :	“Stay or Go” 10-14 TP, short in Opener’s suit, 443+ in other suits, Alert ”offer to play 2^{NT} or in outside fit
3♣ :	Alert ”Guns and Roses” 15+TP asks for clarification
3♦ /(3♥ after 2♠)	Offer to play Usually 7+cards
3M	Blocking, usually 3+ card support and 10-14. Opener is <u>not</u> encouraged to bid on without shortness.
3♠ (after 2♥)	Alert Currently undefined. It would make sense to use this as showing 4+♥, shortness in ♠, and Asking for Controls of ♠, Usually 17+HCP
3^{NT} :	Offer to play, usually 17+HCP and 2-card support
4m	Alert 4+card support, usually 17+HCP, shortness in the suit bid. Asks for outside Controls
(4♥ after 2♠)	Alert Currently undefined. It would make sense to use this as showing 4+♠, shortness in ♥, and Asking for Controls outside of ♥, Usually 17+HCP
4M	Offer to Play. May be strong without slam interest or Blocking with a good fit and some shortness
4^{NT} :	Asks for controls. Preemptive answers apply
5m	Offer to Play.
5M	Slam Invite requiring only a 6-card maximum hand.

Rebids after a forcing 2♠

2^{NT} :	5-8 HCP, 3+♠s, no outside entries
3m :	9-10 HCP, 0-2♠s, entry in the suit named
3♥	5-8 TP, 0-2♠s, usually 6-7♥
3♠	9-10 HCP, 3+♠s

Rebids after a Stay or Go 2^{NT}

Pass	Semi-balanced hand, no outside 4-card suit
3x	4+card suit, unbalanced hand
3^{NT} :	Running 6-card suit with a Jxxx, Jxx, or Txxx outside. (which usually would have opened 1M)

Rebids after a Guns and Roses 3♣

3♦ :	Alert 9-10 TP with NO outside entry (thus usually a very good suit)
3OM :	Alert 9-10 HCP with ONE outside entry
3M :	Alert 5-8 TP usually with no outside entry
3^{NT} :	Alert 9-10 HCP with two or more outside entries

Auction Development after a 2M Opener

Generally, Opener is only permitted to bid again when asked or encouraged

You may have noticed that it is difficult for Responder to show a real ♠ suit. Although this usually doesn’t present a problem, the sequence **2M-3♣-3x-4♣** may be used for this.



Overcalls:

Overcall philosophy

- Most cheap overcalls show a single-suited hand. Sometimes 8+HCP is sufficient.
- We give preference to making a 2-suited overcall with most 5-4 combinations especially when the known suit in the 2-suiter is only 4 cards. 2-suiters are only shown with 4-4 combinations, if the hand is constructive and Overcaller has length in Opener's suit.
- All single suit overcalls show at least a 5-card suit. Transfer Advances apply from 1NT, if sufficient, or otherwise from the Opener's suit to and including the suit below the Overcaller's suit.
- At the 2-level and higher, a 6-card suit is needed with a minimum hand, but we often relax this requirement for **2m** calls. We call our **2m** overcall style "Candy Wrapper" style because it is often said that all that is required for a **2m** overcall are "5 cards and a candy wrapper"
- All overcalls must be 8 LTC or less and should be 7 LTC or less when **vulnerable**
- At the 3-level, one less LTC is required per level for constructive overcalls. That's 7/6 at the 3-level, 6/5 at the 4-level
- All overcalls should be at least somewhat lead-directing in the known suit(s) when Advancer has 3+ card support. This does not imply that Advancer without 3-card support will be found blameless when the lead damaged our defense.
- Direct and Protection **1^{NT}** promises either a stop or at least 4 cards in Opener's suit, if the Opener promises or highly suggests 5+cards. When the length promised by the Opener is only 4 cards or less, requirements for a stop are somewhat more relaxed. We often add "Not terribly picky about stops" to our explanation when opponents using StdUS methods open a convenient or short minor.
- Direct **1^{NT}** by a passed hand or a jump to **2^{NT}** by an unpassed hand show the two lowest unbid suits "Unusual", even if Opener may have a doubleton in the suit opened. If the Opener may be void in the suit opened, we will treat the opening as artificial.
- "Monster" cue bids and takeout **doubles** tend to **emphasize** the major suits and profess a tolerance for any unbid minor.
- Roman Jump Overcalls over Opponent's Weak Openers promise the suit bid and the next unbid one above it (5 LTC or less).
- Bailey Cue bids show ♠ and another suit (except, of course, over 1♠)

Transfer Advances to Single Suited Overcalls

General Philosophy: Advancer may want simply to change the suit or to force Overcaller in preparation for an invitation, game bid, or slam try. So, advances starting at 1NT, if sufficient, or from a bid of Opener's suit up to the suit bid below Overcaller's suit are rotated. Here is a table that shows the meanings of various suit advances after an overcall.

Auction So far	Advancer's Bid								
	1 ^{NT}	2♣	2♦	2♥	2♠	3♣	3♦	3♥	3♠
(1♠)-1♦-(P)	♣ Stop	Inv ♦	Const ♦	PRE ♥	PRE ♠	Inq Stop	PRE ♦	Self ♥	Self ♠
(1♠)-1♥-(P)	♣ Stop	Any ♦	Inv ♥	Constr ♥	PRE ♠	Inq Stop	PRE ♦	PRE ♥	Self ♠
(1♠)-1♠-(P)	♣ Stop	Any ♦	Any ♥	Inv ♠	Constr ♠	Inq Stop	PRE ♦	PRE ♥	PRE ♠
(1♦)-1♥-(P)	Any ♣	♦ Stop	Inv ♥	Constr ♥	PRE ♠	PRE ♣	Inq Stop	PRE ♥	Self ♠
(1♦)-1♠-(P)	Any ♣	♦ Stop	Any ♥	Inv ♠	Constr ♠	PRE ♣	Inq Stop	PRE ♥	PRE ♠
(1♦)-2♣-(P)	Insuf	Insuf	Any ♥	Any ♠	Inv ♣	Constr ♣	Inq Stop	PRE ♥	Self ♠
(1♥)-1♠-(P)	Any ♣	Any ♦	♥ Stop	Inv ♠	Constr ♠	PRE ♣	PRE ♦	Inq Stop	PRE ♠
(1♥)-2♣-(P)	Insuf	Insuf	Semi ♦	Any ♠	Inv ♣	Constr ♣	PRE ♦	Inq Stop	Self ♠
(1♥)-2♦-(P)	Insuf	Insuf	Insuf	Any ♠	Any ♣	Inv ♦	Constr ♦	Inq Stop	Self ♠
(1♠)-2♣-(P)	Insuf	Insuf	Semi ♦	Semi ♥	Inv ♣	Constr ♣	PRE ♦	PRE ♥	PRE ♠
(1♠)-2♦-(P)	Insuf	Insuf	Insuf	Semi ♥	Any ♣	Inv ♦	Constr ♦	PRE ♥	PRE ♠
(1♠)-2♥-(P)	Insuf	Insuf	Insuf	Insuf	Any ♣	Any ♦	Inv ♥	Constr ♥	PRE ♠
(2♣[NF])-2♦-(P)	Insuf	Insuf	Insuf	Semi ♥	Semi ♠	Inv ♦	Constr ♦	Self ♥	Self ♠
(2♣[NF])-2♥-(P)	Insuf	Insuf	Insuf	Insuf	Semi ♠	Any ♦	Inv ♥	Constr ♥	Self ♠
(2♣[NF])-2♠-(P)	Insuf	Insuf	Insuf	Insuf	Insuf	Any ♦	Any ♥	Inv ♠	Constr ♠
(2♦[NF])-2♥-(P)	Insuf	Insuf	Insuf	Insuf	Semi ♠	Semi ♣	Inv ♥	Constr ♥	Self ♠
(2♦[NF])-2♠-(P)	Insuf	Insuf	Insuf	Insuf	Insuf	Semi ♣	Any ♥	Inv ♠	Constr ♠
(2♦[NF])-3♣-(P)	Insuf	Insuf	Insuf	Insuf	Insuf	Insuf	Any ♥	Any ♠	Inv ♣



Transfer Advances after Opponents' Preemptive Bids (When not using Transfer Assisted or Roman Overcalls)

Transfer advances also apply after Opponent's preemptive openers as long as Advancer can make all of the advances below game. That usually means that Preemptor's bid is below 3♠.

Auction So far	Advancer's Bid								
	X	3♣	3♦	3♥	3♠	4♣	4♦	4♥	4♠
(2♥)-2♠-(P)	Inadm	Semi ♣	Semi ♦	Inv ♠	Constr ♠	Constr ♣ (♠Fit)	Constr ♦ (♠Fit)	SF Excl	Play ♠
(2♥)-2♠-(2NT)	Minors	Semi ♣	Semi ♦	Inv ♠	Constr ♠	Constr ♣ (♠Fit)	Constr ♦ (♠Fit)	SF Excl	Play ♠
(2♥)-2♠-(3♣)	Constr ♦	Insuf	Semi ♦	Inv ♠	Constr ♠	SF Excl	Constr ♦ (♠Fit)	SF Excl	Play ♠
(2♥)-2♠-(3♦)	Constr ♣	Insuf	Insuf	Inv ♠	Constr ♠	Constr ♣ (♠Fit)	SF Excl	SF Excl	Play ♠
(2♥)-2♠-(3♥)	Inv ♠	Insuf	Insuf	Insuf	Constr ♠	Constr ♣ (♠Fit)	Constr ♦ (♠Fit)	SF Excl	Play ♠
(2♥)-3♣-(P)	Inadm	Insuf	Insuf	Inq Stop	Inv ♣(♥Stop)	Constr ♣	Constr ♦ (♠Fit)	SF Excl	Const ♠ (♠Fit)
(2♥)-3♣-(3♦)	Constr ♠	Insuf	Insuf	Const ♠ (♠Fit)	Inv ♣(♥Stop)	Constr ♣	SF Excl	SF Excl	Const ♠ (♠Fit)
(2♥)-3♦-(P)	Inadm	Insuf	Insuf	Inq Stop	Any ♣(♥Stop)	Inv ♦	Constr ♦	SF Excl	Const ♠ (♦Fit)
(2♠)-3♣-(P)	Inadm	Insuf	Semi ♦	PRE ♥	Inv ♣(♠Stop)	Constr ♣	Constr ♦ (♠Fit)	Const ♥ (♠Fit)	SF Excl
(2♠)-3♦-(P)	Inadm	Insuf	Insuf	PRE ♥	Any ♣ (♠Stop)	Inv ♦	Constr ♦	Const ♥ (♦Fit)	SF Excl
(2♠)-3♥-(P)	Inadm	Insuf	Insuf	Constr ♥	Any ♣ (♠Stop)	Any ♦	Curious ♥	Const ♥	SF Excl
(3♣)-3♦-(P)	Inadm	Insuf	Insuf	Semi ♥	Semi ♠	Inv ♦	Constr ♦	Const ♥ (♦Fit)	Const ♠ (♦Fit)
(3♣)-3♥-(P)	Inadm	Insuf	Insuf	Insuf	Semi ♠	Any ♦	Curious ♥	Const ♥	Const ♠ (♥Fit)
(3♣)-3♠-(P)	Inadm	Insuf	Insuf	Insuf	Insuf	Any ♦	Const ♥ (♠Fit)	Curious ♠	Const ♠
(3♦)-3♥-(P)	Inadm	Insuf	Insuf	Insuf	Semi ♠	Constr ♣	Curious ♥	Const ♥	Const ♠ (♥Fit)
(3♦)-3♠-(P)	Inadm	Insuf	Insuf	Insuf	Insuf	Constr ♣	Const ♥ (♠Fit)	Curious ♠	Const ♠
(3♦)-4♣-(P)	Inadm	Insuf	Insuf	Insuf	Insuf	Insuf	Constr ♦ (♠Fit)	Const ♥ (♠Fit)	Const ♠ (♠Fit)
(3♥)-3♠-(P)	Inadm	Insuf	Insuf	Insuf	Insuf	Constr ♣ (♠Fit)	Constr ♦ (♠Fit)	SF Excl	Const ♠

Auction Development after a Transfer Advance:

- Over opponents' Preemptive single-suited **2M** and **3m** Openers, Transfer advances begin at the Opener's suit and continue to below a raise of Overcaller's suit. Transfer advances remain in effect over any call by Responder up to and including a simple Raise of Opener's suit. A double of the simple raise is a transfer.
- Reminder: Overcaller is not ever required to take a transfer into a singleton or void and may choose not to accept a transfer into a doubleton with a 7- or 8-card suit of his own.
- Transfer advances are not in effect when the advance itself is beyond game in Overcaller's suit.



Transfer Assisted Overcalls of Weak 2M Openers

General Philosophy: When opponents open with a weak 2M, and Overcaller has strength or length in a minor, it is often difficult to determine the right strain and, if we wait until we see a good 6-card minor suit before overcalling, we will often have many contracts stolen from us. Also, Advancer doesn't necessarily need to know about an 11-14HCP hand with shortness in the Opener's suit, because, if Preemptor's partner jacks the preempt, it is the hand that Overcaller is likely to have anyway. Most of this system is also playable against 2♦ Multi

- (2♦[Multi])-X: Strong Hand, Single suited 2-5LTC or Balanced 15+HCP
- (2♦[Multi])-2♥: Strong Hand, Single suited 2-5LTC or Balanced 15+HCP
- (2M)-X: 5+♠s, usually 10-17HCP or 5-7LTC. [Transfer Advances](#) apply
- (2♥)-2♠: 5+♠s, usually 10-17HCP or 5-7LTC
- (2M)-2^{NT}: 5+♠s, usually 10-17HCP or 5-7LTC
- (2M)-3♣: 5+♦s, usually 10-17HCP or 5-7LTC
- (2♥)-3♦: 5-4+♦/♠s, usually 10-17HCP or 5-7LTC
- (2♠)-3♦: 5+♥s, usually 10-17HCP or 5-7LTC

Auction Development after a Transfer Assisted overcall:

Transfer Advances apply over 2♠ overcalls.
 Advancer accepts the transfer as cheaply as possible with any suitable hand. A jump implies a good fit and denies slam interest.
 Advancer may reject the transfer and bid his own 6+-card suit.
 Jumps beyond the destination suit imply a fit in Overcaller's suit.

Roman Overcalls of Self Sufficient 3x Openers

General Philosophy: When opponents open a 3-level bid that is likely to be made with a self sufficient suit, it is going to be rare that we really want to play 3^{NT} as a first choice based upon strength alone. Also, since 3M bids consume so much bidding space, we need to compress our overcalls so as to find the optimal contract. We play Roman overcalls over 3m only against systems where a weak 2m is available and the primary factor used by opponents in deciding upon whether to open 2m or 3m is suit quality. When opponents do not have a weak 2m, we don't ask and don't believe anything that they tell us about how disciplined their 3m preempts are unless they are required to alert their 3m opener.

	3♣ [Self]	3♦ [Self]	3♥	3♠
X	Single Suit	Single Suit	Single Suit	Single Suit
3♦	♦+other(s)	Insuff	Insuff	Insuff
3♥	Majors ♥+♠	♥+other(s)	Insuff	Insuff
3♠	Strong Obelisks ♦+♠	Blacks ♠+♣	♠+other(s)	Insuff
3 ^{NT}	♣ stop + Bad ♠	♦ stop + Bad ♠	♥ stop + Bad ♠	♠ stop + Bad ♥
4♣	Strong Tops ♦+♥+♠	Strong Rounds ♣+♥	Minors ♣+♦	♣+other(s)
4♦	Strong Reds ♦+♥	Strong Short ♦	Strong Obelisks ♦+♠	Reds ♦+♥
4♥	Strong Majors ♥+♠	Strong Majors ♥+♠	Strong All three ♣+♦+♠	Strong ♥+a Minor ♣ or ♦
4♠	Curious Obelisks ♦+♠	Strong Blacks ♠+♣	Strong Blacks ♠+♣	Curious Minors ♣+♦

Direct 1^{NT} Overcalls not by a passed hand

General Philosophy: Our tendency is to overcall on all 14HCP and most 13HCP hands when we have length in Opener's suit and lack interest in at least one of the unbid majors. If the alternative is to Pass with 13HCP or to double with only a 2-card suit in one of the unbid suits or with 3 cards in both unbid majors, we usually overcall 1^{NT}. Such an action frees the player in the protection seat from having to protect without 8 TP. Stops in Opener's minor suit are not a particular requirement unless the opening bid promises 5 or more cards. We play Cappelletti Advances.

After▶	(1♣)-1 ^{NT}	(1♦)-1 ^{NT}	(1♥)-1 ^{NT}	(1♠)-1 ^{NT}
Advancer's bid	Advancer's Meaning			
▼	Long suit or strong hand, Overcaller bids worst suit, only Forcing Advance			
2♣	♥ & ♠	♥ & ♠	♦ & ♠	♦ & ♥
2♦	♥ & ♥	♣ & ♥	♣ & ♠	♣ & ♥
2♥	♦ & ♠	♣ & ♠	♣ & ♦	♣ & ♦
2 ^{NT}	3-suits short ♣	3-suits short ♦	3-suits short ♥	3-suits short ♠

"Protection" 1^{NT} Overcalls not by a passed hand

General Philosophy: We follow the "Borrow a King" philosophy in the protection seat. But, since our direct overcalls are a bit light, we only drop down to 11-15 TP. Cappelletti Advances still apply



“Western” Jump Cue Bids

- Whether in Overcall or Protection Seat, a jump in Opener’s suit shows a 7+-card solid suit elsewhere and a desire to play 3NT, if Advancer or Rescuer is able to stop Opener’s suit. This is the “stop and run 8” kind of hand.
- Advancer or Rescuer should bid the cheapest suit, if not able to stop Opener’s suit.
- In the rare case where Overcaller or Protector actually wants to play in Opener’s suit (which can happen occasionally after StdUS minor suit openers), he is required to **double** and then jump in Opener’s suit. If he can’t jump, he can’t play there.

“Monster” Cue Bids

When opponents open with a weak 2- or 3-level bid and Overcaller has a strong hand with shortness in the Opener’s suit, it is often difficult to find game or avoid overbidding by making an ordinary [takeout double](#), especially if Responder jacks the preempt. So, “Monster” cue bids are designed to be used with strong hands of nearly perfect takeout shape. Slightly off shape usage requires an even better hand. If you do not have a genuine tolerance for all three of the unbid suits, or do not have shortness in Opener’s suit, use a [Roman Jump Overcall](#), a cheap no trump overcall, or a [Power Bid](#). The Monster Cue Bids of **2♣** and **2♦** apply only when the bid is unambiguously weak. [Bailey \(Modified Michaels\)](#) is used over semi-constructive **2♣** and **2♦** openers (such as are used in some “Precision” Systems). (see [two suited defenses](#) for weak 2-suited openers)

- (**2♣**)-(**3♣**): 4-4+ majors, usually 4+♦s, 0-5 LTC (3-level escape is possible)
 (**2♦**)-(**3♦**): 4-4+ majors, usually 4+♠s, 0-5 LTC (3-level escape is possible)
 (**2♥**)-(**3♥**): 4+♠s, usually 4-4+ minors, 0-5 LTC (3-level escape is possible)
 (**2♠**)-(**3♠**): 4+♥s, usually 4-4+ minors, 0-4 LTC, Rarely ♠Ax
 (**3♣**)-(**4♣**): 4-4+ majors, usually 4+♦s, 0-4 LTC, Never ♠Ax
 (**3♦**)-(**4♦**): 4-4+ majors, usually 4+♠s, 0-4 LTC, Never ♦Ax
 (**3♥**)-(**4♥**): 4+♠s (often 5), usually 4-4+ minors, 0-4 LTC, usually ♥ void, Never ♥Ax
 (**3♠**)-(**4♠**): 4+♥s (usually 5), usually 4-4+ minors, 0-3 LTC, usually ♠ void, Never ♠Ax

Takeout Doubles

General Philosophy: Because we have the ability directly to show most 2-suited hands and a light **1^{NT}** overcall, true takeout **doubles** are usually made with only with nearly perfect takeout shape. However, a Power Bid and a Takeout **Double** are only distinguished by subsequent action of the Overcaller.

Power Bids

ANY unbalanced hand with 16TP or more and ANY balanced hand with 17TP or more and stops in the Opener’s suit(s) should command a Power Bid, if Opener makes a constructive or semi-constructive call. This entails doubling first and then bidding a new suit or raising Advancer’s. Cue Bidding Opener’s suit, Jumping Advancer’s Suit, or Jumping in a new suit or no trump all show about a trick more still (something like 19+TP or 4 or less LTC)

“Weak” and “Not exactly Constructive” Overcalls

“Candy wrapper” **2♣** & **2♦** overcalls

(**1♣**)-**2m**: 10+TP & good 5-card suit or 8+HCP & 6+cards. The goal is to direct a lead and obstruct. As a result, constructive advances must be fairly sound.

Weak Jump overcalls

KJ5432 is good enough for a jump to **2♥** or **2♠**. The 8/7LTC rule is still in effect.

**2-suited overcalls****“Unusual” 2^{NT} 2-suited overcalls**

2^{NT}: 5-4+, if weak, in the two lowest unbid suits

(1♣)-2^{NT}: “Red Suits”, ♦ & ♥

(1♦)-2^{NT}: “Round Suits”, ♣ & ♥

(1♥)-2^{NT} or (1♠)-2^{NT}: “Minors”, ♣ & ♦

“Bailey” (Modified Michaels) 2-suited overcalls

Cue bid: 4-4+ (except as indicated) in two suits that aren't the lowest unbid

(1♣)-2♣: “spades and a red”, ♠ & either ♦ or ♥

(1♦)-2♦: “spades and a round”, ♠ & either ♣ or ♥ must have 5+♣s, if weak and ♣ is the second suit

(1♥)-2♥: “spades and a minor”, ♠ & either ♣ or ♦ must have a 5cm, if weak

(1♠)-2♠: “hearts and a minor”, ♥ & either ♣ or ♦ must be 5-5+, if weak

(2♣[8-16])-3♣: “spades and a red”, ♠ & either ♦ or ♥ must be 5-5+, if weak

(2♦[8-16])-3♦: “spades and a round”, ♠ & either ♣ or ♥ must be 5-5+, if weak, 6+♣s, if ♣ is the second suit

Auction Development after “Bailey” (Modified Michaels) 2-suited overcalls:

A 2^{NT} advance shows either a strong hand or a guaranteed super fit for one of Overcaller's suits

A 3♣ advance is “pass or correct”

A 3♦ advance is “pass or correct” without fear of the 4-level

A cue bid by advancer shows a strong hand with no real support for any of Overcaller's implied suits

**“Roman Jump” 2-suited overcalls of opponents’ Preemptive bids****General Concepts:**

- When opponents preempt and Overcaller has a strong hand with only two of the remaining suits, it is likely that we will miss game or get crossed up trying to find the right strain, if Overcaller simply **doubles** for takeout. Responder is also free to jam the auction simply by jacking the preempt. This will often put Advancer in the uncomfortable position of making a 4-level guess with only two tricks (opposite what might be only be a hand of opening strength) and Overcaller in the uncomfortable position of having to try to correct at the 5-level when Advancer predictably bids the “wrong” suit.
- Since there is no reason to try to preempt the Preemptor, we don’t need jump overcalls of weak opening bids to show a single-suited weak hand, but rather we use them to show a strong hand with two suits: the suit bid and the unbid one above it. In some cases when opponents bid **3♦** or higher, the jump shows the suit bid and one of the other two suits.
- Usually these bids are forcing to game, or nearly so (except when labeled “3-level escape”), so it is best, as in the case of “Monster” cue bid to recognize these bids as a specialized constructive bid.
- Usually Overcaller will be 5-5 or better in the indicated suits. 5-4 is permitted when the 4-card suit is AQJx or better.
- Use a takeout **double** or a [Monster cue bid](#) if you can tolerate all 3-suits or if you can’t force or nearly force game.
- The “Roman Jump” overcalls of **2♣** and **2♦** apply only when the opening bid is unambiguously weak, natural, and single-suited. [Bailey \(Modified Michaels\)](#) is used over semi-constructive **2♣** and **2♦** openers (such as are used in some “Precision” and “Magic” Systems).
- (see [two suited defenses](#) for weak 2-suited openers)

(2♣[weak]-3♦: “Red Suits”, ♦ & ♥ (3-level escape is possible)

(2♣[weak]-3♥: “Major Suits”, ♠ & ♥ (3-level escape is possible)

(2♣[weak]-3♠: “Black Suits”, ♠ & ♣ (escape below game is possible)

(2♦-3♥: “Major Suits”, ♠ & ♥ (3-level escape is possible)

(2♦-3♠: “Black Suits”, ♠ & ♣ (escape below game is possible)

(2♦-4♣: “Round Suits”, ♣ & ♥ (escape below game is difficult)

(2♥-3♠: “Black Suits”, ♠ & ♣ (escape below game is possible)

(2♥-4♣: “Minor Suits”, ♣ & ♦ (escape below game is possible)

(2♥-4♦: “Obelisk Suits”, ♠ & ♦ (escape below game is difficult)

(2♠-4♣: “Minor Suits”, ♣ & ♦ (escape below game is possible)

(2♠-4♦: “Red Suits”, ♦ & ♥ (escape below game is difficult)

(2♠-4♥: “Round Suits”, ♣ & ♥

(3♣-4♦: “Red Suits”, ♦ & ♥ (escape below game is difficult)

(3♣-4♥: “Major Suits”, ♠ & ♥

(3♣-4♠: “Obelisk Suits”, ♠ & ♦

(3♦-4♥: “Hearts and a Black Suit”, ♥ & either ♠ or ♣

(3♦-4♠: “Black Suits”, ♠ & ♣

(3♥-4♠: “Spades and a minor”, ♠ & either ♣ or ♦

(3♥-4^{NT}: “Minor Suits”, ♣ & ♦

(3♠-4^{NT}: “Minor Suits”, ♣ & ♦, **X** would be for “Hearts and a minor”

(4♣-4^{NT}: “Red Suits”, ♦ & ♥

(4♦-4^{NT}: “Round Suits”, ♣ & ♥, since **(4♦-X)** would be for “Major Suits”, ♠ & ♥ (and maybe ♣)

(4♥-4^{NT}: “Minor Suits”, ♣ & ♦, since **(4♥-X)** would be for ♠ & ♣ (and maybe ♦)

(4♠-4^{NT}: “Three-Suit Takeout”, since **(4♠-X)** would be mostly for penalty

**Defenses to Opponents' 1^{NT} and Strong Opening Bids****“Cappellini” Strong 1♣ Defense (vs. Big 1♣, Precision, SCSD, Std Ind, etc)**

- X: nearly opening hand 4-4+ in the minors
- 1♦: 4-4+ in the majors (any strength)
- 1♥: 4-4+ in ♥ & a minor
- 1♠: 4-4+ in ♠ & a minor
- 1^{NT}: 4-4+ in the minors
- 2♣: one 6-card suit (advancer will her worst suit)
- 2♦ and higher naturally show good 7+-card suits

“Vermicelli” Strong 1♦ Defense (vs. Bay Area 1♦, Polish/Magic, SCSD, Std Ind, etc)

- X: 4-4+ in the majors (any strength)
- 1♥: 4-4+ in ♥ & a minor
- 1♠: 4-4+ in ♠ & a minor
- 1^{NT}: 4-4+ in the minors
- 2♣: one 6-card suit (advancer will bid 2♦, if necessary, with a balanced hand, or her short suit otherwise [2^{NT}=short ♦])
- 2♦ and higher naturally show good 7+-card suits

“Haircut” Weak 1^{NT} Defense

- X: 13-15HCP, balanced, or single solid minor
- 2♣: A 2- or 3-suited hand not exactly both minors
- 2♦: 5+♥s, usually with at least 2♦s or nearly an opening hand
- 2♥: 5+♠s, usually with at least 2♥s or nearly an opening hand
- 2♠: nearly opening hand 4-4+ in the minors
- 2^{NT}: 5-4+ in the minors, weak
- 3x: 3-suited hand, short in the suit bid (usually opener or better)

“Spaghetti” Strong 1^{NT} Defense

- X: nearly opening hand or better 4-4+ in the minors
 - 2♣: one 6-card suit (advancer will bid 2♦, if necessary, with a balanced hand, or her short suit otherwise [2^{NT}=short ♦])
 - 2♦: 4-4+ in the majors
 - 2♥: 4-4+ in ♥ & a minor
 - 2♠: 4-4+ in ♠ & a minor
 - 2^{NT}: 5-4+ in the minors, weak
- 3-level and higher naturally show 7+-card suits

“Forest” 1^{NT} Protection [Used after 1^{NT}-P-(P)]

- X: one 6-card suit (advancer will bid 2♣, if necessary, with a balanced hand, or her short suit otherwise)
- 2♣: Also one or both majors
- 2♦: Also one or both majors
- 2♥: Also ♠

“SMaRTaSS” Defense against 2♣ Stayman after 1^{NT}

- X: 5-4+ in ♠ and another suit, Semi-constructive
- 2♦: 5-4+ in ♦ and a major suit, Semi-constructive
- 2♥: 5+♠s, Semi-constructive
- 2♠: 6+♥s, Preemptive
- 2^{NT}: 6+♠s, Preemptive
- 3♣: 6+♦s, Preemptive

“Penne” Strong 2♣ Defense (vs. Std US, 2/1 etc.)

- X: nearly opening hand 4-4+ in the minors
 - 2♦: 5-4+ in the majors
 - 2♥: 5-4+ in ♥ & a minor
 - 2♠: 5-4+ in ♠ & a minor
 - 2^{NT}: 5-4+ in the minors, weak
- 3-level and higher naturally show 7+-card suits

“Lasagna” Strong 2♦ Defense (vs. Std Ned, Std Fr, R-W, Benji, etc)

- X: 5-4+ in the majors (any strength)
 - 2♥: 5-4+ in ♥ & a minor
 - 2♠: 5-4+ in ♠ & a minor
 - 2^{NT}: 5-4+ in the minors, weak
- 3-level and higher naturally show 7+-card suits

**Advances after Strong Hand Defensive Bids at low levels**

General Concepts:

When opponents make a **1m** artificial strong opener, we can mostly ignore the minute possibility of playing a constructive game our way. Our goal instead is to preempt into our fit, and, when practical, require Opener's rebid to come at the 3-level or higher. As such, we should not be content to pass a 1-level overcall with 4-card support of the known suit or with a likely 5-4 fit in the unknown suit. Remember: It is extremely difficult for opponents to penalize us at the 2-level in an 8-card fit and to know that it is right to do so (especially when it might be a 9-card fit) and just about as hard to penalize a 9-card fit at the 3-level (especially when it might be 10 cards).

Simple Defense against 2-suiters

General Concepts:

When opponents have naturally claimed 2 known suits:

We have 3 calls available to show both of the other 2 suits.

X: 4-4+ other suits (5+ at 3-level) and approximately an opening hand
 Cue-bid of cheapest suit: 4-4+ other suits, strong hand
 Cue-bid of expensive suit: 5-5+ other suits, weak hand
 Cheapest No Trump: Stops in both suits and tricks

When opponents have claimed 2 known suits by opening another suit

X: Shows an overcall in the artificial suit
 Cue-bid of cheapest suit: 4-4+ in the other suits and a strong hand
 Cue-bid of expensive suit: 5-5+ in the other suits and a weak hand
 Cheapest No Trump: Stops in both suits and tricks

When opponents have claimed 2 known suits by opening No trump:

We, have 3 calls available in a like manner as if they had bid the two suits naturally

X: 4-4+ other suits (5+ at 3-level) and approximately an opening hand
 Cue-bid of cheapest suit: 4-4+ in the other suits and a strong hand
 Cue-bid of expensive suit: 5-5+ in the other suits and a weak hand

"SDaTSO, ma?" Defense against 2♦ Opener that shows both majors (Flannery, anti-Flannery, etc.)

X: 5+♦s & 10-16HCP (may be lighter with 6+♦s)
2♥: 4+♣s & 4+♦s & 13+HCP
2♠: 5+♣s & 5+♦s & 5-12HCP
2^{NT}: Stops in both majors & 5+ other tricks (approximately 15-18TP)
3♣: 6+♣s & 10-16HCP
3♦: 6+♦s & 5-9HCP & a good suit

"mi, 'SDaTSO?" Defense against 2^{NT} Opener that shows both minors (Unusual 2^{NT})

X: 5-4+ in the majors, 12-16TP
3♣: 5-4+ in the majors, 17+TP
3♦: 5-5+ in the majors, 6-11TP

Weak Jump Raises in Competition**Major Suit Competitive Jump Raises**

Any 4 cards is good enough for a competitive jump raise of a major

1♥-(1♠/1^{NT}/2m)-3♥: 4♥s & 0-7 HCP
1♠-(1^{NT}/2♣)-3♠: 4♠s & 0-7 HCP

Minor Suit Competitive Jump Raises

Any 5 cards is good enough for a competitive jump raise of a minor

1♣-(1♠/1^{NT})-3♣: 5+♣s & 0-7 HCP
1♦-(1M/1^{NT}/2♣)-3♦: 5+♦s & 0-7 HCP

Competitive Bidding:

Power **redoubles**

Weak jump raises and shifts

Negative **doubles**

Constructive simple raises

Defensive carding:

Lead of 9s and 10s

Odd-Even Discards

Standard Count, Upside Down Attitude (“SCUDA”)

No trump suit preference

Parity of the Whole Hand on Early Trump (“PET”)

General Philosophy: When trump draw is started, either by Declarer or by us **prior** to trick 4 (by which time we should have been able to give count in one or more other suits and after which original count may not be relevant) **losing** trump should be played High-Low to show that you originally held three even-length suits and Low-High to show you originally held three odd-length suits.

Rebids

Slam bidding and later auction gadgets:

Gerber, Blackwood, and Kickback ace count and San Francisco Control Count inquiries

ANY 4-level bid may be used as an ace count or control count inquiry

Preference is given to the first useless bid above game:

- 4♣: Directly over any serious offer to play 3^{NT} or opponents have shown ♣, or we have excluded ♣
- 4♦: When ♣ is agreed or ♦ impossible
- 4♥: When ♦ is agreed or both minors in play or ♥ impossible
- 4♠: (**most common**) When ♥ is agreed or ♠ impossible
- 4^{NT}: When 6♠ is possible, or no 4-level bid available in any excluded suit

Responses to Ace or Control Count Inquiries

Trigger Bid ->	4♣	4♦	4♥	4♠	4 ^{NT}	Ace Count	Control Points when Responder answers or 2♣ or 2 ^{NT} Opener asks	Control Points when Responder asks 2♣ or 2 ^{NT} Opener
Step Response								
1 st Step	4♦	4♥	4♠	4 ^{NT}	5♣	0 or All 4	0, 1 (1K), or 2 (1A or 2K)	0, 1, 2, 3, or 4
2 nd Step	4♥	4♠	4 ^{NT}	5♣	5♦	1 Ace	3 (3 Kings or 1 Ace + 1 King)	5 (2A+1K or 1A+3K)
3 rd Step	4♠	4 ^{NT}	5♣	5♦	5♥	2 Aces	4 (2A or 1A+2K or 4 Kings)	6 (3A or 2A+2K or 1A+4K)
4 th Step	4 ^{NT}	5♣	5♦	5♥	5♠	3 Aces	5 (2A+1K or 1A+3K)	7 (3A+1K or 2A+3K)
5 th Step	5♣	5♦	5♥	5♠	5 ^{NT}		6 (3 Aces or 2A+2K or 1A+4K)	8 (4A or 3A+2K or 2A+4K)
6 th Step	5♦	5♥	5♠	5 ^{NT}	6♣		7 (3A+1K or 2A+3K)	9 (4A+1K or 3A+3K)
7 th Step	5♥	5♠	5 ^{NT}	6♣	6♦		8 (4A or 3A+2K or 2A+4K)	10 (4A+2K or 3A+4K)
8 th Step	5♠	5 ^{NT}	6♣	6♦	6♥		9 (4A+1K or 3A+3K)	11 (4A+3K)
9 th Step	5 ^{NT}	6♣	6♦	6♥	6♠		10 (4A+2K or 3A+4K)	12 (4A+4K)



Artificial Round Forces

New minor forcing

Bidding the other minor in the sequences **1m-1M-1^{NT}** and **1m-2M-2^{NT}** shows no fear of the next higher level of no trump and usually that Responder has 5 cards in the major or also has 4 cards in the other major suit.

Opener's first obligation to show 3-card support for Responder's major suit

Failing 3-card support, Opener's first obligation is to show a 4-card ♥ suit, if Responder bid 1♠ or a 4-card ♠ suit, if somehow 1♠ was bypassed.

Opener **MAY** rebid 2♦, if sufficient, with a 5-card ♦ suit, but usually just bids no trump at the cheapest level.

4th suit round forcing

Bidding the only unbid suit shows values for some higher contract, but doubt as to the best strain or level.

- At the 2-level it is just generally forcing.
 - The Forced should bid 2^{NT} with nothing special in her hand
 - The Forced should, however, rebid a 5-card suit that might have been 4 only cards or show 3-card support of suits where partner **hasn't denied** 5 cards.
- At the 3-level it often inquires about the ability to stop the suit bid "Western".
- At the 4-level it is often a control count inquiry.