





# Supplementary notes

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## Note 1. Response to 1 NT Opening (15-17 hcp)

2♣ Non-forcing stayman - does not guarantee Major unless game bid.

2♦ No Major

2♥/2♠ to play weak

3m Natural 5+m/4M GF \*\*

2♥ 4 card heart suit

2♠ 4+spades

2NT no 4 card major invitational

3m Natural GF \*\*

2♠ 4 card spade suit

2NT invitational (may or may not have 4♥'s)

3m Natural GF \*\*

2♦ Transfer to Hearts

2♥ Transfer to Spades

2♠ Transfer to clubs. 2NT breaking the transfer like clubs

3♣ weak with clubs

3♦ 5+clubs 4+ diamonds GF

3M Shortage \*\*

3NT to play

2NT Transfer to diamonds. 3♣ Breaking the transfer like diamonds

Pass or 3♦ to play

3M Shortage \*\*

3♠/♦/♥/♠ slam tries

3NT Natural

4♣ Gerber

4♦ Transfer

4♥ Transfer

4♠ Minors

4NT Quantitative

Breaking a Transfer to a major shows 4+ support

Bid a suit is a super accept with a feature in that suit (by inference NO feature in a suit below)

2NT = Max with 4 card support and flat hand (4333 or 4432)

Lebenshol (SANS) and takeout doubles over interference

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## Note 2. System over 2NT direct and via 2♦

Over strong 2NT Opening or 2♦ followed by 2NT rebid

3♣ = Puppet Stayman

3♦/3♥ = Transfer

3♠\* = clubs

3NT\* = Diamonds

4♣ = Gerber

4♦/4♥ = Transfer

4♠ = minors

4NT = Quantitative

5m = to play

Responses to 3♣ Puppet Stayman

3♦ = Has a 4 CM,

3♥ = 4 card ♠ suit

3♠ = 4 card ♥ suit

3NT = Natural

3♥/♠ = 5 card suit

3NT = No 4 card Major

Doubles are takeout over interference.

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## Note 3. Responses to partner's opening 2♥/2♠

2NT = enquiry (normally 12+)

3M = 5-7; poor hand

3OM/3m = Feature K or A or stop for NT

Any raise = 3 or 4 card support, tends to be pre-emptive

Over 2♥, 2♠ is natural and forcing for one round

Splinters (ie)

2♥ - 4♣/4♦/3♠ = splinter

2♠ - 4♣/4♦/4♥ = splinter

All 3 level bids in a new suit are forcing for one round.

- If max show feature, if min, rebid major

4NT is modified RKC (see note 14)

Over any overcall double is penalties. Over a double a suit bid is lead directional + support. Rdbl good hand, subsequent doubles are penalties.

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## Note 4. Hello over 1NT

Dbl = If strong NT shows ♣ otherwise penalty

2♣ = 5+♦ or M/m

2♦ = relay; pass or correct.

2M = 5+ M NF

2NT Enquiry

3♣ = ♣ + a major

3♦ asks which major

3♥/3♠ = nat

3♦ = 5+♦

3♥ = ♥ + ♦

3♠ = ♠ + ♦

3♣/3♦ = natural fair hand

3♥/3♠ = 6+ suit invitational

2♦ = 5+♥

2♥ = to play

2♠ = 5+♠ NF

2NT = Enquiry

3♣/3♦/3♠ = Feature

3♥ = Min

3♣/3♦ = Nat NF

3♥ = invitational

2♥ = 4+♥ & 4+♠

Pass/2♠ = to play

2NT = Enquiry

3♣ = Min

3♦ = equal length > min

3♥/3♠ = Longer > min

3♣/3♦ = Nat 6+ suit, NF

3M = invitational

4M = to play

2♠ = 5+♠'s

2NT = enquiry. Feature responses as over weak 2 opener

2NT = 5+/5+ in Minors

Applies in 4<sup>th</sup> position too. Applies even if passed hand.

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## Note 5. Defence to 2 level pre-empts

Defence to Benjamin / Tartan Two / Weak nat. 2♦

- Double = takeout
- Suit = 5+ Nat opening bid NF
- 2NT = 15-18 balanced with relevant stoppers (System on)
- Cue bid = long running suit without stopper. (Partner bids 3NT with stopper or 4♣ for conversion)
- 4m = leaping Michaels (5+m/5+OM NF). 2♦ (4♦) is both majors.

Defence to Multi 2♦ \*\*\*\*\*

- dble = a t/o double of either major or a big hand.
  - dble - 2♥ - dble = a take out of hearts 8+. If responder to the dble has hearts, partner will double again on the way out.
- 2M = 12+ pts, 5+ in bid major, ip short in the other major
- 2NT = 15-18 balanced with stoppers in both majors, system on
- 3 minor = To Play
- 3M = a good hand 6+ suit
- 3NT = to play
- 4m = nat NOT 5/5

Lebehsohl also used here in response to dbl

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## Note 6. Defence to 4 level suit openings

4♣/4♦ Opening:

Double = takeout

4x = Nat NF

4NT = 5/5 in two suits (partner bids better of hearts and other minor, for conversion)

4♥ Opening:

Double = "points" (do the right thing partner)

4♠ = to play

4NT = 5/5 in minors (partner bids better minor)

4♠ Opening:

Double = penalty

4NT = 5/5 in two suits (partner bids better minor, for conversion)

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## Note 7. Responses to 1♥ or 1♠ opening

2 over 1 natural and game forcing

Rev bergen raises (3♣ = 10/11, 3♦ = 6-9)

1NT=6-bad 11

2NT= relay to 3♣ and either

- 1) 3 card support 10/11
- 2) pre-empt in not opener's suit
- 3) Other (void splinters)

1♥ - 3♠ = splinter

1♠ - 3♥ = 10-12 6♥

1M - 3NT = 13-15 flat, to play. Does NOT promise support.

1♠ - 4♥ = Splinter

1M - 4M = Natural

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## Note 8 Inverted Minors

1m-2m = 10+, denies 4-card Major, bid stops up the line

1m-3m = constructive 6-9 [normally 5+♣ if 1♣ opened], frequently unbalanced

1m - 1NT = 6-10 balanced

1m - 2NT = relay to 3♣ pre-emptive raise in some suit

\*\*Inverted Minors do NOT continue after overcalls and doubles!!

\*\* Inverted is still on even if you passed (eg) P P 1m P 2m

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## Note 9 Signals + discards

Odd is encouraging, Even is discouraging in that suit

Attitude is odd/even

Natural count, normal suit preference (odd/even does not apply when giving count)

If no appropriate card we play count

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## Note 10 Unusual versus unusual

Defence of 2-suited overcalls (e.g. 1♥ 2NT (minors))

Double	Penalty in at least 1 of the suits
Lower cue	Raise in partner's suit (nf) (eg 3♣)
Higher cue	Shows 4th suit and is forcing (eg 3♦)
Opener's suit	To Play
4th suit	Natural, non forcing

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## Note 11 Enquiry over a major raise

2NT after raise of responder's major is an enquiry \*\*\*\*\*

e.g. 1♦ - 1♥ - 2♥ - 2NT

- Rebid trump suit at 3 level is 4 trumps weak range.
  - Game in trump suit is moderate hand and 5-4-2-2
  - 3NT is 5-4-2-2, 4-4-3-2 and good cards in the 2-2.
  - A jump in Om or OM is a splinter. (includes 4441)
  - 3 of a new suit is 1345 shape
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## Note 12. Reverse Drury

Responding after partner opens 1♥/♠ in 3rd position ONLY. Does NOT apply to 4<sup>th</sup> position

2♣ enquiry. Partner rebids the opening suit if min, other bids normal.

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## Note 13 Gazelli.

1♥/1♠ - 1X

2♣

2♣ is artificial to try and distinguish between various hands. 2♦ in response to 2♣ is a “constructive” relay 8+ forcing. Any other bid is natural.

Over 2♦ rebidding your original suit shows that major and clubs. Anything else is natural and a “good” hand (16+).

Not playing over 1♦

## Note 14. 2♣ opener 4+♠\4+♥ and (<11 or “big”)

2♣ shows

- 4+♠/4+♥ 2-10, Not 4504 or 4414, decent vul and 2<sup>nd</sup> seat
- 4+♠/4+♥ ≤4 LTC

Responses :

- 2♦ ART either (1) No preference for either major  
(2) Invitational 11-14 with one or both majors  
(3) Invitational balanced 15-18 no tolerance for major  
(4) ART any GF hand

Over 2♦

- 2♥ Equal length M's or longer H's < 11 points  
2♠ Longer spades < 11 points

Over 2M

- 3♣ ART GF  
Partner relays with 3♦ and you set the suit GF  
3♦ 15-18 nat  
Raise 4\5M 11-14 invit  
2♠ over 2♥ 4♠ invitational  
2NT – 15 to 18 no tolerance for major

- 3♣/3♦ Minor feature, big hand  
2NT 20-22 balanced with both majors  
3M big hand 6+\4+  
3NT 22+ balanced both majors

- 2♥/2♠ to Play 3♣\3♦ minor feature, big hand.  
Major raise blocking (6+\4+).  
2♠ over 2♥, Nat NF 6\4. \*\*\*\*\*  
2NT 20-22 balanced with both majors

2NT ART 15-18 invitational

- 3♣'s is a minimum (or 4/4) over which  
3♦ 3\3 in the majors  
3♥/3♠ Nat invitational 3+ suit  
3NT to play convertible  
3♦ Equal length both majors (Not 4/4), positive  
3♥/3♠ positive Nat

- 3♣/3♦/3♥/3♠ To Play  
3NT to play Not convertible  
4m Fit bid, leadable suit + support for one major  
4♥/4♠ to play

## RHO bids over 2♣ opener

### RHO dbls

Pass 5+(normally 6) clubs to play

Rdbl asks partner to bid 2♦ over which you can pass with diamonds or any other bid is invitational.

2♦ bid longest major F

2M to play

3m to play

2NT – 15-18 enquiry

4m splinter

### RHO bids 2x

Dbl = penos

2NT = enquiry

Any number of a major to play

3m nat NF

### RHO bids 3x

\*\* need to be careful here. ASK what 3x is. If pre-emptive bid accordingly (\*\*dbl = TO). If strong bid naturally with care (Dbl = penos).

## Note 15 Transfer Walshe over 1♣ opening

This only applies over a 1♣ opening.

1♦ = 4+ ♥ 1RF

Refuse transfer denies 3+ hearts

1♠ 4+ spades (does NOT promise 5+♦)

1NT denies a 4CM 11-14

2♣ denies a 4CM 5+♣ (normally 6)

2♦ no 4CM 5+/4+ reverse 1RF

2♥ 4 hearts 11-14

2♠ 4+ spades reverse (does NOT promise 5+♦)

2NT 18-20 Nat NF (no 4CM)

3♣ 14-17 6+♣'s, NF

3♦/3♠ Splinter for hearts

1♥ = 4+ Spades 1RF

Similar to above

1♠ = 4+ Diamonds 1RF (denies a 4CM unless GF)

Similar to above

Nb over an opps double system on. System off over an overcall. If playing support dbls/redbls 1M is 3, 2M is 4, rdbl is good hand

NB 1♣ 1x 1y 2♣ is art forcing. 1♣ 1x 1y 2NT is a relay to 3♣ (see below)

## Sequence 1♣ 1x 1y 2♣

2♣ is art forcing 11+.

Example

1♣ 1♦  
1♠ 2♣  
??

1♠ has denied 3♥ and shows 4/5♠ and must have 4+♣

2♦ All other bids that cannot be shown. Forcing.  
2♥ Ax, Kx or Qx in hearts (11-12)  
2♠ 5♠/5+♣ (11-12)  
2NT No Hx in hearts, D stop (11-12)  
3♣ 5 good or 6+♣ (11-12)  
3♦ Auto splinter for clubs (GF)  
3♥ Ax or Kx or QX in hearts (13-20) GF  
3♠ 5♠/5+♣ GF  
3NT 18/20 balanced, no heart honor

Rebids at the 2 level from the 2♣ opener are invitational. All other bids are Nat GF. Always assume opener is min.

## Sequence 1♣ 1x 1y 2NT

1♣ 1♦  
1♠ 2NT  
??

2NT is a relay to 3♣. Breaking the relay is nat and shows a big hand. Over 3♣ relay

3♦ 4/5♥ + 5+♦ (11-12)  
3♥ 5♥/5♣ (11-12)  
3♠ 4♥/4♠/4+♣ (11-12)  
3NT 16/17 nat

## Note 16 Modified RKC over a weak 2 or pre-empt

As a weak two or pre-empt can never have 3 keycards we can modify the RKC response to be more precise.

### 4NT RKC

5♣	No keycard
5♦	1 keycard
5♥	1 Keycard + Q
5♠	2 keycards
5NT	2 keycards +Q

## Note 17. Check Back Stayman (CBS)

Check back stayman is similar to NMF except it is ALWAYS 2♣. (eg) 1x 1y; 1NT 2♣ is CBS

### Responses

2♦ = <3 card support for suit y and min

2y = 3 card support for y min

2M = 4M, < 3 card support for y, min

2NT = <3 card support for suit y and max

3y = 3 card support for y and max

3M = 4M, < 3 card support for y, max

\*\*CBS is off if the opponents interfere.

As an aside 1x 1y; 1NT 2NT is a relay to 3♣. Responder will pass if they want to play in clubs. 3y over the relay shows 5+y and 4♣ invitational. 3z shows 5y/5z invitational. To invite in NT bid 2♣ then 2NT. 3NT over the relay should be quantitative stronger than 3NT direct. \*\*\*\*\*

## Note 18. Lebenshol

When the opponents overcall or 1NT (or in response to a double by pd of a weak 2 opening) – 2NT is a puppet to 3♣. This allows us to distinguish between signoff and GF hands. SANS (slow arrival no stop).

1NT (2♦) .. ?

### Dbl - cards

2♥/2♠ -weak to play

2NT – relay to 3♣

Over the 3♣ by pd

Pass is to play

3♦ is ♦ stop enquiry / 4CM enquiry

3M – 4/5M

3NT ♦ stop

3M is invitational 5/6 CM

3NT values for 3NT NO ♦ stop

3♣ - 5+♣ GF

3♦ = Cue GF staymanic

3♥/3♠ - 5/6+M GF

3NT to play ♦ stop

4M to play

Over a weak two opener by LHO, dbl by pd, pass RHO. 2NT is again a relay to 3♣ generally weak with the aim to sign off in a suit. A direct bid is nat and forcing. 2NT as natural is NOT available.

If the opps dbl 1NT penos or otherwise, system is on. Rdbl is a relay to 2♣ to escape to 2m

## Note 19. Interference by opps

### Over an overcall

1+2's forcing

2NT is a relay to 3♣ (eg) either a spade raise or a weak pre-empt hand or possibly a 6♥ invite in some circumstances  
Cue is forcing (may be) looking for a stop or a good raise

### Over a double

New suit 1 and 2 level forcing nat

Jump new suit 3 level ip fit bid

Jump new 4 level frequently splinter.

2NT is a relay to 3♣

## **Note 20** When the opps interfere over stayman / transfer.

### If opponents double transfer

Pass is no 3 card support

Rdbl by responder is a re transfer.

Any other bid natural as if double didn't happen

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there.

Bid = same as if no double

### If opponents double stayman

Pass = no club stop

Rdbl by responder is a stayman ask again.

2M should be 5/4 weak

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there

Bid = club stop + normal meaning

## **Note 21** Good bad 2NT

We use the 2NT bid in competitive sequences to show hands which just want to compete to the 3 level. Direct bids are then better.

- The interference is at the 2 level
- LHO or RHO or both have bid.
- 2NT requests partner to bid 3♣

Pass or any suit bid over the 3♣ is to play. A direct bid is constructive and a "good" hand.

\*\* note 2NT is used as a relay to 3♣ in a lot of situations

## **Note 22** Defence to 3 level pre-empt

3x (??)

4m = Nat nf

3M = Nat nf

3NT to play

4M = nat nf

Cue = 2 suiter depending on opening

4NT = 2 suiter (minors or weaker than cue)

Double = points/ hand that's wants to bid

## Note 23 Michaels

1m (2m) shows the majors. 1M(2M) shows the OM and an unspecified minor

2NT over either is an enquiry. If the 2<sup>nd</sup> suit is unknown it enquires which it is. If the two suits are known it asks how good the Michaels is (ie) 5/4, points in the suits, range etc.

## Other

In Principle, Help suit trials

1m 1M;

4m = 4 card support for major and 6 card minor (eg) AKQxxx or AKJTxx

Lebenshol over a reverse (yes – agreed)

(1x) P (1y) 2y/2x is natural.

(1x) P (1y) 1NT is Nat 15-18 system on

(1x) P (1y) 2NT is other 2 suits

(2X) dbl P ??? 2NT leb, 3y constructive, 4m GF \*\*\*\*\*

DOPI = Double zero Pass 1

1♣ P 2M = weak 0-5 6 card suit.

1♣ P 2♦ = 6♦ 10/11.

1♦ P 3♣ = 6♣ 10/11

1NT (2x/3x) dbl is “points / TO” depending on the meaning of bid