

Sheila ADAMSON and Anne MARTIN (Scotland)

Supplementary notes

(1)	<p>Inverted minors</p> <p>Generally we respond a 4-card major even with minor suit support. Raises are inverted:</p> <ul style="list-style-type: none"> a) New suit = nat, F1. May be weak if short in minor. b) 1NT promises 4m, 6-10, no major. c) 2m = inverted, 4+m, 11+ points, no major d) 2NT = good 10 to bad 12, balanced with 4m; after this opener can rebid 3m to sign off, new suit = lowest stop, doubt about NT, bid stops up the way (can stop in 4m); 4new = splinter, slam try; 4m = RKCB e) 3m = 4-8, 5+m f) Double jump shift = GF splinter, 5+m, 4m after this is RKCB. g) 3NT = 13-15 bal with 4m ; 4NT from opener is quantitative, new suit at 4 level is cue after which 4NT is RKCB; 4m = RKCB. h) 4m = pre-empt
(2)	<p>2-way Checkback</p> <p>1X – 1Y; 1NT = 12-14 bal</p> <p>2♣ = invitational checkback, forcing 2♦ from opener 2♦ = GF checkback 2♥/♠ are natural and weak</p> <p>1♣ – 1♥; 1NT – 3♣ = to play in ♣ (weak) as playing in 2♣ impossible 1♦ – 1♥; 1NT – 2♣; 2♦ – P = to play in ♦ (weak)</p>
(3)	<p>Reverse</p> <p>After a 2 level response a reverse is GF. After a 1 level response the reverse shows 17+ and 5-4, F1.</p> <p>Responses to reverse:</p> <p>With a minimum hand responder bids the lower of 2NT and 4th suit as a scramble. Opener relays to the next step and responder now passes if that is where she wants to play or picks a suit, NF. If opener is stronger she may break the scramble, bids nat and F. With a non-minimum responder bids naturally, forcing.</p>
(4)	<p>Stayman</p> <p>2♣ = 5-card Stayman, doesn't guarantee anything in majors 1NT – 2♣; 2♦ – 2NT = any inv bal</p> <p>Responses: 2♦ = no major; 2♥/♠ = 4; 2NT = 5 card major, minimum; 3♣ = 5 card major maximum. Over 2NT and 3♣, 3♦ asks for the major. System applies equally over a 1NT overcall. System applies if 1NT is doubled artificially (but not if doubled for penalties)</p>

(5)	<p>Transfer sequences</p> <p>2♦/2♥ are transfers to ♥ and ♠ respectively. Complete unless 4 card support: with max, break to a source of values; with min break to 3M. Re-transfers apply.</p> <p>2♠/2NT are transfers to ♣ and ♦ respectively. Complete unless holding Kxx, QJx, xxxx or better in the suit in which case break to the intervening step.</p> <p>1NT-2S; 2NT/3C-3D = (31)(54) type ; 3H now relay for fragment</p>
(6)	<p>Wriggle</p> <p>If 1NT is doubled for penalties then: xx = single suited take out, opener bids 2♣ and responder passes or corrects 2 suit = that suit and one higher, bid up the way until find fit pass = nothing to say; but if opener has a 5-card minor may xx – responder passes or pulls; after responder has passed for penalties subsequent doubles are penalties</p> <p>NB: 1NT – (x) – P – (2any); P – (P) – x = take-out, competing (opener may pass)</p> <p>1NT – (x) – 3any = pre-emptive xx followed by jump to 3 lvl = unbalanced single-suiter, invitational to game xx followed by 2NT = invitational 2-suiter 1NT – (x) – 2NT = GF 2-suiter, respond better minor</p> <p>If X = conventional then system on except XX = nat, looking for pens, forcing to 2NT, subseq x pens.</p>
(7)	<p>Lebensohl</p> <p>Over 2 level overcalls in principle Lebensohl applies:</p> <ul style="list-style-type: none"> • 2 suit, NF, 5-card suit • dbl = inv, bal (opener may pass); subsequent dbls pens • 3♣ = GF with ♣ • 2NT forces 3♣. Responder passes with a weak hand and ♣, bids a new suit that invitational • 3 suit = GF, 5-carder • cue = Stayman (go through 2NT with a stop) • 3NT = to play (go through 2NT with a stop) <p>Over a 3 level overcall dbl = take out</p>
(8)	<p>2NT inquiry over weak 2</p> <p>2NT = inquiry; opener rebids:</p> <ul style="list-style-type: none"> • 3♣ minimum • 3♦ good points, poor suit quality • 3♥ good suit quality, poor points • 3♠ good points and suit • 3NT = AKQxxx

(9)	<p>5-card Puppet Stayman</p> <p>3♣ = 5-card Stayman 3♦ = no 5-card mjr but has a 4 card 3♥/♥ = five 3NT = neither 5 nor 4 card major</p> <p>2NT – 3♣; 3♦ – 3♥ = 4 ♠, after which 3♠ agrees ♠, 3NT to play (implies 4♥) 3♠ = 4 ♥</p>																																
(10)	<p>Defence to 1NT</p> <p>x = penalties 2♣ = both majors (2NT game try enquiry over) 2♦/♥/♠ = natural 2NT = either weak with minors or big 2-suiter 3 any = pre-empt</p> <p>By passed hand, x = single suited minor</p>																																
(11)	<p>CRASH</p> <p>Defence to strong club: CRASH, weak jump overcalls. CRASH: x = constructive in ♥, 1♦ = constructive in ♠ (ie a hand that would have overcalled 1♠ normally); 1♥ = 2 suits same colour; 1♠ = 2 same rank; 1NT = 2 same shape</p>																																
(12)	<p>Ekrens 2♦ opening</p> <p>5-4 non-vul, 5-5 vul, 5-9 HCP. Responses:</p> <ul style="list-style-type: none"> • 2M = preference, wishing to play at 2 lvl • 3M = preference, wishing to play at 3 lvl (pre-emptive) • 4M = preference, wishing to play at 4 lvl (may be pre-emptive) • 3 minor = natural, F1 • 2NT = inquiry, suggests game interest: <ul style="list-style-type: none"> ▪ 3♣: Minimum (5-4); 3♦ asks for better major ▪ 3♦: Minimum 5-5 ▪ 3♥: Maximum with 5 Hearts and 4 Spades ▪ 3♠: Maximum with 5 Spades and 4 Hearts ▪ 3NT: Maximum with 5-5 																																
(13)	<p>Bergen raises over 1M</p> <table border="1" data-bbox="252 1648 1315 1899"> <thead> <tr> <th></th> <th><i>Type of support</i></th> <th><i>Over 1H</i></th> <th><i>Over 1S</i></th> </tr> </thead> <tbody> <tr> <td>(a)</td> <td>4+ cards, 4-6 points, some shape</td> <td>3H</td> <td>3S</td> </tr> <tr> <td>(b)</td> <td>4+ cards, 7-9 points</td> <td>3D</td> <td>3H</td> </tr> <tr> <td>(c)</td> <td>4+ cards, 10-12 points, no splinter</td> <td>3C</td> <td>3D</td> </tr> <tr> <td>(d)</td> <td>4+ cards, 9-11, splinter</td> <td>dbl jump shift</td> <td>dbl jump shift</td> </tr> <tr> <td>(e)</td> <td>4+ cards, GF</td> <td>2NT</td> <td>3C</td> </tr> <tr> <td>(f)</td> <td>3 cards, invitational or better</td> <td>2S</td> <td>2NT</td> </tr> <tr> <td>(g)</td> <td>3 cards, 6-9+ (or 4-3-3-3)</td> <td>2H</td> <td>2S</td> </tr> </tbody> </table>		<i>Type of support</i>	<i>Over 1H</i>	<i>Over 1S</i>	(a)	4+ cards, 4-6 points, some shape	3H	3S	(b)	4+ cards, 7-9 points	3D	3H	(c)	4+ cards, 10-12 points, no splinter	3C	3D	(d)	4+ cards, 9-11, splinter	dbl jump shift	dbl jump shift	(e)	4+ cards, GF	2NT	3C	(f)	3 cards, invitational or better	2S	2NT	(g)	3 cards, 6-9+ (or 4-3-3-3)	2H	2S
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