



## Fab Sayc Charts 2005

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## System overview

Fab Sayc is a fairly easy system to learn, with much of the bidding in SAYC style. The main difference is the 1♣ opening, which is nominally 12-16 balanced or any strong hand of 21+. Balanced hands are all opened 1NT(17-20) or 1M (12-16 with 5M332) or 1♣(all others). Hands with primary clubs are opened 2♣ as in Precision. Specialized optional two bids round out the system. In ACBL events where multi 2♦ is not permitted substitute weak two bids and 2♦ = 17+ short diamonds. Otherwise the system is legal at all levels in any country. The system is designed to allow for mostly natural bidding and science when needed, with an emphasis on playing contracts from the right side.

In the charts that follow, abbreviations and terms used include

NF – not forcing    GF – game forcing    Bal – balanced    NV – not vulnerable    Vul – vulnerable

4+ = length in suit shown or raised    6-11 = refers to a point range    M= a major    m= a minor  
om = other minor    OM = other major    PH = passed hand

Overcaller = player directly over opener    advancer = overcallers partner, his bids are advances

Preemptive raise = at most ace outside suit, generally four to honor or better support and a doubleton

The main charts cover opening bids and most conventional responses and rebids in the system (pages 2-10)

Opening bids beyond 2NT are not covered, 3M=standard sound preempts, 3NT= topless minor preempt,

Namyats 4m opening (side ace promised, step bid invites cue)

The second sets of charts define defensive bidding, leads, special doubles (pages 11 onward)

## Slam bidding

4NT = 0314, queen ask, specific kings (guarantee all key cards), agreed suit is last if none agreed, highest ranking if two agreed, 4 minor bids can be ace asking for known minor, DOP1/ 5 level, Depo/6 level, where useful 5NT response is 2/4 key cards and void, 6 jump is 1/3 key cards and void

Splinters = game only generally, and not a void unless repeat of suit, 4NT by non splinter hand

suggests ace of splinter suit (or no interest in void at least). Jumps past game are void showing may be void showing (can be exclusion Blackwood or with natural rebids)

### Cue bid rules (Italian style)

- 1) first cue is NEVER shortness unless hand known to be freak two suiter
- 2) first cue is usually cheapest king or ace, but may be suit below one in which control needed
- 3) cue below game after partner cues does not imply any extras, only non wasted minimum
- 4) cues above game are ace (or king if partner cued suit)
- 5) repeat cue of same suit is ace-king or ace-queen, looking for missing honor
- 6) bypass of suit then cue is usually a shortness control where a splinter or void jump was not indicated
- 7) 3NT is not a cue, but in some sequences where 9 card major fit assured can ask for cue bidding
- 8) when cue bidding goes beyond 4NT a bid of 5NT is KCB to confirm aces prior to bidding seven
- 9) Last train applies to 4M if partner known to be 5+ and no dominant fit elsewhere known

Jump to 5 of a major = general invite, focus on secondary trump strength, shows control in opponents bid suit if cue bidding was possible, then 4 cue can be general strength with or without control

5NT bids are KCB if 9 card major fit known, pick a slam if no clear fit, Grand slam force if made as jump (if major agreed 7 bid needs three top honors, bids by steps, lower=least)

### Opening bid of 1 Club

Opening	Length	Description	Responses	Rebids	Followups
1♣	any	1) 12-16 balanced	1♦=6-11 no major	1M=12-16, may be 3 card suit if 12-14	Natural
		2) 11-20 4414	or any 0-5	1NT=15-16	No transfers
		3) 17+ long clubs 4) 21+ any shape		2♣ = 4441 21+ or 23 + bal or clubs 17+	2♦ forced, then 2M=4+ suit, later m if no fit=5+ 2NT=23-24 3♣♣=6 clubs, NF
				2♦/2m/3♣ = strong	Step negative
			1♥/♠=6-11	1♠/NT=12-16	
				2♣=three card raise	2♦ natural
				2♦ = 4 card raise, 15-16	

				2M=12-14, 4 trumps	Help suit game tries
				2♠/1♥ =21+	
				2NT=21-22	Delayed transfers
				3♣=17+	3♦ waits
				3♦=21+	
				3♥/1♠=21+	
				3M=21+, 5 support	Invites cue bid
			1NT=9-12 no major	2♣ asks size	2♦=minimum
				2 other – 21+	
			2♣=Stayman	normal	2NT rebid is slam try
			2♦/♥ =GF transfers	Non transfer accept=21+	Bid out pattern
			2♠/NT= minor transfers	Super accept with fit and near max	Singleton rebids at three level
			3m bids=55 minors	Advanced cues	
			3M bids=55 majors		

Sequence	Responses	Rebids	Sequence	Responses	Rebids
1♣-Double	P=0-6	D=15-16 NT	1♣-overcall	D=takeout thru 3♠	Cheapest suit, cue or jump if strong
	RD- 10+, 3 all suits	D=penalty		1 bid forcing 6+	System on
	1x=natural forcing	As with no competition		2 bid competitive	2NT=15-16 new suits forcing
	2♣=5+,6-11	Bid=15+		Cue bid asked stopper	
	2x=weak,6+	Bid=21+		3 bid=GF	natural

## Opening bid of 1 Diamond

Opening	Length	Description	Responses	Rebids	Followups
1♦	4+	11-20 unbalanced, may have longer clubs	1M=6+	Reverse=16+	Lebensohl
		May be light 3rd seat with 2 quick tricks		1NT=12-16, may be singleton in M	2♣ new minor 3m to play
				2NT=16-18 long diamonds	
				2♣ may be canape	2♦=mildly progressive, FSF to game
			2♦=10+ inverted, off in competition	2NT=both majors stopped, 3 level jump splinters	Bids past 3♦ = opening hand
			1NT=6-10	Reverse=16+ forcing	Lebensohl
			2♣=10+ forces to 2NT or 3♣	No reverses, 2♦ 5+ 2NT=14+ with 2+ clubs	3♦ rebid forcing 2M rebid GF natural
			2♥=55 majors 6-9 HCP	Not forcing except 3♣	
			2♠=55 spades and clubs 6-9	Not forcing except 3♥	
			2NT=3334 10-11	Major rebids forcing	
			3♦=4+ suit 5-9 HCP		
			3 bids weak		
			3NT not used		

2x=weak		2NT=NF unless jump			
Sequence	Responses	Rebids	Sequence	Responses	Rebids

1♦ - Double	RD=10+, 44 majors or any 13+	Doubles=penalty by both players	1♦ -overcall	D= negative of 1♠ promises hearts	Cue=GF
				1♠=4+ forcing	Reverses extra tricks
	1M= 1 round force	Same as non competitive		1NT=sound stoppers	
	1NT=good 7-10			2♣=one round force	
	2♣= 1 round force			Cue= limit+ with diamonds	
	2x=weak			2NT=NF unless jump	
				3 bid=GF	

### Opening bid of 1 heart

Opening	Length	Description	Responses	Rebids	Followups
1♥	5+, 4 in 3rd seat	11-20 similar to standard	1♠=4+ suit, limited if another suit longer	1NT=12-16	2♣ size and fit ask
		but not 5M332 if 17-20 HCP		2NT=Forcing 18 + unbalanced 54 or 63 Mecksroth adjunct	3♣ waits others descriptive natural
				3m= Game force always 55	
			1NT=forcing by UPH	2♣ may be singleton	Natural
				2NT Mecksroth	3♠ asks stopper 3♣ asks
			2♥ =constructive	Help suit	

			2♦ =9-12 one round force	2♠=reverse GF 2NT or 2♥ = minimum	2NT or 3♦ rebid not forcing
			2♠=limit raise with 4 hearts	Natural, help suit game tries	
			2NT=4+ fit, game force	natural new suit bids 3NT=5332 min. 4x=6331 splinter	Step bids after new suit asks fragment or extra length in bid suit. Others natural or cue bid
			2♣ unpassed =GF any shape but not 5 spades	2♦ = minimum others extras natural	heart bid=3+ support New suit=good 5+ 2NT=balanced or semi bal.
			2♣ passed hand= reverse Drury	2♦ = full opener 2M=light	New suits are length and strength, jumps splinters
			3♣ =invite,6+ good	3♥ or new suit forcing	
			3♥ = weak but good support and shape		
			3♠,4m =singleton splinter with 9-13 HCP	Cue bidding	
			3NT=spade void splinter		
			4♥=5 trumps, chance to make		
			4♠ = to play		
			4NT = KCB	0314	

Sequence	Responses	Rebids	Sequence	Responses	Rebids
1♥ - double	New suits 1 rd force	Cue=any game force	1♥-overcall	D=negative, penalty of 1NT or 2NT overcall	NT rebid is stopper
	2♥=weak 3+			2m=forcing one round	Cue=GF
	3♥= weak 4 + but 2+ tricks			Cue bid = limit+ with 4 trumps	
	2NT= 10+ with 4 trumps			Non jump three bid is GF except unusual vs unusual	
	Weak jumps			2NT forcing 12+ with stopper	
	RD=10+, 3+ unbid suits	Doubles=penalty		Weak jumps 3♥ jump = weak 2 trick raise	

### Opening bid of 1 spade

Opening	Length	Description	Responses	Rebids	Followups
1♠	5+	11-20 as in standard	1NT=forcing unpassed	2♣ =1+ length semi forcing	2♦ = Bart 8+ asks 3 card heart length
		Not 17-20 5332		2♦/♥=4+	
				2♠= good 6	
				2NT=forcing 18+ 54 or 63	3♣ asks, Mecksroth adjunct
				3x=GF 55	
			2♣ GF any shape by unpassed hand	2♦ any minimum others extra values	2♥/3m are 5+ suit 2♠ = 3 card support 3NT=bal. or semi bal.
			2♣ Drury by passed hand	2♦ = full opener 2♥ may be weak 2♠=weak	2♥ = 5+ suit jumps = splinters

			2♦/♥ = 5+ suit, 9-12 one round forcing or stronger if rebid 3♣	2♠ minimum 2NT=GF 15+	2nt or 3 of suit rebid not forcing
			2♠ =constructive 3 trumps	Help suit game tries	
			2NT= GF with 4 trumps	New suit rebids natural 3NT=5332 12-14 4x=6331 splinter	Step bid -> fragment or extra bid length
			3♣=invite 6 clubs	3x/3♠ forcing	
			3♦ = weak		
			3♥ = limit 4+ raise		
			3♠ = weak 2 tricks		
			3NT=any void 9-13, 4+ trumps		
			4x=splinter, 9- 13		
			4♠ = 5 trumps 8-11		
			4NT=KCB		

Sequence	Responses	Rebids	Sequence	Responses	Rebids
1♠ - double	1NT=NF 7-10	natural	1♠ - overall	D= negative, values after Michaels	

	RD=10+, 3+ hearts	D=penalty, 3+ trumps		2x=forcing one round	
	2x=one rd force	New suits forcing 2NT=15+		3x non jump GF	
	3x=weak			Cue=limit + raise	
	2♠=weak 3 trumps	Help suit 4 jump 2 suiter		3♠ as jump weak 2 tricks	
	2NT= 4+ limit raise	Help suit, jump splinters		Unusual vs unusual	

## Opening bid of 1NT

Opening	Shape	Description	Responses	Rebids	Followups
1NT	No singleton	17-20 bal or semi bal.	2♣=Puppet Stayman, 6+ HCP	2♦=four card major	2♣= one or both majors forcing 1 rd 2♠=hearts 2nt=no major invite 3m=5+ forcing
	Not 54 in majors			Singleton with enough values	3OM=GF raise
			2♦=5+ hearts	2♠=45 forcing 2NT/3NT=5332 3m=4+ game + 4♣=mild slam try jump=self splinter	Opener confirms fit on third bid, others strong stoppers, 4NT by responder invite unless fit confirmed
			2♥ = 5+ spades	3♥ = 54 majors other as after 2♦	Same as above
			2♠ = 6+ clubs	2NT=fit and max	Singleton with enough values
			2NT=6+ diamonds	3♣ fit and max	Singleton rebids
			3♣ =55 minors invite	3M=good stopper and fit for minor	

			3♦ = 55 minors GF	3M=good stopper, may be advanced cue	
			3♥ = 55 majors invite	4x=advance cue, heart fit assumed	
			3♠ = 55 majors GF	4x=advanced cue	
			3NT=to play, no singleton		
			4♣=44 minors, slam try	4♦ asks 3 card major	
			4♦ = 6+ hearts	4♥ forced	4NT=KCB
			4♥ = 6+ spades	4♠ forced	4NT=KCB
			4♠ = to play		
			4NT = 4333 slam invite		

General – Negative doubles by responder of natural overcalls, Lebensohl slow shows, reopening doubles by opener 19-20, reopening 3 bids=6+ reopening 2 bids=5+. System on after double, off otherwise

### Opening bid of 2 clubs

Opening	Length	Description	Responses	Rebids	Followups
2♣	6+ or 5+ with 4+ major	11-16 HCP, can be 4405	2M=5+ suit constructive, 2♣ may be 45 majors	2♠=4 no heart fit raises=3+ support jumps are splinters	
		open 1♣ if clubs very weak	2NT= GF with club fit	opener shows singleton	
		not 45 in minors	3♣ = constructive with fit		

			3♦/M = invite very good 6+ suit, up to 2 quick tricks		
			4♣ preemptive usually 5+ fit		
			4♦ = KCB		
			4♥ = 55 majors		
			4♠ to play		
			2♦ = 8+ relay	2M = 4+ any strength	2♠/2♥ or 2N/2♠ is relay asking for fragment or extra bid length, then 3♣ min 6 clubs, 3M max 46 2NT if not step is 10-12 3♣ discouraging jump splinters 3♦/3♥(OM)- good 6 suit, GF 3M=invite
				2NT=14-16, 6 clubs, 2 side stoppers	3♦ asks stop then 3M= stop +diamonds 3NT=major stops
				3♣ =11-14, 6 clubs, 1 side stopper	3♦ asks stop then 3M=stop 3NT= diamond stop
				3x=splinter, running clubs	
				4M=56, good clubs, 8+ tricks	Ace cue, KCB for major

Sequence	Responses	Rebids	Sequence	Responses	Rebids
2♣ - double	RD= 10+, 3+ both majors	D=penalty, 3+ by opener	2♣- overcall	2NT=12+ forcing to 3MT	
	2NT=10-11 with fit	3♣ to play		D=negative, 5OM if applicable	
	2♦ as above			2 bid=not forcing	

	Others as above			Cue=GF, club fit	
				4♣ jump preempt	

## Multi Two Diamond opening

2♦ opening may include optional 17-21 with 4414, diamond singleton, shown by no trump rebid or reopening double

Opening	Length	Description	Responses	Rebids	Followups
2♦	6 card major	6-11, weak two either major sound if vul, 4 cards in other major ok if six suit semisolid	2♥ - denies fit for hearts and values (the combination)	P=6 hearts 2♠=6 spades 2nt optional special meaning	
		may also have side 4-5 card minor	2♠=shows 3+ hearts and game interest if opener has hearts	P=6 spades 2nt= optional special 3m=side suit with hearts 3♥=6 min	
		Rarely weak seven card major	3M=GF independent suit	Opener may raise or cue (max) or 3nt or own suit if near solid	
		Third seat may be 5332 NV	4♣=asks transfer to suit decent values		
			4♦=asks suit, may be weak		

			2NT=13+ HCP, can handle any rebid	3♦=min with hearts 3♥=min with spades 3♠=6 spades+4 hearts or 5m and near max 4m= 5 card minor with hearts near max 4♥=4 spades+6 hearts max 3n=optional 4414 type	Acceptance of transfer= NF 4♣ asks side suit, 4♠ rebid is clubs
				3♣=any max, but no unusual shapes	3♦ asks puppet to suit
			3♥= 4 card support not strong		

After 2♦-D, pass implies no preference, redouble = good hand with diamonds, others similar to non competitive

After 2♦-overcall, double is pass or correct, 2NT is same as non competitive, 3 bids are competitive and/or lead directing

## 2 Major/ 2NT openings

Opening	Length	Description	Responses	Rebids	Followups
2♥	5 hearts, 5 or 6 of a minor	6-11 HCP, decent suit if vul	2♠ not forcing, good suit		
		can be 2.5 quick tricks vul, as little as 1 NV vs vul	2NT=invite + asks minor	4m jump is good 56, 3♠ = 3 card suit and max , 3m=5 card suit	3♥ rebid is invite 4NT KCB for hearts 4♠ KCB for minor shown
			3♣=pass or correct, weak	P=5+ clubs 3♦ = 5 + diamonds	

			3♦=forcing, asks spade help or 2 card support		
2♠	5+ spades, 5+ other	6-11 as above	2NT=invite and asks second suit	3m=suit 3♥=5 hearts min 3♠=5 hearts max	4NT KCB for spades 4♦/3♣=KCB for clubs
		can be 4 card side suit if NV third seat	3♣ pass or correct discouraging	P=5+ clubs 3♦/♥=5+ suit	
			3♠ = 3+ fit, mildly constructive		
			3♥ = 6+ hearts forcing	Raise if possible or show minor with extras, 3♠ decent suit	
			4♠ = good fit but limited		
2NT	5+-5+ in minors	6-13 depending on suit quality	3m=preference		
		vuls and shape	4m=good fit does not preclude further bidding		
			3♠=NF 7 card suit		
			4M = to play		
			3♥ = artificial game force, minor fit	3♠=spades longest major 3NT=hearts longer major 4m=6 card suit	4m rebid sets suit and invites cue bidding

**Over opponents 1 minor opening**

Opening	Overcall	Description	Responses	Rebids	Followups
1 minor	Double	at least 43 in majors, Not 54 unless very strong or very weak 5 suit	Jumps=5+ suit Cue=promises rebid	2 new major=17+ 2 raise=15+ 2om = no extras cue=3 card fit strong	Rebid suit=5 2NT may be weak
	1M	Limited strength, can be 4 card good suit, can have length in minor	1♠=may be 4,NF 1NT=usually 3 support cue=1 rd force with fit, or strong no fit if bid new suit jump cue=mixed raise, 4 card support 2x=NF 5+ suit weak jumps double jump splinters 3M preempt, good trumps	Reopening double tends to show 4 in other major with defensive hand	
	1NT unpassed	15-18 balanced good stopper in minor or no major	2♣=Stayman 2♦/♥=transfer 2NT/3m/3om invite 2♠ asks double stop	System on if doubled, redouble forces 2♣ Negative doubles if responder bids 2x	
	1NT passed	4+ ♠ and 5 om			
	2m	5+5+ majors, not a defensive oriented hand	Jumps show 4+ support		

	2♣(om)	Usually 6 card suit, limited strength	New suit force one round, 2nt=top fit and stopper		
	2x or 3♣ jump unpassed hand	Strong 6 card suit, better than opening hand, often 5 loser hand	Raise if fit and trick New suit is length and fit, forcing NT = strong holding in minor		
	2x or 3♣ passed hand	Standard weak jump overcall			
	2NT	Other minor and hearts at least 55, not a defensive hand	3m asks jump with extras, 3♠ to play		
	3m unpassed	Stopper asking, solid suit	3nt=full stopper 3M=stopper or cue 4♣=bust		
	3m passed	Preemptive natural			
	4M	Sound, 8 tricks, side values probable			

**Over opponent 1M opening**

Opening	Overcall	Description	Advances	Rebids	Followups
1M	Double	of 1♥ = 3 or 4 spades of 1♠ = 3-5 hearts	Jumps=5+ suit Cue=promises rebid 1NT=7-10 and stopper 2NT=2 stoppers, 10-12	No extras for equal level correction except 2♠ rebid after 1♥ opening	

1♠	5+ decent suit 8+ HCP, 10+ if 5332	2♠=constructive raise cue= limit raise or strong own suit new suits not forcing jump cue= mixed raise jump raise=preempt		
1NT	15-18 sound stopper	2♣=Stayman	2M=double stopper and denies other major	
		2♦/♥=transfers	After transfer to M, 2nt=double stopper	
		2♠/2NT= 6 clubs/ diamonds respectively	Super accept	Singleton rebid
		3m= 55 invite or force		
		3OM= 6+ two top and nothing else		
		3M = void, GF		
		4M= to play		
1NT passed hand	Minors, can be 45 NV, 7-11 HCP			
2m	Usually 6 suit, limited tricks, 2 quick tricks	New suit forcing 1 round Cue=fit, asks stopper		
2♥(OM)	Good 5 suit, opening hand or better	Natural, cue asks stopper implies tolerance		

	Jump overcall unpassed	Good 6+ suit, better than opener, can be 5 losers	Raise with trick and fit, or cue to invite NT		
	Jump overcall passed	preemptive, probably bad suit if 2♠	New suits are fit and lead direct		
	3M unpassed	Stopper asking, solid minor	3nt=Qxx or better		

**Over opponent strong 2♣/1♣/ Multi 2♦**

Opening	Overcall	Description	Advances	Rebids	Followups
2♣ strong	Double	5+ diamonds or 55 majors	2♦ = pass or correct	2♥ = majors	
	2♦	Weak major overcall Can be 5 card suit or outright psyche	Pass or correct Double asks suit at below 4 level		
	2M	Sound major overcall	Raise is preempt 2nt constructive raise		
	2NT	Minors			
	3m	Preempt, 7+ suit if vul			
	3M	Preempt, 7+ suit			
1♣ strong	Double	Diamonds or majors 55	1NT asks 1♦ = pass or correct		

	1♦	Weak major overcall	Majors=pass or correct 1NT asks transfer to major		
	1M	Sound major overcall, generally Opening hand			
	1NT	Clubs and major 55			
	2NT	Minors at least 55			
	2x	Weak NV, moderate Vul, 6 card suit			
	Pass			Later double=15+	
2♦ multi	Double	14+ generally defense to either major	Penalty doubles		
	2M	Sound suit overcalls			
	2NT	15-18 balanced, tend to minor tricks	System on		
	Pass			Later double=takeout	

**Over opponents Weak two bids**

Opening	Overcall	Description	Advances	Rebids	Followups
2M weak or two suited with bid suit	Double	Takeout, 14+ HCP, good support or extras	2NT Lebensohl 3 bids constructive	3OM extra values	

	Overcalls	Tend to be sound direct seat, may be light balance seat	New suits forcing, cue asks stopper		
	2NT	15-18 stopper in M	3♣=Stayman then 3OM invite		
			Transfers, weak or game		
	3S(OM)	Strong jump overcall, 8 tricks Good six suit			
	3M	Stopper ask, solid minor	3nt=sure stopper 4M=cue asks suit 4♣=pass or correct		
	4m	Strong 55 or 56 in bid suit And other major (leaping Michaels)			
	4M	Super strong with minors no void			
	4OM	9 tricks, good suit			
2♦ weak or two	Double	Usually 4+ both majors if 2♦ natural,			
suited weak (polish)		else any 14+ defensive			

	3♦	Stopper ask if 2♦ natural, else natural			
	2NT	15-18 stoppers	as after 2M-2NT above		
	4♦	Strong 55 in majors			
	Jump overcall	strong			

## Over opponents 1NT

Basic defense is Multi Landy, known in USA also as Woolsey

Opening	Overcall	Description	Advances	Rebids	Followups
1NT weak	Double	15+ usually balanced, 13+ in balance seat	Penalty doubles and forcing passes of rescues at 2 level	2x is strong suit	
1NT strong	Double	4 card major, 5 card minor opening hand, may be 10+ in balance seat NV	2♣=pass or correct to minor		
			2♦=bid major (promises fit for both)		
			2M=independent suit, NF		
			Pass=8+ HCP, tend to be flat, can stand overcallers minor lead		
1NT any	2♣	Majors 5+4+ or 4441m may be light NV in balance seat	2♦ asks longer minor 2M implies 4 fit 3M invite with fit 2NT natural not forcing		
	2♦	One 6+ major, typically 8-14 HCP	2♥=pass or correct 2♠= pass or invite for hearts 2NT asks	transfers and 3♣=max	

2M	5+ suit, 5+ minor	2NT constructive asks 3♣ pass or correct to 3♦ 2♠, 3♥ NF raises = good fit		
2NT	Minors at least 55	All natural		
3x	Usually 7 card suit, sound if vul, preempt if NV vs. vul			
3NT	Solid minor and side stopper(s)	4♣ with no help		
4M	Tend to be 8-9 tricks, side defense if vul			

### Actions by advancer when overcaller passes

This section is not comprehensive, it covers only specialized or non standard bids

Auction	Advance	Description	Responses	Followups
1m-P-P	Pass	Unless sound hand		
	Double	Usually 10+		1NT is no fit for response
	1M	Usually 10+ HCP	2♣=Stayman rest=natural including 2m/3m	
	1NT	11-16 balanced, usually 13-16 over 1♣		
	2m	55 Michaels		
	Jump x	Intermediate 7+ tricks, weak by passed hand		
	2NT	Strong in om and major		

1M-P-P	Pass	Flat hands or 10-		
	Double	May be light if good shape		
	1NT	11-16		
	2NT	Minors, sound		
	2M	Michaels, sound if 2♠		
	Jump x	Intermediate 7+ tricks, Weak if passed hand		
1♣-P-1♦	1M	Always 5+, can be light		
	1NT	15-18	2♣=Stayman,transfers	
		46 in majors as passed hand		
	2♣	Majors 55		
	2♦	natural		
	3♣	natural		
	2M	Intermediate		
1m-P-1M	1NT	15-18	Stayman and transfers	
		46 in OM and minor as PH		
	2m	Unbid suits 55		
	2M	Sound hand, good suit, natural		
	3m	Preempt		
	Double	4+4+ unbid suits		

1x-P-1NT	Double	Takeout, all unbid suits		
	Overcalls	Usually 6 card suit		
	2x	Michaels		
	2NT	Two lower suits		

Auction	Advance	Description	Responses	Rebids
1x-P-2x	Double	4 cards unbid majors can be light but also used with any serious game try not suitable for jump overcall		New suit need not be extras
	Overcalls	Good suit, pre balance can be very light	Need super sound values and 4+ fit	
	2NT	Two lower suits		
	Jump overcalls	Intermediate, good 6 Suit, around 8 tricks		
	3x	Two higher suits, very freaky		
	3NT	To play based on long minor and stopper	4♣=pass or correct	
1x-P-3x weak?!	Double	Support all suits		
	Suit bid	Opening hand, good suit, weaker if balancing		
	3NT	To play, stopper(s) in x		
1x-P-2♣ Drury	Double	Good 6 in clubs, does not preclude partner Raising		

1x-P-splinter	Double	Asks lead of unbid suit (not splinter suit)		
1x-P-3y Bergen	Double	Shows suit doubled and willingness to compete To 4 level		
1N-P-transfer	Double	Shows suit doubled, decent overall hand Willing to compete at three level		
	Bid of suit shown by transfer	Michaels, 55 in OM and a minor		
1N-P-2♣	Double	Good clubs and opening hand, willing to compete		

## Leads and signals

### Opening lead style

	Lead	In partners suit
Suit	3/5	Top from weak 3 if raised
NT	Attitude	Top or second unless jack or better
Subsequent	High from existing even	
Other	Do not like long broken suit leads vs NT. Middle from three spot cards in trump suit	
Ruff situations	Normal suit preference if giving ruff Low card for lower suit, middle for trumps or no preference, very low or high promises king or better	

### Honor and spot leads

Lead	Vs suit	Vs No trump
Ace	Denies king, requests attitude	Requests UDCA count or unblock
King	from KQ or AK or Kx	Requests UDCA attitude

Queen	From QJ or doubleton	from QJ or KQ10 requests jack or UDCA attitude
Jack	J10 or doubleton Requests low with missing honor	Denies higher, UDCA attitude Low shows missing honor
Ten	109, KJ10 or doubleton	0/2 higher
Nine	9x, Q109, K109	
Hi-x	Doubleton or singleton	Doubleton or second from weak Four card suit
L0-x	3/5 (lead third from 6)	Tends to promise queen or better in suit lead

*Signal priority*

	Partners lead	Declarers lead	Discarding
Suit: 1 <sup>st</sup>	Low encourages or doubleton, suit preference only if dummy singleton and 9+ trumps assured	Low=even number	Low encourages, K or A High discourages
2 <sup>nd</sup>	Complete UDCA, abnormal high or low can be suit preference	Unusual high may be suit preference	Count 1/3/5 on remaining Cards ( low=original 2 /4)
3 <sup>rd</sup>	Likely meaningless, from top usually if weak	Likely meaningless	Complete count
NT: 1 <sup>st</sup>	Low encourages, i.e. three + or missing honor high = doubleton if can afford	Low=even number	Low encourages no specific holding, high discourages and is most common
2 <sup>nd</sup>	Complete signal or unblock	Unusual high = suit preference?!	From top if two remaining
3 <sup>rd</sup>	Existing count 1/3/5		
Other	After honor lead, top of remaining = do not unblock, lower=unblock		

**Doubles**

Most doubles at three level or lower are takeout but convertible (i.e. rarely a singleton in suit doubled)

Late round doubles tend to be penalty at any level

Doubles at 4+ level are usually penalty, exceptions are repeat double is defense but still desire for takeout,

double in forcing pass auction shows minimum and usually 2+ of opponents suit, double by a known weak hand (say a hand that made PJO or opening NV 3 preempt) show strong desire to sacrifice (typically void in opponents suit)

Low level penalty doubles can occur when

- 1) opponents have been doubled for penalty, as takeout double passed, or 1NT double
- 2) You or partner have made strength showing non fit redouble (e.g. 1♣ D RD)
- 3) In balance seat after a forcing pass

When our side has established a game force and opponents interfere below game, direct double over a bid shows desire to takeout, pass shows 3+ in suit.

When both sides have a fit, doubles are maximal (good defense but no extra shape)

Reraises or direct action after partners strong redouble warn of a poor defensive hand

Two level bids by responder in competition are not forcing, so double then bid at the three level is forcing.

### **Forcing Passes**

This is a tricky subject, but we can establish a few rules

- 1) If we have a force to some level and opponents compete below that level, passes are forcing
- 2) Passes are forcing after strength redouble or penalty double
- 3) If we bid game and responder has shown opening strength, pass is forcing
- 4) If opener bids a second suit at four level on route to game, pass is forcing

When a pass is forcing at or above game, then double is discouraging, pass encouraging, direct bids are shapely, pass then pull invites slam and shows extra high cards or controls

When a pass is forcing below game, double shows desire to takeout with doubleton in suit, direct bids suggest singleton in suit, pass suggests 3+ in suit.