

Supplementary notes file (nickell.txt) Richard Freeman & Nick Nickell (American Contract Bridge League)

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WBF SUPPLEMENTARY SHEET

NCBC: USA PLAYERS: DICK FREEMAN, NICK NICKELL

NOTE (1) - BIDS SHOWING 2 SUITED HANDS

1X - 2NT = 2 LOWER UNBID
1m - 2m = MICHAEL'S CUE BID (USUALLY EITHER
VERY GOOD HAND OR WEAK)
1M - 2M = MICHAEL'S. OTHER MAJOR PLUS
UNKNOWN MINOR - 2NT ASKS MINOR
1NT - 2M = THAT MAJOR PLUS UNKNOWN MINOR. 2NT
ASKS FOR MINOR (THEN 3M =
INVITATIONAL RAISE)
1M - P - 2M - 2N = TAKE OUT FOR MINORS.

VS STRONG CLUB:

2D = D'S & H'S
2H = H'S & S'S
2S = S'S & C'S
2NT = C'S & D'S
3C'S = C'S & H'S
1NT = D'S & S'S
DBL = H'S & S'S, GOOD HAND
(THE ABOVE BIDS APPLY AFTER 1C - P - 1D ALSO)

NOTE (2) - TWO OF A MINOR RESPONSE AFTER OPPONENTS 1NT OVERCALL

1m - 1NT - 2C = TAKE OUT FOR MAJORS
1M - 1NT - 2m = THAT MINOR PLUS OTHER MAJOR

NOTE (3) - TRANSFER LEBENSOHL

1NT - 2S - 2NT = RELAY TO C'S, THEN 3D/H = TO PLAY,
3S = STAYMAN W/STOPPER, 4C = C'S
3C = TRANSFER TO D, INV. OR BETTER
3D = TRANSFER TO H, INV. OR BETTER
3H = FAST STAYMAN, NO STOPPER
3S = BOTH MINORS, INVITATIONAL OR BETTER
1NT - 2H - 2S = COMPETITIVE
- 2NT = RELAY TO C'S, THEN 3D TO PLAY, 3H
= STAYMAN W/STOPPER, 3S = C'S
3C = TRANSFER TO D, INV. OR BETTER
3D = FAST STAYMAN, NO STOPPER,
3H = TRANSFER TO S, INV. OR BETTER
3S = MINORS, INVITATIONAL OR BETTER
TNSF TO H, THEN 3NT = CHOICE OF
GAME,
4NT = INVITATIONAL

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TNSF TO m, THEN 3NT IS CHOICE OF
GAMES OR MILD SLAM TRY
TNSF TO D THEN 4D (EITHER AS RAISE
OR AFTER CUE BY OPENER) = KCBW
5m OVER CUE = FAST ARRIVAL

AFTER FAST STAYMAN:

3M = NO STOPPER (OR 1 STOPPER) AND NO 5
CARD SUIT -
RESPONDER CAN BID 3NT TO PLAY OPPOSITE 1 STOPPER;
NT'ER PASSES OR BIDS WITH NO STOPPER
4m = 5 CARD SUIT, NON-FORCING

IN THESE AUCTIONS 4m BY RESPONDER
IS NOT FORCING - MUST CUE TO SET UP
FORCE; THEN BID LOGICALLY TO GET TO
FIT.

NOTE (4) - LEADS AND SIGNALS

VS SUITS

AT TRICK ONE, SIGNALS ARE USUALLY ATTITUDE. IF THE DUMMY IS SHORT IN THE SUIT LED, AND A
SHIFT APPEARS TO BE AN OPTION, WE DO NOT PLAY SUIT PREFERENCE. A DISCOURAGING CARD (LOW)
SUGGESTS THAT YOU CAN STAND THE OBVIOUS SHIFT AND AN ENCOURAGING CARD (HIGH) SUGGESTS
THAT YOU CANNOT. THE OBVIOUS SHIFT WILL VARY DEPENDING ON THE BIDDING, BUT ABSENT
BIDDING, WILL NORMALLY BE DUMMY'S WEAKEST SUIT OR THE SUIT WHICH MOST LIKELY NEEDS TO
BE ATTACKED QUICKLY. AN EXCEPTION TO THIS METHOD IS WHEN YOU HAVE SHOWN A LONG SUIT,
WE PLAY AT TRICK ONE THAT MIDDLE CARDS ARE ENCOURAGING, AND HIGH AND LOW CARDS ARE
SUIT PREFERENCES. THIS TREATMENT ALSO APPLIES IN CERTAIN SITUATIONS AFTER A SUIT HAS
BEEN JUMP RAISED BY THE OPENING LEADER'S PARTNER. AFTER ATTITUDE IS ESTABLISHED, WE
MAY OR MAY NOT GIVE COUNT DEPENDING ON WHETHER WE THINK IT IS MORE IMPORTANT TO
INFORM PARTNER OR KEEP THE DECLARE IN THE DARK. WHEN WE GIVE COUNT, IT IS NORMALLY
STANDARD PRESENT COUNT. DEPARTURES FROM STANDARD COUNT SIGNALS MAY HAVE SUIT
PREFERENCE IMPLICATIONS.

A HIGH-LOW IN TRUMPS CAN SHOW EITHER AN ODD NUMBER OF TRUMPS OR, OCCASIONALLY,
BE SUIT PREFERENCE. LOW-HIGH IS NEUTRAL.

VS NT

AGAINST NT, WE SIGNAL STANDARD ATTITUDE ON THE ACE, QUEEN OR JACK LEAD AND UNBLOCK
OR GIVE COUNT ON THE KING LEAD. THEREFORE, FROM SUITS HEADED BY KQ10 YOU MAY LEAD THE
KING WHEN YOU WANT AN UNBLOCK OR THE Q WHEN YOU DO NOT.

NOTE (5) - VS POLISH CLUB OR SWEDISH CLUB

1C - 2C = CLUBS

1C - 2D = MAJORS

AFTER 1C OPENING, AND OUR OVERCALL, WE PLAY THAT A CLUB BID AT THE CHEAPEST LEVEL = CUE BID.

A C JUMP IN C'S = C'S.

NOTE (6) - FORCING PASS AGREEMENTS

3m - 3M - 5m - P = FORCING IF UNFAVORABLE

3H - 3S - 5H - P = FORCING AT ANY VULNERABILITY

3X - D - 5X - P = FORCING AT ANY VULNERABILITY
1H - 1S - 3H - 4S = FORCING AT UNFAVORABLE
1X - D - P - 2X = SETS UP A FORCING PASS AT 5 LEVEL

1X - D - 2X - 3X = SETS UP A FORCING PASS IF WE BID GAME AND THEY BID
1M - P - 2NT = SETS UP A FORCING PASS EXCEPT AT FAVORABLE
2 OVER 1 = SETS UP A FORCING PASS IF WE BID A GAME.