

Ferguson–Perry–Shatz Bidding Agreements

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♥ MS-11/28/04



1. General Approach

1.1. Two Over One: Game Forcing ☒

- 1.1.1. Two Over One (2/1) is Game Forcing (GF) when both are unpassed hands.
- 1.1.2. If either is a passed hand, 2/1 is not game forcing.
- 1.1.3. 2/1 is forcing one round (F1) in competition.

1.2. Forcing Opening: 2♣ ☒ (See **Opening 2♣**)

- 1.2.1. 2♣ is artificial, strong and forcing with 22+ HCP.
- 1.2.2. A one-suit oriented hand that is one trick away from game w/ 8½ Quick Tricks (QT) & 18 HCP.
- 1.2.3. We would only open a two-suited hand 2♣ if our hand was so good that a simple opening bid might be passed.



MS-11/28/04

2. Hand Valuation and Guidelines for Opening Hands

2.1. Hand Valuation (MS-11/28/04)

2.1.1. Initial **Hand Valuation** is based on High Card Points ('HCP' or 'hcp') **only**. No Distribution Points ('DP' or 'dp')!

2.1.1.1. **HCP** · A-4, K-3, Q-2 and J-1.

2.1.2. W/ 8-card fit, **Re-Valuation** is based on HCP + DP = Total Points ('PTS' or 'pts')

2.1.2.1. **DP** · Void-3, Singleton-2, and Doubleton-1.

2.2. 1st and 2nd Seat Opening Hands (MS-11/28/04) (01/02/05)

2.2.1. Open all good 12 HCP hands. A good 12 HCP ('12+ HCP') hand **should** have:

2.2.1.1. 1½ (MS 11/28/04) to 2 QT (Hardy Std pp. 9 & 12). If we do not open a hand, we may have 12 HCP, but will not have 1½ QT *e.g.*, ♠QJxxx ♥QJx ♦QJx ♣QJ is not an opening hand! (MS-11/28/04)

2.2.1.2. High cards in the long suits.

2.2.1.3. Honor cards are combined.

2.2.1.4. Good intermediates w/ 10s, 9s & 8s.

2.2.1.5. Good shape w/ 5 or 6-card suit and/or a shortness feature.

2.2.1.6. No wasted values such as A singleton or KQ doubleton.

2.2.2. **Quick Tricks ('QT')** · If a hand does not have 12 HCP, it should have 2½ QT concentrated in the long suits to open at the 1-level *e.g.*, a hand with ♠KJxx ♥AKxxx ♦xx ♣xx is an opening hand. (MS-11/28/04) A hand such as ♠A ♥765 ♦AK10865 ♣1084 should be opened 1♦ in all seats; despite just 11 hcp, it has 3QT, a good suit & a good rebid. (HHI-11/17/04)

Quick Tricks ('QT')	
A	1 QT
Kx	½ QT
KQ	1 QT
AK (same suit)	2 QT
AQ (same suit)	1½ QT

2.2.3. **Rule of 20** · We do not open hands based on a Rule of 20 valuation *e.g.*, ♠QJ972 ♥AK953 ♦9 ♣53 is not an opening hand. (HHI-11/17/04)

2.2.4. **Losing Trick Count ('LTC')** · We do not open hands based on LTC valuation *e.g.*, ♠QJ972 ♥AK953 ♦9 ♣53 is not an opening hand. (HHI-11/17/04).

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2.3. 3rd Seat Opening Hands (MS-11/28/04)

- 2.3.1. 3rd seat major suit openings may be opened light (10 HCP and 1½ QT), but it is expected that opener will have a 5-card major. Partner should be surprised if we open with a 4-card major.
- 2.3.2. W/ two 4-card majors, open 1♥ whenever the quality of the heart suit can be for lead direction with the plans on passing 1♠ or 1Nt e.g., ♠J985 ♥KQ106 ♦A4 ♣753. .New.
- 2.3.3. 3rd seat minor suit openings should be full opening hands. If 3rd seat opens light in a minor suit, opener will have 3-card support for both majors with the intention of passing partner's major suit or 1Nt response.
- 2.3.4. 3rd seat Weak 2-Bids are no rules bids and tend to be very preemptive.

2.4. 4th Seat Opening Hands (MS-11/28/04)

- 2.4.1. The objective of opening in 4th seat is to get a plus score. In 4th seat we do not need a maximum score; any plus score should be a good result. Unless playing from behind, we do not open if we think there is more than a remote possibility of a minus score. This means that you will usually have a full opening hand when you open in 4th seat. With marginal values, pass. A pass will earn a zero score and a probably an average board. (Hardy Std. p.30)
- 2.4.2. **Pierson Points** · We use the Pierson Points scale of HCP + number of spades to evaluate marginal hands – with 15 or more Pierson Points bid, otherwise, pass. Reasoning behind Pierson Points is that with sufficient length in spades to bid them or defend against them we are reasonably safe to open the auction.
- 2.4.3. 2♦ 2♥ 2♠ in 4th seat are not Weak 2-Bids. Two-level bids in 4th seat are opening hands with good suits opened at the 2-level to keep opponents from freely entering the auction. For example, the hand ♠A93 ♥KJ10963 ♦54 ♣A2, normally a 1♥ opening hand that you would rebid 2♥, should be opened 2♥ in 4th seat to keep the opponents from freely entering the auction w/ 1♠.

2.5. Bidding to Show Shape

- 2.5.1. **Balanced Hand** · With a balanced hand (4-3-3-3, 4-4-3-2 or 5-3-2-2) opener should bid some level of notrump as soon as possible even with a bad doubleton. A voluntary bid in notrump describes a balanced hand. This bid should show shape and limit the values of the hand. (Hardy Std p.16)
 - 2.5.1.1. 12-14 hcp – open 1 of a suit and rebid 1Nt.
 - 2.5.1.2. 15-17 hcp – open 1Nt.
 - 2.5.1.3. 18-19 hcp – open 1 of a suit and jump to 2Nt.
 - 2.5.1.4. 20-21 hcp – open 2Nt.
 - 2.5.1.5. 22-24 hcp – open 2♣ and rebid 2Nt.
 - 2.5.1.6. 25-27 hcp – open 2♣ and rebid 3Nt.
- 2.5.2. **Semi-balanced Hands** (5-4-2-2, 6-3-2-2 or 7-2-2-2). (Hardy Std. p.17)
 - 2.5.2.1. W/ honors in the doubletons semi-balanced hands should be treated as balanced e.g., ♠K9 ♥Q1043 ♦K8 ♣AJ942 has good doubletons and tenaces; you want the lead to come up to this hand.
 - 2.5.2.2. W/ honors in the long suits semi-balanced hands should be treated as unbalanced e.g., ♠94 ♥AQJ3 ♦98 ♣AKJ42 presents some rebid problems, but has good suits and bad doubletons and opener should not bid notrump with this hand.
- 2.5.3. **Unbalanced Hands** · An unbalanced hand is described by bidding in suits ... not in notrump. (Also See Bidding Priorities)

2.6. Planning a Rebid

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2.6.1. Opening bids in 1st or 2nd seat must have a planned rebid.

2.6.1.1. Balanced hands do not usually present a problem as they can be opened in notrump and systems are on, or rebid in notrump to describe the hand.

2.6.1.2. Unbalanced hands should be bid to describe strength and distribution.

2.7. Contract Priorities

2.7.1. Our 1st priority is finding an 8-card major suit fit.

2.7.1.1. Responder does not bypass a 4-card diamond suit on the way to finding an 8-card fit in the majors unless hand only warrants one bid.

2.7.1.2. With two 8-card fits in the majors we prefer to play in 4-4 fit instead of 5-3 fit.

2.7.2. When no major suit fit is found, our 2nd priority is to play in notrump.

2.7.3. When no major suit fit is found and an obvious problem in some suit prohibits notrump, playing in a minor suit is a last resort. **NOTE:** Somewhere I need to address the issue of a plus score in the minors.

2.8. Bidding Priorities

2.8.1. W/ balanced hand, opener should bid some level of notrump as soon as possible even with a bad doubleton.

2.8.2. W/ unbalanced hand opener should bid to show shape.

2.8.2.1. Open 5-card major, regardless of suit quality. ([See Opening 1M](#))

2.8.2.2. W/ 6m-5M hand, opener should bid 6-card minor suit before bidding 5-card major.

2.8.2.3. W/out 5-card major, open minor suit. ([See Opening 1m](#))

2.8.3. Responder's priorities:

2.8.3.1. Response in major suit shows 4 or more cards in suit.

2.8.3.2. We do not bypass 4-card diamond suit unless our hand only warrants one bid.

2.9. Opener Rebids w/ Minimal Values (12–15 HCP)

[**Note:** In 1st or 2nd seat opener not only has the right to make a second bid, but **must** have a planned rebid.]

2.9.1. The following rebids limit opener's hand to minimal values and are non-forcing ('NF'):

2.9.1.1. **1Nt** – w/ a balanced hand and 12-14 hcp; this bid limits opener's values and distribution.

2.9.1.2. **Higher ranking suit at the 1-level** – opener may have extra values (up to 18 HCP) and cannot show them at this call *e.g.*, after an auction of 1♦-1♥ holding ♠AKxx ♥x ♦AKQxx ♣xx opener cannot reverse to show extra values (2♠ is jump-shift showing 19+) and must bid 1♠ waiting to show extra values on third call. (2004 Charleston Regional playing with Jim Gentry)

2.9.1.3. **Raise responder's suit at the 2-level** – limits opener's hand and shows (3-card support with 2 honors *e.g.*, A10x) 4-card support. [**Note:** We do not play constructive raises.]

2.9.1.4. **Rebid of opener's suit at the 2-level** – limits opener's hand and most of the time shows a 6-card suit. In some auctions opener may have no choice but to rebid a 5-card suit, but this should be rare and opener will do so only when no alternative exists. (See Problem Distributions)

2.9.1.5. **Bid lower ranking suit at the 2-level** – opener may have extra values (up to 18 hcp) and must wait to show extra values on the third call.

[**Summary:** A bid of 1Nt or a rebid of opener's or responder's bid suit, limits values to a minimal hand. A new suit by opener may be bid with two ranges: either the minimum range of 12-15 HCP or game invitational ranges of 16-18 HCP and may not have the ability to show extra values until opener's third call.]

2.10. Opener Rebids w/ Invitational Values (16–18 hcp)

2.10.1. The following rebids show at least invitational values (extra values of an A better than opening values) and are invitational to game:

2.10.1.1. **Game try** – after a bid and raise in opener’s suit a new suit is invitational to game in agreed suit and is forcing one round (‘F1’). [**Note:** Game try bids will be discussed in detail later.]

2.10.1.2. **Jump rebid** – in opener’s first bid suit shows invitational values and guarantees a 6-card suit of good quality that will play in game with minimal trump support from partner and is not forcing (‘NF’).

2.10.1.3. **Jump raise** – in responder’s suit shows invitational values and promises 4-card support and is not forcing (‘NF’).

2.10.1.4. **Reverse** – shows invitational values or better, a minimum of 5-4 hand in suits bid and is forcing one round (‘F1’).

2.10.1.5. **Jump Reverse (Splinter)** – shows invitational values, 4-card support for partner’s suit, shortness in suit bid and is forcing one round (‘F1’). (**Note:** This specific Splinter shows invitational values because it allows partner to correct to suit implied below game level. Four jump reverse bids exist: 1♣-1♠; 3♦ and 1♣-1♠; 3♥ and 1♣-1♥; 3♦ and 1♦-1♠; 3♥.)

2.10.1.6. **3rd Call** – If responder attempts to sign-off in the bidding, a 3rd call by opener to keep the bidding open shows invitational values and describes shape.

2.11. Opener Rebids w/ Game Forcing Values (19-20 hcp)*

***(or the playing strength equivalent)**

2.11.1. The following bids show game forcing values and may be slam invitational.

2.11.1.1. To be added.

2.12. Problem Distributions

2.12.1. With few exceptions when opener rebids the suit opened it promises 6-cards in the suit, but sometimes you have to rebid a 5-card suit. When opener has a 5-4 hand, the 5-card suit should be bid first to show shape, but some times this is not possible as this sequence may constitute a reverse. The following agreements work around problem hands:

2.12.1.1. Start by bidding the 4-card suit and then bidding the 5-cards suit e.g., ♠A53 ♥7 ♦KQ105 ♣K8643 w/only 12 hcp start by bidding 1♦ and rebid 2♣.

2.12.1.2. Start by bidding the 5-card suit knowing that it may be necessary to rebid the 5-card suit e.g., ♠AJ5 ♥7 ♦K754 ♣KQ1053 open 1♣ but now with values in the long suit it is best to plan a rebid of 2♣.

2.12.1.3. Rebid 1Nt with semi-balanced hand and honors in unbid doubleton e.g., K6 84 K954 AQ987 after opening 1♣ and response of 1♥, bid 1Nt as the best description of this hand.

2.12.1.4. Rebid in 3-card minor suit partner will not rush to play in a minor suit e.g., ♠7 ♥AJ53 ♦K8632 ♣KJ6 after opening 1♦ and response of 1♠ rebid 2♣ as best description of this hand.



MS-12/15/04



3. Opening 1Nt (A15–17 HCP)

3.1. Opening 1Nt

- 3.1.1. An opening 1Nt hand is expected to have 15-17 HCP.
- 3.1.2. We might occasionally open a good 14 HCP w/ a 5-card suit as a source of tricks.
- 3.1.3. We would open with 18 HCP only if the hand has been devalued *e.g.*, an Ace-less hand.
- 3.1.4. Or in 4th seat in lieu of opening a 3-card minor. The strategy of opening 1Nt in 4th seat in lieu of opening a minor is the preemptive benefit of opening 1Nt and not letting the opponents freely enter the auction at the 1-level with a 1♥ or 1♠ bid. [**Note:** This has the same preemptive benefit as opening 2♦ 2♥ 2♠ in fourth seat.]

3.2. Balanced Hand

- 3.2.1. An opening 1Nt hand is expected to be balanced with no voids, no singletons, not more than one doubleton, no 6-card suit and not more than one 5-card suit (4-3-3-3 or 4-4-3-2. or 5-3-3-2).
- 3.2.2. Occasionally, we might open a 1Nt semi-balanced hand with a good 6-card minor suit (6-3-2-2) *e.g.*, Ax Kx Jxx AKJxxx or 5-4 hand with (5-4-2-2) with stoppers in the two 2-card suits, but would not open a 7-2-2-2 hand in 1Nt.

3.3. Open 1Nt w/ 5-card major. (Hardy Std. p.19)

- 3.3.1. Not w/ 5-card ♠ suit.
- 3.3.2. Will open w/ 5-card ♥ suit if responder's bid of 1♠ causes rebid problem (2-5-3-3).
- 3.3.3. With a 5-3-3-2 hand and a bad doubleton xx the hand should play bettering a major suit.
- 3.3.4. Hands that are toppish, mostly A and K, play bettering suits and hands that have texture, mostly K and Q with good intermediates, play better in notrump.

Summary: With 5-cards in one major and 3-cards in the other major, no worthless doubletons, and texture to the hand it is best to open 1Nt, otherwise, it is best to bid the 5-card major.

3.4. Systems on over: Dbl & 2♣ (Double of 2♣ is Stayman).

3.5. Stayman

3.5.1. NF Stayman · 1Nt-2♣ (w/ 8+ hcp & a 4-card major)

- 3.5.1.1. 2♦ –denies 4-card major
- 3.5.1.2. 2♥ –opener holds 4♥s and may also hold 4♠s
- 3.5.1.3. 2♠ –opener holds 4♠s and denies 4♥s
- 3.5.1.4. No other responses are allowed.

3.5.2. Forcing Stayman · We do not play Forcing Stayman.

3.5.3. Trash Stayman · Stayman can also be used to escape to 2♠, 2♥ or 2♦. With a weak hand of 0-7 points and a shortness in clubs (4-4-4-1 or 4-4-5-0) responder can bid 2♣ with the expectation of playing the contract in a 4-4 major suit fit or a diamond fit if opener denies a 4-card major *e.g.*, w/ ♠J853 ♥9876 ♦Q863 ♣5 responder would bid 2♣ and pass any bid by opener.

3.5.4. Drop Dead Stayman · With a weak 4-5 or 5-5 in the majors such as ♠J8(6)53 ♥Q10976 ♦8(6)3 ♣5 responder would use Stayman to play in 2 of a major. After 1Nt-2♣ if opener bids 2♥ or 2♠ responder passes. If opener bids 2♦ denying a 4-card major:

- 3.5.4.1. Responder's bid of 2♥ is weak showing a 4 or 5-card ♥ suit and guarantees a 4-card ♠ suit.

Opener passes 2♥ or with three good spades and weakness in hearts corrects to 2♠.

- 3.5.4.2. Responder's bid of 2♠ is weak with 5-spades and 4-hearts. Never bid past 2♠!!!

3.5.5. Other Stayman Bidding Sequences

- 3.5.5.1. 1Nt-2♣ – 2♦-3♣ is a weak 4-card M & 6-card ♣ hand.
- 3.5.5.2. 1Nt-2♣ – 2♦-Pass is a weak 4-card M & 6-card ♦ hand.

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- 3.5.6. (See **Quantitative Bids** after Stayman)
- 3.6. **4-Way Transfers**
- 3.6.1. **2♦A Transfers to 2♥**
- 3.6.1.1. 2♥A opener denies any form of super acceptance.
- 3.6.1.2. Super Acceptance
- 3.6.1.2.1. 2NtA – super acceptance w/ 16+-17 HCP & a good 3-card ♥ suit.
- 3.6.1.2.2. 3♥A – super acceptance w/ 15-16 HCP & 4-card ♥ suit.
- 3.6.1.2.3. {2♠, 3♣ or 3♦}A –super acceptance w/ 16+-17 HCP & 4-card ♥ suit ≡ showing feature of Ax in the bid suit.
- 3.6.1.3. **5/4 Majors** · Transfer to 5-card major (1Nt-2♦ transfer to ♥) and rebid 4-card major (2♠) invitational w/ 8–9 hcp and 5 of 1st M & 4 of OM. [See 1Nt-3♥ for 5/5 invitational and 1Nt-3♠ game forcing hands.]
- 3.6.1.4. **5/5 Major-Minor** · Transfer to 5-card major (1Nt-2♦ transfer to ♥) and rebid 5-card or more minor is forcing to game.
- 3.6.1.5. **Splinter Bids**
- 3.6.1.5.1. 1Nt-2♦ (Transfer) – 2♥-3♠ (unusual jump) — 6-card or more ♥ suit and void or singleton in ♠ is game forcing with interest in slam.
- 3.6.1.5.2. 1Nt-2♦ (Transfer) – 2♥-4♣ (unusual jump) — 6-card or more ♥ suit and void or singleton in ♣ is game forcing with interest in slam.
- 3.6.1.5.3. 1Nt-2♦ (Transfer) – 2♥-4♦ (unusual jump) — 6-card or more ♥ suit and void or singleton in ♦ is game forcing with interest in slam.
- 3.6.1.6. (See **Quantitative Bids** later in this section.)
- 3.6.1.7. **Texas Transfers** · 4♦A — Jacoby Transfer to 4♥ ≡ no interest in slam
- 3.6.1.8. **Slam Interest** · 1Nt-2♦ transfer to 2♥ and rebid 4♥ shows 6-card ♥ suit and interest in slam.
- 3.6.2. **2♥A Transfers to 2♠**
- 3.6.2.1. (See transfer to 2♥ bidding sequences.)
- 3.6.3. **2♠A transfers to 3♣**
- 3.6.3.1. 2Nt – Pre-Acceptance w/ 16+-17 HCP & Axx, Kxx, Qxx or xxxx ≡ searching for 3Nt or slam
- 3.6.4. 2NtA transfers to 3♦
- 3.6.4.1. 3♣ – Pre-Acceptance w/ 16+-17 hcp & Axx, Kxx, Qxx or xxxx ≡ searching for 3Nt or slam
- 3.7. 3♣ – 5♣ & 5♦ w/ 0–7 HCP — Non-Invitational Pass or Bid 3♦
- 3.8. 3♦ – 5♣ & 5♦ w/ 8–9 HCP — Inv to 3Nt?
- 3.9. 3♥ – 5♥ & 5♠ & 8–9 hcp — Inv
- 3.10. 3♠ – 5♥ & 5♠ & 10+ hcp — GF
- 3.11. 4♥A — Jacoby Transfer to 4♠ ≡ no interest in slam
- 3.12. **Quantitative Bids**
- 3.12.1. 1Nt – 4Nt is Quantitative
- 3.12.1.1. Pass with a minimum hand 15-16 HCP and
- 3.12.1.2. 6Nt with good a good hand 16+-17 HCP. We can add an extra point for a reasonable 5-card suit and 2 points for a reasonable 6-card suit.
- 3.12.2. 1Nt – 5Nt is Quantitative
- 3.12.2.1. Bid 6Nt with a minimum hand 15-16 HCP
- 3.12.2.2. Bid 7Nt with a maximum hand 16+-17 HCP.
- 3.12.3. 1Nt-2♣ (Stayman) – {2♠ or 2♥}-4Nt (Quantitative) [**Note:** 4♣ is RKC Gerber w/ bid suit as Key Card.]
- 3.12.3.1. Pass with a minimum hand 15-16 HCP and
- 3.12.3.2. 6Nt with good a good hand 16+-17 HCP. We can add an extra point for a reasonable 5-card suit and 2 points for a reasonable 6-card suit.
- 3.12.4. 1Nt-2♦ (Transfer) – 2♥-4Nt (Quantitative) and 1Nt-2♥ (Transfer) – 2♠-4Nt (Quantitative) [**Note:** 4♣ is RKC Gerber w/ transferred suit as Key Card.]
- 3.12.4.1. Pass with a minimum 15-16 HCP.

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- 3.12.4.2. 5M (5♠ or 5♥) w/ minimum 15-16 HCP and 3 or 4-card trump support.
- 3.12.4.3. 6M (6♠ or 6♥) w/ maximum 16+-17 HCP and 3 or 4-card trump support.
- 3.12.4.4. 6Nt w/ maximum 16+-17 HCP w/ 2-card support.
- 3.13. **Smolen** · 2♣ & after 2♦ response, jump to 3MA —4M-5OM & GF 10+ hcp.
- 3.14. **Lebensohl** · (F denies)A — begins w/ 2♦ interference
- 3.15. Negative Dbl of 3 level overcalls promises 10+ pts & 4♥ or 4♠
- 3.16. 1Nt-X —Moscow Escapes
 - 3.16.1. 1Nt-X-P forces XX – R can pass for penalty or escape by bidding 4-card suits up the line
 - 3.16.2. 1Nt-X-XX forces 2♣ – to escape to 5-card minor or weak (0–7 hcp) 5/5 in the majors



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



4. 1m-1M-2Nt (18-19 hcp)

- 4.1. 3m \heartsuit —New Minor Forcing after 1 \clubsuit -1 \spadesuit -2Nt-3 \diamondsuit
 - 4.1.1. 3 \heartsuit —show 4-card \heartsuit suit before [Note: different response system than over 1Nt NMF!]
 - 4.1.1.1. 3 \spadesuit —asks if opener also has 3 \spadesuit
 - 4.1.2. 3 \spadesuit —show 3-card \spadesuit suit



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5. Opening 2Nt (20–21 hcp)

- 5.1. 3♣♠ —Puppet Stayman GF
 - 5.1.1. 3♦ —at least one 4-card M & no 5-card M
 - 5.1.1.1. 4♦ —R has two 4-cards M
 - 5.1.1.2. 3♥ —R has 4-card ♠ suit
 - 5.1.1.3. 3♠ —R has 4-card ♥ suit
 - 5.1.1.4. 3Nt —R denies 4-card major
 - 5.1.2. 3♥ or 3♠ —5-card M
 - 5.1.3. 3Nt —no 4-card or 5-card M
- 5.2. 3♣♠ —Minor Suit Stayman (MSS) GF
 - 5.2.1. O bids 4-card minor or 3Nt
 - 5.2.2. w/two 4-card minors bid best (most suitable as trump)



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6. Opening 3Nt (Gambling)

- 6.1. 3Nt^A—solid 6-card minor suit w/no outside A or K
 - 6.1.1. 4♣—R wants to play in 4 of minor O should pass or correct
 - 6.1.2. 4♦—Singleton inquiry
 - 6.1.2.1. 4♥ or 4♠—major suit singleton
 - 6.1.2.2. 3Nt—w/out singleton
 - 6.1.2.3. 5 of 6-card minor—with singleton in other minor
 - 6.1.3. 4♥ or 4♠—natural with self sufficient 6-card M suit
 - 6.1.4. 4Nt—RKC
 - 6.1.5. 5♣—desire to play in 5 of minor O should pass or correct
 - 6.1.6. 5♦—(w/♣ honor) has determined O suit is ♦≡ to play
 - 6.1.7. 6♣—desire to play in minor suit slam O should pass or correct



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7. Opening 1♥ or 1♠ (12–21 HCP) w/ **Reverse Bergen Raises**

- 7.1. Expected open 5-card majors in all seats
- 7.2. **Reverse Bergen Raises**
- 7.3. 2NtA —Jacoby 2Nt 12+ or 13 hcp w/ 4-card support
- 7.4. 3NtA —13–15 hcp & 3-card support w/ balanced hand & stoppers in all side suits & ≡ asking opener to decide on 3NT, 4M or seek slam.
- 7.5. 4♣, 4♦ (3♣ or 4♥)A —Splinter ‘GF Limit Raise’ w/ 4-card support, void/singleton & 9+–12– hcp
- 7.6. 1NtA —F1 asking opener to further define hand
 - 7.6.1. w/3♣ & 3♦ bid 2♣ thus 2♦ is more likely to be 4-card suit
- 7.7. 2♣ **BPHA** —**Rev** Drury w/3-card support (in comp over Dbl. or 1♠)
 - 7.7.1. 2♦ –full opening bid w/ 5-card major but not sure of game
 - 7.7.1.1. R bids to show shortness (singleton or void)
 - 7.7.1.2. rebid of major denies shortness
 - 7.7.1.2.1. opener’s new suit shows shortness
 - 7.7.2. 2M –(2♥ or 2♠) denies full opening values or 5-card suit or both
 - 7.7.3. 3M –values for game asking about the quality of the major suit
 - 7.7.3.1. Pass –with no honors
 - 7.7.3.2. Game –with good suit
 - 7.7.4. 4M –facing a 3-card LR enough values for game
- 7.8. 2♦ **BPHA** —**Rev** 2-Way Drury w/4-card support (in comp over Dbl, 1♠, or 2♣ maybe 3-card support)
 - 7.8.1. 2Nt –full opening bid w/5-card major but not sure of game
 - 7.8.2. [All other bids from 2♣ BPH are the same.]



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8. Opening 1♣ or 1♦ (12–21 hcp) w/ **Inverted Criss-Cross Minor Raises**

- 8.1. Open better minor expected length is 3-cards w/ 3♣&3♦ open 1♣
- 8.2. 1m–2m **BUPHA** —Criss-Cross GF 12 hcp w/ 4-card ♦ support or 5-card ♣ support & usually distributional feature
- 8.3. 1m–JS om **BUPHA** —Inverted Minors LR 9+–12– hcp in support of bid minor
- 8.4. 1m–2m **BPHA** —Inverted Minor LR 9+–12– hcp
- 8.5. 1m–3m**A** —Inverted Minors (weak and preemptive) 2 to 8 hcp & 4-card ♦ support or 5-card ♣ support w/ distribution feature (usually not make this bid with 5-3-3-2 hand) the more distribution the less points required to make this bid.
- 8.6. **Do Not** Frequently bypass 4-card ♦ suit.
- 8.7. 1m–1Nt —6 to 10 hcp & denies 4-card **M**
- 8.8. 1m–2Nt —11 to 12 hcp & denies 4-card **M**
- 8.9. 1m–3Nt —13 to 15 hcp & denies 4-card **M**



Under Development (Last update November 23, 2005)

These bidding were submitted for review.

- ♣ 11/23/05 submitted to Ron Perry for Review
- ♥ 11/23/05 submitted to Marvin Shatz for Review
- ♦ 11/23/05 submitted to Dave Woods for Review

9. Opening 2♣

- 9.1. An opening bid of 2♣ is strong and forcing normally with 22+ HCP or playing strength that is one trick away from game $\equiv 8\frac{1}{2}$ QT & 18 HCP. 2♣ is the only forcing opening bid we play. (See §Forcing Opening) 2♣ opener has one of two kinds of hands either a very strong balanced hand with the intent to rebid some level of notrump or a one-suit oriented hand with the intent to rebid a suit to define the hand. We would only open a two-suited hand 2♣ if our hand was so good (e.g., strong 6-5 hand) that a simple opening bid might be passed. [see Hardy Std. p.178]
- 9.2. **System Bids:** Over 2♣ opening bid we play conventional responses of **Herbert Negative** (where 2♦ is positive and game forcing and 2♥ is a double negative) and **Kokish Relay** to define large balanced hand bidding sequences. If opener subsequently defines a notrump hand, **Opening 2Nt** systems are on.
- 9.3. **2♣ Opening Bids and Planned Rebids.**
 - 9.3.1. With a balanced hand:
 - 9.3.1.1. 2♣ and rebid 2Nt shows 22–24 HCP — not GF.
 - 9.3.1.2. 2♣ and after 2♦A (GF) rebid 2♥A (**Kokish**) relay to 2♠A (**Kokish**) rebid 2Nt shows 25–27 (25+) HCP — GF.
 - 9.3.1.3. **Kokish Relay** – After an opening hand of 2♣ and a positive response of 2♦, we play Kokish Relay which allows opener to show a balanced hand with 25–27 (25+) HCP without having to jump to the 3-level. After a 2♣ opening and 2♦ game forcing response, 2♥ is a relay to 2♠ both bids are artificial, forcing and alertable. Opener's 3rd bid defines his hand as either balanced hand with 25+ hcp or a one suited hand with hearts.
 - 9.3.2. With an unbalanced hand:
 - 9.3.2.1. Holding ♣♦ or ♠ suit open 2♣ and rebid suit to the define hand.
 - 9.3.2.2. Holding a ♥-suit open 2♣ and after 2♦A (GF) rebid 2♥A (**Kokish**) as relay to 2♠A (**Kokish**) and rebid to define heart suit.
 - 9.3.2.2.1. 3♥ would show a 6-card suit
 - 9.3.2.2.2. 3♣, 3♦, or 3♠ would show a 5-card ♥ suit and a second 4-card suit or 3-card suit headed by honors (AQx).
- 9.4. **Responder's 1st Bid**
 - 9.4.1. W/out interference:
 - 9.4.1.1. 2♦A – Game Forcing with an A, K or 2Qs.
 - 9.4.1.2. 2♥A – Double Negative (Dbl. Neg.) without an A or K nor 2Qs.
 - 9.4.1.3. 2♠A \equiv 8+ hcp and 5-card ♠ suit w/ 2 of top 3 honors — GF.
 - 9.4.1.4. 2NtA \equiv 8+ hcp and 5-card ♥ suit w/ 2 of top 3 honors — GF.
 - 9.4.1.5. 3mA \equiv 8+ hcp and 6m suit w/ 2 of top 3 honors — GF.
 - 9.4.1.6. **Discussion:** By bidding 2♦ first and then rebidding a suit denies 2 of top 3 honors.
 - 9.4.2. With interference:
 - 9.4.2.1. 2♣-X-PassA (GF) – Pass is same as 2♦ GF with an A, K or 2Qs.
 - 9.4.2.2. 2♣-X-XXA (Dbl. Neg.) – Redouble is same as 2♥ Dbl. Neg. without an A, K nor 2Qs.
 - 9.4.2.3. 2♣-overcall of {2♦, 2♥, or 2♠}–PassA (GF) – same as 2♦ with an A, K or 2Qs.
 - 9.4.2.4. 2♣-overcall of {2♦, 2♥, or 2♠}–XA (Dbl. Neg.) – same as 2♥ w/out an A, K nor 2Qs.

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9.4.2.5. **Discussion:** After an interference bid, a **Pass** is stronger than double/redouble. With a strong hand simply pass and partner can always reopen the bidding to define his hand. Presumably with a strong hand you will want to play for game or slam. With a weak hand, however, it is important for responder to double and let the strong hand decide to sit for the double or bid again. The logic of the double is that with a weak hand game or slam may be out of reach and you may maximize outcome of the hand by defending for an amount greater than you can make playing the contract.

9.5. Opener's 2nd Bid

9.5.1. With a balanced hand:

9.5.1.1. 2Nt shows 22–24 HCP — 2Nt rebid is not GF.

9.5.1.2. 2♥A (**Kokish**) relay to 2♠A (**Kokish**) rebid 2Nt shows 25–27 (25+) HCP.

9.5.1.3. **Systems Bids:** All system bids applicable after an opening bid of 2Nt are on over 2Nt rebids. (See §Opening 2Nt)

9.5.2. With an unbalanced hand:

9.5.2.1. New suit bids of 2♣, 3♣ or 3♦ are natural bids and forcing one round (F1).

9.5.2.2. 2♥ (**Kokish**) is relay to 2♣ any subsequent rebid, other than rebid of 2Nt shows, a heart suit.

If opener chooses to bid a suit other than hearts, after going through Kokish Relay, opener has a heart suit and the suit bid shows a second suit ... might be 4-card or 3-card suit headed by values (e.g., AQx).

9.5.2.3. **Discussion:** After a 2♣ opening bid, a suit rebid is natural showing a 5-card suit and playing strength that is one trick away from game (8½ QT).

9.5.2.4. Jump in new suit of 3♠ 4♣ or 4♦ jump in hearts (after going through Kokish Relay) shows a self sustaining 6+cards suit and is game forcing with slam interests and sets the trump.

9.5.2.5. After 2♥ Dbl. Neg. from responder, opener must make forcing bids to keep the bidding open. If a 2♣ opener bids a suit, and then repeats that suit (at any level), the auction is no longer forcing and responder may pass. After 2♥ response, opener must set the contract or continue to make forcing bids.

9.6. Responder's 2nd Bid

9.6.1. After responder's 2nd bid (2 of anything), if opener has rebid 2Nt to show a balanced hand of 22–24 HCP or gone through Kokish to define 25+ HCP hand, systems are on. (See §Opening 2Nt)

9.6.2. If responder's 1st bid was 2♥ Dbl. Neg. and opener rebids a suit (F1).

9.6.2.1. With a fit for opener's suit (3-card) and no shortness control (singleton or void), responder jumps to game (fast arrival) showing no interest beyond game.

9.6.2.1.1. After 2♣-2♥-2♠ holding ♠Q85 ♥96 ♦87432 ♣1062 we would jump to 4♣.

9.6.2.1.2. ☐ After 2♣-2♥-2♠ holding ♠Q85 ♥6 ♦87432 ♣10862 we would bid 3♦ (5-cards suit) or 3♣ (cheapest suit - **Herbert Negative**) and subsequently bid 4♣.

9.6.2.2. Without a fit, responder makes the best descriptive bid after 2♣-2♥-2♠.

9.6.2.2.1. Holding ♠xx ♥Qxxx ♦xxxx ♣xxx bid 3♥ - bidding the only values in your hand.

9.6.2.2.2. ☐ Holding ♠xx ♥xxx ♦xxxxx ♣xxx bid 3♦ - 5-card suit.

9.6.2.3. Without a fit and no descriptive bid, bid the cheapest suit (**Herbert Negative**).

9.6.2.3.1. ☐ Holding ♠xx ♥xxx ♦xxxxx ♣xxx bid 3♣ - cheapest suit.

9.6.2.3.2. **Discussion:** The above two statements are in conflict. We need to decide if we are playing the **Herbert Negative** bids in other situations (we already play 2♥ as a Double Negative). This issue came up two weeks ago in a different auction when I made a Takeout Double and then cue-bid (3♣) the opponent's suit showing a 2♣ opening hand as an overcall. In that auction you held the hand ♠xx ♥Qxxx ♦xxxx ♣xxx ... after the TO Double you bid 2♥ and after the cuebid you bid 3♥ and at that time I told you I thought you had a 5-card heart suit and should have bid 3♦ the cheapest bid you could make. We need to discuss use of **Herbert Negative**.

9.6.3. If responder's 1st bid was 2♦ (GF) and opener rebids 2♥A (**Kokish Relay**) is a relay to 2♠A.

9.6.3.1.1. 2♠A - forced.

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- 9.6.3.1.2. 2Nt **A** - 6-card broken spade suit.
- 9.6.3.1.3. 3♣ - 6-card broken club suit.
- 9.6.3.1.4. 3♦ - 6-card broken diamond suit.
- 9.6.3.1.5. 3♥ - 6-card broken heart suit.
- 9.6.3.1.6. ☐ **Discussion:** My research attributes these variants to accepting the Kokish Relay to Danny Kleinman, however, the 3♥ bid is a 6-card spade suit and 3-card support of hearts. [see www.bridgeguys.com/conventions/kokishrelays.html]
- 9.6.4. If responder's 1st bid was 2♦ (GF) and opener rebids a suit either ♣, ♦, ♠ directly or shows a ♥ suit after going through **Kokish**.
 - 9.6.4.1. With a fit for opener's suit (3-cards) and no shortness control (singleton or void), and an only an outside Q responder jumps to game (fast arrival) showing no interest beyond game.
 - 9.6.4.1.1. After 2♣-2♦-2♠ holding ♠Q85 ♥96 ♦7432 ♣Q1062 jump to 4♠.
 - 9.6.4.2. With a fit for opener's suit (3-cards) and either a shortness control (singleton or void), or an outside A or K responder raises opener's suit (slow arrival).
 - 9.6.4.2.1. After 2♣-2♦-2♠ holding ♠Q85 ♥9 ♦76432 ♣Q1062 bid 3♠.
 - 9.6.4.2.2. After 2♣-2♦-2♠ holding ♠Q85 ♥96 ♦7432 ♣A1062 bid 3♠.
 - 9.6.4.3. Without a fit, responder makes the best descriptive bid.
 - 9.6.4.3.1. First responsibility is to show a 5-card suit, after 2♣-2♦-2♠ holding ♠96 ♥Q84 ♦KJ862 ♣J63 bid 3♦.
 - 9.6.4.3.2. ☐ Without a fit and no 5-card suit responder bids 2Nt, after 2♣-2♦-2♠ holding ♠96 ♥Q84 ♦KJ82 ♣J763 bid 2Nt. **Discussion:** Do you agree with this statement or would you still bid 3♦?
- 9.7. **Opener's 3rd Bid**
 - 9.7.1. If responder has bid 2♥ as a double negative and opener has rebid a suit, opener must make forcing bid to keep the bidding open if opener rebids his suit at any level it is no longer forcing.
 - 9.7.2. If responder has bid 2♥ as a double negative and opener has jumped in a suit, this bid is game forcing and opener bids to show shape.
 - 9.7.3. If responder has bid 2♦ this is a game forcing auction and opener bids to show shape.



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10. 2♦ 2♥ 2♠ — Weak Two-Bids 5-10 hcp & 6-card suit

- 10.1.1. W2-Bids are preemptive bids – just not as preemptive as 3-level or 4-level preemptive bids. W2-Bidder describes his hand with one bid and is not expected to bid again. The W2-Bid hand will have offensive strength if the suit bid becomes trump and will have little defensive strength *e.g.*, W2-Bids will not have two outside features (A or K)! A hand with outside defensive strength or a hand that intends to bid again, should be opened at the 1-level or pass initially.
- 10.1.2. In 1st or 2nd seat W2-Bidder will have a good suit w/ 4 hcp in the suit. Vulnerable the W2-Bidder will also have a good hand w/ 8+–10 hcp.
- 10.1.3. In 3rd seat, especially not-vulnerable, all rules are off.
- 10.1.4. 2Nt – asks for a feature of an outside A or K
- 10.1.5. **Reverse McCabe Adjunct** — When RHO makes a takeout double of opener's Weak Two-Bid, McCabe is used to show different bidding sequences. (MS-12/01/04)

Opener bids 2♥ and overcaller makes a takeout double — responder now bids:

- 10.1.5.1. 2♠, 3♣ or 3♦ **Alert** – A **New Suit** at the cheapest level (higher ranking suit at the 2-level or lower ranking suit at the 3-level) is lead directional showing reasonable support for opener's suit (10xx) and a holding in the **new suit bid** (AQx, KQx or KJ10x) that makes the new bid suit a safe lead. If the advancer passes opener should rebid 3♥. If advancer bids, opener should pass unless opener has a huge fit with responder's bid suit. (Hardy p.241 & Lair p.35)
Examples: 1) with ♠65 ♥1043 ♦K62 ♣KJ1032, 3♣ would suggest a good ♣ lead 2) with ♠65 ♥J43 ♦AQ732 ♣62, 3♦ would suggest a good ♦ lead 3) with ♠73 ♥Q97 ♦KQ9 ♣J8754, 3♦ would suggest a good ♦ lead.
- 10.1.5.2. 3♥ **Alert** – With a fit for the W2-Bid, but no good lead to indicate (either new suit or partner's suit) a **Direct Raise of Partner's W2-Bid Suit**, is the preemptive bid you would make if you were not playing McCabe. (Hardy p.241)
- 10.1.5.3. 4♥ (or 5♥) – A **Jump Raise of Partner's Suit** is to play. This may be a bid with game forcing values or simply a Law of Total Tricks bid. Let them guess.
- 10.1.5.4. 2Nt **Alert** – Is a relay to 3♣. (Hardy p.241, Lair p.36, Kearse p.143 & Encyclopedia p.571)
 After the relay to 3♣, responder's next bid is to play:
 - 10.1.5.4.1. Pass – With a stiff ♥ and long club suit, **Pass** is to play 3♣. (Hardy p.241 & Lair p.36)
 - 10.1.5.4.2. 3♦ or 3♠ – With a stiff ♥ and long suit, a **Delayed New Suit** is to play. (Hardy p.241 & Lair p.36)
Example: 1) with ♠A3 ♥_ ♦KQ109753 ♣Q1064 bid 3♦ to play.
 - 10.1.5.4.3. 3♥ **Alert** – the **Delayed Raise** in partner's suit shows support with an A or K in partner's suit, thus, helps partner with the decision to lead the W2-Bid suit. (Hardy p.241 & Lair p.36)
Examples: 1) with ♠73 ♥K84 ♦J9642 ♣Q107 responder should bid 3♥.
- 10.1.5.5. **Redouble Alert** – Says partner I am interested in defending this hand, I can double at least 2 of the suits the opponents might bid and invites the W2-Bidder to double if he has defensive strength in the advancer's bid suit. Responder should have tolerance for opener's suit (Jx) in case the partnership has to play the redouble bid. (Lair pp.36-37)

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Example: 1) With ♠xx ♥AJ10xxx ♦K108 ♣xx W2-Bidder should double 3♦ contract. In a diamonds contract this hand very likely has 2 defensive tricks. (Lair p.37)

10.1.5.6. **Redouble** and then a **Raise in Partner's Suit** — a game invitational bid by responder, asks opener if he likes his 2-bid to bid game.



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11. Other Conventional Calls

- 11.1. 1m-1M-1Nt-2om \heartsuit —New Minor Forcing (“NMF”)F1 asking opener to further define hand
 - 11.1.1. first showing 3-card support 3 \heartsuit or 3 \spadesuit
 - 11.1.2. before ck-bk for 4-card \heartsuit suit
- 11.2. 1 \heartsuit -1 \spadesuit – 1Nt-2m —also NMF (m bid shows stopper for Nt)
- 11.3. 1 \clubsuit -1 \spadesuit – 2 \clubsuit -2 \diamond —Alan Keller NMF
- 11.4. All Jump Shifts are weak except artificial bids e.g., Bergen
- 11.5. 4th Suit Forcing (“4SF”) is GF (1 \clubsuit -1 \diamond – 1 \heartsuit -1 \spadesuit is not 4SF)
- 11.6. Western Cue is not usually 1st opportunity to cue-bid usually all 3 level cue bids
- 11.7. 1M–2M —Kokish Game Try and Short Suit Game Try: after bid and raise Kokish asks for 1st suit (showing values) responder would accept a game try and Short Suit game tells opener’s shortness (singleton or void) and asks responder to reevaluate hand.
 - 11.7.1. 1 \heartsuit -2 \heartsuit -2 \spadesuit would be asking ptr for 1st suit ptr would accept a game try
 - 11.7.1.1. 2Nt –R accept a game try in \spadesuit
 - 11.7.1.2. 3 \clubsuit –R would accept a game try in \clubsuit
 - 11.7.1.2.1. after positive response new suit 3 \heartsuit – O ask if R would also accept game try in \heartsuit
 - 11.7.1.3. 3 \diamond –R accept a game try in \diamond & deny a game try in \clubsuit
 - 11.7.1.4. 3 \heartsuit –R deny game try
 - 11.7.2. 1 \heartsuit -2 \heartsuit –new suit by opener shows shortness (singleton or void) & asks R to re-evaluate hand
 - 11.7.2.1. 2Nt –shows shortness in \spadesuit
 - 11.7.2.2. {3 \clubsuit 3 \diamond 3 \heartsuit } show shortness in respective suits
 - 11.7.2.2.1. R bids 3 \heartsuit or 4 \heartsuit
 - 11.7.3. 1 \spadesuit -2 \spadesuit -2Nt asks for 1st suit ptr would accept a game try
 - 11.7.3.1. [Respective bids from 1 \heartsuit -2 \heartsuit would be the same.]
- 11.8. Sandwich Nt —5/5 in two unbid suit and weaker than takeout double
- 11.9. \heartsuit Lebensohl over reverses.



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12. Special Doubles

- 12.1. Negative Doubles —3♠
- 12.2. Responsive Doubles —3♠
- 12.3. Maximal Doubles — Need to add comments!
- 12.4. **Do Not Play** Support Doubles



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13. Overcalls

13.1. **Simple Overcalls**

- 13.1.1. 1-Level Overcalls —8–15 hcp and good suit
- 13.1.2. 2-Level Overcalls —near opening hand and good suit
- 13.1.3. New Suit by BUP Advancer is F1 and Constructive
- 13.1.4. New Suit by BP Advancer is NF
- 13.1.5. Jump Raise –weak
- 13.1.6. Jump Cue Bid is 7–9 hcp
- 13.1.7. Cue Bid is 10–12 hcp LR



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14. Jump Overcalls

- 14.1. **Weak Jump Overcalls** · Unless specifically defined otherwise, jump overcalls are weak.
- 14.2. **Strong Jump Overcalls** · There are 3 defined exceptions to Weak Jump Overcalls.
 - 14.2.1. **Balancing Overcall** · In the balancing (reopening) seat a jump overcall should show a good hand. This is the same kind of hand, as opener, you would bid 2♥ after 3-passes where you want to make it tougher for opposition to enter the bidding.
 - 14.2.1.1. After a bidding sequence of 1♣-Pass-Pass-?, in the pass out seat 2♥ should show a good hand such as ♠A6 ♥KQ9874 ♦AQ4 ♣83.
 - 14.2.1.2. After a bidding sequence of 1♦-Pass-Pass-?, in the balancing seat you would bid 2♥ with ♠32 ♥AKQ1085 ♦74 ♣AJ9. (Root: Commonsense Bidding p.109)
 - 14.2.2. **After Preempt** · A jump over a preempt shows a good hand and a good suit. After an opening Weak Two-Bid of 2♥, a bid of 3♠ would show a good hand and a good solid suit such as ♠AKQ1074 ♥43 ♦AQ8 ♣J9.
 - 14.2.3. **Opponents Bid and Raise** · After the opponents bid and raise, a jump overcall shows good hand with extra trump, and usually a shortness feature. After an opening bid and raise of 1♦-Pass-2♦, a bid of 3♥ would show a hand such as ♠QJ7 ♥AQJ9843 ♦A3 ♣3 and after an opening bid of 1♥-Pass-2♥, a bid of 3♠ would show a hand such as ♠AQ87542 ♥9 ♦K72 ♣A7. Partner should be able to bid game with moderate support and a 7 or 8-count.



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15. Opening Preempts

- 15.1. Opening suit bids at the 3-level, 4-level and 5 of a minor are preemptive. [**Note:** 5 of a major is not a preemptive bid.] The purpose of preemptive bids is to be obstructive. Preemptive contracts are not expected to be made, but to be defeated doubled for less than a game score by the opposition (for a positive result). The preemptive bidder is expected to describe his hand with one bid and is not expected to bid again. Preemptive hands will have great offensive strength if the suit bid becomes trump and will have little defensive strength. While most preemptive bids will not usually have an outside defensive trick, on rare occasions hands may be preempted despite having an outside A or K. Partner should be surprised by outside defensive tricks.
- 15.2. In 1st or 2nd seat —preemptive bids should be sound w/ 3 of top 5 honors (e.g., AK10, AQJ), and if vulnerable even better.
- 15.3. In 3rd seat —preemptive bids could be light, especially if not-vulnerable against vulnerable.
- 15.4. ☐ Marvin: are we playing this? Over preempts 4♣ is key-card asking: 4♦ - 0, 4♥ 1 w/o Q, 4♠ - 1 w/Q, 4Nt - 2 w/o Q, 5♣ - 2 w/ Q



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16. Direct Cuebid

Michaels —need to add comments.



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



17. Notrump Overcalls

- 17.1. Direct Nt Overcall
 - 17.1.1. 1Nt Overcall —15–18 hcp (HS p.191)
 - 17.1.1.1. shows 3-card suit w/ at least one stopper in overcalled suit
 - 17.1.1.2. Systems On
 - 17.1.1.3. ♣ lets talk about transfer into opener's suit
 - 17.1.2. Dbl then rebid some level Nt —19+ hcp (p.192)
 - 17.1.3. Dbl, Cue Bid then rebid Nt —monstrous Nt hand (ibid)
- 17.2. Balancing Nt (see HS p.202)
 - 17.2.1. 1Nt —11–14 hcp & ♣ Systems On
 - 17.2.1.1. Opening bid in minor suit, Nt does not promise stopper
 - 17.2.1.2. Opening bid in major suit, Nt promises stopper
 - 17.2.2. Dbl then rebid Nt —15–17 hcp full opening Nt (ibid)
 - 17.2.3. 2Nt —18–19 hcp and Systems On (ibid)
 - 17.2.4. Dbl, Cue Bid then bid Nt is GF —monstrous Nt hand
- 17.3. Unusual Nt —jump overcall in 2Nt, 4Nt, 5Nt or 6Nt is Unusual for the two lowest unbid suits, as well as, Nt bid after opponents have found a fit.
 - 17.3.1. With 2-Suited Takeout Bids (e.g., Unusual Nt and Michaels) the values will never be intermediate but are Mini-Maxi Bids showing either
 - 17.3.1.1. Mini Hand —preemptive showing 5/5 & 7+–11 hcp
 - 17.3.1.2. Maxi Hand —slam interest showing 5/5 and 16+ hcp
 - 17.3.1.3. Opening Hands —w/ 12–15 hcp should be bid to show shape



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



18. Defense Vs. Notrump

DON'T

Cappelletti over weak NT and NT overcalls



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



19. Over Opponents Takeout Double

19.1. Jordan



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



20. Vs Opening Preempts Double Is

- Takeout through 4♠—is this correct?
Lebensohl 2Nt Responses.



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



21. Slam Conventions

Gerber over opening Nt and last bid Nt.

RKC Gerber w/ suit agreement

RKC 1430

DOPI — Dbl — 0 Pass 1



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



22. Leads

Standard Leads: no special agreements

Primary signal to partners leads: Attitude; suit preference w/ attitude not appropriate

Primary signal to opponents leads Count



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



23. Defensive Carding

Trump Suit Preference

Foster Echo:



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



24. Reserved



Under Development (November 17, 2005)

These bidding agreements are under development and should not be relied upon.



25. Glossary

A – Announce

A – Alert

☐ – Tagged for discussion.

≡ (Identical To) – Usually shows the (actual or interpretive) meaning of a bid or bidding sequence.

16+ – Good 16 points

18– – Bad 18 points

4SF (or **FSF**) – Fourth Suit Forcing ·

BPH – By Passed Hand

BUPH – By Unpassed Hand

Comp – Competition

Dbl – Double

DT – Defensive Trick · A card or card combination that may be expected to win a trick on defense.

dp – Distribution Points

F – Forcing

F1 – Forcing one round.

GF – Game force or game forcing.

Hardy Std. – Max Hardy: Standard Bridge Bidding for the 21st Century (Poughkeepsie, NY: Vivisphere Publishing ISBN 00-104457), 2000.

HCP – High Card Points

JS – Jump Shift

Inv – Invitational

LM – Limit Raise

M – Major suit.

m – Minor suit.

NF – Non-forcing or not forcing.

NMF – New Minor Forcing

NI – Non Invitational

Ogust – (see chart)

Ogust Responses
3♣ = bad suit & bad hand
3♦ = good suit & bad hand
3♥ = bad suit & good hand
3♠ = good suit & good hand
good hand = 8+ to 10 good suit = 2 of top 3 honors w/ solid suit bid 3Nt

O – Opener

OM – Other Major

Bidding Agreements Fred Ferguson, Ron Perry & Marvin Shatz

om – other minor

pts – Points or Total Points

QT – Quick Trick · Honor cards and combinations usually expected to win a trick.

R – Responder

W2-Bids or W2B – Weak Two-Bids

w/ – with sometimes when, where, etc.

X – Double

x – Small card in a suit.

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