

NEW ZEALAND OPEN: Dwayne Crombie and Stephen Henry 27/11/2024

Note [1] Basic Style

- Point count is a guide only.
- We rebid 1NT with 15-17 HCP hands, but we don't tend to bypass a major if balanced
- 2/1 response is a GF unless there is an overcall then it is 1RF.
- Fourth suit is game forcing except 1♣-1♦; 1♥-1♠ which is NAT and 2♠ becomes ART GF
- After 1♣-1Suit; 2NT, 2♣-2♦; 2NT, 2♣-2♠; 2NT, NAT 2NT overcall continuations are the same as after a 2NT opening
- Don't normally show shortage with singleton A or K, don't normally SPL in partner's suit
- Artificial responses by a passed hand no change although ranges can be a little lower eg P-1♦; 2♦ opener can pass

Note [2] Continuations to 1♣-2♣ or 1♦-2♦ (INV+, 4+ support)

After 1m-2m

- 2NT: 15-19 HCP, approx BAL, GF, opener is expected to bid again if 18-19 HCP. Note denies 3NT rebid as below.
- 3NT: 15-17 HCP, approx BAL with 4432 after 1♣ opening and 3343 after 1♦ opening
- Min new suit: Stopper or 5/6 F to 2NT or 3m
- Jump new suit: SPL
- 3m: Any minimum, non-forcing
- 4m: Suit set inviting cue bids

Note [3] Jacoby Style 2NT (3+ support M, INV+)

After 1M-2NT opener rebids as follows:

- 3♣: Any minimum (approx. 11-14 HCP), then 3M is NF and 3NT is an offer to play
- 3♦: 15+ HCP No shortage
- 3♥/3♠/3NT: 15+ HCP SPL High/Middle/Low
- Jump in a new suit shows a void

After 1M-2NT; 3♣:

- 3♦: Asks for shortage, then 3♥: No shortage, 3♠/3NT/4♣: High/Middle/Low SPL

Interference over Jacoby 2NT:

- Step responses
- Pass: Any minimum (approx. 11-14 HCP), then (if available) 3M is NF
- X/XX: 15+ HCP No shortage
- Minimum suit: 15+ HCP SPL High
- Minimum suit +1: 15+ HCP SPL Middle
- etc

Note [4] Other Raises over 1M

- 1M-2M: 3 card support 4-9 HCP or 4 card support 0-6 HCP, then a new major is a long suit game try, new minor is a short suit game try, 2NT is a general game try and a reraise is a mild game try
- 1M-3M shows four plus support (6)7-9 HCP
- After a double; no change but after an overcall; raise is NAT less than an invite and cue shows INV+ raise, 2NT is NF INV
- P-1M; 2m shows good 3 card raise with values in the minor

Note [5] Reverse

While a reverse normally has a four card suit, this is not guaranteed. After a reverse:

- Cheapest of 2NT or 4th suit: Asks reverser to rebid their first suit unless extras
- Other including a raise: Forcing

Note [6] 2NT Rebid after 1♦/1♥-1♦/1♥/1♠

A 2NT rebid shows one of three hand types:

1. 6+ of opener's suit and 3 card support with INV+ values
2. 4 card support INV+ (often BAL as opener has chosen not to splinter)

Continuations are as follows:

- 3♣: Minimum with 4 card suit only (then opener can sign off, including pass, in either suit, or continue by bidding game to play or new suit as a cue bid for the major)
- 3♦: Minimum with 5 plus suit (then opener can sign off, including pass, in either suit, or continue by bidding game to play or new suit as a cue bid for the major)
- 3♥: GF (non-minimum) with 4 card suit (then opener can bid 3NT/4M to play, 4m as 3/6, other is a cue for M)
- 3♠: GF (non-minimum) with 5 card suit (then opener can bid 3NT/4M to play, 4m as 3/6, other is a cue for M)

Therefore, a jump raise of responder's suit is a shapely invite.

Note [7] Rebids after 2/1 response

- New suit: Natural forcing, non-minimum if reverse or at three level
- Rebid of suit: Minimum 5+ suit, may include 4 card support for responder if minimum
- 2NT: Balanced, 15-19 HCP, opener is expected to continue with 18-19 HCP
- 3NT: 15-17 HCP, 5332 with doubleton in responder's suit
- Raise: Natural, non-minimum

Note [8] Continuations to 1NT Opening

- After 2♣-2♦: 2♥/2♠ is to play, 2NT is invitational, 3m is natural GF, 3♥/3♠: 5♠&4♥/4♠&5♥
- After 2♣-2♥/2♠: 2NT is invitational, 3m is natural GF, Cheapest OM shows BAL slam try, jumpshift is SPL
- 2♦/2♥ show 5+♥/5+♠, normally opener bids 2♥/2♠ but can super accept with 2NT (excellent) or 3♥/3♠ (good). Then new suit is natural GF unless a retransfer over 2NT, 2NT is invitational, 3NT is choice of games, jumpshift is SPL
- 2♠ is a size ask or 5+ clubs, then 2NT is any minimum and 3♣ is any maximum. 2NT shows 5+♦, then 3♣ is a non-super accept, 3♦ is a super accept. Responder's continuations are new suits SPL
- 3♣ is Puppet Stayman, 3♦ shows a GF with 5/5 minors, 3♥/3♠ show 3♠1♥/1♠3♥ with both minors

Interference over 1NT Opening

- If they bid 2♣ then system on with double replacing 2♣ bid (except if 2♣ shows MM then double shows clubs lead directional).
- Double is takeout over a natural bid, new suit at 2 level is NF (opener may raise), 2NT: Clubs, INV+, New suits at the 3 level is a transfer to the suit above INV+, double is values over an artificial overcall.
- If they double (not penalties) then system on with XX showing values and subsequent doubles are takeout
- If they double (penalties) then XX: values (subsequent doubles are takeout), Suit: natural non forcing
- If they double Stayman or puppet Stayman then pass denies club stop, XX shows interest to play in clubs, others no change with a club stop. If the X is passed to responder, then XX asks again eg 1NT-(P)-2♣-(X); P-(P)-XX is Stayman

Note [9] Continuations to 2♦ (11-16HCP, 4+♠ & 5+♥, hearts always longer than spades)

- Pass: To play
- 2♥/2♠: To play (then opener can continue with significant extras and/or shape)
- 2NT: ART GF (then 3♣/3♦: FRAG, 3♥: Min 4522, 3♠: Non-min 4522, 3NT: 4522 good minors, 4♣: 4♠ & 6♥, 4♦: 5♠ & 6♥)
- 3♣: Natural non-forcing (then opener can raise)
- 3♦: ART INV in at least one major (Then 3♥: Min, 3♠: Accept if ♥ raise, 3NT: 4522 Max, 4♣/4♦: FRAG & Max, 4♥: 4♠ & 6♥, 4♠: 5♠ & 6♥)
- 3♥/3♠: Mixed raise, (6)7-9 HCP 4+ support

Note [10] 3NT Good Major Suit Pre-empt:

An opening of 3NT represents a hand with good playing strength (and often enough HCP values to open at the one level) that has constructive slam interest. With a purely pre-emptive hand we open 4♥/4♠.

Responses:

- 4♣/4♦: Slam try for ♥ and ♠ respectively
- 4+♥/4+♠: Pass or correct
- 4NT: Simple Blackwood (5♣:0/4 Aces, 5♦: 1 Ace, 5♥: 2 Aces, 5♠: 3 Aces)
- 5♣/5♦/6♣/6♦: To play
- 5NT: Pick a slam

Continuations to 3NT-4♣/4♦

- 3NT-4♣: 4♥: minimum, 4♠ most hands with ♠, 4NT: Extras often good trumps, 5♣/5♦: Cue 1st/2nd, 5♥: General extras, 5♠: Excellent hand with ♠
- 3NT-4♦: 4♥: most hands with ♥, 4♠: minimum, 4NT: Extras often good trumps, 5♣/5♦: Cue 1st/2nd, 5♥: Excellent hand with ♥, 5♠: General extras

Note [11] Slam Bidding

- Our general approach, in priority order, to slam bidding is to use last train, splinterwood, kickback and cue bidding
- **Last Train.** After a major has been agreed and cue bidding has commenced then step below major is Last Train showing extras but not enough to commit above game. If the Last Train bidder continues after signoff, then it was a cue bid.
- **Splinterwood** After a GF splinter first step (not 3NT or game in agreed suit) asks: Step 1: Void, Step 2+ as per RKCB. If a void is shown, then the first step is a keycard ask.
- **Kickback.** Instead of 4NT being a keycard ask then the suit, (at the four level) one step above the agreed or implied trump suit acts as keycard. ie 4♦ for clubs, 4♥ for diamonds, 4♠ for hearts with 4NT remaining keycard for spades. If no suit is explicitly agreed, then the last suit is assumed to be agreed eg 1♥-2♠; 4♦ would be kickback. 4NT replaces what the kickback bid would have meant. When the step above the trump suit is not defined as Kickback then 4NT remains RKCB. Note: In cramped auctions showing support shows priority over kickback eg 1♥-(2♠)-3♦-(P); 4♦-(P)-4♥ is an offer to play as auction is cramped
- Assuming 4NT is the keycard ask responses and principles are as follows:
 - 5♣: 1/4, 5♦: 0/3, 5♥: 2/5 without Q, 5♠: 2/5 with Q, 5NT: 2/5 with Q & 2 Kings, 6♣+: 2/5 with Q and cheapest K
 - After a signoff over a 5♣/5♦ response to RKCB responder is required to bid on with 3 or 4 keycards. Responder bids cheapest K with 5NT showing the trump Q
 - After 4NT RKCB and response - responder bids cheapest King eg...4NT-5♦; 5NT-6♦ shows ♦K, denies ♣K
 - After 4NT and Q ask responder bids cheapest trump suit with no Q, others show Q and cheapest K, responder bids 6 of the trump suit with Q and no outside K. If responder cannot deny trump Q below slam, then 5NT shows trump Q and 6 of suit denies trump Q
 - Any time (apart from if spades are agreed) after 5♥ 2 keycards with no Q, 5♠ asks for extra length and is a try for 7. With no extra length responder signs off in 6 of the suit, otherwise they can bid 5NT with extra length and no side K or a new suit showing extra length and the K.
 - PODI/PORI (Pass: 0, X/XX: 1)
 - In cue bidding (SPL is a cuebid) show cheapest of 1st or 2nd round controls (not normally shortage in partner's suit), XX: 1st round control
 - When two suits are possibly trumps then a new suit is a cue bid for the suit that can't be agreed below game eg 1♠-2♦; 3♦-3♠: new suit is a cue bid for spades, to agree diamonds responder bids 4♦.
- 4NT/5NT is quantitative after 1NT or 2NT or 2♣-2♦; 2NT or 2♠-2♠; 2NT or after fourth suit.
- 5NT is normally pick a slam.

Note [12] Defence to Transfers over 1♣ opening eg (1♣)-P-(1♦ showing hearts)-?

- Double is takeout
- Bid of suit transferred to is natural
- 1NT is 15-18 HCP
- 2♣ is Michaels

Note [13] Defence to 1NT

- Double is penalties, nominally 16+ HCP vs strong or weak 1NT, nominally 14+ HCP vs mini 1NT (ie less than 12 HCP) but can be weaker with some tricks
- Double by a passed hand is undefined
- 2♣ shows hearts and spades; (then 2♦: asks for preference, 2♥/2♠: Natural NF, 2NT: Natural NF INV, 3m: NAT F)
- After a natural overcall; New suit is F, 2NT is constructive, raise is constructive
- 2NT: Shows ♣ & ♦
- Jump: Constructive vs weak/mini 1NT; Pre-emptive vs Strong 1NT
- If they bid Stayman or a transfer or similar, then double is lead directional

Note [14] Defence to Multi 2♦

- Double is takeout of spades or strong (Lebensohl applies)
- 2♥ is takeout of hearts (Lebensohl applies)
- Other natural

Note [15] Defence to Short 1♠ or 1♦ (eg Precision)

- If the suit is 3+ then as a natural 1♣/1♦
- If the suit could be less than 3 then 2+m overcall is natural
- In response a cue shows a good raise eg (1♦ Precision)-1♥-(P)-2♦ shows a raise

Note [16] Lebensohl

After a double of a weak two then our bids are as follows:

- Minimum suit at the two level is in the 0-6/7 HCP range
- 2NT shows asks partner to bid 3♣ unless strong (then responder cues with both a stop and 4 of the other major, suit bids show a hand in the 0-6/7 HCP range unless responder could have bid at two level then it shows a four card suit invitational eg (2♥)-X-(P)-2NT; (P)-3♣-(P)-3♠ shows 4 four spades only with invitational values.
- Minimum suit at the three level is in the 7-10/11 HCP range
- Jump to the three level shows a five card suit invitational eg (2♥)-X-(P)-3♠
- Cue: denies a stop or four of the other major F

Note [17] Doubles

The following doubles are penalty (or show the suit):

- When we have shown a shape-based double eg (1♥)-X-(1♠)-X is penalties
- When we have shown a shape-based redouble eg 1♥-(X)-XX-(1♠); X is penalties
- After a Flannery Opening or a singled suited pre-empt eg 3♥-(3♠)-X is penalties
- All four suits have been bid eg 1♠-(P)-2♣-(2♠ red suits); X is penalties
- Double of a splinter is a suggestion to sacrifice ie shows length
- Double of the opponent's Stayman or transfer or similar is lead directional
- Double of (1NT)-P-(3NT)-X asks for a heart lead

These doubles are not penalty

- (1NT)-X-(2♥)-X is takeout as the first double showed values, not shape
- 1NT-(X)-XX-(2♥); X is takeout as the XX showed values, not shape
- 1♥-(2♠)-3♣-(3♠): X is initially a try for 3NT
- After an enquiry, X or XX is the second step eg 1♥-(P)-2NT-(3♦); X would be the second step ie 15+ no shortage
- Double can be a game try eg 1♠-(P)-2♠-(3♥); X double is a game try
- A double of a multi 2♦ is takeout of spades or strong

Note [18] Leads and signals

Versus suits:

- Overlead honours except K from AK tight
- Interior sequences eg J from KJT_x
- 3rd/5th including from three small. Occasional 4ths when 3rd may cost eg KJ9_x.
- After raise of partner the lead may be attitude

Versus no trump:

- K asks for unblock or reverse count, meaning Q can be from KQ when looking for attitude
- Otherwise overlead honours or interior sequences
- 3rd/5th including from three small. Occasional 4ths when 3rd may cost eg KJ9_x
- After raise of partner the lead may be attitude

During the play:

- Attitude with low liking the suit

Signals and discards:

- Reverse attitude and reverse count
- Standard suit preference including when following to trumps
- High low in trumps may indicate a desire to ruff
- The default priority of attitude, then count, then suit pref is subject to signalling what we think partner needs to know