Mal-Brian supplementary notes 22 November 2024				1D	
1 1 On	ening bio	4c		1H	3+H near-forcing
1.1 Ор	cillig bit	us		<b>1</b> S	4+S, shows 5+C
1C	4 . with	TRF responses		1NT	may have 4S. May have 3H
1D/M	4+ WILII 4+	TRE responses		2H	Min BAL 4 card H (typ 11-13)
•		NV (11)12-14, (10)11-13 at favourable, VUL (12)13-14 esp 3 <sup>rd</sup> seat. Can have 5M		2S	NAT, GF
1NT				2NT	18-19, may have 3H but not Hxx
2C		2-24 BAL/S-BAL		3D	4+H, SPL, G INV+
2D	weak ei			3H	4+H INV, strong
2M		n, (5)6-9. If VUL, 2H = 5H, 5+m (2S may be 5/4)		4C	4H, 18-19 BAL (sim over any 1m – 1M): 4D then re-transfer
2NT		AL/S-BAL			
3 any	PRE		1C	2C	
3NT	Solid an	y suit, or very good m pre-empt	?		
				2D	ART, 14+
1.2 Ge	neral Me	ethods: Constructive Auctions		2H	4H or S SPL: 2S then 11-13 ask
				25	4S or H Spl: 2NT then 11-13 ask
Point ra	nges are c	only indicative: we freely upgrade or downgrade		2NT	Mid values, no M
X = Neg	through 4	H, X of 4S and higher typically shows values		3C	MIN
Long sui	_			3D/M	SPL, 17+
NT bids	can be a l	ittle bit off shape (5M, 6m, 5422, singleton honour but it looks no-trumpy)		3D/W	To play
		nt in game try and slam interest auctions		3111	10 pidy
New sui	t normally	/ F1 (in constructive auctions etc) but not after 1 level response	1C	2C	
	t at 3 leve		2D	?	
		after 1-level response inc 1NT F1	20	: 2H	8-10 H SPL or 11-13 4S (maybe with H or D SPL)
		after 2- level response GF		2S	8-10 S SPL or 11-13 44 (maybe with S or D SPL)
•		w suit rebid NAT, GF except if non-jump is a reverse, when jump is SPL, GT+		3C	MIN, NF
	ders rever			3S	TRF to 3NT
•		F but not GF		33	TRF to SIVI
		ner GF ART after 2 over 1. NF after 1 level response.	1C	1NT	
		guidelines	?	TIVI	
		, and a second and a	ŗ	20	D CDI 11 16
1 3 10	opening			2C 2D	D SPL, 11-16
1.5 1C	?				4H or 11-16 S SPL
10	: 1D	4+H, 3+HCP but can be shaded		2H	4S always, maybe also 11-16 H SPL
	16 1H	4+S, continuations similar to 1D=H		2S	C only, H Spl, MIN+ with good playing strength
	1S	4+D, 6+ denies M unless GF 14+		2NT	INV+, typ 14+ BAL (has M if GF)
	13 1NT	,		3C	MIN
		4+C, 8-13, denies 5+M, F to 3C		3D/M	SPL, 17+
	2C	4+C, 8-13, denies 5+M, F to 3C		3NT	to play
	2D	4S/5H 4-7 or 6+D, 14+ single suited		41:-	
	2M	6+M, 4-7	1C	1NT	
	2NT	4+C, GF	2C	?	
	3C	4+C, 6-7		2D	ART, 11-13
	3D,M	SPL 14+		2H	4H, 11-13
	3NT	to play (typically 13-15, No M)		2S	4\$, 11-13

```
2NT
                 Mid values
        3C
                 MIN
1C
        1NT
2D
        ?
        2H
                 ART, 11-13
                Mid values
        2NT
        3C
                 MIN
1C
        1NT
2H
        ?
        2S
                ART, 11-13
        2NT
                 Mid values
        3C
                 MIN
1C-1NT/2C other continuations similar style to 1C-2C-2H+
1C
        1S
?
                ?
        1NT
                 2C
                         NF checkback 8-11
                 Rest
                         NAT
        2D
                 NAT, NF, 3+D
                ART: reverse in either M: 2S waiting, then 2NT=4H, rest S and NAT
        2H
        2S
                 5S/5C and 11-12ish, NF
1C
        2D
?
                to play opposite 4S/5H: 2NT=NAT, new suit=short with D
        2M
                ART, ENQ strong: 3D= 4S/5H, rest=D
        2NT
        3M
                 NAT INV.
1C
        2NT
        3C
                MIN with shortage (3D then asks)
        3D
                 no shortage and not MIN
        3NT
                MIN, no shortage
                         System ON, 1D=4+H etc, XX=4S,1H=5+S
1C
        (X)
        (1 suit) ?
                         System OFF, 2C=4+C, 6-7 or 3C, 8-9, 3C=4+C, 8-9
1C
1C
                         X=4S, 1S=5+S
        (1D)
1C
                (X) ?
                         XX=suggestion to play, Rest=system ON
        1H
```

# 1.4 1D opening

1D	? 1M 1NT 2C 2D 2M 2NT 3C 3D 3M/4C 3NT 4D	NAT 6+ NAT 6-9 4+C, 10+ NAT, F: 2D NF 2M GF, 4+ (can be short) 3C NF 2NT GF 4S/5H 4-7 or 4+D, 10-13 or 8-9 with SPL 6+M, 3-7 4+D GF - conts as over 1C-2NT 4+D, 8-9 no shortage 4+D, 6-7 SPL 14+ 13-15 BAL, NF, denies 4M Minorwood
1D ?	2D	
	2M 2NT 3M 3NT	to play opposite 4S/5H: conts show D ART, ENQ strong: 3C=8-10 SPL, 3D=4S/5H, 3M/4C=4+D, SPL 12-13 INV and NAT. to play
1D	(X)	? system ON, XX=values
1D	(1H) X 1S Cue	? 4S 5+S 4+D, F to 3D

#### 1.5 1M opening

1S 1NT NF. 6-10 2m/H NAT, 10+, F1 (2H=5+, 2C might be 3 cards) 2S 3+S, 5-8(9), typ 9 losers rest S raises: 2NT GT with shortage, 8 losers 3C GF no shortage, 7- losers 3D 6-9 raise 8 losers: 3H last train 3Н GF with shortage but MIN, 7 losers, 3S asks 3S 10-11 INV 3NT=H/4m SPL with typ 14+, 6- losers

#### M raises after interference

1S (2D) ? 3D=raise, inv+, 3H=MIN GF, SPL, 3S=4S, 8-9 (8 losers)

#### Other continuations

2C-H

**1**S

? 2NT=GF, Jump new suit=SPL

1S 1NT
2NT ? 3m=NAT, NF, 3H=5 cards, GF

### Drury after 3<sup>rd</sup>/4<sup>th</sup> seat opening:

2C shows (8)-11 (8 loser) raise or 10-12 BAL.

```
Ρ
         1S
2C
         ?
         2D
                  waiting, denies 4H after 1S opening: 2S=8-10, 3S. 2H=10-11, 3S
         2S
                  MIN and no G interest, 5+S
         2H
                  NAT, F1
         3S
                  GF slam interest
         Rest
                  NAT GF
         1M
                  (X)
                           ?
                                     Drury still applies
         1M
                  (overcall)?
                                     No Drury, Cue = G INV or better
```

### 1.6 1NT opening

```
1NT
        ?
        2C
                 Stayman, guarantees 4M, then 2M over 2D is NF, 3m GF
        2D/H
                 TRF, then new m GF and 3NT denies 3 in OM. TRF then 4NT quantitative:
                          2M+1 superaccept: 3D/H retransfer, any M to play, long suit trial
                                  superaccept, but TRF to H/S
        2S
                 Rangefinder or INV with C or slam interest BAL
        2NT
                 PPT to 3C, weak or GF in one minor. Over 3C:
                          3D
                                   weak. D
                          3M
                                   GF, bonded m
                          3NT
                                   both m NF
                          4C
                                   both m F
        3D
                 NAT, INV
        3M
                 (5)6+ slam try
        4C/D
                 TRF to H/S
        4M
                 to play
1NT
        2C
                 2D
                                   3M=5M/3+OM, GF
                          ?
1NT
        2C
                 2M
                                   3NT=3M and 5 OM
        2D/H
                 2H/S
1NT
                                   OM=NAT 54, INV and NF
1NT
        2S
                 2NT/3C ?
                                   3D=asks 5M, 3H/S=4H/S, 4m=NAT, 5m
        2C
                 (X)
                          ?
                                   Pass=No M, XX=offer to play, 2D=NAT
1NT
1NT
        2D/H
                 (X)
                                   XX=Offer to play, acceptance shows 3+
1NT
        (X=ART) ?
                                   System ON, XX=weak, "TRF" to their suit=NAT NF
                                   XX=single suited, Suit=2+ touching suits, 2S=NAT
1NT
        (X=PEN) ?
        (X)
                          (P)
                                            Suit=NAT, XX=2 places to play
1NT
                 Ρ
```

#### 1.7 2C opening

2C GF except for 22-24 BAL/S-BAL

```
2C
        ?
        2D
                 0-6 or waiting
        2M
                 NAT
        2NT/3C positive response, TRF to C/D
                 Suit set
        Rest
2C
        2D
                 GF BAL/S-BAL or H
        2H
        2NT
                 22-24 BAL/S-BAL
        Jump
                 GF suit-set CBM
        Rest
                 NAT, GF
```

2C	2D						
2H	?						
		2S normal response: 2NT=25+ BAL/S-BAL GF, Rest=NAT with H					
		2NT/3C D/C, less than positive response					
2C	(any)	?					
	Χ	TO, X of M guarantees 4 of other M, not necessarily any values, X of (2D) = 4+S					
	2NT+	TRF, positive response					
	TRF Cue	positive, ½ stop or better in their suit					
	Cue	positive, denies ½ stop in their suit					
	Pass	weak without other M or waiting					

# 1.8 2D opening

2D	? Pass Any M	allowed: no meaning, own suit somewhere possible P/C			
	2NT	art, strong enq:			
		3C bad weak 2: 3D=bid your suit, 3M=P/C			
		3D/H Minimum weak two in next suit up			
		3S/NT Max in suit below			
	3C	INV with both M			
		3D/H Min in next suit up			
		3S/NT Max in suit below			
		4M to play			
	3D	Own M, G INV+, bid shorter M			
		3M OM, short M, NF			
		3NT MAX, some support, bid your major			
		4C bid 1 below your suit			
		4D bid your suit			
	3NT	to play			
	4C 4D	bid 1 below your suit			
		bid your suit			
	4M	to play (shows own suit)			
2D	(X)	?			
	Pass	suggestion to play			
	XX	Own suit: opener bids 2H			
	Rest	System ON			
2D	(any)	?			
	Χ ,,	take out at or below 2S, else PEN			
	2NT	normal enquiry			

In competition at 4 level opener TRF to suit if 2 TRFs are available, else shows suit

```
2D
                Ρ
                         Χ
        (P)
        XX
                 bid your suit
        Rest
                 own suit
2D
        2NT
        Р
                 MIN and defensive hand. Later X PEN: 3M=P/C
        XX
                 MAX and defensive hand. Later X PEN: 3M=P/C
        Rest
                 as normal
```

# 1.9 2M opening

```
2M
        ?
        Raise
                Very mild INV at best
        2S/3H
                (other M) NAT, F1
        2NT
                 ART, ENQ with values, typ 14+: 3m=NAT, MIN, 3M=bonded minor, MAX
        3C/D
                SPL
        4C/D
        3S over 2H
                         SPL
        3NT
                 to play
        4H/S
                 to play, whether raise or not
2M
        (X)
                 ?
                         XX=Own suit (opener bids next step)
```

# 1.10 2NT opening (including 2C-2D-2NT and 2NT overcall)

```
2NT
        ?
        3C
                 Muppet Stayman
        3D/H
                TRF (GF over strong 2NT, but not after 2NT overcall)
        3S
                 5S/4H
        4m
                Minorwood
        4M
                 to play
After strong 2NT, acceptance shows 3+ support
2NT
        3C
        3D
                4M: 3M shows other M, 4m=5+ suit
        3H
                No 4 or 5M: 3S=ask for 5m, 4m=NAT, 5+
        3S/NT shows 5S/H
```

### 1.11 3 level PRE opening

3x	?	4C=Keycard (4D over 3C opening): responses in steps 0, Q, 1, 1+Q, 2, 2+Q
3NT	? 4C	P/C
	4C 4D	strong ask: bid suit NF, 4NT = good in m, jumps allowed if very good
	4M	to play
	4NT	RKCB. suit assumed known

### 2. They compete

# 2.1 They overcall Michaels

#### Both suits known

Pass then X by responder is PEN. 2NT = NAT, INV if available. There are 2 cuebids. If both cues are lower than 3 of our suit then tend to show bonded suit, including cue-raise. If one cue is higher than 3 of our suit then the lower cue shows the raise.

Only 1 suit known Similar, but the only cue below our game is cue-raise of our suit.

### **2.2 They overcall:** X shows emphasis on highest unbid suit

### 2.3 They overcall 1NT (including COMIC)

```
(1NT = strong)
                           ?
1γ
         Χ
                  PEN
         2 suit
                  NAT, NF
         2y
                  NAT, NF, 3+
         3y
                  NAT, 8-9ish, 4+
         2NT
                  y raise, 10+
         (1NT = strong or COMIC)
1y
         Χ
                  values, guarantees highest suit
         2 suit
                  NAT. F1
         Rest
                  y raises as above
```

#### 3. They open

Jump overcalls: If Comic allowed jumps are intermediate except m-over-m = weak. If Comic not allowed jumps are intermediate VUL, weak NV, except m-over-m = weak always

Michaels: Constructive+ values. 2NT always 2 lowest suits. 2NT response always strong ENQ,

cue = INV+ raise in known suit or M if both known. Raises not INV

#### 1NT overcall – strong or Comic (if allowed)

NT = strong If strong then 15-18, system ON. In 4th seat 11-16: 2C=range ENQ else system ON

### NT = strong or Comic (typ weak jump overcall)

Overcaller's "cue-bid" is their M after (1M) opening else 2D after (1m) opening

```
(1x)
         1NT
                  (P)
                           ?
         2C
                  ART, INV+ opposite strong NT, NF opposite Comic:
                  Cue/2D strong with one or both M
                  Suit
                           Comic
                  2NT
                           strong but NF, 15-16, denies M
                  3NT
                           17-18, denies M
         2S
                  rangefinder:
                  2NT
                           MIN
                           MAX
                  3NT
                  Cue/3D MAX with 5M
         2D/H
                 TRF:
                           acceptance does not deny Comic
         TRF to their (H)
                           F, G INV+ opposite Comic: then new suit=F1
                  2H
                           catch-all, strong or Comic
                  2S
                           Comic in S (not compulsory)
         TRF to their (S)
                           F, G INV+ opposite Comic: then new suit=F1
                           catch-all, strong or Comic
                  2S
                  2NT
                           Comic in D (not compulsory)
                  3C
                           Comic in C (not compulsory)
(1x)
         1NT
                  (X)
         XX
                  own suit (PPT to 2C)
         2C
                  2 suits (as over 1NT opening): 2NT shows strong distributional Comic in 2 suits
         2(x)
                  cue = T.O. of (x)
         2NT
                  T.O. of (x)
```

(same after (1D) e.g. Precision)

#### Over short or ART bids

(1C may be short, 3+ or less)?

Χ	T/O
2C	Michaels
3C	normal jump overcall
(1C) P (1H = TRF to	S=4+) ?
X	T/O style, typ more BAL or <4H
15	T/O of S (guarantees 4H)
(1C) P (1S = no M)	?
X	T/O

#### Fourth seat

### After partner overcalls:

- 2NT = 4 card raise to 3 level if both opponents bid, NAT if third hand passes
- new suit F if 3<sup>rd</sup> hand passes, NF if 3<sup>rd</sup> hand bids (above 1NT see below)

# After everyone has bid:

- bids from 1NT to one step below 2 of partners suit are TRF

# Over their NT

(		
(1NT) ?		
	Χ	4+M/4+m: 2D=bid shorter M (typ own M or INV in openers M)
	2C	both M
	2D	good overcall 14+ any suit: all p/c except 2NT INV+ in both M
	2M	NAT up to 13
	2NT	good 5/5 touching suits: 3m=P/C NF, 3M=F1
	3any	PRE
(1NT) X	(P)	P = PEN, F to agreement, subsequent X = TO

### **Defence to strong 2C opening**

(2C strong) ?

X T/O style, if min then at least 44 in M
2NT both m

## They redouble after our take-out double

- Pass **under** suit is never PEN
- Pass sitting over their suit is only a suggestion to play when NV v VUL

# They preempt

- (2D Multi) ? Χ takeout, good weak NT or better. Leb/Rub applies (pre) 3NT 4C Staymanic, mild slam try or better 4D/H both m slam interest 4S 4NT quantitative (2x)2NT (X) ? XX=TRF to C, 3 any=TRF, TRF to (x)=T/O of their suit (3x) (X) ? XX=TRF to C, 4 any=TRF, TRF to (x)=T/O of their suit 3NT (2D=both M) T/O of S Χ 2H T/O of H any S NAT X then bid H NAT (2H=both M) ?
- (2H=both M) ?

  X T/O of H

  2S/3H NAT

  X then 2S/3H asks for stop
- (2C=H+m) ? (and similar (2D=S+m)

  X T/O of H

  2H NAT

  3H Michaels
- (2NT) ? 3C=both M, H>=S, 3D=both M, S>H (3NT) ? 4C=both M, H>=S, 4D=both M, S>H

### Leaping/Non-leaping Michaels

Over (M pre)	? 4C 4D 4(M) 4NT	C + Other M, highly INV but NF D + Other M, highly INV but NF Other M plus m, GF both m
Over (m pre)	?	
	4om	H + om, highly INV but NF
	4(m)	S + other, highly INV but not GF (i.e. can pass 4D)
Over (Multi)	?	
	4C	H + C, highly INV but NF
	4D	H + D, highly INV but NF
Over (PRE in unknown suit)		?
	4C	Both M (Landy)

#### Other agreements

Unexpected X of their 3NT implies ask for H lead

#### 4. Generic Methods in constructive auctions

#### 4.1 Slam bidding

Last Train

Cue bid 1st or 2nd round control.

Sweep cues where applicable

5NT often pick-a-slam, never GSF

4NT quantitative if last suit bid was m. Show RKCB if moving

RKCB: 03/14/2 without/2 with no run-on to K's.

Over interference POD1/POR1. If steps lost and showing, then step 1 = 0/2/4, step 2 = 1/3/5

One step below our suit is always Last Train. If accepting Last Train then cheapest NT denies trump

Q (if not already shown or denied), suit shows K plus trump Q

After step 1 or 2 next step asks Q: Cheapest bid of trump suit denies Q. Jump in trump suit

shows Q and no K's. Rest shows specific Ks, 5NT = 2Ks

After Ks, new suit probing for 7 (asks for 3<sup>rd</sup> round control, extras, Last Train or something)

### 4.2 Special asks, potentially slam going auctions

Splinterwood Occurs after shortage shown. 3NT suggestion to play. Next step void, rest RKCB

**Balsawood** Needs hand rich in controls.

Majorwood Continuation after sign-off in 4M

**Kickback** Bid of step above trump suit is RKCB

**Bidenwood** Occurs after 3NT = suggestion to play

**3NT in GF M agreed auction** weaker slam try than 4 level cue

**Residual Shape Ask (RSA)** Next step ASK, responses in steps: next 2 steps show shortage, step 3/4 = no shortage, not MIN/MIN

**Showing specific shortage in response to an ask when M agreed** Bid NAT SPL if possible, else lowest suit up. Applies in competition, where we also use P, X or XX steps

#### 4.2 1NT rebid

Shows 15-17 or 11-14 if length in any by-passed suit (D or H).

1x 1NT		checkback, mild game interest or stronger NF showing S 4+ NF, up to 8 NF, (7)8-10 reverse after showing H, 4+S, GF INV opposite 11-14 if suit bypassed, no additional Major interest to play catch-all, GF, mild slam interest+, denies 4+H. Bid features up the line GF, some mild slam interest or better
1H 1NT ?	1S 2C	
	2D	MIN, both 5H & 3S
	2H	MIN, 5H (denies 3S)
	2S	MIN, 3S denies 5H
	2NT	MAX, 5H
	3H	6H (denies 3S)
	3S	MAX, 3S (denies 5H)
	3NT	MAX, 2533

```
1D
        1S
1NT
        2C
        2D
                  MIN with H: 2M/NT=NAT, NF, 3D=NAT, INV, 3 any=GF
         2H
                  14-17, either 4H or 3S or both: 2S=5+S, F1, NAT continuations, 4H=p/c
         2S
                  MIN, 3S +
         2NT
                  14-15ish, NAT, NF, no extra M length
         3D
                  13-14ish. 6D
         3NT
                  to play 16-17
```

### After 1C - 1S = D

```
1C 1S=D

1NT ?

2C NF checkback 8-11

2D NF, 6-11, NF

2M/3C NAT, GF

2NT INV opposite 11-14

3D NAT, 6+D
```

#### 4.3 2NT jump rebid after 1-over-1: 18-19: 3C checkback

#### 4.4 2NT rebid after 2-over-1: GF, either own suit, support for partners suit or BAL 15+

```
1x 2y
2NT ?
3x 3+ support
3D (y=m) 6+ own minor and some slam interest
3H (y=H) H rebid shows very good suit
3 suit NAT
3C checkback (fishing) (denies 3 of opener's suit): 3D ART else NAT
```

#### 4.5 Lebensohl/Rubensohl

Fast Arrival Shows Stop. Transfer responses. Applies when they have bid only 1 suit NAT, over weak (2M) bids and 2-level PRE

```
(2x) X ?
2 suit NAT, NF
2NT PPT to 3C, could be GF but with no stopper. After 3C acceptance new suit to play, 3x=Staymanic without stopper
3C/D/H/STRF to D/H/S/C, at least INV values (3S=C denies stop unless good hand)
3x-1 TRF to their suit is Stayman with a stopper
3NT To play with a stop
```

#### 4.6 Sundry

With m agreed, if we have bid 2 suits 3<sup>rd</sup> suit bid shows stop else ask stop

### 5. General methods in competition

Double then equal level conversion implies extra values Cuebid opposite takeout double is self-forcing Support doubles X of directional ask is lead anti-directional

### 5.2 They double our 3-level directional cue

When they X our cuebid of their suit at 3 level (directional ask) then 3NT shows stop(s), XX shows partial stop, Pass denies. After Pass, XX by responder then shows Jxx or Qxx

### 6. Carding methods

### Against suits

- 3<sup>rd</sup> and lowest (subsequent leads also 3/lowest)
- overlead honours
- A from AK (no Q or J), or A
- K from AK with Q or J, or from KQ... asks NAT ATT or count if dummy has Q or J
- Honour leads at 5 level are Roman (A from AK doubleton) except if leading partners suit
- UDCA
- NAT ATT on our honour leads v suit; else rev CNT
- Discards Smith or REV ATT. Later carding might be rev count if affordable

# **Against NT**

- Leads ATT (subsequent leads also ATT or 3/lowest). Lowest implies 2 honours.
- REV ATT on honour leads
- AQ10 strong, asks unblock or count
- KJ9 asks for REV ATT
- UDCA
- Discards Smith or REV ATT. Later carding might be rev count if affordable

#### **Sundry signals**

Smith peter (REV ATT low = like of original suit from both sides) (unless CNT required) If dummy has singleton show suit pref unless contributing

Highest (up to the 10) from 4 small when length in the suit has been shown or implied (i.e. takeout double, bid or support for partner)

Later carding might be rev count if affordable