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## **Sample System Notes**

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*Last Update: 10-1-16*

*V2.0*



## List of Conventions and Treatments

- Stayman
- Jacoby Transfers
- 4-Suited Transfers with 2♠ Size Ask
- Texas Transfers
- Simple-sohl
- 2♥ Drop Dead Stayman
- 2♠ Stayman Invite
- Smolen
- 1N-3L: 5/5 minors
- 1N-3L: 3/1-5/4
- Gambling 3N
- Splinters
- Jacoby 2N
- Two-Way Reverse Drury
- Walsh (BWS)
- Extended Walsh
- Inverted Minors
- Ogust
- 2♣-2♥ Bust
- **Two-Way New Minor Forcing**
- **Modified Wolff Signoff**
- Weak Jump Shifts
- 4<sup>th</sup> Suit GF
- Negative Doubles
- Responsive Doubles
- **Maximal Doubles**
- Support Doubles (XX)
- DONT vs. 1N
- Unusual Notrump
- Jordan
- Michaels
- 1430 Keycard
- 1430 Gerber
- 5N Pick-A-Slam
- **Lebensohl vs. Weak-Two Bids**
- **Lebensohl over Reverses**
- Western Cuebids

**\*\*Updates from previous version in bold**

## Future Conventions – Next Version

- Kansas City Stayman
- Bathurst
- Lebensohl (Fast Denies)
- Sandwich Notrump by PH
- Minorwood
- Leaping Michaels



## Balanced Hands

Open *almost all* balanced 12 HCP hands. We strive to show hand type early in the auction (*Walsh-BWS and Extended Walsh.*)

### Minor Suit Openings

1m-1Y-1N	12-14 pts
1N	15-17 pts
1m-1Y-2N	18-19- pts
2N	19+ to 21 pts
2♣-2♦-2N	22 to 24- pts
2♣-2♦-3N	24+ to 26 pts
2♣-2♥*-2N	22 to 24- pts
2♣-2♥*-3N	24+ to 26 pts (or a bit more) "No slam interest."

### Major Suit Openings

1♥-1♠-1N	12-14 points, Balanced or 2-5-4/2 with quality minor-suit doubleton (ie. Kx)
1♥-1♠-2N	17-19 points, Balanced or 2-5-4/2 with quality minor-suit doubleton (ie. Kx)

#### *Some Notes of Raising 1♥-1♠*

We tend to raise 1♥-1♠-2♠ with 4-card support. The question of what kind of hands to raise on 3-card support is interesting and difficult. With 3-5-4/1 we may raise more frequently.

The important thing to note when considering bidding these hands is that the following auction shows extra values.

1♥-1♠-  
2♣-2♥-  
2♠

This shows something like 3-5-1-4 with a good 14+ HCP – with about a king more than a minimum opening hand.



## 1NT Openings

### Conventions for 1NT Openings

- Stayman
- 4-Suited Transfers w/ Size Ask\*\*
- 5/5 minors at 3L
- Mini-Splinters at 3L
- Drop Dead Stayman 2♥
- Invitational Stayman 2♠\*\*
- Texas Transfers
- Delayed Texas Transfers
- Smolen
- Simple-sohl
- 1430 Gerber
- 1430 Keycard
- Card Showing Double vs. 2L Int.
- Negative Doubles vs. 3L+ Int.
- Kansas City Stayman

### General 1NT Opening Bid

- 15-17 Points
- 5c Majors are common.
- Balanced Hand
- Semi-Balanced 5422 hands are freely opened 1N and semi-balanced hands with 6c minors and rebid problems are also sometimes opened 1N.

### Responses to 1NT

- 2♣ Stayman
- 2♦\* Jacoby Transfer to ♥
- 2♥\* Jacoby Transfer to ♠
- 2♠\* Size Ask
- 2N\* Transfer to ♦, 6+c♦
- 3♣\* 5/5 minors, Invitational
- 3♦\* 5/5 minors, Game Forcing
- 3♥\* *Mini-Splinter*, 3-1-5/4, Game Forcing
- 3♠\* *Mini-Splinter*, 1-3-5/4, Game Forcing
- 3N To Play
- 4♣ 1430 Gerber
- 4♦\* Texas Transfer, 6+c♥
- 4♥\* Texas Transfer, 6+c♠
- 4♠\* Quantitative, 4-4 minors
- 4N Quantitative (Heavy Invite)
- 5♣ To Play
- 5♦ To Play
- 5♥ Bid slam with 2 of the top 3 honors
- 5♠ Bid slam with 2 of the top 3 honors
- 5N Quantitative, 6N or 7N

*Note: To Accept a quantitative 4N (or 5N), then bid 4c minors up the line or jump in 5c suits. Optional.*



## Conventional Details

### Transfer Auctions: Major Suit Jacoby Transfers

1N - 2♦\* (or 2♥\*) -

- 2N\* 4c fit, 4333, Max
- 3M\* 4+c fit, Max
- Other 4c fit, Med, doubleton with not many wasted values. No minimum with Qx. Kx or Ax fine holding. This is not mandatory super-accept. Re-Transfer Follow-ups.

### Transfer Auctions: 2♠\* Size Ask (+s)

1N - 2♠\* -

- 2N Minimum
- 3♣ Maximum

### Transfer Auctions: 2N\* Transfer to ♦ (+s)

1N - 2N\* -

- 3♣ Default Action – “Don’t like ♦”
- 3♦ Super Accept. Shows Axx+ / Kxx+ any values OR xxxx+ Maximum Values. “Like ♦”

### 3-oM Forcing Raise

1N - 2♣ - 2♥ - 3♠\* Forcing Raise, 4+♥, GF, Slam Try

1N - 2♣ - 2♠ - 3♥ Forcing Raise, 4+♠, GF, Slam Try

### Kansas City Stayman

1N (P) 2♣ (X)

- XX Shows 5+♣ and is an offer to play.
- Any bid is a Stayman response and shows a ♣ stopper.
- Pass denies a ♣ stopper.
  - Responder can XX to Re-Stayman.
  - Any other call by Responder is natural and GF, shows 4+ cards and an desire to declare.

*Note: Kansas City Stayman applies to Stayman at all levels.*



### 1NT Bidding Sequences

1N-2♣-2♦-2♥\* *Drop Dead Stayman, at least 4-4M, could have longer ♠*

1N-2♣-2♦-2♠ *Invitational, 5c♠, usually 4+♥*

1N-2♦\*-2♥-2♠ *Invitational, 5♥-4+♠*

*Note: With 5-5M Invitation treat as 5/4 one-way or the other.*

1N-2♣-2♥-2♠ *Invitational with 4c+♠ (Rather play in 4-3♠ fit than 2N. More Shapely.)*

1N-2♣-2♥-2N *Invitational with 4c♠ (Notrump oriented.)*

1N-2♣-2♦-3m *Natural, GF, Slammish or Shapely, Authorizes Opener to go beyond 3N.*

*Note: After auction begins (1N - 2♣ - 2♦ -) then all 4-Level bids the same as directly over 1N Opening.*

1N-2♣-2♦-4♣ *1430 Gerber*

1N-2♣-2♦-4♦ *Delayed Texas Transfer*

1N-2♣-2♦-4♥ *Delayed Texas Transfer*

1N-2♣-2♦-4♠ *Quantitative 4-4m (with 4c Major.)*

1N-2♣-2♦-4N *Quantitative*

1N-2♣-2M-4N *Quantitative w/ 4-card in other Major*

1N-2♣-2M-3oM *4c Fit, GF Raise, start cuebidding.*

1N-2♦\*-2♥-4N *Quantitative, NF, 5♥ to play over 4N*

1N-2♥\*-2♠-4N *Quantitative, NF, 5♠ to play over 4N*

1N-2♦\*-2♥-4♥ *Quantitative, 6+c♥, NF (mild)*

1N-2♥\*-2♠-4♠ *Quantitative, 6+c♠, NF (mild)*

1N-2♦\*-2♥-5♥ *Bid Slam with 2/3 Honors*

1N-2♦\*-2♥-5N *Pick a slam*

1N-2♥\*-2♠-5♠ *Bid Slam with 2/3 Honors*

1N-2♦\*-2♥-5N *Pick a slam*

1N-4♦\*-4♥-4N *Keycard in ♥*

1N-4♥\*-4♠-4N *Keycard in ♠*

1N-4♦\*-4♥-5N *Bid Grand Slam w/ 2/3 Honors*

1N-4♥\*-4♠-5N *Bid Grand Slam w/ 2/3 Honors*

1N-2♠\*-2N-3♦ *GF, ♦ shortness*

1N-2♠\*-3♣-3♦ *GF, ♦ shortness*

1N-2♠\*-2N-3♥ *GF, ♥ shortness*

1N-2♠\*-3♣-3♥ *GF, ♥ shortness*

1N-2♠\*-2N-3♠ *GF, ♠ shortness*

1N-2♠\*-3♣-3♠ *GF, ♠ shortness*

1N-2N\*-3♣-3♥ *GF, ♥ shortness*

1N-2N\*-3♦-3♥ *GF, ♥ shortness*

1N-2N\*-3♣-3♠ *GF, ♠ shortness*

1N-2N\*-3♦-3♠ *GF, ♠ shortness*

1N-2N\*-3♣-4♣ *GF, ♣ shortness*

1N-2N\*-3♦-4♣ *GF, ♣ shortness*



**Future Versions**

1N-2♦*-2♥-4♠	Exclusion Keycard for ♥
1N-2♦*-2♥-5♣	Exclusion Keycard for ♥
1N-2♦*-2♥-5♦	Exclusion Keycard for ♥
1N-2♥*-2♠-5♣	Exclusion Keycard for ♠
1N-2♥*-2♠-5♦	Exclusion Keycard for ♠
1N-2♥*-2♠-5♥	Exclusion Keycard for ♠
1N-2♠*-2N-4♣	Minorwood
1N-2♠*-3♣-4♣	Minorwood
1N-2N*-3♣-4♦	Minorwood
1N-2N*-3♦-4♦	Minorwood



## 1NT vs. Interference

### Lebensohl Details vs. 2♦+

If the Opponents interfere at 2♦+ then we generally play

- Double is *Card Showing* at the 2L (8+ pts) and
- Double is Negative at the 3L.

We play *Lebensohl (Fast denies)* – details of interference are below.

- If the bid is natural we play Lebensohl.
- If the bid is natural plus another suit (DONT, CAPP, etc.) then we play Lebensohl around the bid suit.
- If the bid names 1-suit exactly then we Lebensohl around the named suit.
  - Ex. 2♦\* showing ♥, or 2♦\* showing ♥ and another suit.
- If the bid names 2-suits exactly then we Lebensohl around the cheaper of the two suits.
  - Ex. 2♥\* showing ♠ and ♣ - then we Lebensohl around ♠.
- Against *\*\*Suction* we play Lebensohl around no suit and when we actually have length in the transfer suit, we can start with a double and later bid that suit.
- Against *\*\*Multi* we play Lebensohl around no suit and we double to show value and then play “regular Lebensohl” around their suit later.
- We also play regular Lebensohl vs. delayed interference.
- Vs. 3-level+ interference, Doubles are negative. (Penalty passes are common by 1N Opener.)

Texas Transfers are on vs. 2-Level Interference.

### Vs. 3-Level Interference

- Texas Transfers on vs. 3♣ interference. Off above that. Texas Transfers are always a jump.
- Negative Doubles.





**NEXT VERSION**

**Vs. Double of Jacoby Transfer**

1N - 2♦/2♥ (X)

- Pass                      2-card (partner can XX to "re-Transfer")
- 2♥/2♠                    3-cards
- other bids                Same as if no X

**VS. Double of Texas Transfer**

1N - 4♦/4♥ (X)

- XX                         Ace empty, Force Partner to Declare
- Pass                        No Control, Either can Declare (XX to Re-Transfer)
- 4♥/4♠                    Positional Values, Want to Declare

**Passed Hand Bidding**

*We currently have no special treatments by passed hands here. All bids that retain their general meaning.*



## 2NT Openings

### Conventions for 2NT Openings

- Stayman
- Jacoby Transfers\*\*
- Texas Transfers
- Smolen
- 3-oM Forcing Raise\*\*
- Card Showing Doubles vs. Interference
- 1430 Gerber
- 1430 Keycard
- Kansas City Stayman\*\*

\*\*Special Section Included

### General 2NT Opening Bid

- 19+ to -21 Points
- 5c Majors are common.
- Balanced Hand
- Semi-Balanced 5/4 hands are freely opened 2N and semi-balanced hands with 6c suits and rebid problems are also often opened 2N.

### Responses to 2NT

- 3♣ Stayman
- 3♦\* Jacoby Transfer to ♥
- 3♥\* Jacoby Transfer to ♠
- 3♠\*
- 3N\* To Play
- 4♣ 1430 Gerber
- 4♦\* Texas Transfer, 6+c♥
- 4♥\* Texas Transfer, 6+c♠
- 4♠\* Quantitative, 4-4 minors
- 4N Quantitative (Heavy Invite)
- 5♣ To Play
- 5♦ To Play
- 5♥ Bid slam with 2/3 honors
- 5♠ Bid slam with 2/3 honors
- 5N Quantitative, 6N or 7N

*Note: To Accept a quantitative 4N (or 5N), then bid 4c suits up the line or jump in 5c suits. Optional.*



## Conventional Details

### *Transfer Auctions: Major Suit Jacoby Transfers*

2N - 3♦\* (or 3♥\*) -

- 3N\* 4c fit, 4333, Max
- 4M\* 4+c fit, Max
- Other 4c fit, Max, source of tricks for slam (usually 5-card suit.) Retransfers.

### *3-oM Forcing Raise*

2N - 3♣ - 3♥ - 3♠\* Forcing Raise, 4+♥, GF, Slam Try (non-Serious 3N)

2N - 3♣ - 3♠ - 4♥ Forcing Raise, 4+♠, GF, Slam Try

### *Kansas City Stayman*

2N (P) 3♣ (X)

- XX Shows 5+♣ and is an offer to play.
- Any bid is a Stayman response and shows a ♣ stopper.
- Pass denies a ♣ stopper.
  - Responder can XX to Re-Stayman.
  - Any other call by Responder is natural and GF, shows 4+ cards and an desire to declare.

*Note: Kansas City Stayman applies to Stayman at all levels.*



## 2NT Bidding Sequences

2N-3♣-3♦-3M	Smolen, 4c-M, 5c-oM, GF
2N-3♣-3♦-4m	Natural, GF, 5+cm, usually slammish. No Keycard, 4N Regressive.
<i>Note: No Delay Texas after 2N opening</i>	
2N-3♣-3♦-4♥	DNE?
2N-3♣-3♦-4♠	Quantitative, 4-4m (with 4c-Major)
2N-3♣-3♦-4N	Quantitative
2N-3♣-3M-4m	Natural, GF, 5+cm, usually slammish. No Keycard, 4N Regressive.
2N-3♣-3M-4N	Quantitative w/ 4-card in other Major. <i>See 3-oM Forcing Raise</i>
2N-3♦*-3♥-3♠	5/5M, GF, Slam Try
2N-3♥*-3♠-4♥	5/5M, GF, Choice of Games (4M)
2N-3♦*-3♥-4N	Quantitative, NF, 5♥ to play over 4N
2N-3♥*-3♠-4N	Quantitative, NF, 5♠ to play over 4N
2N-3♦*-3♥-4♥	Quantitative, 6+c♥, NF
2N-3♥*-3♠-4♠	Quantitative, 6+c♠, NF
2N-3♦*-3♥-5♥	Bid Slam with 2/3 Honors
2N-3♦*-3♥-5N	Pick a slam
2N-3♥*-3♠-5♠	Bid Slam with 2/3 Honors
2N-3♦*-3♥-5N	Pick a slam
2N-4♦*-4♥-4N	Keycard in ♥
2N-4♥*-4♠-4N	Keycard in ♠
2N-4♦*-4♥-5N	Bid Grand Slam w/ 2/3 Honors
2N-4♥*-4♠-5N	Bid Grand Slam w/ 2/3 Honors

### Next Version

2N-3♦*-3♥-4♠	Exclusion Keycard for ♥
2N-3♦*-3♥-5♣	Exclusion Keycard for ♥
2N-3♦*-3♥-5♦	Exclusion Keycard for ♥
2N-3♥*-3♠-5♣	Exclusion Keycard for ♠
2N-3♥*-3♠-5♦	Exclusion Keycard for ♠
2N-3♥*-3♠-5♥	Exclusion Keycard for ♠



## 2NT vs. Interference

Systems On vs. 3♣ (Natural or Conventional)

- X Stayman. Systems On.

Vs. 3♦+ Interference

- Card Showing Doubles.
- Suit bids are natural and Forcing

## NEXT VERSION

*Vs. Double of Jacoby Transfer*

2N - 3♦\*/3♥\* (X)

- Pass 2-card support (min or max.) – XX “Re-Transfer”
- 3♥/3♠ 3-cards
- other bids Same as if no X

## Passed Hand Bidding

We currently have no special treatments by passed hands here. All bids that retain their general meaning.

## Problem Hands for Responder



## Constructive Bidding Agreements: Notrump Openings

### 3NT Openings – Gambling 3NT

#### General 3NT Opening

- 1<sup>st</sup>/2<sup>nd</sup> Seat Solid Preempt. 7+c Solid Minor, No outside Ace or King
- 3<sup>rd</sup>/4<sup>th</sup> Seat To Play. Trick Taking Hand – usually long strong minor (Systems On.)

#### Responses to 3NT Opening

##### 1<sup>st</sup>/2<sup>nd</sup> Seat

- 4♣ Pass or Correct
- 4♦\* GF, Slam Try, Ask for Controls (shortness), 4N\* shows control in the other minor.
- 4♥ To Play
- 4♠ To Play
- 4N\* Suit Quality Ask
- 5♣ Pass or Correct
- 6♣ Pass or Correct
- 7♣ Pass or Correct

##### 3<sup>rd</sup>/4<sup>th</sup> Seat (Systems On)

- 4♣ Stayman
- 4♦\* Transfer to ♥
- 4♥\* Transfer to ♠
- 4♠\* Transfer to ♣ (5♣ says like)
- 4N\* Transfer to ♦ (5♦ says like)
- 5♣ Super-Gerber, 1430



## Conventional Details

### 4♦\* Control Ask

3N - 4♦\* -

- 4♥ 0-1c♥
- 4♠ 0-1c♠
- 4N 0-1 cards in other minor
- 5m no outside controls (2-2-7/2).

### 4NT Suit Quality Ask

3N – 4N –

- 5♣ 7-card suit
  - 5♦ To Play, if ♦ is suit.
  - 5♦/♥ Relay asks for J for grand slam. Bid 6m w/o Jack, 7m w/ Jack
- 5♦ 8-card suit, no Jack
- 5♥ 8-card suit, with Jack
- 5♠ 9-card suit
- 5N 10-card suit

## 3NT Bidding Sequences



### 3NT vs. Interference

3N (4Z) -

- X Penalty
- 5/6/7♣ Pass or Correct at any level
- 4♦ Natural, Forcing
- 5/6/7♦ Natural, To Play
- 5/6/7 Major Natural, To Play
- 4N To Play





## Constructive Bidding Agreements: Notrump Openings

### *Other Notrump Openings*

2♣-2♦-2N	22-24- or 27-28 HCP
2♣-2♥*-2N	22 to 24- HCP, Systems On
2♣-2♥*-3N	24++ HCP, Systems on (no slam interest)

### *Next Version*

\*Kokish 2♥Rebid

### **3NT Rebid Responses**

- 4♣ Stayman, GF (no Smolen)
- 4♦ Transfer to ♥, 5+♥
- 4♥ Transfer to ♠, 5+♠
- 4♠ Transfer to ♣, 6+♣ (Bid suit to show we like the suit.)
- 4N Transfer to ♦, 6+♦ (Bid suit to show we like the suit.)
- 5♣ Super Gerber, 1430 Gerber



## Constructive Bidding Agreements: Minor Suit Opening Bids

### 1♣ Opening Bids

#### Conventions for 1♣ Opening Bids

- Extended Walsh – Bridge World Standard (BWS)
- Inverted Minors\*\*
- Splinters
- Two-way NMF\*\*
- Modified Wolff\*\*
- Extended NMF
- 4<sup>th</sup> Suit GF (1F by PH)

\*\*Special Section Included

#### General 1♣ Opening Bid

- Balanced 12-14 Points with Primary ♣
- Balanced 18 to 19- with Primary ♣
- Unbalanced Good 11 to 21 with Primary ♣

#### Responses to 1♣

- 1♦ 5+ HCP, 4+♦, 1F
- 1♥ 5+ HCP, 4+♥, 1F
- 1♠ 5+ HCP, 4+♠, 1F
- 1N 6 to 10- HCP, NF, no 4-card Major
- 2♣\* *Inverted Minors*, 10+ HCP, 5+c♣, 1F,
- 2♦\* *Weak JS*, 5+♦, 0-5 HCP
- 2♥\* *Weak JS*, 5+♥, 0-5 HCP (2N Ogust)
- 2♠\* *Weak JS*, 5+♠, 0-5 HCP (2N Ogust)
- 2N 10+ to -12- HCP, no 4-card Major
- 3♣ *Weak*, 5+♣, 0-5 HCP
- 3♦\* *Splinter*, 5+♣, 12+ HCP, GF, 0-1♦
- 3♥\* *Splinter*, 5+♣, 12+ HCP, GF, 0-1♥
- 3♠\* *Splinter*, 5+♣, 12+ HCP, GF, 0-1♠
- 3N 12+ to 15 HCP, no 4-card Major
- 4♣ *Weak*, 6+♣, 0-5 HCP
- 4♦
- 4♥ To Play
- 4♠ To Play
- 4N Keycard in ♣
- 5♣ To Play



## Convention Details

### Inverted Minors

- 1♣ - 2♣ 10+ HCP, 5+c♣, 1F
- 2♦\* Art. GF, usually 15-17 w/ semi-balance hand
  - 2♥ ♥ stopper, usually no ♠ stopper (could be balanced 18-19), 1F
  - 2♠ ♠ stopper, usually no ♥ stopper (could be balanced 18-19), 1F
  - 2N 12 to 13- HCP, Balanced, Min
  - 3♣ 12 to 13- HCP, usually unbalanced, Min
  - 3♦ Splinter, GF, Extra Values, 0-1c♦
  - 3♥ Splinter, GF, Extra Values, 0-1c♥
  - 3♠ Splinter, GF, Extra Values, 0-1c♠
  - 3N 13+ to 14 HCP, Balanced, GF
  - 4♣ *Natural and Forcing, Slam Try, GF*

\*\*System On By a Passed Hand

### Future Version:

- 4♣ **Minorwood**
- 4♦ *Exclusion Keycard in ♣*
- 4♥ *Exclusion Keycard in ♣*
- 4♠ *Exclusion Keycard in ♣*

### 1♣ - 2N

- 1♣ - 2N – 10+ to 12- HCP
- 3♣ 6+c♣, natural, weak (to play)
  - 3♦\* Shortness, 5+c♣, 0-1♦, Worry Ask, GF
  - 3♥\* Shortness, 5+c♣, 0-1♥, Worry Ask, GF
  - 3♠\* Shortness, 5+c♣, 0-1♠, Worry Ask, GF
  - 3N To Play

### Future Version:

- 4♣ Minorwood
- 4♦ 5♦-6♣ Natural, Slam Invite
- 4♥ 5♥-6♣ Natural, Slam Invite
- 4♠ 5♠-6♣ Natural, Slam Invite



### Two-Way NMF

1♣ - 1Y (1♦/1♥/1♠) - 1N -

- 2♣ Relays to 2♦. Used to Signoff in 2♦ OR make a natural and invitational bid later.
- 2♦ Artificial Game Force.
- Direct Non-Reverse at 2-Level to Play (choice of part scores.)
- Direct Reverse at 2-Level Game Forcing and natural.
- 2N Natural and invitational.
- Relay then 2N is natural, invitational, with tolerance for ♣.
- Jumps to 3♣ are to play.
- Other Jumps to 3-Level are Forcing and show a good suit. (Good second suit.)
- Relay then 3N is choice of games.
- 

1♣ - 1Y - 1N - 2♦ (not full shaping relays)

If Y is ♦ bid naturally, If Y is a Major see below.

- Support Responder's with 3-cards.
- Bid other Major with 4-cards.
- Otherwise, bid naturally. 5-card minors, etc..
- Bid 3N if no other good bid.
- ❖ System On vs. T/O X below 1N.
- ❖ System On by PH. 2♣ remains a relay and 2♦ becomes natural and a maximum by Passed Hand.
- ❖ Systems Off vs. Overcalls (even if we rebid NT.)
- ❖ Systems Off vs. X of 1N.

### Modified Wolff Signoff (Two-Way NMF over 2N)

- 3♣ is a relay to 3♦ to play in 3♦, 3♥, 3♠ - bust bid.
- 3♦ Artificial GF.
  - After 3♦ bid -- Support Responder's suit first with 4/3 in Majors.
- 3M is natural and forcing.



## 1♣ Bidding Sequences

1♣ - 1♠ - 4♣

4-c♠, 6+♣, Game Forcing Hand

1♣ - 1♠ - 1N (X)

Systems off, XX = 10+ points.



## 1♣ vs. Interference

### 1♣ (X)

- XX 10+ pts. Usually no ♣ fit. Defensively oriented.
- 1♦ 4+c♦, 1F, 5+ HCP
- 1♥ 4+c♥, 1F, 5+ HCP
- 1♠ 4+c♠, 1F, 5+ HCP
- 1N Natural, 6 to 10- HCP, NF
- 2♣ 5+c♣, 6 to 9 HCP, NF
- 2♦\* Weak
- 2♥\* Weak
- 2♠\* Weak
- 2N\* *Jordan*, 5+c♣, 10+ HCP, 1F
- 3♣ Weak, 5+c♣, 0-5 HCP
- 3♦\* Splinter
- 3♥\* Splinter
- 3♠\* Splinter
- 3N GF, 12-15 HCP, no 4-card Major

### 1♣ (1♦)

- X Negative, Double, 4-4M, 5+ HCP
- 1♥ 4+c♥ (not 4-4M), 5+ HCP
- 1♠ 4+c♠ (not 4-4M), 5+ HCP
- 1N Natural, 6 to 10- HCP, NF
- 2♣ 5+c♣, 6 to 9 HCP, NF
- 2♦ Q=LR+, 10+ HCP, 5+♣
- 2♥\* Weak
- 2♠\* Weak
- 2N Natural, 10-11 HCP, stopper in ♦, no 4-card Major
- 3♣ Weak, 5+c♣, 0-5 HCP
- 3♦\* Splinter
- 3♥\* Splinter
- 3♠\* Splinter
- 3N GF, 12-15 HCP, no 4-card Major, stopper in ♦.

**1♣ (1♥)**

- X Negative Double, 4c♠, 5+ HCP
- 1♠ 5+c♠, 5+ HCP
- 1N Natural, 6 to 10- HCP, NF
- 2♣ 5+c♣, 6 to 9 HCP, NF
- 2♦ 5+c♦, 10+ HCP, 1F
- 2♥ Q=LR+, 10+ HCP, 5+♣
- 2♠\* Weak
- 2N Natural, 10-11 HCP, stopper in ♥, no 4-card ♠
- 3♣ Weak, 5+c♣, 0-5 HCP
- 3♦\* Splinter
- 3♥\* Splinter
- 3♠\* Splinter
- 3N GF, 12-15 HCP, no 4-card Major, stopper in ♥.

**1♣ (1♠)**

- X 6+ HCP, often 4+♥, flexible shape.
- 1N Natural, 6 to 10- HCP, NF, usually ♠ stopper
- 2♣ 5+c♣, 6 to 9 HCP, NF
- 2♦ 5+c♦, 10+ HCP, 1F, Freebid
- 2♥ 5+c♥, 10+ HCP, 1F, Freebid
- 2♠ Q=LR+, 10+ HCP, 5+♣
- 2N Natural, 10-11 HCP, stopper in ♠, usually no 4-card Major
- 3♣ Weak, 5+c♣, 0-5 HCP
- 3♦ Splinter
- 3♥ Splinter
- 3♠ Splinter
- 3N GF, 12-15 HCP, no 4-card Major, stopper in ♠.

**1♣ (1N)**

- 2-Level suits are Natural, non-forcing. Usually 6-card suit.
- 3-Level suits are preemptive.
- X is Penalty, First Double after by either player is Penalty.

**1♣ (2♣) – Michaels**

- (no special defense)

**Future Version –**

- |   |
|---|
| <ul style="list-style-type: none"> <li>• <b><i>Unusual vs. Michaels</i></b></li> <li>• <b><i>Unusual vs. Unusual</i></b></li> </ul> |
|---|

**vs. 2♦+ Interference**

- Negative Doubles and Positive Freebids.
  - 2-Level Freebids are 10+ Points, 1F
  - 3-Level Freebids are 12+ Points, GF



## Passed Hand Bidding

- 4<sup>th</sup> Suit Forcing is only 1F (Forcing 1-Round) by a Passed Hand.

## Problem Hands for Responder





## Constructive Bidding Agreements: Minor Suit Opening Bids

### 1♦ Opening Bids

#### Conventions for 1♦ Opening Bids

- Inverted Minors\*\*
- Splinters
- Two-way NMF\*\*
- Modified Wolff\*\*
- Extended NMF
- 2/1 Game Forcing\*\*
- 3/1 Invitational
- 4<sup>th</sup> Suit GF (1F by PH)

\*\*Special Section Included

#### General 1♦ Opening Bid

- Balanced 12-14 Points with Primary ♦
- Balanced 18 to 19- with Primary ♦
- Unbalanced Good 11 to 21 with Primary ♦

#### Responses to 1♦

- 1♥ 5+ HCP, 4+♥, 1F
- 1♠ 5+ HCP, 4+♠, 1F
- 1N 6 to 10- HCP, NF, no 4-card Major (could have ♦ fit.)
- 2♣ 12+ HCP, 4+c♣, 2/1 GF, no 4-card Major
- 2♦\* 10+ HCP, 4+c♦, 1F
- 2♥\* *Weak JS*, 0-5 HCP, 6+♥ (2N Ogust)
- 2♠\* *Weak JS*, 0-5 HCP, 6+♠ (2N Ogust)
- 2N 10+ to 12- HCP, generally no 4-card Major
- 3♣\* 9-11 HCP, 6+c♣, 3/1 Invitational
- 3♦\* *Weak*, 4+♦, 0-5 HCP (usually 5+♦)
- 3♥\* *Splinter*, 5+♦, 12+ HCP, GF, 0-1♥, no 4-card Major
- 3♠\* *Splinter*, 5+♦, 12+ HCP, GF, 0-1♠, no 4-card Major
- 3N 12 to 15- HCP, no 4-card Major
- 4♣\* *Splinter*, 6+♦, 12+ HCP, GF, 0-1♣, no 4-card Major
- 4♦ *Weak*, 6+♦, 0-5 HCP
- 4♥ To Play
- 4♠ To Play
- 4N Keycard in ♦
- 5♣ To Play



## Convention Details

### Inverted Minors

- 1♦ - 2♦\* 10+ HCP, 4+c♦, 1F
- 2♥ ♥ stopper, usually no ♠ stopper (could be balanced 18-19), 1F
  - 2♠ ♠ stopper, usually no ♥ stopper (could be balanced 18-19), 1F
  - 2N 12 to 13- HCP, Bal, Stoppers in Both Majors, NF
  - 3♣\* Art. GF, usually 15-17 HCP with Semi-Balanced Hand
  - 3♦ 12 to 13- HCP, Unbalanced, NF
  - 3♥\* *Splinter*, GF, Extra Values, 0-1c♥
  - 3♠\* *Splinter*, GF, Extra Values, 0-1c♠
  - 3N 13+ to 14 HCP, Balanced, NF (accepted Invite)
  - 4♣\* *Splinter*, GF, Extra Values, 0-1c♣
  - 4♦ *Natural and Forcing*

\*\*System On By a Passed Hand

### Future Version:

- |   |
|---|
| <ul style="list-style-type: none"><li>• 4♦ <i>Minorwood</i></li><li>• 4♥ <i>Exclusion Keycard in ♦</i></li><li>• 4♠ <i>Exclusion Keycard in ♦</i></li></ul> |
|---|

### 1♦ - 2N

- 1♦ - 2N – 10+ to 12- HCP
- 3♣ Minors, NF, To Play, usually 9+cards in minors
  - 3♦ 6+♦, NF, To Play
  - 3♥\* 5+♦, 0-1♥, Worry Ask, GF
  - 3♠\* 5+♦, 0-1♠, Worry Ask, GF
  - 3N To Play

### Future Version:

- |   |
|---|
| <ul style="list-style-type: none"><li>• 4♣ <i>Minorwood</i></li><li>• 4♦ <i>Minorwood</i></li><li>• 4♥ <i>Exclusion Keycard in ♦</i></li><li>• 4♠ <i>Exclusion Keycard in ♦</i></li></ul> |
|---|



## Two-Way NMF

### 1♦ - 1M - 1N -

- 2♣\* Relays to 2♦\* to Signoff at 2♦ or to make a natural and invitational bid.
- 2♦\* Artificial Game Force.
- Direct Non-Reverse at 2-Level to Play (choice of part scores.)
- Direct Reverse at 2-Level Game Forcing and natural.
- 2N Natural and Balanced.
- Relay then 2N is natural, balanced, w/ ♦ tolerance.
- Jumps to 3♣ are to play.
- Jumps to 3-Level are Forcing and show a good suit. (good second suit)
- Relay then 3N is choice of games.

### 1♦ - 1M - 1N - 2♦ (not full shaping relays)

- Support Responder with 3-cards.
- Bid other Major with 4-cards.
- Otherwise, bid naturally.
- Bid 3N if no other good bid.
- ❖ System On vs. T/O X below 1N.
- ❖ System On by PH. 2♣ remains a relay and 2♦ becomes natural and a maximum by Passed Hand.
- ❖ Systems Off vs. Overcalls (even if we rebid NT.)
- ❖ Systems Off vs. X of 1N. XX = 10+ pts.

## Modified Wolff Signoff (Two-Way NMF over 2N)

- 3♣ is a relay to 3♦ to play in 3♦, 3♥, 3♠ - bust bid.
- 3♦ Artificial GF.
  - After 3♦ bid -- Support Responder's suit first with 4/3 in Majors.
- 3M is natural and forcing.

## 1♦ - 2♣ 2/1 Game Forcing

### 1♦ - 2♣ Game Forcing, 12+ HCP, 4+♣

- Responder generally denies a 4-card Major.
- *Openers Rebids*
  - Opener rebids 2♦ on most hands w/ 5+♦.
  - 2M shows a stopper in Major, tends to deny stopper in other Major
    - Does not have to be a 4-card suit.
  - 2N shows a stopper in both Majors, generally balanced either 12-14 or 18 to 19- points.
  - Raise to 3♣ generally shows 4+c♣.
  - Jumps are splinters in support of ♣, does not show much in extra values.



## 1♦ Bidding Sequences

1♦ - 1♥ - 4♦            4-card ♥, 6+card ♦, Game Forcing Hand



## 1♦ vs. Interference

### 1♦ (X) -

- XX 10+ HCP, usually no 4c-Major, usually no ♦ fit
- 1♥ 4+c♥, 1F, 5+ HCP
- 1♠ 4+c♠, 1F, 5+ HCP
- 1N 6 to 10- HCP,
- 2♣ 5+c♣, 6-9 HCP, NF (usually 6+♣)
- 2♦ 4+c♦, 6-9 HCP, NF
- 2♥\* *Weak Jump Shift*, 6+c♥, 0-5+ HCP, (Ogust)
- 2♠\* *Weak Jump Shift*, 6+c♠, 0-5+ HCP, (Ogust)
- 2N 10+ to 12- HCP, NF, usually 4-card Major
- 3♣\* *Weak Jump Shift*, 6+c♣, 0-5+ HCP
- 3♦ Weak, 4+c♦, 0-5 HCP
- 3♥\* Splinter
- 3♠\* Splinter
- 3N 12-15 HCP, usually not 4-card Major

### 1♦ (1♥) -

- X 4c♠, 1F, 5+ HCP
- 1♠ 5+c♠, 1F, 5+ HCP
- 1N 6 to 10- HCP, usually a ♥ stopper
- 2♣ 5+c♣, 10+ HCP, 1F
- 2♦ 4+c♦, 6-9 HCP, NF
- 2♥ *Q=LR+*, 10+ pts, 4+♦, 1F
- 2♠\* *Weak Jump Shift*, 6+c♠, 0-5+ HCP, (Ogust)
- 2N 10+ to 12- HCP, NF, usually 4-card ♠, ♥ stopper
- 3♣\* *Weak Jump Shift*, 6+c♣, 0-5+ HCP
- 3♦ Weak, 4+c♦, 0-5 HCP
- 3♥\* Splinter
- 3♠\* Splinter
- 3N 12-15 HCP, usually not 4-card Major, ♥ stopper

### 1♦ (1♠) -

- Most bids are natural.
- X is flexible, often 4-card ♥ (but does not promise).
- 2♠ is a limit raise or better (Q=LR+.)



**1♦ (1N) -**

- 2-Level suits are Natural, non-forcing. Negative Freebid.
- 3-Level suits are preemptive.
- X is Penalty, 10+ HCP. First double by either player after is Penalty.
- Pull of Penalty Double is generally weak and shapely.

**1♦ (2♣) –**

- Most bids are natural.
- 3♣ is a limit raise or better (Q=LR+.)

**1♦ (2♦) – Michaels**

- No Methods.

**vs. 2♥+ Interference**

- Negative Doubles and Positive Freebids.
  - 2-Level Freebids are 10+ Points, 1F
  - 3-Level Freebids are 12+ Points, GF

**Future Version:**

- Unusual vs. Michaels
- Unusual vs. Unusual



### Passed Hand Bidding

- 4<sup>th</sup> Suit is Forcing 1-Round (1F) by a Passed Hand.

### Problem Hands for Responder



## Constructive Bidding Agreements: Major Suit Opening Bids

### 1♥ Opening Bids

#### Conventions for 1♥ Opening

- Double Raise Invitational
- Double Raise in Comp. Weak
- Jacoby 2N
- Splinters
- Semi-Forcing NT
- Reverse Two Way Drury\*\*
- 2/1 Game Forcing\*\*
- 3/1 Invitational

#### General 1♥ Opening

- 12-14 Points, Balanced OR
- 18 to 19- Points, Balanced OR
- Good 11 to 21 Points, Unbalanced

#### Responses to 1♥ Opening

- 1♠ 4+♠, 5+ HCP,
- 1N\* Semi-Forcing, 5 to 12- HCP
- 2♣ 2/1 GF, 4+c♣ (could be 3c rarely), Good 12+ HCP
- 2♦ 2/1 GF, 4+c♦, Good 12+ HCP
- 2♥ *Constructive Raise*, 7+ to 10- Points, 3+c♥
- 2♠\* *Weak Jump Shifts*, 0-5 HCP, 6+♠ (2N Ogust)
- 2N\* Jacoby 2N, GF ♥ Raise
- 3♣\* 3/1, 6+c♣, 9-11 HCP, Invitational
- 3♦\* 3/1 6+c♣, 9-11 HCP, Invitational
- 3♥ 4c, LR, 10-11 HCP
- 3♠\* *Splinter*, 4+♥, 0-1♠, 11 to 14 HCP
- 3N 3-2-4-4, 12 to 15 Points.
- 4♣\* *Splinter*, 4+♥, 0-1♣, 11 to 14 HCP
- 4♦\* *Splinter*, 4+♥, 0-1♦, 11 to 14 HCP
- 4♥ Preemptive, 0-8 HCP, 5+♥
- 4♠ To Play
- 4N Keycard in ♥





## Conventional Details

### Reverse 2-Way Drury

P - 1♥ -

- 2♣ 3c♥ LR, 10+ pts.
- 2♦ 4c♥ LR, 10+ pts.

### 2/1 GF Agreement

- 2N Bal 12-14 pts or 18-19 pts., stoppers in unbid suits.
- 2♥ Rebid is waiting. Shows exactly 5c♥.
- 3-Level new suit shows extra values.
- Fast Arrival



## 1♥ vs. Interference

### 1♥ (X) -

- 1♠ 4+♠, 5+ HCP,
- 1N 6 to 10- HCP, no 4-card Major
- 2♣ 5+c♣, 5-9 HCP, NF (Negative Freebid)
- 2♦ 5+c♦, 5-9 HCP, NF (Negative Freebid)
- 2♥ 6 to 9 Points, 3+c♥
- 2♠\* *Weak Jump Shifts, 0-5 HCP, 6+♠ (2N Ogust)*
- 2N *Jordan 2N, ♥ Raise, 4+♥, 10+ pts, 1F*
- 3♣ *Weak Jump Shifts, 0-5 HCP, 6+♣*
- 3♦ *Weak Jump Shifts, 0-5 HCP, 6+♦*
- 3♥ *Weak 0-5 HCP, 4-card ♥*
- 3♠\* *Splinter, 4+♥, 0-1♠, 11 to 14 HCP*
- 3N 2-card ♥, 12 to 15 Points.
- 4♣\* *Splinter, 4+♥, 0-1♣, 11 to 14 HCP*
- 4♦\* *Splinter, 4+♥, 0-1♦, 11 to 14 HCP*
- 4♥ Preemptive, 0-8 HCP, 5+♥
- 4♠ To Play
- 4N Keycard in ♥

## Jacoby 2N vs. Interference

- Bid shows Control in Opponents Suit.
  - shortness at 3L
  - Length at 4L (could be 4c suit)
- Pass (no control and weak holding in their suit). Double by Responder is Penalty.
- X cards (usually Qxx or better). Cooperative.



## 1♥ Bidding Sequences

## 2/1 Game Forcing Auctions



### Passed Hand Bidding

- P - 1♥ - 2N      5/5+ minors, 8-10 HCP
- 4<sup>th</sup> Suit Forcing is Forcing 1-Round (1F) by a passed hand.

### Problem Hands for Responder



## Constructive Bidding Agreements: Major Suit Opening Bids

### 1♠ Opening Bids

#### Conventions for 1♠ Opening

- Double Raise Invitational
- Double Raise in Comp. Weak
- Jacoby 2N
- Splinters
- Semi-Forcing NT
- Reverse Two Way Drury\*\*
- 2/1 Game Forcing\*\*
- 3/1 Invitational

#### General 1♠ Opening

- 12-14 Points, Balanced OR
- 18 to 19- Points, Balanced, OR
- Good 11 to 21 Points, Unbalanced

#### Responses to 1♠ Opening

- 1N Semi-Forcing, 5 to 12 HCP  
2♣ 2/1 GF, 4+c♣ (could be 3c rarely), Good 12+ HCP  
2♦ 2/1 GF, 4+c♦, Good 12+ HCP  
2♥ 2/1 GF, 5+♥, Good 12+ HCP  
2♠ Constructive Raise, 7+ to 10- Points, 3+c♠  
2N Jacoby 2N, GF ♠ Raise  
3♣ 3/1, 6+c♣, 9-11 HCP, Invitational  
3♦ 3/1 6+c♦, 9-11 HCP, Invitational  
3♥ 3/1 6+c♥, 9-11 HCP, Invitational  
3♠ 4c, LR, 10-11 HCP  
3N 2-3-4-4, 12 to 15 Points  
4♣\* Splinter, 11 to 14 HCP  
4♦\* Splinter, 11 to 14 HCP  
4♥\* Splinter, 11 to 14 HCP  
4♠ To Play  
4N *Keycard in ♠??*



## Conventional Details

### Reverse 2-Way Drury

P - 1♠ -

- 2♣ 3c♠ LR values, 10-11 hcp.
- 2♦ 4+c♠ LR values, 9-11 hcp.

### 2/1 GF Agreement

- 2N Rebid 12-14 pts. OR 18-19 pts. Stoppers in the unbid suits.
  - Denies cheaper 4-card suit that can be bid.
- 2♠ Rebid is Waiting.
- 3-Level new suit shows extra values
- Fast Arrival
- Jumps are Splinters, no significant extra values needed.



## 1♠ vs. Interference

### 1♠ (X) -

- 1N 6 to 9 HCP, usually
- 2♣ 5+c♣, 5-9 pts. Usually 6-card
- 2♦ 5+c♦, 5-9 pts. Usually 6-card
- 2♥ 5+c♥, 5-9 pts. Usually 6-card
- 2♠ 6 to 9 Points, 3+c♠
- 2N Jordan 2N, ♠ Raise, 10+ pts, 4+c♠
- 3♣ *Weak Jump Shift*, 6+c♣, 0-5 HCP
- 3♦ *Weak Jump Shift*, 6+c♦, 0-5 HCP
- 3♥ *Weak Jump Shift*, 6+c♥, 0-5 HCP
- 3♠ 4c♠, LR, 0-5 HCP
- 3N 2-card ♠, 12 to 15 Points
- 4♣\* Splinter, 11 to 14 HCP
- 4♦\* Splinter, 11 to 14 HCP
- 4♥\* To Play (jumps to game in competition are to play.)
- 4♠ To Play
- **4N** *Keycard in ♠??*

### Jacoby 2NT vs. Interference

- Bid shows Control
  - shortness at 3L
  - Length at 4L (could be 4c suit)
- Pass (no control and weak holding in their suit)
- X cards (usually Qxx or better)
- Double by partner after Pass is penalty.



## 1♠ Bidding Sequences

## 2/1 Game Forcing Auctions





## Passed Hand Bidding

## Problem Hands for Responder



## Constructive Bidding Agreements: 2♣ Opening Bid

- 2♦ Artificial, Game Force
- 2♥ "Bust" -- No Ace or King or Two-Queens
- 2♠ Natural, Game Force, and shapely (usually 5-5). No suit quality requirements.
- 3-Level Natural, Game Forcing (Very rare.)

Systems On over Notrump Rebids.  
(See Balanced Hand Section)

### ***Vs. Interference***

Pass Positive (like a 2♦ bid.)

X Negative (like a 2♥ bid.)

Bids are natural and game forcing.

We play the same agreements vs interference at all levels.



## 2-Level Preemptive Opening Bids

2♦ Opening Bids

2♥ Opening Bids

2♠ Opening Bids

\*\*Usually 6-card suits (5-card suits are common non-vulnerable.) 5-10 HCP.

## Responses to Weak Two-Bids

- Ogust 2N – 2N usually agrees a fit with Opener's suit.
- New Suits Forcing – 1-Round Forcing, looking for a fit. A quality 5+card suit.

## Lebensohl vs Weak-Two (X) P

- 2N – Relay to 3♣, used with weak hands, 0 to 7 hcp.
- 3L – 8 to 11 pts, natural. Constructive Bids.
- 3N – Natural, GF, Stopper.

*Next Version:* 4♣ Keycard after a preempt. Preempt steps 01122.



### **Constructive Bidding: 3-Level Opening Bids**

- 3♣ Opening Bids
- 3♦ Opening Bids
- 3♥ Opening Bids
- 3♠ Opening Bids

\*\*Usually 7-card suits (6-card suits are common non-vulnerable.) 5-10 HCP.

### **Responses to 3-Level Preempts**

- New Suit Forcing -- 1-Round Forcing, looking for a fit. A quality 5+card suit.

*Next Version:* 4♣ Keycard after a preempt. Preempt steps 01122.



## Slam Bidding

- 1430 Keycard
  - Specific Kings
  - Relay is Queen Ask over 1 or 4 / 3 or 0 answers (5♣ or 5♦).
  - If the Relay is “our suit”, say 5♥ after a 5♦ response if ♥ is keycard, then 5♠ is becomes “Queen Ask” – trying for grand slam.
- 1430 Gerber
  - Relay asks for Maximum or Minimum
  - 4N always to play.

## Future Version

- vs. X, XX step 1, Pass step 2 below 5M
- **DEPO vs. 5M or higher interference?**
- Exclusion 031422
- Minorwood
- Modern Style of cuebidding



## Other General Agreements

Patterning out into Minor is NF.  
Patterning out in Major is F.



### **Constructive Bidding with Competition**

- Takeout Doubles thru 4♥
- Negative Doubles thru 4♥
- Responsive Double thru 4♥
- Maximal Doubles
- Support Doubles 2M (non-jump)
- Support Redoubles



## Competitive Bidding -- They Open the Bidding

### Overcalls

- 7 to 18 HCP (1-Level Overcalls)
- 12 to 18 HCP (2-Level Overcalls)
- New Suit Forcing
- Jump Raise Weak
- Q=LR+

### Jump Overcalls

- Weak Jump Overcalls
- Intermediate Jump Overcalls in Passout Seat
- 1N overcall -- 15-18 pts.
  - Systems On
- Balancing 1N overcall -- 11-15 pts.
  - Systems On

### DONT vs. 1NT (if $\geq 16$ )

2♣	♣ + other
2♦	♦ + Major
2♥	♥ + ♠
2♠	♠
2N	minors
X	1-long suit (6+card suit)

### Michaels

- Min (5 to 11 hcp) or Max (16+ hcp.)
- *FUTURE VERSION -- Meckstroth Advances*

### Unusual Notrump

- Usually min hand (5 to 11 hcp.)





### **Defense**

- Upside Down Attitude
- Standard Count
- 4<sup>th</sup> Best Lead (from an honor)
- Top or Second Best from bad holding

### **Opening Leads**

Ace or Queen for Attitude, King for Count.

### **Third Hand Signals**

- 1 – Attitude
- 2 – Count
- 3 – Suit Preference
- Attitude behind A or K. Count behind lower card.

### **FUTURE VERSION**

Trump Suit Preference