

Non-Vulnerable Suspensor of Disbelief

We only play this when Non-vulnerable.

When we are Vulnerable we play the Standard American system card.

Opening Bids

Pass = 13+ any (Others are all 8 – 12, except for the 1♦ Fert and the 2♦/3-level Openings)

1♣ = 8 – 12 HCP, (5) 6+ card minor

1♦ = 0 – 7 HCP most

1♥ = 0 – 2 Hearts and 4 – 5 Spades OR 6+ Hearts

1♠ = 0 – 2 Spades and 4 – 5 Hearts OR 6+ Spades

1NT = 8 – 12 HCP, 3 – 5 Hearts and 3 – 5 Spades (usually not 5 – 5 majors)

2♣ = 8 – 12 HCP, 3 – 5 cards in both clubs and diamonds

2♦ = Up to about 8 HCP, 5+M (style is reasonably aggressive weak 2; will usually be 5/5 if only 5)

2♥ = 8 – 12 HCP, 5+ hearts and 5+ other

2♠ = 8 – 12 HCP, 5+ spade and 5+ other

2NT = 8 – 12 HCP, 5+/5+ in the minors

3-level: “Normal” non-vulnerable pre-empts (the top end of this is likely to make an 8 – 12 opening)

General Style

Where there is an overlap between the 8 – 12 openings, we tend to choose what we think is the most descriptive bid.

So, for example:

- 3=3=5=2 shaped hand may open 1♣ (if the minor is good) or 1NT (3 – 5 in each major)
- A poor 5M/5m hand may open 1oM instead of 2M
- 2=3=3=5 may choose to open 1♣ (if the minor is good) rather than 2♣
- 5 – 5 majors can choose to open 1NT (poor majors), 2♥ (better hearts) or 2♠ (better spades)

Structure over Pass (13+ any)

1♣ = Game try, any (7 - 11 HCP)

1♦: GF Relay

All bids are natural and GF

Step by opener is relay.

Everything else converts to a natural and GF auction

All others are NNF.

1♦ = 0 – 7 HCP, any [Negative]

1♥: 20+ HCP or equivalent, relay

1♠: 2nd Negative (0 – 3 HCP)

2♣: 23+ HCP (or equivalent) relay

2♦: 3rd Negative

All others are natural and GF

All others are NNF (in context)

All others are Natural and GF

All others are NNF.

1♥ = GF, 4+ hearts

Step by opener is relay.

Everything else converts to a natural and GF auction

1♠ = GF, 4+ spades

Step by opener is relay.

Everything else converts to a natural and GF auction

1NT = GF, balanced

Step by opener is relay.

Everything else converts to a natural and GF auction

2♣ = GF, 5+ clubs, unbalanced

Step by opener is relay.

Everything else converts to a natural and GF auction

2♦ = GF, 5+ diamonds, unbalanced

Step by opener is relay.

Everything else converts to a natural and GF auction

2♥/2♠/3♣/3♦: GI, natural, good suits

Any move is natural and GF

Competitive Auctions After Pass

- Doubles by either hand are for takeout.
- After interference over Pass, we play what we would after interference over our Standard 1♣ opening (some transfers, 2-level often NNF).

Structure after 1♣ opening (8 – 12, single suited minor)

1♦: GI+ Relay

1♥: Clubs, minimum

Step is relay (GF)

Next suit is shortage showing

2♣: Attempt to play

All others are natural and GF

1♠: Diamonds, minimum

Step is relay (GF)

Next suit is shortage showing

2♦: Attempt to play

All others are natural and GF

1NT: Maximum, Clubs

2♣: Relay (GF)

All others are natural and GF

2♣: Minimum, diamonds

2♦: Relay

All others are natural and GF

1♥/1♠: Natural, non-forcing

1NT: To play

2♣/2♦: Pass or correct

2♥/2♠: Pre-emptive

2NT: Lebensohl (includes choice of game with 5+M)

3♣/3♦: Pass or Correct

3♥/3♠: Natural, GF, very good suit

4♥/4♠: To play

Competitive Auctions After 1♣

- Doubles of minors are Pass or Correct. All other doubles by responder are penalties.
- Doubles by opener are takeout with defence.
- After interference, new suits at the 1-level are forcing for one round; suits at the 2-level are natural and non-forcing; 2NT is Lebensohl and new suits at the 3-level are natural and forcing (if they could not be bid at the 1-level).

Structure after 1♦ opening (0 – 7 HCP, most)

Uncontested, the same as after Pass - 1♦.

When we're running: XX = 0 – 2 in the suit.

Competitive Auctions After 1♦

- Doubles are for takeout.
- After interference, new suits at the 1-level are forcing for one round; suits at the 2-level are natural and non-forcing; 2NT is Lebensohl and new suits at the 3-level are natural and forcing (if they could not be bid at the 1-level).

Structure after 1♥ opening (0 – 2 hearts and 4 – 5 spades OR 6+ hearts)

1♠: GI+ Relay

1NT: 4 spades

2♣: GF Relay

Minimum bids are natural and invitational

Jumps are natural, GF and strongly suggestive of strain

2♣/2♦/2♠/2NT: “Natural” with 5 spades

Step is relay (GF)

Minimum bids are natural and invitational

Jumps are natural, GF and strongly suggestive of strain

1NT: To play opposite heart shortage

2♣/2♦: 5-card suits, not keen on NT

2♥: 6+ hearts

2♣/2♦: To play opposite heart shortage (natural, non-forcing)

2♥: 6+ hearts

2♥: Pass or correct

2♠: Pass or correct

2NT: Bid your better minor

3♣/3♦: Natural, pre-emptive

3♥/3♠/4♥: Pass or correct

Competitive Auctions After 1♥

- Doubles of 2M/3M by responder are Pass or Correct. Doubles by opener are Takeout with defence.
- Doubles of other bids by responder are penalties. Doubles by opener are Takeout with defence.
- All major suit bids are Pass/Correct (except where X was available as Pass/Correct).
- Minors at the 2-level are natural and non-forcing.
- Minors at the 3-level are GF.
- 2NT is Lebensohl.
- Cue raises show an invitational+ raise of whatever major opener has.

Structure after 1♠ opening (0 – 2 spades and 4 – 5 hearts OR 6+ spades)

1NT: To play opposite spade shortage

2♣/2♦/2♥: 5-card suits, not keen on NT

2♠: 6+ spades

2♣: GI+ Relay

2♦: 4 hearts

2♥: GF Relay

Minimum bids are natural and invitational

Jumps are natural, GF and strongly suggestive of strain

2♥: 5 hearts

2♠: GF Relay

2NT/3♥: Natural and invitational

All others are natural and GF

2♠: 6+ spades

2NT/3♠: Invitational

3♣: GF relay

All others are natural and GF.

2♦: To play opposite spade shortage (natural, non-forcing)

2♠: 6+ spades

2♥: Pass or correct

2♠: Pass or correct

2NT: Bid your better minor

3♣: To play opposite spade shortage (can handle 3♠ opposite 6+ spades)

3♦: Natural, pre-emptive

3♥/3♠/4♥: Pass or correct

Competitive Auctions After 1♠

- Doubles of 2M/3M by responder are Pass or Correct. Doubles by opener are Takeout with defence.
- Doubles of other bids by responder are penalties. Doubles by opener are Takeout with defence.
- All major suit bids are Pass/Correct (except where X was available as Pass/Correct).
- Minors at the 2-level are natural and non-forcing.
- Minors at the 3-level are GF.
- 2NT is Lebensohl.
- Cue raises show an invitational+ raise of whatever major opener has.

Structure after 1NT opening (8 – 12 HCP, 3 – 5 hearts and 3 – 5 spades)

2♣: Major suit ask (can be GF with anything, or weaker with equal length in majors)

2♦: Equal length in the majors (3 – 3 or 4 – 4)

2♥/2♠: To play

2NT: GF Relay

3♣: Club shortage

3♦: Diamond shortage

3♥: 5+ clubs

3♠: 5+ diamonds

3NT: 4 – 4 majors, balanced(ish)

3♣/3♦: Natural, GF

3♥/3♠: Choice of games

3NT: To play

2♥: 4+ hearts, fewer spades

2NT: GF Relay

3♣: Club shortage

3♦: Diamond shortage

3♥: 5 hearts, no shortage

3♠: 5 hearts, 4 spades, no shortage

3NT: 3 spades, 4 hearts, balanced

All others are natural and GF

2♠: 4+ spades, fewer hearts

2NT: GF Relay

3♣: Club shortage

3♦: Diamond shortage

3♥: 5 hearts, no shortage

3♠: 5 hearts, 4 spades, no shortage

3NT: 3 spades, 4 hearts, balanced

All others are natural and GF

2NT: 5 – 5 majors

3♣: GF Relay

3♦: Low (club) shortage

3♥: High (diamond) shortage

3♦: “Lebensohl”

3♥/3♠: Invitational

3♣: 6+ clubs (0 – 1 diamond), maximum [Minimum goes via 2♦ response]

3♦: 6+ diamonds (0 – 1 club), maximum [Minimum goes via 2♦ response]

2♦: Lebensohl (Weak escape to a suit or invitational both majors)

2♥ is forced.

Pass/2♠/3♣/3♦: To play

2NT: Invitational, both majors (4+/4+)

3NT: GF, 4 – 4 in the majors

2♥/2♠: Invitational with 4+ card suit; denies 4 in other major

2♠ over 2♥ is an attempt to play

3♣/3♦: Short suit try for game

3♠M: GF, 5 in bid major, three in the other [i.e. choice of game]

2NT: Invitational, no major

3♣/3♦: Mixed raise in hearts/spades (5+ in the shown major)
Opener decides whether or not to “right-side” by transferring.

3♥/3♠: Pre-emptive raise

4♣/4♦: You bid 4♥/4♠.

4♥/4♠: To play

After 1NT is doubled

Pass: Nothing to say.

2♣/2♦/2♥/2♠: 5(+) suits

XX: Rescue. Usually 3-suited short minor.

XX: To play (starts a penalty auction – pass is takeout and double is penalties).

2♣/2♦: Ostensibly natural, but later redouble is for rescue (diamonds + major after 2♣; both majors after 2♦).

Opener’s redouble is for rescue, but he is not obliged to run with a shortage.

2♥/2♠: To play

Competitive Auctions After 1NT

- System is on after 2♣ overcall, with X taking the place of the 2♣ relay. However, opener can choose to pass it with club length if he wants to.
- Lebensohl applies after 2♦+ overcall.
- Above the level of 2♣, X is penalties.

Structure after 2♣ (8 – 12, 3 – 5 clubs and 3 – 5 diamonds)

2♦: To play

2♥: GI+ Relay (club emphasis)

2♠: No shortage

2NT: Invitational

3♣: Invitational

3♦: Artificial GF

3M: Natural, GF

2NT: Heart shortage

3♣: Invitational

3♦: Artificial GF

3M: Natural, GF

3♣: Spade shortage

3♦: Artificial GF

3M: Natural, GF

2♠: GI+ Relay (diamond emphasis)

2NT: No shortage

3♣: Artificial GF

3♦: Invitational

3♣: Heart shortage

3♦: Invitational

3M: Natural, GF

3♦: Spade shortage

3M: Natural, GF

2NT: Pick your longer/better minor

3M is then choice of games

3♣/3♦: To play

3♥/3♠: Natural, GF

4♥/4♠: To play

Competitive Auctions After 2♣

- Doubles are for penalties
- Bids of minors are to play
- 2M is NNF; 3M is natural and GF
- “Cue” is general force; might include invitational “raises” of minors

Structure after 2♦ opening (Weak, 5+ in either major)

- 2M and 3M bids are Pass or Correct
- 2NT is a GI+ relay:
 - 3♣: Hearts
 - 3♦: Spades, minimum
 - 3♥: Spades, maximum
- 3♣/3♦ is natural and forcing
- 4♣: Transfer me to your major
- 4♦: Bid your major
- 4♥/4♠: Natural (to play)

Structure after 2♥/2♠ opening (8 – 12, 5+M + 5+ Other)

- New suits are Pass or Correct
- 2NT is a GI+ relay:
 - 3♣: Minimum
 - 3♦: Relay
 - 3♥: Clubs
 - 3♠: Diamonds
 - 3NT: Other major
 - 3M: Invitational (to play)
 - 3♦: Maximum, Clubs
 - 3♥: Maximum, Diamonds
 - 3♠: Maximum, Other major

After the relay, all of these should be Mulberry auctions: 4♣ about to Keycard; 4♦ Puppet Auction Terminator; 4♥+ = Natural slam try

Structure after 2NT opening

- Minors are to play
- 3M is natural and forcing

Structure After Other Openings

We simply play what we play after the equivalent opening in our other system, with appropriate range adjustments.