

Westwood Club

A Strong Club System

features

**Natural One Diamond
Openings
and
Four Card Major Suit
Responses**



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How the System Evolved

The system outlined in the pages that follow resembles Precision, but its origins and principles are different. Understanding its evolution and its logic can serve as a handle to understanding its basic features.

The system emerged out of an interest in resolving several distinct and well-known problems in standard bidding using natural bidding as much as possible. The decision to use 1♣ as the ubiquitous strong opening came late in the development of the system.

I addressed two issues initially:

1. **Opening 1♣/1♦ with a 3-card minor is imprecise and complicates subsequent bidding.** While it unquestionably advances the cause of finding a major suit contract, the imprecision of a 1♣/1♦ opening makes later bidding difficult when the hand is not balanced.

- Responder does not know whether to support the minor.
- Opener cannot reverse with a minimum to show a 4-card major.

2. **Opening a major and rebidding a minor describes a wide variety of hands and is passable.**

The same bid describes:

- A minimum hand with a 5 card major and 5-3-3-2 distribution
- A hand with near jump shift values
- A truly distributional hand with a second suit

Precision's 2♣ solves the first problem for clubs, but no bid exists in Precision to describe a parallel hand with diamonds. So I first redefined 1♦ to describe the same type of hand that is described by 2♣ and developed a sequence to show a 4-card major without reversing.

This use of 1♦, however, forced me to find a bid for a strong hand with diamonds. Initially, I experimented with 1NT, but soon settled on 1♣ because it largely resolved my second problem—the ambiguous strength of 1 of a major. 1NT, by default then, became the bid to show the balanced weak opener. Also, I first considered 2♦ as a bid to show a three-suited hand without diamonds (the Precision 2♦) but this would have meant adding a third type of hand to the 1♦ opening (the others: one-suited hand with 6+ hands and two-suited hands with diamonds), so 2♦ was selected to show all 3-suited hands without a 5-card major.

Thus evolved a strong but natural club system.

The 1♦ waiting response is borrowed from the 2♣ strong opener and is intended to give the stronger hand as much bidding room as possible. The exception to 1♣ waiting for 4-card majors emerged from the following conclusions:

- Opening 1♣ offered the opportunity of finding a 4-4 fit opposite a weak responder where others

playing a strong 1NT would be passed out.

- A responder with a 5-card major could always transfer into the major after opener bids 1NT or 2NT.
- If responder's first bid always showed or indicated exactly 4-cards in a major, then a major suit after a waiting bid would either indicate length (5+) in the suit bid or a hand with slam interest.

Finally, after the first trial run, it became obvious that off-shape hands would be difficult to rebid without using 1NT to describe semi-balanced (5-4-2-2 and 6-3-3-2) hands. It had the added advantage of saving bidding room and enabling responder to transfer into long suits after 1♦ waiting.

Finally, to make slam easier to reach, several specific strong responses were added. Early on, 2NT was adopted for a response showing a balanced hand in the 13-15 HCP range (not denying a 4-card major). Later, I settled upon 2 level responses to show an opening hand with a good 5-card suit.

Paul Weinbaum
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The Basics

1♣ Opening

1. A 1♣ opening shows 15+ HCP and any distribution.
2. A 1♦ response is waiting, ordinarily denying 0-12 HCP and exactly 4 cards in a major.
3. A 1♥ or 1♠ response shows 0-8 HCP and exactly 4 cards in one/both majors.
4. A 1NT response shows exactly 4 cards in a major and 9-12 HCP.
5. Jump rebids after 1♦ or 1 of a major (2 of a major, 3 of a minor, 2NT) show 22+ HCP.
6. 2 level responses show 13+ HCP, 5 card suits with 2 of the top 4 honors

1♦ Opening

1. A 1♦ opening shows 11-14 HCP, 4+ diamonds, and an unbalanced hand (single or two-suited).
2. Opener's 1NT rebid, in non-competitive bidding, shows 4+ clubs.
3. Opener's 2♣ rebid after a major-suit response shows 4-cards in the unbid major and denies 3-card support for responder's suit..

1 of a Major Opening

1. 1♥ or 1♠ shows 11-14 HCP, 5+ in the major, and may be balanced (5-3-3-2 distribution) or unbalanced..
2. Responder's bids are as in 2/1 except that 2♣ is invitational
3. Responder locates non-game 5/2 major suit fits in responder's major using BART or Two-way New Minor Forcing.

1NT Opening

1. A 1NT opening shows 12-14 HCP and

denies holding a 5-card major

2. A 2♣ response begins all invitational sequences and does not promise a 4 card major
3. A 2♦ response is forcing Stayman
4. Major suit responses are natural (not transfers)
5. After an overcall, suit responses are natural and 2NT is Lebensohl
6. After a double (penalty or conventional), responder uses DONT, bidding the lower of two suits; redoubles are a relay to 2♣ for responder to bid a long suit (which may be 5 cards) as a sign-off.

2♣ Opening

1. 2♣ ordinarily shows 11-14 HCP and 5+ clubs—if holding only 5 clubs, opener has a 4-card major
2. A 2♦ response is artificial and asks partner to bid a 4-card major or 3♣ without one.
3. Responder's 2 of a major promises 5 in the major and is not forcing; to force bid 2♦.

2♦ Opening

1. A 2♦ opening shows 11-14 HCP and 4-4-4-1 or 5-4-4-0 distribution without a 5-card major.
2. A 2NT response asks partner to bid the suit of the singleton or void.
3. If responder bids anything other than 2NT, the bid is to play unless it is the suit of opener's singleton or void. After a 2♠ response, 2NT shows a singleton spade.
4. Responder's cue bid of opener's short suit is ace asking.

Part A

Opening Bids

I. One Club

Requirements: 15+ HCP except 20-21 HCP, balanced

1♦ is the most common response after opener bids 1♣. It is a waiting bid, ordinarily **denying** exactly 4 cards in a major. Rebids by opener are natural.

Exceptions to 1♣-1♦ show either a **4 card major** or a **strong hand** with 13+ HCP. Other than 1♦, 1NT is most common. It shows 9-12 HCP and, except in competition, a 4-card major.

1♥ and **1♠** are both negative bids showing exactly 4-cards and 8 HCP or less. Responder's change of suit bids are ordinarily to play, showing a longer 2nd suit.

A less common bid is **2NT** which promises 13-15 HCP, not excluding a 4-card major. Stayman allows opener to ask for a 4-card major while showing relative strength.

The **Precision unusual positive**, a 3-level splinter showing 4-4-4-1/5-4-4-0 distribution, but limited to 9-12 HCP, rounds out 4-card responses although it occurs rarely. In this case, opener's rebid of partner's short suit is ace asking.

Two strong sequences occur with sufficient frequency to be noted:

- To show a **balanced 18-19 HCP** opener starts with 1♣ and after the expected 1♦ response bids 1♥, which may be natural or artificial and strong. Responder ordinarily bids 1♠—there are exceptions to this relay—to ask opener to clarify which of the two types opener holds. A 1NT third bid by

opener shows the strong hand and the bid of a suit or a rebid of hearts shows that the initial heart is natural.

- If responder has a 5 card suit with 2 honors and 13 HCP, responder bids 2 of the suit. If a minor is the 5 card suit, it ordinarily denies holding a second 4-card major.

Holding **5/4 in the majors**, responder has several options (with 6/4 responder bids 1♦):

- If having less than 8 HCP, responder bids the 4-card major first, and then if, it makes sense, the longer suit. If holding 4 hearts and 5 spades, *responder rebids his hearts*, so 1♣-1♥-1NT-2♥ shows 4 hearts, as promised originally, and 5 spades. This allows opener to sign off in a 4-3 fit, rather than a 5-2 fit at the 2 level.
- If holding 9 HCP, responder bids 1♦ and, if opener rebids 1NT, bids 5-card Stayman, and then 2 of the major presuming opener rebids 2♦. A transfer would promise 5 cards in the major without 4 cards in the other major.
- If holding 10+ HCP, responder bids 1♦ and, if opener rebids 1NT, bids 3 of his 5-card major.

The Non-Competitive Auction

The columns in this chapter are parallel columns to be read side by side

INITIAL RESPONSES AND REBIDS

- 1♦ Waiting, but ordinarily denies a 4-card major with 0-12 HCP
Hands with 5/4 in the majors and 9+ HCP are the exception

OTHER RESPONSES

- 1♥ 0-8 HCP, exactly 4 hearts; does not deny 4 spades

- 1♠ 0-8 HCP, exactly 4 spades, denies 4 hearts

- 1NT 9-12 HCP, at least one 4-card major; may include a longer minor; may be unbalanced.

- 2♣/2♦ 13+ HCP, 5 cards in bid suit, 2 honors, no 4-card major

- 2♥/2♠ 13+ HCP, 5 cards in bid suit, with 2 top honors

FOLLOW-UP BIDDING

OPENER'S REBID AFTER 1♥ WITH SPADES

- 1♠ 15+ HCP, exactly 4 spades
2♠ 15+ HCP, 5+ spades

OPENER'S REBID WITH A BALANCED HAND

- 1NT 15-19 HCP
To show 7-8 HCP without a 5-card major, responder next bids 2♣
2NT 22+ HCP

Transfers are on (responder may have a 5-card major)

OPENER'S REBIDS AFTER 1♣-1NT

- 2♣ Natural, without a 4-card major
2♦ Stayman
2♥/2♠ 5-card suit

RESPONDING WITH 5/4 IN THE MAJORS

With 0-8 HCP, responder bids the 4-card major, and bids or transfers to the 5-card major later.

With 9 HCP, responder bids 1♦ and, if opener rebids 1NT, responder bids 2♣ (5-card Stayman) and then 2 of the 5-card major (i.e. 1♣-1♦-1NT-2♣ (asking for a 5-card major), 2♦, 2♥/2♠).

With 10+ HCP, responder bids 1♦ and, if opener rebids 1NT, responder bids 3 of the 5-card major.

INITIAL RESPONSES AND REBIDS

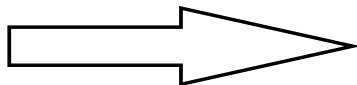
2NT 13-15 HCP, balanced; does not deny 4-card major

3 any 9-12 HCP, 4-4-4-1 or 5-4-4-0 distribution, with a 5 card major (the "Unusual Positive")

OPENER'S REBIDS AFTER 1♦

1♥+ HCP, 5 hearts, unbalanced, or 18-19 HCP, balanced/semi-balanced/3-suited, or 25+ HCP, balanced/semi-balanced

Multi-1♥ Rebid Responses



FOLLOW-UP BIDDING

RESPONSES AFTER 1♣-2NT

- 3♣ Stayman, asks for 4-card major
- 3♦ Stayman, asks for a 4-card major; shows extra strength by opener
- 3♥ 5 hearts, asking partner to bid 4♥ with 3-card support and 3NT without
- 3♠ 5 spades, asking partner to bid 4♠ with 3-card support and 3NT without
- 3NT To play, either 4-3-3-3 distribution or no 4-card major
- 4♣ Gerber
- 4♥ 6 hearts, to play
- 4♠ 6 spades, to play
- 4NT Quantitative, asking partner to bid 6 NT with a maximum (good 14-15)

All other bids are to play.

Opener places the contract or bids 4 of the short suit as regular Blackwood.

RESPONSES AFTER 1♣-1♦-1♥

1♠ Relay asking partner to clarify holding

OPENER'S REBIDS/RELAY

- 1NT 18-19 HCP, balanced, semi-balanced, or 3-suited
- 2♣/2♦ 15+ HCP, 5 hearts, 4+ in the bid minor
- 2♥ 15+ HCP, 6+ hearts
- 2♠ 3-suited hand, 4-4-4-1 or 5-4-4-0 without a 5-card major

RESPONDER'S REBIDS

- 2NT Asks opener for opener's short suit
- 3 any Ordinarily to play, but opener may raise
- 2NT 25+ HCP
- 1NT 7-9 HCP, 5+ spades

INITIAL RESPONSES AND REBIDS

- 1♠ 15+ HCP, 5 spades, denies a balanced hand
- 1NT 15-17 HCP, balanced, semi-balanced (5-4-4-2 or 6-3-3-2 with a long minor), or 3-suited
- 2♣ 15+ HCP, 5+ clubs; if only 5, also a 4-card major. With 6-3-3-2 distribution and stoppers in short suits, prefer 1NT
- 2♦ 15+ HCP, 5+ diamonds, unbalanced; may include 4-card major
- 2♥ 22+ HCP, 5 hearts
- 2♠ 22+ HCP, 5 spades

FOLLOW-UP BIDDING

- 2♣ 7-9 HCP, 6+ clubs
- 2♦ 7-9 HCP, 6+ diamonds
- 2♥ 7-9 HCP, exactly 3 hearts
- 2♠ 2-5 HCP, 6+ spades, no interest in game opposite a balanced 18-19 HCP

- 1NT 0-9 HCP, less than 3-card support, forcing one round
- 2 any 10+ HCP, 3+ cards in bid suit, if a minor; 5+ if hearts

After an opening rebid of 1NT, responder uses 5-card Stayman

RESPONSES AFTER 1♣-1♦-2♣

- 2♦ Stayman; or first step to ask for stoppers or force to game with 5-card major
- 2♥/2♠ Non-forcing, 5+ in bid suit
- 3♥/3♠ Forcing to 4 of a major or 3NT, 6+ in the bid suit

RESPONSES AFTER 1♣-1♦-2♦

- 2♥/2♠ Invitational, 5+ major
- 2NT Forces 3♣ which will be passed; opener may decline relay
- 3♣ Forcing one round
- 3♥/3♠ Forcing, 6+ major

RESPONSES AFTER 1♣-1♦-2♥/2♠

- 2NT 0-3 HCP, non-forcing; opener's next bid will likely be passed.
- 3 any forcing to game or 4 of a minor

BIDDING A THREE-SUITED HAND

With 4-4-4-1 or 5-4-4-0 distribution (not including a 5-card major) opener bids 1♣ and rebids 1♥ if responder bids 1♦.

Presuming responder completes the relay by bidding 1♠, opener bids 2♠ as a third bid.

In follow-up bidding, responder's 3-level bids are to play and 2NT asks opener to name the suit of the singleton or void.

INITIAL RESPONSES AND REBIDS

- 2NT 22-24 HCP, balanced; may include a 5-card major
- 3♣/3♦ 22+ HCP or 8 quick tricks, 6+ in the bid suit, unsuitable for rebidding 2NT

FOLLOW-UP BIDDING

After an opening rebid of 2NT, responder uses Puppet Stayman.

Bidding After Interference

RESPONSES/ONE LEVEL INTERFERENCE

- Dbl 5-9 HCP, any distribution
- 1NT 9-12 HCP; with a 4-card major (not promising stopper) or without a 4-card major and a stopper

OPENER'S REBIDS AFTER 1NT

- 2♦ Stayman
- 2♥/♠ 5+ in the suit bid
- 1♠ 10+ HCP, 5+ spades
- 2♣/2♦ 10+ HCP; ordinarily a 5-card suit
- 2♥ 10+ HCP, 5+ hearts
- 2NT 13-15 HCP; may include a 5-card minor or a 4-card major; promises a stopper

OPENER'S REBIDS AFTER 2NT

- 3♣ Stayman
- 3♦ Stayman; slam invitational; does not promise a 4-card major
- 3♥/3♠ 4-card suit
- Cue 10+ HCP, asks opener to bid NT with a stopper

RESPONSES/TWO LEVEL INTERFERENCE

- Dbl 5-9 HCP, any distribution; but tends towards the higher end of the range

- 2♦ 10+ HCP; ordinarily a 5-card suit
- 2♥ 10+ HCP, 5+ hearts
- 2NT 10-12 HCP; may include a 5-card minor or 4-card major; shows a stopper

OPENER'S REBIDS AFTER 2NT

- 3♣ Stayman
- 3♦ Stayman; slam invitational; does not promise a 4-card major
- 3♥/3♠ 4-card suit
- Cue 10+ HCP, asks opener to bid NT with a stopper

RESPONSES AFTER THE OPPONENTS DOUBLE

Pass 0-4 HCP

1♦ 5-9 HCP

1♥/1♠ 10+ HCP, 5+ in the suit bid

1NT 9-12 HCP, 4 card major

Redbl 10+ HCP without 4 or more cards in a major

II. One-Diamond

Requirements: 11-14 HCP, and one of the following:
two-suited hand with 5 diamonds, unless 4 diamonds and 5 clubs
single-suited hand with 6+ diamonds

A 1♦ opening promises 4 diamonds and is always unbalanced, indicating a one or two suited hand. If only 4 diamonds, it also promises exactly 5 clubs. Opener is limited to 11-14 HCP.

A rebid of 2♣ after a major suit response promises **4 cards in the other major**. It also denies 3 card support for responder's major. After an overcall systems are off.

A rebid of 1NT promises 5/4 in the minors.

If responder bids a major, opener's rebids of the other major promises 4 cards in the suit bid and 3-card support for responder's major.

All responses are natural, with 2 diamonds showing a weak hand to play. 2NT promises 13+ HCP and does not deny a 4-card major.

The Non-Competitive Auction

After a 1♦ opening, responder bids as follows:

- 1♥/1♠ 6+ HCP, 4+ major
- 1NT 4+ clubs, non-game forcing, without a 4-card major,
- 2♣ 10+ HCP, 5+ clubs without a 4-card major, or game forcing, may have a 4-card major
- 2♦ 5-10 HCP, 3+ diamonds,
- 2♥/2♠ 17+ HCP or preemptive, 5+ major, according to preference
- 2NT Balanced, game forcing; does not deny a 4-card major

OPENER'S REBID

After 1♥ and 1♠,

- 1NT Length in both minors
- 1♠/1♥ 3-card support for hearts and 4 spades
- 2♣ 4 cards in the other major and 5 diamonds; denies 3 card support for responder's major
- 2♦ 6 diamonds
- 2♥/1♠ 3-card support for spades and 4 hearts

After 1NT,

- 2♣ 4+ clubs in support of responder's 4+ card suit
- 2♦ 5 diamonds and a 4-card major or 6+ diamonds

After 2NT,

- 3♦ 6+ diamonds
- 3♥ 4 hearts and 5 diamonds
- 3♠ 4 spades and 5 diamonds
- 3NT 5/4 in the minors

Bidding after Interference

After an overcall, systems are off and 1NT reverts to showing a stopper.

4TH SUIT FORCING

Count 1NT as a club suit; and 2♣ as the major it shows.

III. One of a Major

Requirements: 11-14 HCP and at least 5 cards in the major

Standard 2/1 Responses

- 1NT Forcing one round, asking opener to bid a 2nd suit (which may be 3-cards) or rebid a long major. Includes invitational hands with 3-card support.
- 2♦ Game forcing, except if diamonds are rebid

A jump raise shows 11+ points with distribution, 4+ support should be virtually game forcing given opener's distribution.

Non-standard Responses

- 2♣ 10+ HCP, ordinarily 5+ clubs
- 2NT Game forcing; showing one of the following:
- a balanced hand with 2-card support, or
 - any hand with 4-card support for opener's major

Limited Responses (Optional)

BART:

RESPONDING WITH 5 HEARTS/1♠

If opener rebids 2♣/1NT, a response of 2♦ is forcing and likely shows 5 hearts with invitational values.

Opener's rebids

- 2♥ Shows 3 hearts
- 2♠ Denies 3 hearts; does not show extra length in spades

Any subsequent bid by responder shows near opening values without support for opener's spades.

TWO-WAY NEW MINOR FORCING
(NON-FORCING)

If opener rebids 1NT/1♥-1♠,

- 2♣ relay to 2♦ ordinarily 5 spades, less than 12 HCP (i.e. non-game going if there's no fit); and drop dead once a fit is found.
- Responder's 3rd bid
- Pass 4 spades, 5+ diamonds, 0-1 heart
- 2♥ 2 hearts and 5 spades
- 2♠ 0-1 heart and 5 spades
- 3♣ 5 spades/5 clubs
- 2♦ New minor forcing, invitational or game forcing

2♣ v. 2♦

2♣ is invitational since it allows opener to bid a second suit without reversing.

2♦ is game forcing because it prevents an opener from rebidding 2♣.

IV. One No Trump

Requirements: 12-14 HCP, balanced; does not include a 5-card major

The Non-Competitive Auction

- 2♣ 11-12 HCP; invitational Stayman; does not promise 4-card major
- 2♦ 13+ HCP; forcing Stayman (2NT is negative response)
- 2♥/2♠ 0-10 HCP, 5 cards in bid suit; to play
- 2NT 0-9 HCP, relay to 3♣; promises 5+ clubs or 5+ diamonds—with only 5, it shows extreme weakness
- 3♣/3♦ 16+ HCP, 5+ in bid suit, forcing to 3NT or 3♥/3♠ as a cue bid with support for responder's minor
- 3♥ 13+ HCP, 5+ hearts, forcing to 3NT or 4♥
- 3♠ 13+ HCP, 5+ spades, forcing to 3NT or 4♠
- 3NT 13+ HCP, to play
- 4NT 19 HCP, quantitative invitation to 6NT

VACANT DOUBLETON CONVENTION

After a 2♦ response, and a 2♥/2♠ rebid by opener, 2NT by responder asks for vacant doubleton;

After a 2♦ response, and a 2NT rebid by opener,

3♣ asks opener to bid suit of a vacant doubleton if ♦/♥/♠ or 3NT without one.

3♦ asks opener to bid 3♥ with a vacant doubleton club suit or 3NT.

Bidding after Interference

AFTER PENALTY OR CONVENTIONAL DOUBLE

DONT runouts as follows:

- Rdl Single suited hand, forces opener to bid 2♣ as a relay; single suit may be 5 cards
- 2♣ Clubs and a higher suit
- 2♦ Diamonds and a higher suit
- 2♥ Hearts and spades
- 2♠ Spades
- 3♣/3♦ Invitational, length in bid minor, not forcing
- 3♥/3♠ Invitational, 5 cards in bid major

AFTER AN OVERCALL

- Dbl Negative and competitive, asks for 4 card major/5 card minor (2NT is negative response; does not promise a stopper)
- 2 any To play
- 2NT Forces 3♣ length (Lebensohl)
- 3♣/3♦ Invitational values, length in bid minor, not forcing
- 3♥/3♠ Forcing, 5 cards in bid major
- 3NT Denies stopper in opponents suit; to play if opener has stopper or forcing to 4♣, without one (Lebensohl)

After a 2♦ overcall showing both majors

- 2♥/2♠ A stopper in the suit bid, without a stopper in the unbid major
- 2NT Relay to 3♣ (may be “corrected” to 3♦)
- 3NT To play, stoppers in both majors

A pass followed by a double is for penalty

Lebensohl

2NT by responder, forcing 3♣, after an overcall shows one of the following:

- a weak hand with a long suit
- an invitational hand with a 5-card major
- a strong hand with a stopper

WEAK RESPONDING HANDS

2NT followed by a suit bid below that of the over caller shows 6+ in the bid suit
i.e. 3♥ after a 2♠ overcall)

INVITATIONAL RESPONDING HANDS

2NT followed by a suit above overcaller’s shows a limit raise
i.e. 3♠ after a 2♥ overcall
i.e. 3♥ after a 2♣ overcall

STRONG RESPONDING HANDS

- A cue bid always shows a 4-card major (ordinarily the other major)
- 2NT (*i.e. slow*) followed by 3NT or a cue bid **shows** a stopper
- Bidding 3NT directly (*i.e. fast*) **denies** a stopper

For example,

1NT-(2♠)-2NT-3♣-3♠

Shows a stopper and 4 hearts

1NT-(2♠)-3♠

Denies a spade stopper and shows 4 hearts

1NT-3NT
Denies a stopper and denies 4 hearts

Opener without a stopper must then bid 4c unless 4d is 2 or 3 cards longer.

Slow Shows a Stopper

V. Two Clubs

Requirements: 11-14 HCP, 6+ clubs or if only 5 clubs, also a 4-card major

Note: The same bids apply after 1♣-1♦-2♣

KEY POINTS

1. **Responder's first bid of two of a major is invitational, and may be passed.** It shows 5+ in the major, but opener should pass with a minimum and 2-card support. With 6 in the suit, responder rebids it, if given the opportunity.
2. Responder's 2♦ asks opener to clarify his hand; opener shows first a 4-card major and then the strength of his hand and number of outside stoppers. **A 2NT rebid is stronger than 3♣.**
3. **Responder's 2nd bid of 3♦, after 2♦, is stopper asking** and artificial; opener rebids naturally for the most part.
4. **Responder's immediate jump to 3 of a major is forcing** to 4 of the major with a doubleton, 3NT without, or 4♣ with a minimum.

RESPONSES

- 2♦ Asks partner to clarify his hand
Opener's Rebid
- 2♥/2♠ 4 card major and 5+ clubs
2NT 6 clubs, top of HCP range—routinely shows 2 side suits stopped
- 3♣ Minimum, no 4-card major—routinely shows 1 side suit stopped
3NT Solid clubs, no 4-card side suit
- 2♥ 9-13, 5+ hearts, non-forcing
2♠ 9-13, 5+ spades, non-forcing
3♦ forcing to game, 6+ diamonds
3♥ forcing to game, 6+ hearts

- 3♠ 6 hearts, forcing to game
3NT To play

OPENER'S REBID AFTER 2 OF A MAJOR

- Pass 2 or 3-card support and a minimum
2NT Denies 3 card support; 13-14 HCP
3♣ Default negative bid
3♥/3♠ 3 card support for responder's major or 4 card support and a weak hand
4♥/4♠ 4 card support for responder's major and maximum values
2NT Invitational to 3NT

RESPONDING WITH A 5-CARD MAJOR

- Invitational: Bid 2 of the major
Forcing: Bid 2♦ and then 3 of the major

RESPONDING WITH A 6-CARD MAJOR

- Invitational: Bid 2 of the major and rebid the suit at the 3-level, if opener does not show 3-card support.
Forcing: Bid 3 of the major immediately.

RESPONDING WITHOUT A LONG MAJOR

The following Precision responses to stopper asking is separate from the system for responding with a major—

2♦ followed by 3♦ *always* asks opener for stoppers and is forcing to 3NT or 4♣. (An immediately bid 3♦/2♣ shows diamonds and is game forcing.)

In response to 3♦, opener rebids as follows:

If opener has bid 2♥ or 2♠ in response to 2♦, opener bids

- the other major if that suit is stopped
- 3 of his own major with diamonds
- 3NT with both other suits stopped

If opener has bid 2NT in response to 2♦, showing 2 suits stopped, opener bids

- 3♥ with hearts and diamonds stopped
- 3♠ with spades and diamonds stopped
- 3NT with hearts and spades stopped

If opener has bid 3♣ in response to 2♦, showing 1 outside suit stopped, opener bids

- 3♥ to show hearts stopped
- 3♠ to show spades stopped
- 3NT to show diamonds stopped

VI. Two Diamonds

Requirements: 11-14 HCP, 3-suited hand, either 4-4-4-1 or 5-4-4-0 without a 5-card major

RESPONSES

- 2♥ To play
- 2♠ To play
- 3♣ To play.

OPENER'S REBID

If responder bids the suit of opener's singleton or void, opener bids next suit up or 2NT after 2♠, and responder sets the contract.

- 2NT Asks for suit of singleton or void; responder sets contract with subsequent bid

CUE BIDDING OPENER'S SHORT SUIT

After 2NT, responder's bid of 4 of opener's singleton or void is ace asking

Part B

Topics

VII. No Trump Ranges and Responses

Opener's NT Range

HCP	Basic Bidding Sequence	Type of Stayman	Minor Suit Transfer
12-14	1NT	2♣—4-card, invitational 2♦—4-card, forcing	2NT relay to 3♣ to be passed or corrected
2♣ begins all invitational sequences (11-12 HCP)			
2♦ allows for follow-up inquiry for worthless doubleton			
15-17	1♣-1♦-1NT	5-card	4 suit transfers with preacceptance
1NT rebid is used for all balanced hands with a 5 card major and for semi-balanced and 3-suited (4441 and 5440) hands; preferred for hands with 5-4-2-2 distribution with a 5-card minor, instead of 2♣ or 2♦ rebid. Responder's second response of 3♥/3♠ shows 5/4 in the majors, with 5 cards in the bid suit.			
If responder bids 1♥ or 1♠ showing 0-8 HCP, a minor suit rebid after 1NT shows a 4-card major and a longer minor.			
18-19	1♣-1♦-1♥-1♠-1NT	5-card	4 suit transfers with preacceptance
1♥ rebid forces 1♠ and most of the time shows either hearts (15+ HCP) and a second suit or balanced or semi-balanced 18-19 HCP hand. The 1♥ bid is also the prelude for opener to show a 25+ HCP balanced or semi-balanced hand.			
20-21	2NT	Puppet	None
22-24	1♣-1♦-2NT	Puppet	None
25+	1♣-1♦-1♥-1♠-2NT	Puppet	None

Stayman: When to Use Each Type

4-card invitational and 4-card forcing Stayman applies after a weak opening NT.

5-card Stayman applies after opener rebids 1NT, showing a good hand (15-19 HCP).

Puppet Stayman applies after opener bids or rebids 2NT.

5-CARD STAYMAN

2♣ asks for a 5-card major.
 2♦ by opener denies one.
 2♥/2♠ then shows 5 in the suit and 4 in the other major; invitational.
 3♦ then asks for a 4-card major; forcing to 4 of the major or 3NT.

Responder's NT after a 1♣ Opening¹

1NT RESPONSE

Responder's 1NT response shows 9-12 HCP and at least one 4-card major. It denies a 5-card major. It may be balanced or unbalanced with a longer minor. Responder bids longer minor at 3-level.

Opener's 2♣ rebid shows 15+ HCP, 6 clubs and no 4-card major

Opener's 2♦ is 4-card Stayman, after a 1NT response, and shows 15-21 HCP. Support for responder's 4-card suit at the 3-level or a 2NT rebid shows 15-16 HCP and responder should accept with 10-12 HCP, and decline with 9HCP only.

Opener's bid of 2 of a major (1♣-1NT-2♥/2♠) promises 5+ in the major.

2NT RESPONSE

Responder's 2NT response shows 13-15 HCP and does not deny a 4-card major. 3♣/3♦ are both Stayman, depending upon opener's strength. 3♥/3♠ show 5+ in the bid suit.

1NT IN COMPETITION

Responder's 1NT shows 9-12 HCP and either a 4-card major or a stopper in the overcaller's suit.

2NT IN COMPETITION

After a forcing 2NT, 3♣ is Stayman and 3♥/3♠ shows 5 in the suit.

SECOND ROUND 1NT

After the 1♣ opener rebids 1♠, 1NT is forcing, showing 6-12, but does not deny 4 hearts. Opener, bids 2♥ naturally to show 5+ spades and 4 hearts.

SECOND ROUND 2NT

After the 1♣ opener rebids 1♠, 2NT is forcing, showing 13+, but does not deny 4 hearts or support. Opener, rebids 3♥ to show 5+ spades and 4 hearts. With less than 13 HCP, responder would have bid or shown the 4-card suit immediately.

¹The discussion in this section summarizes bids in Section 1.

VIII. 2NT as a Weak-Strong Response Lebensohl and Related Responses

Lebensohl, detailed on p. 11 as a response after interference over 1NT is useful in a number of other situations. The 2NT response is initiated in the following additional circumstances:

1. Advancer's bid after a takeout double of a weak two

2 any-DBL-Pass-2NT

Advancer's bid after the 3♣ relay is weak if beneath that of opener; and invitational or strong otherwise.

2. Responder's bid after opener makes a strong jump shift into 2♥ or 2♠ to end the bidding below game.

1♣-1♦-2♥-2NT

In this situation, 2NT never begins a strong sequence.

3. Responder's bid after a weak jump overcall to show the following:
 - weak hand with a long suit below that of the overcaller
 - a limit raise in support of partner's 1♥ or 1♠ opening

This last bid allows an immediate single 3-level raise to be competitive, as in

1♥-2♠-3♥

4. Advancer's response after a strong cue bid over call to show a limited hand.

1♥-2♥-2NT

However, a cue bid is best used to ask for a stopper in opener's suit.

The first three situations are standard. The fourth reintroduces the strong cue bid, in lieu of Michaels, although point count is reduced 18+. The hand should be balanced or single suited. Although proposed, it is not integral to the club system outlined here.

A strong cue acts as interference when advancer has few values and it facilitates game when advancer has a distributional hand.

IX. Other Useful Conventions

The system is compatible with most frequently used conventions. Those that are intrinsically part of the system are noted above. The following is a selected list and description of additional compatible and recommended conventions.

DONT (*secondary use*)

DONT has a secondary use: as a convention for responder to show 2 suits with 8 HCP or less and less than 3-card support for opener.

For example, 1♥-1NT-2♦ shows diamonds and spades, without 3 card support for hearts.

A double can still be used for one suited hand or be reserved for penalty.

Cappilletti (*secondary use*)

Since a double in Cappilletti is for penalty and ordinarily shows a balanced hand of equal or greater value than opener's, advancer can respond to an overcaller's double as if advancer had opened 1NT

In other words,

1NT-Dbl-pass-2♣ Stayman
1NT-Dbl-pass-2♥/2♠ Transfer

Requirements for the double after a weak NT opening: a good 14 HCP-17.

Kickback

Kickback is a bid at the 4 level of an agreed upon trump suit, one level above the suit, to ask for key cards.

The suit can be bid by either partner or can be a jump to the 4-level of partner's last bid suit.

4♦ is a keycard request for clubs.

4♥ is a keycard request for diamonds.

4♠ is a keycard request for hearts.

4NT is a keycard request for spades.

A bid of 4♣/4♦ is invitational to 5 of the minor.

A bid of 4 of the suit above the agreed upon minor is kickback. For example,

1♣-1♦-2♦-4♦ is invitational to 5 opposite a 15 point opener.

1♣-1♦-2♦-4♥ is kickback for diamonds

1♣-1♦-2♦-2♥-3♣-4♥ is a self sufficient heart suit, since responder is rebidding hearts. It is not kickback for diamonds.

If there is any reason for confusion, as when both hearts and spades have been bid and 4♥ is the last bid suit, 4NT should be used instead of 4♠.

Systems on/Double of a Weak NT

After the opponents open a weak NT-10-12 or 12-14 or 13-15, most players use Cappilletti to in order to retain the penalty double.

Using this convention, the advancer treats the double as a strong 1NT opening (15-17 HCP) and plays "systems on," with 2♣ Stayman, and other all others being transfers according to partnership agreement.

Advancer passes the double, if advancer deems it more advantage to leave the double in.

Things to Remember

After 1♣

- While 1♦ is the default bid, responder has other descriptive responses for invitational and game forcing/slam invitational hands.
- Responder's second major suit response after the 1♦ relay shows a 5-card suit.
- 1♣-1any-2♣ is natural; to show a very strong hand (22+ HCP), opener must jump shift into a suit or 2NT.
- Any bidding after an initial response of 1♥ or 1♠ is to play and shows 5+ in the second suit bid.
- 1NT is the preferred rebid with semi-balanced hands (5-4-2-2 or 6-3-3-2, with a 6 card minor).
- Neither 1♣ nor 1♦ count towards 4th suit forcing.
- After interference, a 1-level response is game forcing; a 2 level response should not be used, unless there's agreement on its use as a weak jump shift (less than 6 HCP).
- Responder's redouble of right hand opponent's double shows 10+ HCP and denies a 4-card major.

After 1♦

Since 1♦ shows a distributional hand, a suit contract is ordinarily better than a NT contract,

- unless responder has the points for game.
- Systems are off after interference.
- Opener has two options for showing a new four-card major: one shows 3-card support for responder's suit and the other does not.

After 1 of a Major

- Responder, with the points for game, and without slam interest, should bid game directly.
- If BART and 2-way new minor forcing are played, 2♦ is an artificial bid, either opener's response to a 2♣ relay (heart opening) or responder's inquiry to show 5 hearts (spade opening).

After 1NT

Count a 5-card suit as a long suit if the opponents double.

- Whether the opponents double for penalty or takeout, DONT responses still apply; after the opponents double, a redouble shows a single suited hand and is a relay to 2♣.
- 2♣ begins all invitational sequences.
- Responder's double in competition shows non-game values and asks opener to bid a 4-card. major or a 5-card minor and 2NT without either; a 2NT does not promised a stopper.

After 2♦

- A cue bid of opener's singleton is ace-asking.

Infrequent Sequences

After a 1♣ Opening

1. Sequences that break the one club relay
2. Sequence that shows 25+ HCP
3. Responses other than 1♦, 1 of a major, and 1NT

After a 1♥/♠ Opening

4. Responses with 5 cards in a major and less than invitational values

After a 1NT Opening

5. DONT responses after the opponents double, ordinarily for penalty
6. All Lebensohl sequences, but especially those showing limit raise values and a 5 card major and the one denying both a stopper and a 4-card major
7. Responses that ask for a worthless doubleton

After a 2♣ Opening

8. Sequences that ask for a stopper after opener describes his/her hand