

Hans – Nunn
Seriously Rocking System
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Glossary

F1 = forcing one round, GF = game-forcing, NF = non-forcing, I = invitational
M = major; m = minor; OM = Other Major ; PH = passed hand; OPN = opener ;
RES = responder

Opening Bids

1♣

2♣ = exactly limit, 10-12 (If OPN 2N, then 3X = shortage)
2♦ = 6-9, distributional raise (If OPN 2N, then 3X = shortage)
2♥/♠ = weak
2N = GF raise
OPN bids shortage @ 3lvl. 4N = 18/19 with bad 3 card minor
3♦/♥/♠ = splinter

PH : 2♣ = 5-7 no interest opp Strong NT
2N = limit raise then OPN bids shortage
Jumps = fit showing

1♦ (Tend to open 1D with 4441s and (23)44)

1♦ - 2♣ promises rebid
1D - 2C ; 2D - 3D = I, NF
1♦ - 2♣; 2♦ - 2♥/2S/2NT = F1
1D - 2C; 2M = GF

1♥

Raises : Bergen. J in OM = 3-trump limit raise. 3N = 13-15, bal, 3 trumps.
2NT GFR : 3M could still be 5422 13/14 hcp. Serious 3NT applies by both OPN and RES
Serious 3N: After 2NT (as above)
After 2/1 when both hands unlimited (Not when OPN rebid 2NT) and after primary support. (Not after High Rev Pref. or after 2N Responder rebid).
After 1M - 2X; 2M- 3M 3N = not serious if opener could still be 5431.
(So it is serious after 1S-2C; 2S-3S; 3NT)
After 2/1 : Any fit GF. Preference at 2 level = NF. 2N by RES = GF (In comp, standard bidding but RES 2NT rebid GF)
Drury : 2♣ Drury over 3rd/4th opening (then 2M = crap). On over double.
2NT = Super big raise by PH (Then 3M = NF)
1M - 2M remains same even when drury available.
Short suit slam trials : After a limit or 3N raise, any bid = short suit slam trial (off in comp)
Exception : After 1S - 3D , 4H = short suit trial; 3H = semi natural. Or all similar situations where there is room to bid a suit twice below game.

1N (3rd seat vul, 14-16)

4 suit transfers

Anti-splinter with superaccept in M and maximum. With minimum, bid 3M (then new suit = short suit slam try)

After spade transfer, 4H = auto-splinter. After heart transfer, 2S = I, NF

Transfer to major and RES re-raising to 4 of major = balanced, mild slam try.

3♣ = 5-4 or better in the minors, GF

3♦ = Short minor (4441-ish). 3H Relay (RES 3S = short clubs; 3NT = short diamonds)

3♥ = 4 ♥ ; 3♠ = 4 ♠

4♣ → ♥ ; 4♦ → ♠ : Then 4N = RKC

4NT after a 2/3 level transfer (major or minor) or after stayman is quantitative.

4NT after any superaccept is RKC

Stayman Followups

After 2D response : 3♥/♠ = 5+ cards in M and 4 cards in OM, GF

After 2M response : 3 OM = GF raise (Then 3N = 5th trump by OPN)

After 2H response, 2S = Natural, 4 cards, Invitational.

After any response : 3♣/3♦ = natural, constructive. Bid with fit.

2♣ = weak, both majors

2♦ asks opener to bid longer major (OPN bids 2S with 55)

Then 2N relay : 3♣ = junk, else natural.

3♣ = constructive

3♦ = To play

If 2♣ gets doubled see *Correctable Redouble concept*.

2C – (P) – 2D – (X); XX shows club fragment. Pass suggests diamond fragment.

2♦ = Unconditional game force

2♥ = almost all hands

2♠ = double negative

2N = 5-5 in the majors, semi-positive

3X = one loser suit, KQ10 to six. (Relaxed conditions when RES = PH)

If they bid over 2♦,

Double by OPN would often be balanced hand.

Double by RES = pen (when acting directly) ; I don't have anything to say (in passout)

2♥/♠ = weak, can be 5 cards ,depends on vulnerability

2NT relay

Non-vul responses

3C = 5M + 5 minor (then 3D relay; 3H = clubs; 3S = diamonds)

3D = 5/6 cards, super crappy hand, at best King to five

(Then 3M = to play; 3 OM = Invitational)

3M = 5 card suit, medium/ordinary hand, say KQ to five
3OM = 6 card suit, normal weak two
3N = 5 card suit, maximum

Vulnerable responses

3C = 5M + 5 minor (then 3D relay; 3H = clubs; 3S = diamonds)
3D = 6 cards, concentrated values
3M = 6 card suit, poor hand
3OM = 6 card suit, super monster (KJ10 to six and outside Ace)
3N = 6 card suit, scattered values

New suits non forcing (constructive when vulnerable)

2H – 3S = natural, forcing. (Then 4X by OPN = cue for Spades)

4 of a minor = Fit showing jump

4 of a major = To play

2NT = 20-22.

3C = puppet stayman; if OPN bids M, then OM = slam try in OPN's M.

if OPN bids 3D, 4C = 44 in M's slammish, 4D = 44 in M's GF

3D/H = transfers (Then 4N = Quant) Superaccept to a source of tricks

3♠ = Minors

4♣/♦ = natural

4H/S = natural, slam try

5C/D/H/S = RKC on that suit.

Takeout dbls till 4H

3X Openings

4C = artificial, slam try (OFF if they dbl 3X)

Non Vulnerable responses

4D = Super Junk

4H = Decent preempt but not classical, say QJ to six/seven and Kx

4S = Great Suit KQJxxx, nothing outside

4NT = RKC

5X onwards = RKC response with seven trumps and good hand

Vulnerable responses

4D = K/Q (and probably Jack) to seven and out

4H = Above + outside card

4S = Great suit, nothing else, 1 loser suit, KQJ to seven typical

4NT = RKC

5X onward = RKC response with seven trumps and a good hand

After a 3C opening, 4D is the artificial ask, and we bid one step slower than above ... So 4H = super crappy hand etc. We miss on 4NT RKC by 3C opener

3NT Gambling in 1st/2nd. To play in 3rd/4th.

4D = shortage ask
4M = shortage
4N = no shortage
5X = I have this minor plus shortage in other minor

3rd Seat Vulnerable

1NT = 14-16. Standard system over it

We may open a 4 card major. Usually 44 with hearts and spades. But the tendency is to open the best suit, whether its major or minor, whenever we hold the weak NT handtype. Respond 2M to drury enquiry when 12-13 bal w/ 4M.

CONVENTIONS

RKCB : 1430. (2or 5)

4NT = Almost Always Beautiful Blackwood.

Exceptions in Competition :

- If they bid 4M 4NT= takeout .
- We overcall 4 of a minor; 4NT = natural

Never straight blackwood. If no suit agreed, still respond in 1-4,0-3

After 4NT, 5NT try for grand slam. Then :

7♣ = acceptance, source of tricks or significant extras

6X = cheapest specific king (Then, 6X by RKC-er is king-asking in that suit)

4NT and signoff in 5M = ALWAYS queen ask if responder has 3 or 4 keycards.

In response to question (Q ask, sp K ask)

Cheaper of Trump Suit/NT = No

Higher of Trump Suit/NT = Yes, but no kings to show

Other = Yes + that specific king

If they bid over 4NT with 5♣/♦ Pass = 1st st, dbl = 2nd st; Higher :X = odd, pass = even

With undisclosed,useful voids respond at 6 level (6C = ¼ KC + useful void).

5N shows impossible response

For hearts 2KC + trump Q + void

For diamonds trumps 5N = 2KC + void ,with or without trump queen. (6C then = random

Grand slam trial not Q ask)

For clubs trumps 5N = 2KC + void , with or without trump queen.

Early 5NT asks : 5S asks for spade king etc...<< This area unclear>>

Exclusion KeyCard :

Jump to the five level (even in pd suit) in an uncontested auction is ERKC.

In competitive auctions, jump to 5 lvl is ERKC only in their bid suit(s).

Responses = 0,1,1Q,2,2Q,3,3Q,4,4Q

(Even if they double the keycard ask, the response structure remains the same)

2NT rebid followups (inc. after 1H-1S start)

3C → 3D . Signoff in 3M or mild slam try in clubs by 3NT

3D = checkback . May be mild slam try in diamonds.After 3X by OPN ,3NT = dias.

3H = If RES bid 1H then 6+H; if RES bid 1S then 5+5+ H/S

3S = If RES bid 1H then 5 H; if RES bid 1S then 6+S

2NT rebid after 1C -1D start

3C → 3D ; then 3M = shortage; 3N = clubs slam try

3D = Checkback; (With 44 in D and major, use checkback)

3H/S = Natural; longer diamonds and suggests playability in diamonds

Blackout over Reverses

Cheaper of 4th suit / 2NT = non GF but F1

Fourth suit GF

1♣ – 1♦; 1♥ – 1♠ is fourth suit .

4NT = natural, extras over 4th suit.

If one hand is limited by NT rebid or preference etc. 4th suit = artificial, forward going, one round force In 2/1 auctions fourth suit = still artificial

PH :

After 1X – 1Y; 2Z 4th suit = good raise of 3rd suit

After 1X – 1Y; 1Z 4th suit = art, good hand, promises rebid.

Transfer advances after 1M – 1NT

After 1♥ – 1NT

2♣ → ♦

2♦ → ♥ (minimum or will bid again; could be 3523 type strong NT)

2♥ = nat, I

2♠ = nat

2NT = Clubs

3♣/♦ = 5-5 GF

3♥ = Acol 2

3♠ ++ = splinter

OFF in comp (except when second hand makes a take-out double)

To bid the fourth suit in situations is not a slam suggestion, responder wants to ensure that we get to game (in case opener was stretching)

Single Raise enquiry

1X – 1M; 2M – 2NT (relay)

Now : 4X = cue with SNT. Always bid 4X/4M with SNT.

If OPN bids 3 of a suit to show 3 card raise, then 4th suit = slam try in raised suit

4NT = RKC in raised suit.

Also, 1X-1M; 2M – 3X = natural, non forcing if raised on 3T

(Except 1H-1S; 2S-3H ??)

5 of M good trumps enquiry

6M = good trumps

5N = solid trumps

Any other = solid trumps + A or K in that suit, depending on context.

4NT Opening Specific Ace Ask

5C = None; 5X = that one; 5NT = two; 6C = CA

Other Agreements

2 way checkback . Hearts before spades. Checkback is ON even if either opponent has bid or made a takeout double.

Support Doubles/Redoubles for all suits. (Next dbl by RES = pen. By OPN = extras/do something)

Jump shifts = splinters.

Over Grand Slam Force, 6♣ shows one trump honor (Ace or King)
6D shows Ace or King plus extra length

Competitive Bidding

They bid anything (including double)

Jumps are fit-showing (also by PH). Jumps to game are to play.

1S - 4C by passed hand = splinter.

After 1H – they double – 3D and 4D both are fit showing.

2M – (pass) – 4 of a minor is fit showing (Not 2S –(P) – 4H which is nat)

Weak NT (if it includes 13 HCP).

ASPRO . Step asks for 5-card suit . 2C could be 4H and 5S.

After our double,

- pass forcing through 2D.
- One takeout double in the partnership. (even if 4th hand passes 1NT dbled)
- Only in this specific auction : (1NT) – X – (2X) – 2NT = lebensohl.

3 of a suit = constructive.

Double of stayman/transfer shows a good hand.

Strong NT

DON'T (Delayed 2S shows better hand).

Double of stayman/xfer shows that suit

3NT Gambling

X = balanced, 4♣ = takeout, 4D = takeout with longer spades

Weak Two-Bid

Leaping Michaels.

Lebensohl. (2NT and then cue = 4 in OM + stopper; direct cue = multi-meaning)

4M = both minors, stronger hand than 4NT

Preemptive 3X

4X = Michaels (Except over 3S, 4S = both minors, stronger than 4NT)

2 diamonds multi or RCO

XXX over multi/RCO. (First dbl = 13-15 or 16+). 4m = m + ♥s.

After Dbl , first preference in all situations for meaning of 2NT = lebensohl

Passing 2D and then balancing with 2NT = minors.

Passing over 2D does not deny 13-15 bal hand type as may have xx in one major and not wanting to double twice.

Strong NT overcall

ASPRO if we had opened 1 of a minor.

2NT = limit raise, after all 1X – (1NT)

Dbl by OPN = 64 in the majors if we had opened 1 of a major.

2♦ Michaels (Or any 2-suited)

2♥ = ♣s, F ; 2♠ = ♦s, F ; 2N = nat; 3♣/♦ = nat, NF

Dbl = values (Then dbl = PEN and Pass F thru 3 of OPN suit)

If they bid the lower of two known 55 suits, such that we have only one cue bid available, that cuebid = raise of opener's suit. (eg. 1S – (3C) where 3C = Clubs + Hearts)

Penalty Double our weak NT (or strong NT overcall) in 2nd or 4th seat

XX = single-suiter; suit = that + higher

Bidding 2S direct or later has no specific meaning.

The same structure applies if they penalty double our strong 2NT overcall also.
(over a multi opening, for example).

Strong Club

Natural . Then advancer's cheapest NT bid = fit + good hand

Interfere over our NT opening

Takeout doubles to 4H.

When the two suits they show are known, first double = takeout/values, second double = penalty.

1N – (2C majors) – X{values} – (2H)

X = pen

1N – (2H majors) – X {takeout} – (2S);

X by OPN or RES = pen.

When only anchor suit is known , say 2C = aspro, then dbl = values, next dbl takeout.

Lebensohl stopper showing around known anchor suit only. Slow shows.

If 2♣ = majors, 3NT has no relation to stoppers.

If 2♣ = hearts + one, 3NT around ♥ stoppers.

If 2♥ for the majors, 3NT around ♥ stoppers.

To cue bid their suit slow or fast shows 4 cards in OM.

1N – (2C) - 2NT and 3H = Invitational

If we overcall 1NT and next hand bids, lebensohl with stopper showing etc. still applies.

Comic NT

All system on. Treat like pass. If we double, one takeout double in partnership thereafter.

Any two suits

In situations like (1X) – pass – (1Y) – 1Z;

(pass) - ?

Now 2X = nat; 2Y = cue raise.

When we are looking for stoppers, and they show two suits, then cue bid shows stopper.

What when we have room for only one cue-bid , then that call is ambiguous.

Polish Club

Treat as natural club. 2C = cue except (1C) – pass – (1D) – 1S ;

(pass) – 2C = natural. See above (Any 2 suits).

2X = weak both majors

Dbl = random takeout , 13-15 bal style, minor-ish hand.

Interference after we make a 2-over-1

Dbl = penalty at 2-level; cards at 3 level or higher.

New suits after we preempt/overcall

2M openings : NF (constructive-ish when we are vulnerable)

3X openings : F1 ;

Wk Jump Overcall : Constructive.

Normal Overcall : NF @ 2-level and F @ 1-level

We make a Michaels cue-bid

3C/4C = pass or correct;

2NT = values (Then 3H by Michael-er = 15+ w/clubs; 3S = 15+ w/dias)

5C = to play ;

4NT = bid your minor.

If third hand bids, as in (1S) – 2S – (4S) – Dbl = transferable values. Michaeler may rip with extra shape.

2N = minors

3C = takeout with longer/equal hearts; 3D = longer spades

Polish NT overcall or 1NT that shows takeout of suit we have bid

We treat their call like a takeout double.

2X = forcing. 2N = limit. Dbl = values (then dbl = t/o)

One of a suit

Jump cue bid = asks for a stopper.

Either almost solid suit Or a super powerhouse hand in a major (which will bid 4M next).

My idea of such a powerhouse is AKQxxxxx,Axx,A,x

Over Precision diamond

2D = Michaels

3D = stopper ask

They double 1 of a Major

2NT = shaded limit raise plus . Then 3X = nat, game try. 4X = splinter (only mild slam try as opener has to provide for responder to have significant extras)

Balancing 2NT = 19-21 bal

They overcall 4 of a major

Double = takeout, transferable values. Opener will usually bid 4S but expected to pass 4H dbl with 3154 minimum.

They double a cue-bid of their known suit (when asking for a stopper)

We Cue bid their suit to ask for a stopper

Redouble = shows ace

Pass = suggests half a stopper like Jxx

4 of our minor = other holdings

This would also apply when we are cue-bidding what could be a first or second round control. When they double, advancer can pass and hope for clarification from the cue-bidder where the cue-bidders redouble would show ace or void in that suit.

However, if a redouble can be treated as natural then it is nat.

e.g. 1N – (pass) - stayman/ transfer and they double ; OPN XX = to play.

We cue-bid their suit (as a raise of opening/overcall)

They bid : (1D) – 1S - (X) -3D ; (3H) – Pass = play ; dbl = game try.

They Dbl (1D) – 1S - (X) -3D ; (X) – Pass = encouraging to game ;

General Stuff

Correctable Redouble Concept.

1N (X) 2♣ (X) ; 2♦ =nat, XX asks for other suit

(1N weak) 2♣ (X) Here 2♦ = nat, XX asks for 5 cd suit

(1N strong) 2♣ (X) Here 2♦/♥/♠ = nat, XX asks for other suit

(1N strong) 2♣ (2D) Here 2H = nat, X asks for other suit.

We overcall unilaterally 3NT over their pre-empt

Two-under transfers. Then

4NT/bid transferred-to suit by 3NT-er = to play.

Step = great hand

Transfer to their suit = probe. Then

4NT = to play

4X/5X = natural

accept xfer = extras

All system off if they double or bid over 3NT

Typical confusion auctions

- (1C) X (1H) X = takeout ;
- (1C) – pass/dbl – (1H) – 2H = natural;
- (1C) – pass – (1H) – 2C = michaels, diamonds and spades
- If we redouble showing strength, jumps by other guy = weak, playing strength. With good hands, will pass and jump.
- 1S – 2H; 3H – 3S = natural (not cue-bid)
- 1NT – (P) – 2C – (BID) Doubles by both hands = takeout.
- 1H – (P) – 2H – (3D) ; Dbl = game try in hearts
- (Preempt) – Dbl – (Redbl) – Pass = To play
- (Open bidding) – Dbl – (Redbl) – Pass = scramble
- 1D – (2C) – P – (2D); X = takeout of clubs
- 1N – (Dbl) where Dbl is not pen. Runout structure still applies
- (3C) – 4C = both majors, not any two suiter
- (3D) – X – (P) – 4H; (P) – 4S = two places to play ; applies in all analogous situations
- (4H) – X – (P) – 4S; (P) – 4NT = RKCB on spades. As per above, 5C would be the minors.
- (1C) – P – (P) – Dbl; (2C) – Dbl = take out. style of all low level doubles = t/o.
- 1S – 1N; 3H – 4C = cue-bid for hearts
- 1S – 2C; 3S – 4C = cue-bid for spades.
- 1S – 4S; 5D = length + cue bid....A bit weird to have this in here but at some point need more work and definition....
- If RES rebids 4m after OPN opens or rebids 2NT, 4N = to play....
Two specific sequences 1C – 1H; 2N – 4C; 4N = to play;
2N – 3D; 3H-4C; 4N = to play.
- (1X) – dbl – (pass) – 3Y = Natural , stronger than two
- (1X) – dbl – (Bid) – 3Y = Preemptive
- (1M) – dbl – (2M) – dbl = suggestive of other major ; 2NT for the minors
- (1H) – dbl – (4H) – dbl = takeout , balanced hand, does not promise or deny 4 spades
- (1H) – dbl – (3H) – dblnot promise/deny 4 spades ???
- (1H) – pass – (4D) – dbl = takeout of hearts. The same principle applies for all artificial or natural raises of 1 of a major
- (1C) – 1S – (1NT) – dbl = takeout
- We bid 1NT natural (overcall or in response to takeout dbl). Then 2NT by us shows interest in competing in the minors.
- 4S – (pass) – 5C asking bid in the suit
OPN.
5NT = Kx
6C = Ace/void with no other king outside
6S shows singleton
Others = Ace/void in Clubs with that king.
- 1S – 2D; 3C-3D is forcing

- (1C) – 1D – (1S) – 2S = natural while 2C and 3C = cue raises
- (1S) – X – (XX) – Pass asks dbler to bid 5 card suit or bid 1NT with two 4 cd suits.
- (3S) – 3N – (4S) – 4NT = still takeout. In spirit of general rule.

Preemptor's doubles

Show 0/1 in their suit (plus something special usually) in following situations

- responder raises
- we open opposite unpassed partner

Don't apply after

- we preempt after partner has passed (Except if partner raises ?? or maybe if original bid was at game level.....need either more definition or less definition)
- we overcall a preempt irrespective of partner's pass status

Random notes

With marginal hands, we may do a limit raise and then raise ourselves to game over signoff. Or Blackout and bid game over reverse

Leads and Carding

@ NT 4th highest.

@ Suits 3rd from even/ low from odd

Low encourage... Reverse count (Primary attitude at trick 1)

first discard low encourage then reverse present count

Usually overlead (may underlead from AK or KQ)

ODDBALL (hi-lo = something unusual is going on)

A/Q = attitude K = cnt

---OPEN ISSUES

1. 1D – 2C auctions. F/NF auctions list
2. 2NT GFRelay after 1NT and stayman
- 3.
- 4.
5. Slam tries after opener rebids their suit after 1 over 1 start
6. Sophisticated sequences after keycard response = 5H etc. (room for 5S)
7. 2NT opening 3S response followups
8. 2NT after ASPRO, straight up and delayed
9. 1H-1S;2S-3H ??
10. After they overcall 1NT jumps = nat ? or FSJ ? When 2x not avail/ or is avail ??
11. 3M after 2NT raise = 6 cd always ? multi-task 5422 hands elsewhere ?
12. After Preempt and 4C slam try, 4NT to play for minors and RKC for majors ?
13. Fourth suit after transfer advances = ensuring game. A few sample auctions.
14. 1M – pass – 4X = splinter by passed hand. What if 1M dbl 4X by passed hand ?
15. Jump overcalls when vulnerable

16. When they double drury, 2D = natural and pass = normal 2D bid (mild enc)
17. 1m 1NT; 2M = Reverse and now how to progress
18. Could 1N stmn and 2H = 4H and 5C idea get out when pd bids 2S ??? Random thought. Don't especially want to....Canada match.
19. 2NT = game-forcing raise after 1M – 2X overcall ? Shouldn't be just GF raise but some extras, say 15+, so that the cue raise = limit or marginal GF.
20. Lederer auction and its sisters
21. 3S – 3N – 4S – 4NT = takeout according to sys and discussion a while ago.
Screws us on hands like GNOT SF where TN might have bid 4N, meaning it to play.
Then again , maybe the dbl was like a 4NT bid, showing values and offering OPN a choice. Getting too messy here....