

# Barry Rogoff –

Two-over-one Game Force Lawrence style including 2♣/1♦.

## Minor Suit Openings

1♣ with 3-3, 1♦ with 4-4, but can vary for lead-directing purposes.

1♣ with 4♦5♣ unless the diamonds are stronger and/or opening 1♣ presents a rebid problem.

1♣ - 1♥ - 1NT with four spades only with 4333 or 4432 with no small doubleton.

Raise 1M to 2M with three-card support and small doubleton.

- Jump raise and jump shift preemptive
- 1NT over 1♣ shows about 8-11
- 2NT invitational
- 3NT 13-15 signoff
- 4SF game
- NMF one round

## *Inverted Minor Raises*

Shows five and at least invitational values.

- 2NT is 100% forcing within an inverted minor sequence. If we're going to stop below game, we'll stop in three of our minor
- Off in comp or by a passed hand

## Major Suit Openings

Light all around but reasonable with two defensive tricks, not soft garbage.

- 1NT forcing, semi-forcing by a passed hand, off in comp
- Inverted Bergen (3♣ = limit, 3♦ = constructive), off in comp
- Jump shift weak
- 4SF game
- NMF one round
- Jacoby 2NT
- Jordan 2NT over X

## Two Over One Auctions

Forcing to game with Lawrence-style "out sequences."

- 2M is the "catchall" rebid and *does not promise six*
- 2NT rebid is minimum balanced hand
- Fast arrival when responder can support opener's major. Example:
  - 1♣ - 2♣ - 2♦ - 2♠ is normal support with at least neutral slam interest
  - 1♣ - 2♣ - 2♦ - 3♠ is exceptional support with at least neutral slam interest
  - 1♣ - 2♣ - 2♦ - 4♠ denies any slam interest

## Lawrence-Style “Out Sequences”

The game force is cancelled when *both* of the following are true:

- opener makes a *minimum rebid* in his *own suit* or a *lower-ranking suit*
- responder *repeats his minor* at the three-level

For example:

1♥ – 2♣ – 2♦ – 3♣ is not forcing.

1♥ – 2♣ – 2NT – 3♣ is a game-forcing slam try. Responder would bid 3NT with no interest.

## Reverses

Reverses are forcing for one round and promise another bid. With a bad hand responder makes a two-level preference or bids 2NT lebensohl. Anything else is a game force.

## Help-Suit Game Tries

Generally at least a three-card suit with one or two top honors. Responder upgrades any combining honors in the suit.

## Preemptive Reraises

1M – 2M – 3M is preemptive. Also in comp. Maximal doubles apply.

## Two-Way Reverse Drury

2♣ four-card limit raise. 2♦ three-card limit raise. Opener rebids 2M to show a sub-minimum. Off in comp.

## Five of Agreed Major

- If our side has bid all but one suit, it asks for control in the unbid suit
- If the opponents have bid, it asks for control in the opponents' suit
- Holding the guarded king in the relevant suit, bid 5NT to suggest 6NT
- With first-round control in the relevant suit, make a cue-bid as a grand-slam try
- If a single suit cannot be pinpointed, it asks for good trumps relative to the previous bidding
- If our side has made a weak bid and either opponent has acted, bidding five in a major is not a slam try; it is an obstructive bid

## One Notrump Openings

15-17. Can have five-card major.

- Jacoby transfers
- Texas transfers also in comp
- 2♣ Garbage Stayman
- 3♣ Puppet Stayman

## Four-Suit Transfers with Postacceptance

2♠ shows clubs and 2NT shows diamonds. Opener *accepts* the transfer to *accept* a game invitation (shows a fit). Opener *rejects* the transfer to *reject* a game invitation. If opener rejects an invitation, responder can sign off in 3m.

A minor-suit transfer followed by a new suit is a slam try with 4-6. Stayman followed by 2NT is invitational and may not have a four-card major.

## Interference Over 1NT

- Penalty doubles (willing to play negative)
- Simple 2NT lebensohl over any two-level interference (slow shows)

## Strong 2♣ Openings

22+ balanced or unbalanced major one-suiter with LTC ≤ 4 or unbalanced minor one-suiter with LTC ≤ 3.

- 2♦ artificial game force showing 1+ control (A=2 K=1)
- 2♥ artificial negative with 0 controls.
- 2NT positive with heart suit.
- 2♠, 2NT, 3♠, 3♦ show five+ suit with 2/3 or 3/3 top honors.
- Over interference:
  - double shows a bust
  - pass shows some values

## Two Notrump Openings

20-21 balanced. Responses also apply to strong 2NT overcalls (e.g., 2NT over weak two-bid) and 2NT rebids after 2♣-2♦ and 2♣-2♥

- Jacoby transfers
- Texas transfers, also in comp
- 3♣ Puppet Stayman
- 3♠ minor suit Stayman

## Preemptive Openings

Can be very light at favorable and equal. Feature. RONF. McCabe.

## Three Notrump Openings

Gambling with solid seven-card minor and no side A or K. 4♠ pass or correct. 4♦ asks for shortness.

## lebensohl

Applies after:

- Opener's reverse
- Double of a weak two-bid
- 1♠-X-2♠-2NT

## Special Doubles

Negative, responsive, and maximal through 4♥.

Support double and redouble through 2♥.

Rosenkranz X and XX.

## Simple Overcall

Can be very light when a passed hand, particularly 1♠/1♣ and 2♣/1♦.

New suit *forcing*. Jump raise preemptive.

Cue bid guarantees fit and/or game values.

# Jump Overcall

Preemptive. New suit forcing.

## Direct Cue Bids

Michaels direct or balancing.

Leaping Michaels.

## Slam Conventions

1430. Kickback and Redwood always on when the RKC suit has been bid naturally.

Queen ask. Repeat promises all five key cards and asks for specific kings.

D0P1 & R0P1 for interference directly over RKC. Otherwise DEPO.

## Notrump Overcalls

Direct: 15-18. Front of card.

Balancing: 10-14/minors, 12-16/majors. Front of card.

Unusual for lowest unids.

## Balancing 1NT

Responses are "front of card" including lebensohl. Penalty doubles.

## Defenses to 1NT

### *DONT Against Strong 1NT*

Advancer can leave the one-suiter double in with a good hand.

### *Transfer Overcalls Against Weak 1NT*

Useful for one-suited and two-suited hands. Guarantees a second chance to bid.

### *Bid their transfer suit*

Michaels.

## Balancing Against 1NT

Suits *natural* in the balancing seat. Jump suit strong. No conventions.

Balancing double shows cards. Front of card as if we opened 1NT.

## Over Opponent's Takeout Double

New suit forcing on one-level. Jump shift weak.

Jordan 2NT

Redouble implies no fit.

## Over Opponent's Preempts

Double takeout thru 4♥. Double of 4♠ is penalty. 4NT is takeout.

## Michaels Vs. Michaels

If Michaels shows both majors, 2♥ shows clubs and 2♠ shows diamonds. If only one major is identified, a cue bid of the major is a limit raise or better of opener's suit.

## Unusual Vs. Unusual

Cue bid of their lower ranking suit shows the other lower ranking suit and vice-versa.

## Over Strong 1♣ or 2♣

CRASH.

## Leads

Rusinow. King from AK.

Fourth best against suits and notrump.

Journalist against notrump. Honor leads can be from shortness.

- A asks for unblock or count.
- K asks for attitude, can be AK or KQ.
- Q asks for unblock of jack or attitude.
- J denies higher honor.
- Ten show interior sequence (one or two higher).
- Nine shows ten and no higher card.
- Spot leads attitude.

## Defensive Carding

Upside down count and attitude.

First discard odd-even.

Attitude at trick one regardless of anything. Discouraging shows at least a tolerance for a shift to dummy's weakest holding (Obvious Shift).

With a sequence play the lowest card when third-hand high. Otherwise, play the highest card.

Give the clearest spot card signal possible, even if it risks burning a card.