

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 substantially stronger and/or opening 1♣ creates a possible rebid problem.

1♣ - 1♥ - 1NT with four spades only with 4♠333 or 4♠432 with no four-card heart support and no small doubleton.

1m - 1M - 2M only with three-card support and small doubleton.

- Jump raise and jump shift preemptive
- 1♣ - 1NT roughly 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, also in comp
- 4SF game
- NMF one round
- Jacoby 2NT
- Jordan 2NT over takeout double

Two Over One Auctions

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

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

Lawrence-Style “Out Sequences”

The game force is cancelled only 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

At least a three-card suit and at least one top honor. 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♦ positive five+ suit with 2/3 or 3/3 top honors
- Over interference:
 - double shows a bust
 - pass shows some values and is forcing for a round

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.

Alternative Methods

Variable Opening 1NT

10-13 in first and second seat, 15-17 in third and fourth seat, regardless of vulnerability. Optional variation: 10-13 in first and second seat but only at favorable or equal vulnerability; otherwise 15-17.

The theory is that weak notrumps are much less effective when responder is a passed hand.

When a weak notrump is doubled for penalty, DONT runouts apply. Redouble forces opening to rebid 2♣, which responder can pass or correct.

When the double shows a one-suiter, ask whether or not it can be left in for penalties. If so, treat it as a penalty double. If not, lebensohl applies.

Light Takeouts

See separate writeup.