

Princeton Standard

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Part I

Non-Competitive Auctions

General Principles

- 2 over 1 is absolutely game-forcing.
- Jump shifts are strong.
- Cuebidding shows first-round control, then second.

Chapter 1

Opening Bid Summary

1♣/♦

A 1♣/♦ opening shows 3 or more cards and denies the ability to open 1NT. A 1♦ opening is usually based on a 4 card diamond suit.

1♥/♠

A 1♥/♠ opening shows 5 or more cards in the suit.

1NT

We play a 15-17 NT. This bid usually does not include a 5 card major.

2♣

Our 2♣ opening is strong and artificial. It is game-forcing unless opener rebids 2NT.

2♦-♠

Weak 2s.

2NT

20-21 balanced.

3♣-♠

7 card suit (sometimes 6 if the bid is 3♣).

3NT

Gambling, showing a solid minor suit (at least AKQxxxx) and at most one side suit controlled.

4♣-♠

Natural preempts.

Chapter 2

Minor Suit Auctions

2.1 Minor-Major

2.1.1 Suit Bypassing Agreements

After a $1\clubsuit$ opening, we generally bypass the diamond suit in order to show a major.

2.1.2 New Minor Forcing

We play New Minor Forcing over both 1NT and 2NT rebids. After $1m-1M-1NT$, $2om$ is artificial and forcing, promising at least 10 points. Over $1m-1M-2NT$, $3om$ is artificial and game-forcing. (After $1\heartsuit-1\spadesuit-1NT$, $2\clubsuit$ is NMF whereas $2\diamond$ is natural.)

After $1m-1M-1NT-2om$, opener's priorities are to:

1. Show 3 card support for the original major.
2. Show 4 cards in the other major.
3. Rebid the minor with 5 cards in the minor.
4. Rebid NT.

Other rebids after $1m-1M-1NT$:

$2\heartsuit/\spadesuit$ is natural and non-forcing.

2NT is natural and invitational.

$3om$ shows a 6+ card suit with a minimum hand.

3OM or $3m$ shows at least 5-5 in the two suits, game-forcing. (Conceivably only 4-5 or 4-6 if the suit being bid is the original minor and the hand is very suit oriented.) $1m-1\spadesuit-1NT-3\heartsuit$ is 5-5 in the majors whereas $1m-1\heartsuit-1NT-3\spadesuit$ is 4-5 in the majors.

3M shows an invitational hand with a 6+ card suit.

2.1.3 Reverses

If opener makes a nonjump suit rebid above two of his original suit, that is a reverse, showing at least 17 points, at least 5 cards in the original suit, and at least 4 cards in the new suit. After a reverse, responder with a weak hand may rebid his original suit, support opener's original suit, or bid 2NT. Any other bid establishes a game force.

A reverse after a 2/1 bid shows extras, though not necessarily the full values usually promised by a reverse.

2.2 Minor Oriented Auctions

We use an inverted minor raise structure. 1m-2m shows 10+ with 5+ card support (sometimes only 4 card support, especially if the suit is diamonds). 1m-3m shows 6-9 with 5+ card support.

After 1♣-1M-2♣, 2♦ is NMF, 2♥ is non-forcing, even if it is a new suit. After 1♦-1M-2♦, all new suits are forcing, with 3♣ possibly artificial/waiting in nature.

2.3 NT Oriented auctions

1m-1NT denies a 4 card major and shows 6-10 HCP.

1m-2NT shows 10-12, balanced, generally no 4 card major.

1m-3NT shows 13-15, balanced, generally no 4 card major.

Chapter 3

Major Suit Auctions

3.1 1 over 1 Auctions

We play a forcing NT response to our major suit openings. $1\heartsuit$ -1NT denies 4+ spades, forcing for one round. $1\spadesuit$ -1NT is forcing for one round.

Opener's rebids are natural, with 2m possibly based on a 3 card suit. Rebidding the major promises 6 cards in the major. $1\spadesuit$ -1NT- $2\heartsuit$ promises 4 hearts.

3.2 Major Suit Raise Structure

3.2.1 Direct Raises

Our single raises show 6-9 points with 3+ card support. After 1M-2M, opener can bid a new suit as a help suit game try, or bid 3M as a general game try.

1M-3M is a limit raise, showing 4 card support and 10-12 points.

1M-4M is preemptive, showing 5 card support and a weak hand.

3.2.2 Jacoby 2NT

1M-2NT is a GF raise with at least 4 trumps. Then opener bids a good 5 card side suit on the four level if he has one. If he has a singleton or void, he bids it on the three level. Without any singletons or voids, opener rebids 4M with a minimum. With better than a minimum and 5 trumps, opener rebids 3NT. With better than a minimum and extra trumps, opener rebids 3M.

3.2.3 3NT

1M-3NT offers a choice of games, showing 13-15 points, exactly 3 card support, and a balanced hand. It suggests playing in 3NT despite the known 8 card fit.

3.2.4 Splinters

All double jump shifts promise a game-forcing hand with 4+ trumps and a singleton or void in the suit bid.

3.3 Passed Hand

3.3.1 Drury

We play reverse Drury. The auction P-1M-2♣ shows a limit raise (or better) with at least three trumps. Opener rebids 2M with less than a full opening bid. (This does not promise extra length.) Opener can rebid 2♦ as a waiting action with a full opening bid.

Chapter 4

NT Auctions

Our 1NT opening is strong, showing 15-17. We try not to have a 5 card major.

4.1 1NT

Direct responses to 1NT:

2♣: Stayman, does not necessarily promise a 4 card major. Usually shows 8+ points, unless responder plans to sign off on the 2 level.

2♦: Transfer to hearts.

2♥: Transfer to spades.

2♠: Transfer to 3♣. Opener bids 3♣ with Qxx or better of clubs, and 2NT without.

2NT: Transfer to 3♦. Opener bids 3♦ with Qxx or better of diamonds, and 3♣ without.

3NT: To play, 10-15 points.

4♣: Gerber

4♦: Transfer to hearts, showing 6+ hearts and a game-forcing hand.

4♥: Transfer to spades, showing 6+ spades and a game-forcing hand.

4NT: Invites 6NT, 16-17 points. New suit bids are natural.

5m: To play

5NT: Forcing to the 6 level, invites 7, 20-21 points. New suit bids are natural.

6NT: To play, 18-19 points.

4.1.1 Extended Auctions after Stayman

Over a 2♦ rebid:

2♥/♠: At least 5-4 in the majors, trying to play on the 2 level.

2NT: Invitational, 8-9 points, does not promise a 4 card major.

3♥: Game-forcing with 45xx distribution.

3♠: Game-forcing with 54xx distribution.

4♣: Gerber

4♦/♥: Delayed Texas Transfer, shows 6-4 in the majors, generally without slam interest.

Over a 2♥ rebid:

2NT: Invitational; does not promise 4 spades.

3m: Natural, 5+ cards in the minor with 4 spades, game-forcing.

3♥: Invitational with 4 hearts.

3NT: Game-forcing hand with 4 spades

4♥: To play

Over a 2♠ rebid:

2NT: Invitational, does not promise 4 hearts.

3m: Natural, 5+ cards in the minor with 4 hearts, game-forcing.

3♠: Invitational with 4 spades.

3NT: Game-forcing hand with 4 hearts

4♠: To play

4.2 2NT

Our 2NT opener shows 20-21 balanced. The auction 2♣-2♦-2NT shows 22-24 balanced. We play the following system after both of these auctions:

3♣: Stayman, promises a 4 card major.

3♦/♥: Jacoby Transfers

3♠: This space intentionally left blank.

3NT: To play.

4♣: Gerber

4♦: Texas Transfer.

4♥: Texas Transfer.

4NT: Invitational to 6NT. New suits are natural.

5m: To play.

5NT: Forcing to the 6 level, invitational to 7.

6NT: To play.

4.2.1 Extended Auctions after Stayman

Over a 3♦ rebid by opener, 3M shows 5 cards in the bid major and 4 cards in the other major (forcing), 4♣ is Gerber and 4♦/♥ are delayed Texas.

Chapter 5

2♣ Auctions

Our 2♣ opening is artificial and absolutely game-forcing unless opener rebids 2NT. Responder will almost always bid 2♦ as an artificial waiting bid, not promising any strength. Other bids are natural and show 7+ points with a good suit of 5+ cards, typically with at least two of the top three honors.

Chapter 6

Slam Bidding

6.1 1430

Our Blackwood bids use 1430 responses. After a $5\clubsuit$ or $5\diamondsuit$ response, the asker can bid the next non-trump step to ask about the queen of trumps. Partner bids trump at the lowest level to deny the queen. With the queen, he cuebids a side king. With no side king, he jumps in the trump suit to show the queen. After the ace ask, a 5NT bid asks for specific kings.

6.2 Gerber

Our Gerber bids use standard Gerber responses, after which $5\clubsuit$ asks for kings with standard responses.

6.3 Cuebidding

When we have an agreed suit, bidding a different suit is a cuebid, showing first-round control in the bid suit. (For instance, $1\spadesuit-3\spadesuit-4\clubsuit$ shows an ace or a void in clubs.) When cuebidding, we bid first round controls up the line. Cuebidding a suit after partner already knows whether you have a first round control in the suit shows a second round control. (For instance, on the auction $1\spadesuit-3\spadesuit-4\clubsuit-4\heartsuit-5\clubsuit$, opener has shown first and second round control in clubs. Responder has shown first round control in hearts and denied first round control of diamonds.)

Chapter 7

Preempts

7.1 Natural Preempts

2♦-2♠ are all weak 2s, showing a 6 card suit. and 5-10 points. A 2NT response asks opener to cuebid a feature (ace or king) if he has one. A new suit by responder is forcing. Any raise is to play. (For example, 2♠-3♠ is merely increasing the preempt, not inviting opener to bid again.)

3♣-3♠ are natural preempts.

7.2 Gambling 3NT

A 3NT opening shows a solid 7+ card minor with at most one side suit controlled.

7.2.1 Responses to 3NT

After 3NT, responder bids as follows:

Pass: Desire to play 3NT, with stoppers in at least two suits

4♣: Asks opener to pass or correct to 4♦

4♦: Asks opener to show shortness (further description below)

4M: To play

7.2.2 Rebids after 4♦

Opener shows shortness by bidding:

4M: Singleton or void in the bid suit

4NT: No singleton or void, 22(72) distribution

5m: Singleton or void in the *other* minor

Part II

Competitive Auctions

General Principles

- Raises are competitive or preemptive.
- Cuebids are limit raises or better.

Chapter 8

vs. Our Openers

8.1 Our 1m Openers

8.1.1 vs. Takeout Doubles

NS: A new suit on the 1 level is forcing. $1\spadesuit-(X)-2\clubsuit$ is not forcing.

2m: Competitive.

3m: Preemptive with 5+ card support. No strength promised.

XX: 10+ points. After XX, we cannot allow the opponents to declare an undoubled contract; we must declare or double the final contract.

2NT: 10+ points, 5+ card support. Forcing one round.

8.1.2 vs. Simple Overcalls

NS: One round force.

2m: Competitive.

3m: Preemptive with 5+ card support. No strength promised.

X: Negative, showing 4 cards in an unbid major.

Q: A cuebid is the only strong raise, showing 10+ points and 5+ cards in m.

8.2 Our 1M Openers

8.2.1 vs. Takeout Doubles

OM: One round force.

2m: Nonforcing, 5+ card suit.

R: Competitive.

DR: Preemptive, 4+ card support. No strength promised.

XX: 10+ points, at most 3 cards in the suit. After XX, we cannot allow the opponents to declare an undoubled contract; we must declare or double the final contract.

2NT: 10+ points, 4+ cards in the suit.

8.2.2 vs. Simple Overcalls

NS: One round force. Over this, we play support doubles and redoubles through 2♠.

R: Competitive.

DR: Preemptive with 4+ card support. No strength promised.

X: Negative.

Q: A cuebid is the only strong raise, showing 10+ points and 3+ cards in M.

8.3 Our 1NT Openers

8.3.1 Systems On

We ignore doubles of our NT and 2♣ overcalls. Double of a 2♣ bid is Stayman.

8.3.2 Systems Off

After other 2 level overcalls, a new suit on the 2 level is to play, and a new suit on the 3 level is forcing. A cuebid of the opponent's suit is Stayman. Texas Transfers still apply.

Chapter 9

vs. Opponent's Openers

9.1 vs. 1 of a Suit

9.1.1 Simple Overcall

Generally shows 8+ points and 5+ cards in the suit bid. A new suit response is a one round force. A cuebid shows a limit raise or better. A double raise is preemptive.

9.1.2 Double

Takeout. Advancer chooses a suit at the lowest available level with 0-9 points, jumps with 10-12 points. With a stronger hand, advancer can simply bid a game, or cuebid to establish a game force if he needs more information.

If the doubler bids his own suit after opener makes a nonforcing response, that shows 17+ points.

9.1.3 1NT

In direct seat, a 1NT overcall shows 15-18 HCP. In balancing seat, it shows 11-14. We play the same system after a 1NT overcall as we do after a 1NT opening.

9.1.4 Jump Overcalls

Preemptive.

9.1.5 Two-suited Overcalls

A cuebid of the opponents' suit shows a two-suited hand, at least 5-5 in the majors if the opponents bid a minor, or the other major and a minor if the opponents bid a major. (Advancer can bid 2NT to ask for partner's minor.) An overcall of 2NT promises at least 5-5 in the two lowest unbid suits.

In sandwich seat, a 1NT overcall also shows both unbid suits. A 1NT overcall shows a distributional hand, since a takeout double is also available. (Of course, a 2NT

overall still shows the unbid suits, and is even more distributional than 1NT.) A bid of an opponent's suit is natural, since it is no longer needed to show a two-suited hand.

9.2 vs. NT Openers

We play Cappelletti against a 1NT opening. This applies in direct or balancing seat.

Cappelletti:

2♣: Unspecified single suited hand. Advancer can bid 2♦ to find out the suit.

2♦: Both majors

2♥/♠: Two suited, with the bid major and an unspecified minor. Advancer can bid 2NT to find out the minor.

2NT: Both minors

X: Penalty

9.3 vs. Preempts

Double is takeout through 4♥.

Part III

Defensive Carding

Leads

We play standard leads. We lead 4th best against NT and suits. We lead top of an honor sequence.

Signals

We use upside-down count and attitude. Our primary signal is attitude.