



Bidding Standards

Pre-alerts

"We are playing a **Strong Club System** in the ABF Blue classification"

1 ♣ openings are artificial, 17 Pts balanced or unbalanced (may have length Pts).

1 ♦, openings are also artificial and will have at least 2 diamonds, 12-16 Pts.

2 ♦ openings are also artificial will be short in diamonds, 12-16 Pts.

2 ♣, is an **omnibus FIVE-way multi-2 bid** containing either

a) for a weak 6-7 card major 7-10 Pts or

b) a 6+ card minor 12-16 Pts or

c) A STRONG 2NT, two suited hand 16+ Pts.

1 ♥, 1 ♠, and 2 ♥, 2 ♠ are natural 5+CM 12-14 Pts, and 15-16 not forcing.

Balanced hands are opened 14-16 and 17-19 with a 1NT or 20-23, a 2NT rebid.

We play a 2/1 style forcing system.

Openings and first Responses (Forcing or not Forcing)

Open Majors and Minors with 12. Be consistent with this.

Responses to this opening at level 1 ♦, 1 ♥, 1 ♠. Strictly **Walsh method** (not "up the Line") means we bid our limited 4CMs (hearts before spades unless one is very strong and the other is weak) before any other shape or **we bid 1NT, 7-11 Pts** with **any other shape**.

Non-forcing responses

1 ♥, 1 ♠. 6-10 Pts, at least 4 cards in hearts/spades are not Forcing, limited to 10 Pts, **alert not forcing**
1NT is limited to 7-11 and **not forcing**. **alert not forcing**
3 ♣, 3 ♦ are 5/6CM suits 10-11 Pts natural are invitational to 3NT if partner has other cover and 15 Pts otherwise not forcing.
2NT is 12/13 Pts and not forcing.

2/1 Forcing responses, F1 over 1 ♦, 12+ Pts

2 ♣ = a 4CM, **alert**, 2 ♦ = a 5CM, **alert** 2 ♥ = a 6CM, **alert(natural)** 2 ♠ = a 6CM, **alert(natural)** all F1 forcing for one round and indicate Game Interest.

2/1 Forcing bids, F1 over 1 ♥, 1 ♠.

2 ♣, No Fit 4+OM, artificial, **Alert "the Other Major at least 4"**

2 ♦, a Fit 4+ of bid suit (committed to game), **Alert "4 support and 11 Pts"**

2 ♠, (a 6CM in spades (only over 1 ♥, 1 ♠ over 1 ♥ is a non-forcing bid)

3 ♥, (a 6CM in Hearts (only over 1 ♠, 2 ♥ over 1 ♠ is a non-forcing bid)

Part-Score Bidding

Game Interest is encouraged by 2/1 and guided by the fact that 25 Pts are required for 3NT (6NT should check for controls and requires about 32 Pts). Game in a major has a probability of 75% with 24 Pts and a 4/4 trump fit. More than 8 trumps will reduce the risks involved.

With 3 major support bid 2M with 7-10 Pts (11 is 2/1).

With 4 support and 10 Pts you probably need some other feature to your hand to GTG (Go To Game). This may come in the form of shortage. Always take guidance from the LTT (Law of Total Trumps) and GTG when 10 Trumps and 0-10 Pts are evident in the combined hands.

1 ♥ -2 ♥ is compulsory with 3 trumps and 6-10 Pts, 1 ♥ -3 ♥ is shows 5+ trumps and RKC responses are required and

1 ♥ -2 ♦ -3 ♥ shows 4 Trumps and 11+ and also invokes these responses.

Slam or Game trials with 2/1

2♥, 2♠ requests **shortages** only after 2♦.

Following example over 2♥ after 2♦.

4♥ = no S/V to play

2♠, 3♣, 3♦, = singleton

3♠, 4♣, 4♦, = void

Following example over 2♠ after 2♦.

4♠ = no S/V to play

3♣, 3♦, 3♥ = singleton

4♣, 4♦, 4♥ = void

Roman Key Card with 3♥ after 2♦, (1430)

3♠ = 4 or 1 KCs, 3NT=3 or Zero KCs, 4♣, = 2 KCs without the Q of trumps, and 4♦, 2 KCs with the Q of trumps

Roman Key Card with 3♠ after 2♦, (1430)

3NT♠ = 4 or 1 KCs, 4♣ = 3 or Zero KCs, 4♦ = 2 KCs without the Q of trumps, and, 4♥, 2 KCs with the Q of trumps

Alternate to RKC

3♥, Opener asks for Responder's Losing Trick Count after 2♦ over 1♥ opening

3♠ 8 losers in a Nine card fit, *Alert*

3NT 7 losers

4♣ 6 Losers

4♦ 5 losers

4♥, Opener signs off with >12 Losers

4NT RKC for 1st round Control Check (Aces)










6♥, Opener signs off with 12 losers

7♥, Opener signs off = or < 11 losers




Use 1NT openings for balanced hands, 14-16 Pts (**no 5CM**), NF. Use Garbage Stayman and Jacoby transfers to find your best fit, or play in 1, 2, or 3+NT.

Use 2NT overcall for showing both minors 5/5, 15+ Pts.

Open 1 , (artificial) and **rebid 1NT**, with 17-19 Pts (can contain a 5CM)

Open **all** 12(R20)-16 Pts hands, 1 , (artificial) without a 5+CM/6Cm and **force** (F1) **all** 11 Pts responses 2 , (a 4CM, undisclosed), 2  (a 5CM, undisclosed, 2 , 2 , (natural a 6CM) showing in full the shape of your major with **Game Interest**. Non-forcing responses over 1  are 1 /1 , a 4+CM, (6-10 Pts) and **1NT**, 7-11 Pts, 2NT 12+ Pts, and 3NT=13-14 Pts. Bid your 5+ card majors, natural, with 11 to 13 Pts. partner or opener's rebid of 3M over the 2  response (signifying a 5/4 fit) to initiate RKC convention to check for slam viability without being forced into bidding past 4M.

Game Interest means that Game may be dependent on Min/Max invitational bids or **Distributional Value** means useful shortage points only after a fit has been established. Use **DV** (a separately maintained value in your head) to make the Go to Game (GTG) and other competitive decisions.

Overcalls are suits with at least 5 cards and at least 10 pts when vulnerable/or NV upgrade your 9 Pts hand for extra length. Concentrate on suit quality. When responding show a 4CM (Walsh) before a longer minor, always calling the forcing bids when in scope over 1 , 1 , 1 . Do not overcall with poor suit quality as it will misinform your partner's lead decision.

4NT is always quantitative directly over any NT

4C is always Gerber directly over any NT

4C is always Gerber with a Jump Bid

4C is always a natural suit bid when it is in minimum increment from the previous bid.

4NT is always RKC asking if not over NT, and the opponents have not bid at the 4 level at some point

4NT is takeout if over 4 of a major by the opponents

4NT is to play if over 4 of a minor by the opponents

If the opponents have bid the 4 level, but you aren't the last person to make a non-pass, 4NT is natural
Overcalls should be 10-point hands with a FIVE card suit of reasonable quality trying to establish a fit.
By using these standards consistently, you and your partner setup and maintain your mutual expectations for success.

Hand Evaluation

This involves dismissing those shortages that cannot reduce declarer's losers. Most splinters actually do this because they are often in the suit of the opponents that may have bid. This is the one you should focus on. In addition to revaluation the other adjustments to be made are at opening time, namely upgrading or downgrading your hand. Remember that the key accretive value to both NT and suit hand evaluation is LENGTH and that shortness in a particular suit must be accompanied by trumps (on the short-side) to be fully exploited. To summarise what features are **plus features**, things that **might persuade you to upgrade your hand**.

Many intermediates (Like 2/3 tens)

Intermediates in the long suits

Having a five-card suit or two four card suits

Honours in the long suits

Touching honour cards in combination

Length in the major suits

Holding aces

Control positioning (like ace in a short suit)

Conversely, features which **might make you downgrade your hand**, i.e. **minus features**, would include:

Lack of intermediates

Suits headed by unsupported honours or two honours which are not touching

4-3-3-3 distribution. No 5-card suit.

Honours in short suits, particularly queens and jacks (Dead Ducks) such as Qx, Jx, K

Too many Jacks and Queens

Competing and Not Competing in the Auction

Take-Out Bidding

When you are forced to bid with a take-out double, (especially after partner has passed prior to the rebid double) that it is important to respond (the weakness of your hand is irrelevant) and not **Pass** unless you are strong especially in the opponents' suit. By the second (protective round of bidding) your partner will have at least 4 of the unbid suits you should be aware that 2NT is generally not a viable option. **Bid the longest unbid suit that you hold. You may pass if right hand opponent bids.**

System Architecture



One of the main problems in traditional bidding systems is the flawed evaluation process of the point count system. The emphasis on "points" and the effect of distributional values skews the projected outcome. Shortages are sometimes overvalued and fail to reduce declarer's losers. The ranges in point values are far too large or require a second bid to clarify the initial attempt to describe the hand. (witness Reverse, witness TOM, witness Rebids) The Pronto system has been structured to reduce duplicity of strength and shape in hand description, providing (for instance in the 2/1 system, but also wherever else possible across the system) the simple capability to show both strength and shape in one bid. (witness 2/1) The system also copes with interference with many different pathways to game or part-score.

Abbreviations

A =	Alert	GTG =	Go to Game	LS =	Long Suit
F1 =	Forcing for 1 Round	4CM =	Four Card Major	GS =	Garbage Stayman
INF =	Interference	SSS =	Self-Supporting Suit	SI =	Slam Interest
Bal =	Balanced	Pts =	Points	5Cm =	Five Card Minor
UB =	Unbalanced	5Cs =	Five Card Suit	Om =	Other Minor
X =	Double	GI =	Game Interest	OM =	Other Major
GF =	Game Forcing	SV =	Singleton or Void	POC =	Pass or Correct


Pts =	Pts plus M suit Length	LTT =	Law of Total Trumps	KCB =	Kantor Cue Bid
123Bs =	123 Best suits	SO =	Sign off	GS =	Garbage Stayman
MW =	Minorwood	2S =	Two suiter	AL =	At Least
Nat =	Natural	O =	Opener	R =	Responder
E2 =	Equivalent two supporting Trumps (when your partner shows a strong suit) count your one honour as 2.				

The key attributes of the Pronto system as follows

1. The omnibus five-way multi-2 frees up bidding sequences for strong hands with 5/6 card majors.
2. Starting the bidding with 1 , extends the balanced hand **NT range** (14-23+)
3. Architecture that provides emphasis and clarity for **shape and strength**. (2/1 shows both)
4. Safe and secure processes for slam/game trials.
5. A proven simple forcing method for bidding over 1 level suit openings and also after the sequence 1  -P-
6. Specialised bidding methods over 1C to protect opener's tenaces. (Stronger hand declares)
7. The 5CM, limited range 1M (11-13) and 2M (14-16) improves clarity of hand types and shapes.
8. Specific functionality to overcome superficial interference.

Notes: The 1 Club opening

Traditional methods tend deal with the situation where opener (with 11-15 or more) and responder (with 7-13 points) are not far apart in terms of hand strength as in the Strong Club System. This and other issues have necessitated a different bidding style to protect the tenaces of the stronger hand playing as declarer. After the 1 Club opening there are 7 pathways to game or contract. These are...

1. A 6+CM of excellent quality with at least 3 of the five top honours. Without these excellent hand features you are probably better in a NT contract via the 1  opening. The answer "no I don't have a 6CM" allows for immediate request for more detailed information. The yes answer allows for 4M or slam/game trial if considered viable (without exceeding the game level 4M bid)

- a. shortages identification is initiated by 2M.
 - b. a low level RKC to be initiated by opener by 3M. (execute this process with extra value)
 - c. Opener with a basic hand can sign off in 4M.
- 2. The Push, 2NT with 20-22 Pts with Puppet Stayman for a 5 or 4CM.
- 3. The bigger Push, 3NT, a reasonable gambling commit with 23 Pts.
- 4. The (More Pronto) option which invites the quick finding of a 4/4 or a 5/3 major or better fit in a major or 3NT when more suitable to the shape.
- 5. Big responder hands. For checking for controls or slams.