

Supplementary notes file (cohen-berkowitz.txt) David Berkowitz Larry Cohen (U.S.A.)

Note...1: TAB (Trump asking bids)

After 1C - 1MAJ

2MAJ = Trump ask

Step 1= 5 or 6 cards, no top honor

Step 2= 5 cards, one of top three honors

Step 3= 5 cards, two of top three honors

Step 4= 6 cards, one top honors

Step 5= 6 cards, two top honors

Step 6 = 5 or 6 cards, AKQ

then CAB - Control asking bids

Step 1 = No control

Step 2 = 3rd round control (Skip this on 5+ level)

Step 3 = 2nd round control

Step 4 = 1st round control

Note...2: After our big C, at 4 level (or 3S if we bid H) :

If we are in Forcing Pass situation (but never after 1C P 1D):

A) Responder has bid a suit

1) Opponents bid to level BELOW our game

Pass = Asks for double, and then

New suit bids = Multi-playable (2 places to play)

Raise = Decent 2-card fit

Double = Good raise , Raise = Weaker Raise

2) Opponents bid ABOVE our game

Pass = Asks for double, and then same as above except that

raise = slam try with 3+ trumps. Double=Flexible raise -

can defend. New suits = One suited. Raises=weakest

B) Responder hasn't bid a suit : Pass forces double (for pen., or if followed by a pull=2-suited). Direct bids=one-suited

Note...3: 1C-1D-2H Forces 2 Spades, and then :

2NT=23-24 Balanced (Front of Card)

3NT=27-28 Balanced

3H=5+-5+ in majors, INV (3S=sign-off, 4 minor = tying slam try)

3C/3D = Natural GF

4NT=29-30 balanced

Note...4: 1C-1D-2S = Any 4x1, 20+ HCP. 2NT asks:

3 of a suit = Singleton in next suit, 20-23 HCP (Next suit=relay

for sign-off; all other bids are GF - RKCB - see note 5)

3NT through 4H = Singleton in next suit, GF (Next

suit=relay for sign-off - other bids = slam interest)

Note...5: 4C-4D Special RKC

When we are known to have a 3 suiter:

4C= Relay to 4D to make a natural slam try in one of the suits

4D= Relay to 4H to sign-off in one of the suits

4H= RKC in the cheapest of the three suits

4S= RKC in the middle of the three suits

4NT= RKC in the highest of the three suits

Note...6:1 Major - 2NT = GF raise, 4+ trump :

4 Major = Very minimum

3C = Regular minimum - 3D reasks

3H=Shortness somewhere (3S asks)

3S=5-4-2-2 (3NT asks for 4 card suit)

3NT=6x3x2

4 new suit = 5-5 or better

4 major = 5x3x2

3D = Non-minimum, shortness somewhere (3H asks)

3H = Non-minimum, 5x4x2 (3S asks)

3S = Non-minimum, 6 card suit, no shortness

3NT = Non-minimum, 5x3x2

4 new suit - Non-minimum, 5-5 or better

Note...7:2-way game tries after 1 Maj - 2 Maj

Next step is relay for general try/ask

Other steps are short-suit tries (step 1 = lowest suit,etc.)

Re-raise to 3 is a bar bid

Note...8:1S-1NT-2C-2D = Artificial force with :

a) decent 2-card raise of spades

b) decent 2NT raise

c) Good club raise

d) Good diamond hand (better than direct 3D)

e) Interest in hearts

Opener bids :

1) 2H with most hands with 2+ H

2) 2S if he prefers S to H

3) 3D with a great hand for hearts

Note...9:After 1 Major is doubled :

Redouble is 10+, usually 2 card fit

1NT= C (might have support and be lead-directing)

2C=D (")

2D=H (")

Direct Raise = Could be very light (often a doubleton honor)

One below raise = Decent raise (7+ - 10)

This system is also on after we overcall 1H,1S, or on 2+level

Also on after our weak 2-bids

Note...10:1NT (10-12) is doubled :

Redouble = Business

Pass forces redouble and then :

Pass = to play 1NT redoubled (rare)

2C = C + higher suit, but could just be scrambling (4x3, etc.)

2D = D + higher suit

2H = H + S

2S = S, invitational

Note...11:Special Lebensohl after our 1NT (weak or strong)

2NT forces 3C :

New suits = sign-off

Opponent's suit = Stayman with stopper

Opponent's suit if 2-suiter = shortness
Direct bids = Transfers (Invitational or better)
Direct 3NT = No stopper, Slow 3NT = Stopper

Note...12:2C-2NT and 2C-3C are artificial relays to next step.

2C-2NT : Forces 3C and then :

Pass = To play (could be very light raise)

3D = D+H GF (5-5 or better)

3H = D+S GF (5-5 or better)

3S = H+S GF (5-5 or better)

2C-3C : Forces 3D and then :

Pass = to play (Direct 2C-3D = Inv.)

3H/3S = Natural Slam try

3NT or higher = D Slam try

Note...13:2C-2D Asks (invitational or better)

2H= 4 cards in H or S (2S = re-ask for major and strength)

2S= Non-minimum, side singleton or void (2NT asks)

2NT = Non-minimum, Balanced (3D = stopper ask)

3C= Minimum

3D= Non-minimum, 4+D

3H= 5+H

3NT=5+S

3S=Solid clubs, artificial

Note...14:2D - 2NT asks :

3C = All minimums (3D reasks : 3H=3-4-1-5 3S=4-3-1-5 3NT=4-4-1-4)

3D = Non-minimum 4-4-1-4 3H=Non-minimum 3-4-1-5 3S=Non-mon. 4-3-1-5

3NT = Non-minimum 4-4-1-4 (stiff honor) 4C/4D = 4-4-0-5 min/max

Note...15:After preempts, 4C = special keycard ask:

Step 1 = No keycards

Step 2 = One keycard, no trump queen

Step 3 = One keycard + trump queen

Step 4 = Two keycards, no trump queen

Step 5 = Two keycard + trump queen

Followed by one over trump suit to ask for specific kings

Note...16:1C-1D-1H = Relay to 1S to show 18+ - 20 Balanced, or hearts.

If responder breaks the relay : 1NT=5-5 in majors, other bids are

transfers with weak one-suiter

Note...17:1D-1M-2 other major = Artificial, usually 3-card support for

the major and long diamonds and a maximum. 1D-1D-2H could also be ju

st red suits (clarified on next round)

Note...18:1D-1M-2D-2NT = Artificial Force : Opener's 3 of other major

promises shortness in responder's major

Note...19:1S-1NT-2H-3C= Relay to 3D, to play or to show various good r

aises of hearts

Note 20 : Vs. Suits our normal lead is the Ace from Ace-King. But, if we bid
or showed the suit we are leading, then we lead the king. Also, we lead the

king from A-K on 5+ level.

Note 21: Against notrump: Ace from AK asks for Suit preference. King from A-K asks for count or unblock. The Ace is "always" from A-K. The King is usually from K-Q.