

The Gold Card System is intended as a complete Convention Card replacement (replacing SAYC) that is targeted towards Intermediate Players (Gold Rush competitors).

Volume 3: NT Bidding is the first of six volumes to be released in the Gold Card series.



An Instructor's Guide is available, including dealing machine files, lesson handouts, and hand records with analysis.

Available on Amazon.com
www.diamondbookspublishing.com

Course Schedule

Lesson 1	<ul style="list-style-type: none">• Basic Stayman modification when using 4-way transfers• Smolen• Trash Stayman
Lesson 2	<ul style="list-style-type: none">• Major Transfers• New Suit by Responder after a Transfer• Super Accepting Transfers
Lesson 3	<ul style="list-style-type: none">• Quantitative Invites after Transfers• Texas Transfers• Delayed Texas
Lesson 4	<ul style="list-style-type: none">• Quantitative Invites after Stayman• Forcing Raises after Stayman
Lesson 5	<ul style="list-style-type: none">• Minor Transfers using 4-way Transfers• Reverse Gap Bidding
Lesson 6	<ul style="list-style-type: none">• Defense Against NT
Lesson 7	<ul style="list-style-type: none">• NT Response over Interference• NT Doubled (all seats bidding after 1NTX)
Additional Material in the book	
Introduction - Fundamentals	<ul style="list-style-type: none">• Additional tricks using short-side trumps• Trump suit selection 4-4 vs 5-3 vs 6-2
Appendix	<ul style="list-style-type: none">• Convention Card• Losing Trick Count• Puppet Stayman

DEFENSE AGAINST NT

Interfering with 1NT bidding sequence can be very effective. It can also be very devastating if you interfere without the right hand, you are Vulnerable and it turns out that Responder has the rest of the HCP instead of your partner. Telling you to keep an eye on Vulnerability is like telling you to keep an eye on the time-bomb sitting next to you.

You can interfere with as few as 8 HCP if your suit(s) are pure (your HCP are in your suit(s) and you are Non-Vulnerable. If you are Vulnerable, you need an opening hand or better. The worse your purity, the more HCP you need. Shape is definitely a factor too.

MODIFIED CAPPELLETTI

Modified Cappelletti is a set of conventional bids that are used after your RHO opens 1NT, as follows:

- 2♣ = a Major and a Minor (can be 5-4 or 4-5) OR a long Diamond suit – Advancer is required to bid 2♦.
- 2♦ = both Majors (can be 5-4 or 4-5 or better)
- 2♥ = Natural Heart suit
- 2♠ = Natural Spade suit
- 2NT = both Minors (should be 5-5)
- X = Penalty – showing an equivalent hand (a hand that would have opened 1NT)

MODIFIED CAPPELLETTI 2♣ BIDDING

Advancer is required to bid 2♦. Overcaller can:

- Pass the 2♦ bid if his holding is a long Diamond suit; or,
- Name his Major.

If Advancer cannot tolerate (fewer than 3-card support) Overcaller's Major, Advancer can bid 2NT to ask Responder to name his Minor.

RESPONDER AND ADVANCER RESPONSIBILITY OVER A 1NT DOUBLE

This has been hashed out quite a bit but in review, Responder and Advancer are in a game of "which partnership has the most HCP". Whoever knows they are losing that game needs to do ANYTHING AVAILABLE TO DO, to change the situation. Responder has quite a bit of constraints that restrict what he can actually do. All Advancer needs is a 5-card suit (and NOT play systems on over a Double – please). Often there is nothing that can be done without blindly making the problem worse. Stick to the guidelines and just wish partner luck if there is nothing that can be done.

The 2/1 Gold Card System – Volume 3: NT Bidding
 Lesson 6A Hands (Defense Against NT – Modified Cappelletti)
 Chapters 10-11, Pages 81-98 in the Student Book

1 ♠ AQ4 ♥ A105 ♦ 92 ♣ AQ1087 ♠ 10987 ♥ J987 ♦ 43 ♣ K32 16 4 10 10 ♠ K53 ♥ Q32 ♦ KJ8 ♣ J654 N 5 2 4 4 5 S 5 2 4 4 5 E - - - - - W - - - - -	2 ♠ J75 ♥ K1096 ♦ 1087 ♣ J106 ♠ 98632 ♥ A742 ♦ A964 ♣ 5 8 16 11 ♠ 10 ♥ Q53 ♦ QJ5 ♣ AQ9753 N 2 - - - - NT S 2 - - - - E - 3 2 4 2 W - 3 2 4 1	3 ♠ 96 ♥ 10532 ♦ Q73 ♣ KQ95 ♠ KJ108532 ♥ 9 ♦ A95 ♣ A10 7 12 6 15 ♠ AQ ♥ AKJ6 ♦ 10642 ♣ J32 N 1 - 1 - - NT S 1 1 1 - - E - - - 4 - W - - - 4 -
--	---	---

W	N	E	S
	1NT	2♣	X
2♦	P	P	3NT
P	P	P	

W	N	E	S
		1NT	3♣
P	P	P	

W	N	E	S
			1NT
2♠	P	P	P

Following your RHO's 1NT opening, you must decide if you should interfere. You are NON-Vulnerable, have a good suit, and some shape values. Overcaller (you) bids 2♣ to show either a Major AND a Minor OR you have a long Diamond Suit. Responder Doubles which shows values. Advancer bids the required 2♦ response to Overcaller's 2♣ bid. Following a Pass by Opener, Overcaller also Passes, indicating that he has a Diamond Suit. With Game Forcing values, Responder chooses to bid 3NT rather than Double for Penalty. West leads the 4 of Diamonds.

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 3♣. Given this hand and Vulnerability it is barely enough to make this bid. Responder has enough HCP to Double for Penalty but his void in Clubs makes it unwise. West leads the 9 of Spades.

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 2♠. Given this hand and Vulnerability it is an excellent hand to have and make this bid. North leads the King of Clubs.

4 ♠ KQ103 ♥ AK9642 ♦ 6 ♣ 76 ♠ A9 ♥ Q103 ♦ AJ84 ♣ A942 12 15 7 6 ♠ 8764 ♥ 75 ♦ K1032 ♣ K85 N - - 1 2 - S - - 3 2 - E 3 2 - - 1 W 3 2 - - 3	5 ♠ KJ95 ♥ A4 ♦ AK95 ♣ J96 ♠ 7432 ♥ 103 ♦ J843 ♣ AQ7 16 7 10 7 ♠ AQ108 ♥ J8 ♦ 106 ♣ 108532 N 3 1 - 3 1 S 3 1 - 3 1 E - - 2 - - W - - 2 - -	6 ♠ K86 ♥ J105 ♦ 9873 ♣ K102 ♠ Q73 ♥ 8743 ♦ J1064 ♣ J8 7 4 15 14 ♠ A1054 ♥ A92 ♦ 5 ♣ AQ953 N 4 1 1 4 2 S 4 1 1 4 2 E - - - - - W - - - - -
---	--	--

W	N	E	S
	1NT	2♦	2♠
P	P	P	

W	N	E	S
	1NT	2♥	P
P	P		

W	N	E	S
		1NT	2♣
P	2♦	P	2♠
P	P	P	

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 2♦. Overcaller's 2♦ bid is artificial, showing both Majors. Given this hand and Vulnerability it is an excellent hand to have and make this bid. Advancer is requested to name his best Major and selects Spades. No one has another bid they can make. West has a horrible lead situation but leads the 3 of Hearts.

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 2♥. Given this hand and Vulnerability it is an excellent hand to have and make this bid. Responder does not have a bid. South leads the 5 of Clubs.

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 2♣. Overcaller's 2♣ bid is artificial, showing EITHER a Major and a Minor OR a Diamond suit. Responder is required to bid 2♦ which Overcaller can Pass if he means Diamonds. After Advancer bids the required 2♦ bid Overcaller will either Pass or Name his Major. If Advancer cannot TOLERATE the Major he will bid 2NT to ask for the Minor. Overcaller bids 2♠ and Advancer's 3-card support is enough to tolerate the suit. West leads the Jack of Diamonds.

The 2/1 Gold Card System – Volume 3: NT Bidding
 Lesson 6A Hands (Defense Against NT – Modified Cappelletti)
 Chapters 10-11, Pages 81-98 in the Student Book

7 ♠ 10653 ♥ J742 ♦ J642 ♣ 10 ♠ A74 ♥ AK8 ♦ 75 ♣ KQ962 ♠ J82 ♥ Q1053 ♦ A108 ♣ 754 ♠ KQ9 ♥ 96 ♦ KQ93 ♣ AJ83 2 16 7 15	Dir: S Vul: Both ♠ J ♥ J2 ♦ AK842 ♣ AQ1084 ♠ AK54 ♥ AK53 ♦ 1065 ♣ J6 ♠ 8762 ♥ 864 ♦ Q973 ♣ 75 ♠ Q1093 ♥ Q1097 ♦ J ♣ K932 15 15 2 8	9 ♠ A87 ♥ AQ10 ♦ K8 ♣ K9743 ♠ Q1042 ♥ 63 ♦ J642 ♣ J102 ♠ K ♥ K87542 ♦ A1095 ♣ A5 ♠ J9653 ♥ J9 ♦ Q73 ♣ Q86 16 4 14 6	Dir: N Vul: E-W ♠ 4 2 2 1 2 ♥ 4 2 2 1 2 ♦ 4 2 2 1 2 ♣ 4 2 2 1 2 ♠ 3 - - - 2 ♥ 3 - - - 2 ♦ 3 - - - 2 ♣ 3 - - - 2
---	--	---	--

W	N	E	S
			1NT
X	2♣	X	2♦
P	P	X	

W	N	E	S
1NT	2NT	P	3♣
P	P	P	

W	N	E	S
	1NT	2♣	2♥
P	2♠	P	P
P			

Following his RHO's 1NT opening, Overcaller decides to interfere by Doubling. Overcaller's Double shows equivalent values as the Opener's 1NT. Responder has only 2 HCP and bids Stayman with the intention to Pass any response (Trash Stayman). With 7 HCP opposite Overcaller's 1NT values, Responder Doubles to show his partner he has enough values to know his partnership has the advantage in HCP. Opener bids 2♦ to deny a 4-card Major. Overcaller Passes (with his worthless Diamond doubleton) but Advancer Doubles for Penalty. It works out well (200 for down 1 Doubled) but not as good as 1NT Doubled would have been. Responder made a good decision. West leads the Ace of Hearts.

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 2NT. Overcaller's 2NT shows 5-5 in the Minors. Advancer selects Clubs and plays the contract in 3♣. West leads the Ace of Spades and upon seeing the singleton Spade in the dummy switches to the Ace of Hearts.

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 2♣. Overcaller's 2♣ bid is artificial, showing EITHER a Major and a Minor OR a Diamond suit. However, after Overcaller interferes, Responder initiates a Transfer to Hearts (2♥). Advancer Passes and Opener accepts the Transfer. Overcaller's initial choice was solid, even Vulnerable. However, given that Vulnerability, Overcaller should not proceed. East has nothing but HORRIBLE lead choices and leads the Ace of Diamonds.

10 ♠ 9654 ♥ 9863 ♦ KQ ♣ K73 ♠ 10732 ♥ 75 ♦ 8754 ♣ J42 ♠ AQ8 ♥ Q2 ♦ AJ2 ♣ Q10865 ♠ KJ ♥ AKJ104 ♦ 10963 ♣ A9 8 1 15 16	Dir: E Vul: Both ♠ Q9 ♥ 643 ♦ K1096 ♣ 10743 ♠ K875 ♥ AJ1097 ♦ 54 ♣ A5 ♠ 432 ♥ 852 ♦ AJ8 ♣ K862 ♠ AJ106 ♥ KQ ♦ Q732 ♣ QJ9 5 12 8 15	12 ♠ 106 ♥ 976 ♦ AQ9874 ♣ A5 ♠ KQJ9 ♥ A42 ♦ K10 ♣ K742 ♠ 5432 ♥ QJ108 ♦ J ♣ Q1083 ♠ A87 ♥ K53 ♦ 6532 ♣ J96 10 16 6 8	Dir: W Vul: N-S ♠ 1 2 5 2 2 ♥ 1 2 5 2 2 ♦ 1 2 5 2 2 ♣ 1 2 5 2 2 ♠ 2 - - - 2 ♥ 2 - - - 2 ♦ 2 - - - 2 ♣ 2 - - - 2
--	--	--	--

W	N	E	S
		1NT	X
P	P	2♣	2♥
P	4♥	P	

W	N	E	S
			1NT
2♦	P	2♥	P
P	P		

W	N	E	S
1NT	2♣	P	2♦
P	P	P	

Following his RHO's 1NT opening, Overcaller decides to interfere by Doubling. There is NOTHING that Responder can bid, absolutely nothing. Advancer has 8 HCP and Passes smoothly. This is a tough choice for Opener. Responders Pass may not promise values but there is a really good chance that Advancer's Pass does show values. Opener, probably after thinking for a while, bids 2♣. Advancer's Pass may or may not promise values. Overcaller has to think for a moment, if Advancer doesn't have values, the opponents will probably make their bid. Overcaller decides to bid 2♥, and surprisingly, Advancer bids game in Hearts. West leads the 2 of Clubs.

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 2♦. Overcaller's 2♦ bid is artificial, showing both Majors. Overcaller only promises 5-4 in the Majors. Advancer has 3-card support in both Majors and no preference so he bids up the line with a 3♥ bid. South leads the Queen of Clubs.

Following his RHO's 1NT opening, Overcaller decides to interfere by bidding 2♣. Overcaller's 2♣ bid is artificial, showing EITHER a Major and a Minor OR a Diamond suit. Responder does not have a bid. After Advancer makes the required 2♦ bid, Overcaller Passes indicating he has Diamonds. West leads the King of Spades.

Note: If Opener knew Overcaller would Pass the 2♦ bid, he might have Doubled for Takeout.

Coming Soon

The 2/1 Gold Card System—6 Volumes

Target audience is Gold Rush competitors—an upgrade over SAYC

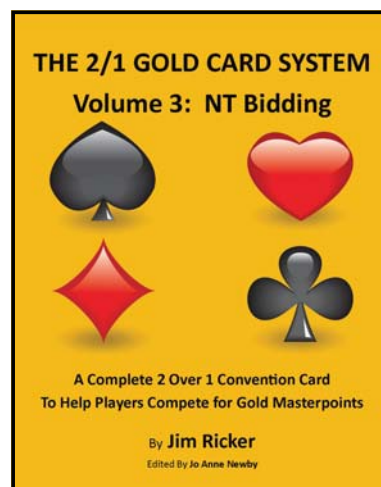
These are STUDENT books that are designed as **COURSES** for **TEACHERS**



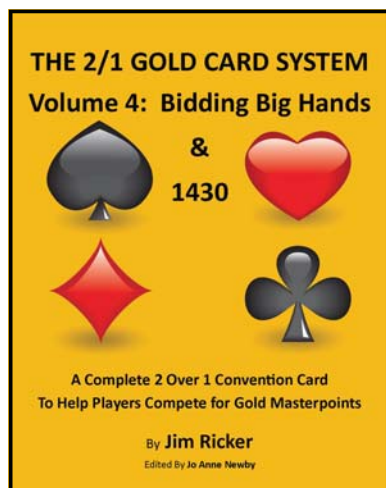
Due late 2016



Due early 2017



1st Release Due
1st Qtr. 2016



1st Release Due
3rd Qtr. 2016



Due early 2017



Due early 2017

Volume 1: Major Suit Openings

- 2 Over 1
- Splinters
- 1NT Forcing
- Reverse Bergen
- Jacoby 2NT
- Flannery - Appendix

Volume 2: Minor Suit Openings

- Reverses
- Criss Cross
- New Minor Forcing
- Fourth suit forcing

Volume 3: NT Bidding

- Stayman Changes
- Texas
- Reverse Gap Bidding
- Appendix – Puppet Stayman
- 4-Way Transfers
- Quantitative Invites
- Defense over NT
- Super Accept
- Forcing Raises after Stayman
- NT Bidding after Interference

Volume 4: Bidding Big Hands & 1430 RKC

- 1430
- 2C Openings
- Two-suited Hands

Volume 5: Competitive Bidding – Partnership Opens the Bidding

- Negative Doubles
- Weak Two's
- Support Doubles
- Opening Lite
- Reopening Doubles
- Two-way reverse Drury

Volume 6: Defensive Bidding – Opponents Open the Bidding

- Overcalls using Suit Value
- Cue Bidding
- Takeout Doubles
- Michaels & Unusual 2NT
- Balancing Doubles & NT

Introduction (all volumes)

- Additional Tricks Using Short-side Trumps
- Selecting the Trump Suit: 4-4 vs 5-3 vs 6-2

Appendix (all volumes)

- Convention Card
- Losing Trick Count