

Kokish

After the auction starts 2C – 2D, Kokish allows opener to show hearts AND a game forcing balanced hand (in order to play whatever system you play over 2NT opener).

2C – 2D; 2H Kokish asks responder to bid 2S [Alertable]

2C – 2D; 2H – 2S forced, artificial [Alertable]

2C – 2D; 2H – 2S; 2NT 24+ balanced, game forcing

2C – 2D; 2H – 2S; 3C 5+ hearts, 4+ clubs, game forcing

2C – 2D; 2H – 2S; 3D 5+ hearts, 4+ diamonds, game forcing

2C – 2D; 2H – 2S; 3H 6+ hearts, not forcing

2C – 2D; 2H – 2S; 3S 5+ hearts, 4+ spades, game forcing

2C – 2D; 3H 6+ hearts game forcing, similar to

2C – 2D; 3S 6+ spades game forcing

Exceptions to bidding 2S. I may have seen the minor exceptions somewhere but I don't who to attribute it to.

2C – 2D; 2H – 2NT modest hand with 3 hearts and 6 spades.

2C – 2D; 2H – 3C bust hand with 6 clubs

2C – 2D; 2H – 3D bust hand with 6 diamonds

2C – 2D; 2H – 3H bust hand with 3 hearts and 5 spades

2C – 2D; 2H – 3S modest weak hand with 3 hearts and 5 spades

2C – 2D; 2H – 3NT modest weak hand with 5 hearts and 5 spades

Grue Interchange

2C – 2D; 2H – 2S; 3C 6+ hearts, forcing for one round

2C – 2D; 2H – 2S; 3H 5+ hearts, 4+ clubs, game forcing

Kokish works well with both waiting 2D and controls.

Highly recommended as it avoids high level strong balanced openings.

Submitted by Bill Kent