Dealing with Interference

Over 1♥/♠:

By an **unpassed hand:**

2♥/♠ = 9-11 PP

3♥/♠ = 12-14 PP

Cue f= 16+ PP forcing raise

By a **passed hand:**

2♥/♠ = 9-11 PP

3♥/♠ = preemptive

Cue f = 12-14 PP

Over 1♦:

**Inverted minor raise is off**

Cue bid is 11+HCP, **not a raise**

Over T/O Dbl of 1♦ (“transfers”):

Rdbl f= 4+♥

1♥ = 4+♠

Acceptance = 3 card support

1♠ demands 1NT by Opener

After any of the above, 2D ddddddddis a strong raise

1NT**\*** = 5+♣

2♣ d= 5+♦ & 8-10 HCP

Bidding something other than ffffffff2♦ is a SSGT

2♦**\*** = WJS in ♥

2♥**\*** = WJS to ♠

**\***these transfers **must** be accepted

3♦ = 5+♦ & 0-7 HCP

Over 1♣**:**

2♣ through 1NT = 7-8 HCP

Dbl through 3♦ = 9+ HCP, higher ffffis penalty.

1♥/1♠/2♦ = 4+ to 6 HCP natural

Over a lead-directing Dbl

(1NT-Pass-…)

…2♣-Dbl:

Pass = no stopper, 3-♥, 3-♠

Rdbl = 1-♣, asks # of ♦

sdfsdfsdfsdf12342♦ = 3♦

3♦ = 4♦

Rdbl = stopper

2♦ = no stopper, 4♥, 4♠

2♥ = 4♠

2♠ = 4♥

2NT = partial stopper & ddddddddmaximum values

…2♦/2♥-Dbl:

Pass = 2 cards, any strength

Bid own suit with ffffffff control of opp’s

Rdbl = max & 3 card support; sdsdfs invites partner to bid his lkdlkjlksuit with Kx since Opener sdlfkslfhas no stopper

Repeat transfer

Bid NT

Accept = 3 cards & min

2NT = 3 cards & max

Superaccept = 4 cards & max

…2♠-Dbl:

Rdbl = max with partial

2NT = min with stopper

3♣ = max with stopper

Pass = no stopper

Schenkensohl

1♣-2x-Pass-Pass-X-Pass:

**Cue bids always show partial stopper**

2-level call: 0-4 HCP

3♥ as Cue = 3-♠

3♠ as Cue = 3-♥

2NT = Relay to 3♣

Pass or own suit which sdfsdfsdcouldn’t be bid at 2-level sfsdfsdf= 0-4 HCP

3♥ as Cue = 4♠

3♠ as Cue = 4♥

3NT = stopper and no other ggg major

3NT: no stopper, no other major, f game values

Jump Shifts

SJSs are only 1♦-3♣ and 1♥/♠-3♦:

Opener’s priority is to show a g g doubleton honour,

Otherwise clarifies whether he d opened 5 or 4 (M)

4NT by Responder is 1430 for sdfs**Opener’s last bid suit**

1♥-3♦-3♥-**3**♠/4♣ = 1-♠/♣ and 3♥

1♠-3♦-3♠-**4**♣/4♥ = 1-♣/♥ and 3♠

Cue Bids

“One not, two got”

**Responder does not start cue bidding immediately after Opener confirms a fit after 1**♣**;** it is imperative that he **pattern out** his hand so that Opener may better evaluate trick-taking potential.

Partner opens 1♦:

2♦ inverted:

2M = stopper in major bid

2NT = stoppers in ♥ & ♠

3♣ = 5+♣, **doesn’t deny** sdfsdfsf**interest in 3NT**

Western Cues

Michael’s Cue

Leaping & Non-Leaping Michael’s

2M by opponent

4♣ = ♣ and a major

4♦ = asks for major

4♦ = ♦ and a major

4♥ = both ♥ & ♠

Over a 1♣ opening = 9+ HCP & shortness in suit bid

As Advancer of a simple overcall:

Cue @ lowest level = one-round g g force

Jump Cue = 12-14 PP, 4+ support