**BBOalert**

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| **This is an example of code created with Google Docs where :**   * **BBOalert code is accompanied by a textual description of the system’s logic** * **Repeating part of code is hidden by using very light grey color for better readability**   **This enables you to document your bidding system in printable form and provide the data to BBOalert within the same file. Google Docs gives you a lot of features which are not provided by a simple ASCII text editor. The most important thing is the ability to share the data with your partner in real-time+9.** |

As 1NT opening denies 4 card major, no Stayman is used. 2C response becomes a mandatory transfer to express a weak hand with diamonds

**1N--, 2C, Transfer -> 2!D. The responder may pass with 5+!D and weak hand**

**1N--, 2D, Transfer -> 2!H. The responder may pass with 5+!H and weak hand**

**1N--, 2H, Transfer -> 2!S. The responder may pass with 5+!S and weak hand**

**1N--, 2N, Transfer -> 3!C. The responder may pass with 5+!C and weak hand**

**Case 1 : if responder is weak, he can :**

* pass 1NT
* use transfer and pass
* use 1NT-2C-2D transfert and bid 2H with weak major two-suiter

**1N--2C--, 2H, weak 5!H5!S. Opener should pass or correct to 2!S**

* bid 3C with weak two-suiter at least 4-4

**1N--, 3C, weak 4+!C4+!D. The opener should pass or correct to 3!D**

**Case 2 : if responder has only invitational values he can :**

* ask opener’s force using 1NT-2C-2D transfert

**1N--2C--2D--, 2S, asking opener’s force either inviting to game or slam zone**

**1N--2C--2D--2S--, 2N, minimum**

**1N--2C--2D--2S--, 3C, maximum short in !C**

**1N--2C--2D--2S--, 3D, maximum short in !D**

**1N--2C--2D--2S--, 3H, maximum short in !H**

**1N--2C--2D--2S--, 3S, maximum short in !S**

**1N--2C--2D--2S--, 3N, maximum 4333**

* Bid his 5+ card Hearts using transfer and then :

**1N--2D--2H--, 2S, 5!H5!S inviting to game**

**1N--2D--2H--, 2N, 5!H inviting to game**

**1N--2D--2H--, 3C, 5!H5!C inviting to game**

**1N--2D--2H--, 3D, 5!H5!D inviting to game**

**1N--2D--2H--, 3H, 6!H inviting to game**

* Bid his 5+ card Spades using transfer and then :

**1N--2H--2S--, 2N, 5!S inviting to game**

**1N--2H--2S--, 3C, 5!S5!C inviting to game**

**1N--2H--2S--, 3D, 5!S5!D inviting to game**

**1N--2H--2S--, 3H, 5!S GF short in !H**

**1N--2H--2S--, 3S, 6!S inviting to game**

* Bid his 5+ card Diamonds using transfer and then :

**1N--2C--2D--, 2N, 5+!D limit**

**1N--2C--2D--, 3C, 5!D5!C inviting to game**

**1N--2C--2D--, 3D, 6!D inviting to game**

**1N--2N--3C--, 3D, 6!D inviting to game if opener has one top honor**

* Bid his 5+ card Clubs using transfer and then :

**1N--2S--2N--, 3C, 6!D inviting to game if opener has one top honor**

**Case 3 : if responder has a trivial hand with 5+M and GF values :**

**1N--2D--2H--, 3N, opener should bid 4!H with fit or pass**

**1N--2D--2H--, 4H, 6!H sign-off**

**1N--4C--, 4D, 6!H to be played by responder**

**1N--4C--4D--, 4!H, 6!H sign-off**

**1N--2H--2S--, 3N, opener should bid 4!S with fit or pass**

**1N--2H--2S--, 4S, 6!H sign-off**

**1N--4D--, 4H, 6!H to be played by responder**

**1N--4D--4H--, 4S, 6!S sign-off**

**Case 4 : if responder has a problematic hand with shortness in a major**

Shortness in a major suit is potential vulnerability when the openers has no double stopper. In such a case game contract with 4-3 major fit should be considered. The responder shows short major by bidding it at level 3. Typical sequences are :

**1N--, 3H, 4441 short in !H**

**1N--, 3S, 4441 short in !S**

**1N--2C--2D--, 3H, 5!D4!S GF short in !H**

**1N--2C--2D--, 3S, 5!D4!H GF short in !S**

**1N--2S--2N--, 3H, 5!C4!S GF short in !H**

**1N--2S--2N--, 3S, 5!C4!H GF short in !S**

If the responder has no 4 card major game contract in a minor should be considered:

**1N--, 3D, 5!C5!D GF**

**1N--2S--, 3D, 5m-4m-3M-1M shortness in unknown major**

**Case 5 : if responder has slam values :**

* He should always begin with the inquiry of opener’s force as in Case 2 and then bid naturally