# Key

1. GF = Game Force
2. NF = Non-forcing
3. F1 = Forcing 1 Round
4. Inv = Invitational
5. m = minor, M = Major  
   LR = Limit Raise
6. LR+ = Limit Raise or Better
7. PH = Passed Hand
8. UH = Un-passed Hand
9. LHO = Left Hand Opponent
10. RHO = Right Hand Opponent
11. JS = Jump Shift
12. T/O = Takeout
13. P/C = Pass or Correct
14. O/C = Overcall
15. SM = same Major, OM = other Major
16. sm = same Minor, om = other Minor
17. Bids by opponents are enclosed in square brackets [ ].
18. 4441 indicates any 4441 distribution
19. 4.4.4.1 indicates 4S 4H 4D and 1C

# Most important rules

1. Always keep your cool even if partner makes multiple mistakes
2. Don’t discuss anything at the table except if it is a clarification related to the system
3. If there is a possibility of some bid causing confusion for partner, chose the unambiguous option even at the cost of more scientific exploration
4. Please ensure that any oral discussion and agreement is written in the below system notes
5. Anything not written in the below system notes is NAT even if some artificial convention makes a lot of sense

# General Rules (system philosophy / useful for quick revision)

* After GF, single jump in a new suit is splinter
* After GF, single jump by opener in same suit shows semi-solid suit with non-min hand
* Double jump in a new suit is splinter if GF is not yet established or after any interference by opponents after we open or overcall
* In any forcing auction (inclusive of 2/1 GF), principle of fast arrival, jump to game or quickly bidding to the level of force, shows min hand. ~~Does not apply to auctions where serious NT is available~~
* Avoid re-opening double by opener in BAL seat with length in opps suit (3+cards) unless with sufficient extras
* After we open and opps interfere, prefer to re-open bidding with a overcall in the BAL seat with 7+cards in one suit or 10+cards in 2 suits
* After we open and opps interfere, re-opening double by opener at 3 or 4 level shows one or 1 or 2 extra cards and tolerance for all other suits
* After opponents have opened, double with a 3 suiter hand even with 5 card suit (more flexible action)
* After opponents have opened, bid both the suits or conventional bid (Michaels) with 2 suiter hand (avoid double)
* Double and bidding a new suit shows 18+ or very good playing strength, else prefer a simple overcall with single suiter or 2 suiter hands upto 17hcp
* Double after opponents have bid and supported a suit is takeout (if partner has not bid) or responsive (showing other 2 suits if partner has bid shown a suit earlier)
* All doubles are penalty oriented after GF is established. All doubles are penalty oriented after **both** sides of our partnership has limited the hand (within 3 point range) if sitting over the bidder and t/o if sitting under the bidder
* All doubles are T/O or conventional (Stayman) in all other situations
* Forcing pass applies till the level of force, in any GF auction, after double or redouble showing balance of strength
* Jump to 4 of a major or 5 of a minor is always to play except for 1s-4h which is splinter and Kickback after suit fit is found
* Featureless, bad 11 counts are not opening hands. Especially if majority of points are in short suit(s)
* O/Cs are sound and rarely for lead direction, 2 level O/Cs mandates good suit (Axxxx or KTxxx not good enough) and playing tricks (high card points not very relevant)
* System On whenever opponents interference doesn’t disturb our bidding structure
* In any GF auction w/o fit or with minor fit, voluntarily crossing 3n shows extras
* When a fit and game force are established below the level of 3N, the following rules apply:
  + Rebidding trump suit shows good trumps (within the context of previous bidding)
  + 3NT shows non-serious interest in slam
  + By-passing NT for a cue-bid shows serious slam try
  + If H is the agreed trump suit, 3S is non-serious slam try and 3N = serious try with spade control
* When opponents double a Stayman (2C or 3C) bid, opener bids the appropriate suit only with a stopper in opponents’ suit. Otherwise, pass, forcing a redouble from responder, E.g.:
  + 1N-[P]-2C-[X]-2S: Shows 4 card S and C stopper
  + 1N-[P]-2C-[X]-P-[P]-XX-[P]-2H: Shows 4 card H without C stopper
* When opponents double a transfer (2D/2H/2S/2N) bid, XX shows 3 card fit + stopper. Accepting transfer shows 3 cards without stopper, E.g.:
  + 1N-[P]-2D-[X]- XX: Shows 3 card H and D stopper
  + 1N-[P]-2H-[X]-2S: Shows 3 card S without H stopper
* In relay sequences, when a singleton has been shown in 1 of 2 or 3 suits (e.g. “stiff major”), cheapest response to the relay shows stiff in lowest ranking suit, next response shows stiff in next higher ranking suit and so on
* Minorwood RKC after explicit or splinter minor suit agreement (4C for Clubs and 4D for Diamonds)
* Double Keycard applies only when 2 suits are agreed in 1st 4 bids of auction (1H-2D-3D-3H)
* If opps have shown 1 suit, cue bid asks for stopper. If opps have shown 2 suits, cue bid shows stopper
* Passing a redouble by opps at 1 level means you have nothing to choose or say, at higher level it means you want to play in redoubled contract
* Double of a 3rd suit bid by opps upto 2M level is snapdragon (shows 4th suit and tolerance for partner’s opened or O/Ced suit). Corollary: Bidding the 4th suit implies no tolerance for partner’s suit
* Double of NT bid by opps is t/o and definitely shows unbid major if our side has only O/Ced (ex) (1c)-1h-(1n) double by advancer shows spades and diamonds
* After t/o X or XX from our side, any further double of a new suit is penalty
* After pass of a suit bid by opps in earlier round, subsequent double of new suit shows some length in first bid suit and good hand (14+)
* After pass of a suit bid by opps in earlier round, subsequent double of same suit shows weaker take-out
* After pass of a suit bid by opps in earlier round, subsequent double of NT shows length in original suit and good hand (good 14+)
* Double of a suit bid by us naturally asks partner not to lead that suit (good alternate lead is available)
* Double of 3N after we have bid a suit asks partner to find an alternate lead
* Double by pre-emptor or limited hand after we have found a fit is save suggesting with more shape (exception is lightner at 5M and above level)
* Double of 3n when we have not bid a suit is to ask partner to lead his weakest major
* Double in any other non-lightner situation asks partner to lead lowest unbid suit
* In any GF Forcing pass situation, bidding agreed suit is competitive, double shows defensive hand, pass shows offensive hand, pass and pull shows extras and / or slam interest. This applies only when a fit has been found
* In any other forcing pass situation at lower levels, pass shows some interest and bidding suit to the level of force shows no interest in competing further
* Responder to answer Aces (Roman blackwood-14, 03, 2) if he accepts any Quantitative 4n on which 5N by ace asker is to play and 5S asks responder to bid a 5 card suit failing which responder should bid 5N after which each player can show 4 card suit
* 5N is pick a slam in most situations and GSF only if fit is explicitly agreed
* Any 6+cards in a suit after NT opening or jump rebid of suit in any GF auction sets the suit and subsequently 4N is RKC for this suit and 5N is GSF
* After a pre-empt by either side ([3H]-3S-P-4N OR 3S-P-4N) or on the very first round of bidding (1S-4N), 4N = RKC for last bid suit
* Jumps in the balancing seat are Intermediate (Opening bid with one extra card and good suit e.g. AQJ9x)
* In Slam try auctions, first bid new suit by strong hand is long suit slam try and subsequently cue bidding starts. Bids by limited/weaker hand are always cue after fit is shown. If both hands are about equal strength (ex 2/1 followed by support), opener bids out shape first, responder starts cue-ing at 3 level
* In GF auctions, where 2 suits are shown w/o fit established, responder bids the first suit to show fit and cue bids to show support for second suit. If mild slam try is already established, responder’s support of opener’s first suit even at game level is forcing (only for majors) and opener is expected to RKC, E.g.: 2D-2H-2N-3D-3H-4C, 4D shows is club fit and 4H is heart fit, 1N-2S-2N-3H, 4C shows club fit and 3S/4D is heart fit
* Inv sequence opps interfere – rebid of our suit is weaker than pass.
* Invitational auction, pass is no extras, X is cooperative.
* When 5 of agreed trump suit is bid without 4N (RKC), show following
  1. If opps have bid a suit and we have not show control then asks for control in that suit–pass with no control, bid 6 of agreed suit with second round control, bid something else with first round control.
  2. If only one unbid suit then asks for control in that suit and as above.
  3. Otherwise asks for trump quality, pass shows bad, 6 of agreed suit shows decent, anything else shows exceptional.
* In GF auctions, 4N is Quantitative (not RKC for last bid suit) if 4N bidder can show support for last bid suit below game. For example 1S–2C–2S–4N. For RKC in S responder should first bid 3S.
* In any GF auction which doesn’t start with 1C, jump to 3N by responder shows 15-17 (non fast-arrival). E.g.: 1H-2C-2H-3N. 2N is either 12-14 or 18+.

# General conventions adopted

1. Fit showing jumps always by PH
2. Fit showing jumps after any interference PH and UH
3. 2-way Drury
4. Rumpelsohl in many competitive situations
5. Woolsey over NT
6. Michaels (Weak or Strong)
7. Multi 2D, Muiderberg 2H/2S/2N
8. 1H-2S and 1S-2N variety of raises
9. Transfers after opps X our 1M opening
10. Namyats in 1st/2nd seat
11. Minorwood/Kickback after explicit or splinter fit
12. Beta (on over interference only at 1N level)
13. Gamma (only on after Beta, on over interference if at same level)
14. Epsilon and Repeat Epsilon (always on over Gamma, on over interference if at same level)
15. Delta (off over interference)
16. Smolen
17. 2 way checkback after 1D-1M-1N or 1D-1H-1S
18. 2 suit Transfers over NT, 2S and 2N are special bids
19. Unusual NT showing lower 2 suits
20. Modified Alpha after 1C-1N-2D/2H/2S
21. Take-out doubles after our NT opening is overcalled at 2 level
22. Sandwich NT by passed hand only
23. Transfer advances after we overcall
24. 4N RKC only in special cases (listed in notes)

# Opening bids

[1C](#_1C_Opening) = Any 16+ HCP except 22-23 BAL

[1D](#_1D_Opening) = 11-15 HCP, 1+D

[1M](#_1H/1S_Opening) = 11-15, 5+ cards

[1N](#_1NT_Opening) = 13-15 BAL, no 5M

[2C](#_2C_Opening) = 11-15 HCP, 6+C

[2D](#_2D_=_Weak) = Multi, Weak 2M or 22-23 BAL

[2H](#_2H_=_5H) = 5-5 in H + m, 8-11 HCP

[2S](#_2S_=_5S+5m,) = 5-5 in S + another, 8-11 HCP

[2N](#_2N_=_5C+5D,) = 5-5 minors, 8-11 HCP

[3Y](#_3C_=_Weak) = Weak

[3N](#_3N_=_Minor) = Minor suit preempt in 1st and 2nd, to play in 3rd and 4th seat

[4C](#_4C_=_Namyats) = Namyats in 1st/2nd, Pre in 3rd/4th

[4D](#_4D_=_Namyats) = Namyats in 1st/2nd, Pre in 3rd/4th

[4M](#_4H/4S_=_Weak) = Weak pre-empt in 1st/2nd, unlimited in 3rd/4th

[4N](#_4N_=_Specific) = Specific A asking

[5m](#_5C/5D_=_Pre) = Preempt

[5M](#_5H/5S_=_Asking) = Ace and King asking in bid suit

# 1C Opening

## No Interference

Responses

### 1C = Any 16+ HCP except 22-23 BAL

[1D = Any 0-7](#_1C_–_1D)

[1H = 5+H, 8+](#_1C_–_1H)

[1S = 5+S, 8+](#_1C_–_1S)

[1N = 8-13 or 16+, BAL](#_1C_–_1N_= 8-13HCP, Balanced)

[2m = 5+m, 8+](#_1C_–_2C_= 5+C, 8+HCP)

[2H = 4-7 5H 4S](#_1C–2H_=_4-7)

[2S = 13+ 4441](#_1C–2S_=_8+)

[2N = 14-15 BAL](#_1C–2N_=_14+)

[3X = 4441](#_1C_–_1D_15) stiff in bid suit, 8-12 hcp

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–1D = Any 0-7 HCP

[1H = 5+H Any or 18-19 BAL](#_1C_–_1D_– 1H = 5+H Any or 18-19HCP )

[1S = 5+S Any or any GF](#_1C_–_1D_– 1S = 5+S Any or GF Any)

[1N = 16-17 BAL](#_1C_–_1D_– 1N =16-17 Balanced) (can have 5H)

[2C = 5+C, Any](#_1C_–_1D_– 2C = 5+C)

[2D = 5+D, Any](#_1C_–_1D_18)

[2H = 16-18 5H 4S](#_1C_–_1D_20)

[2S = 19+ 4441](#_1C_–_1D_– 2S =)

[2N = 20-21 BAL no 5M](#_1C–1D–2N_=_20+)

[3X = 20+, 6+X](#_1C_–_1D_– 3C = 6+C, Short of GF)

[3N = To](#_1C_–_1D_– 3N = Long Solid Minor) Play (usually long m)

### 1C–1H = 5+H, 8+HCP

1S = 5+S

1N = 8-13 BAL

2X = NAT

2N = 14+, BAL

3m = Splinter

3H = Solid Suit

3S = All values in H&S

[1N = Beta](#_Beta_=_Control_1) ([Followed by 2H = Gamma](#_Gamma_=_Trump))

2m = 5+m

Jump New Suit = Splinter

Rest = NAT

2H = 3+H (Not Gamma)

2N = Bad Hearts

Rest = NAT

[2S/3m = Delta](#_Delta_=_Honor)

2N = 1-2H, 16-17

3H = 4+H, Slam try

3S/4m = Splinter, H is longest suit

4H = 4333 without 4H, 16-17

3N = 3.4.3.3, 16-17

[4S/5m = EKC](#_EKC_=_Exclusion)

[4N = RKC](#_RKC_=_Keycard)

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–1S = 5+S, 8+HCP

[1N = Beta](#_Beta_=_Control_1) ([Followed by 2S = Gamma](#_Gamma_=_Trump))

2m = 5+m

Jump New Suit = Splinter

Rest = NAT

2H = 5+H

Jump New Suit = Splinter

Rest = NAT

2S = 3+S

2N = Bad Spades

Rest = NAT

[3m/3H = Delta](#_Delta_=_Honor)

2N = 1-2S, 16-17

3S = 4+S, Slam try

3N = 4.3.3.3, 16-17

4m/4H = Splinter

4S = 4333 without 4 spades, 16-17

[4N = RKC](#_RKC_=_Keycard)

[5m/5H = EKC](#_EKC_=_Exclusion)

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–1N = 8-13HCP, BAL

[2C = Relay](#_1C_–_1N_1)

2X = 5+X

1st step: 8-10, no fit

2nd step: 11-13, no fit

3rd step: 8-10, fit

4th step: 11-13, fit

2N = Club suit or 19-20 BAL

3C = Forced

3X = Shows club suit with values in bid suit

3N = 19-20 BAL

3X = Sets Trumps, invites cue

3N = 16-18 BAL

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–2C = 5+C, 8+HCP

2D = 5+D or 4M

2M = 5+M

2N = BAL hand, tends to deny 4M

3C = NAT, not very keen on 3N

[3D/3M = Delta](#_Delta_=_Honor)

3N = 16-17

4C = Minorwood

[4H/4S/5D = EKC](#_EKC_=_Exclusion)

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–2D = 5+D, 8+HCP

2H = 4+H or 4S

2S = 5+S

2N = BAL, tends to deny 4M

3C = 5+C

3D = NAT, not very keen on 3N

[3M/4C = Delta](#_Delta_=_Honor)

3N = 16-17

4D = Minorwood

[4S/5C/5H = EKC](#_EKC_=_Exclusion)

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–2H = 4-7 5H 4S

P/2S = To Play

2N = Natural INV

3m = Natural F1

3M = INV

Rest = Natural

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–2S = 8+ 4441

[2N = Relay](#_1C_–_2S_)

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–2N = 14-15 BAL

3C = Baron

Rest = Natural

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–3X = 4441 stiff in bid suit, 8-12 hcp

New Suit = sets trump

3N = To play

Over 3S, 4S = RKC with H fit and 4N = slam try in Hearts

### Opener’s rebid [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–1H = 5+H Any or 18-19 HCP BAL

[1S = Relay](#_1C_–_1D_– 1H – 1S = Forced)

2X = 0-4 hcp, 6+ Suit  
3X = 0-4 hcp, 7+ Suit

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–1S = 5+S Any or GF Any

[1N = 0-2S](#_1C_–_1D_1)

[2C = 3+S](#_1C_–_1D_2)

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–1N =16-17 BAL

Same as after 1N opening

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–2C = 5+C

2D = 5+D, 4-7 HCP

2M = 5+M, 4-7 HCP

2N = 6-7 HCP, BAL

3C = 3+C, 4-7 HCP

3D/3M = Splinter

3N = Super C Fit, 6-7 HCP

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–2D = 5+D

2M = 5+M, 4-7 HCP

2N = 6-7 HCP, BAL

3C = 5+C, 4-7 HCP

3D = 3+D, 4-7 HCP

3M = Splinter

3N = Super D Fit, 6-7 HCP

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–2H = 16-18 5H 4S

P/2S = To Play

2N = INV

3m = Natural 6-7

3M = INV

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–2S = 19+ 4441

[2N = Relay](#_1C_–_1D_12)

3X = 0-3 7+X

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–2N = 20-21 BAL no 5M

3C = Stayman

3D/3H = Transfer

3N = To Play

4m = SA Texas

4M/5m = To Play

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–3X = 20+ 6+X

New suit = NAT GF

3N = To Play

4X = Inv

Jump New Suit = Splinter

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–3N = Long Solid Minor

4m = Slam try

4M = To Play

### Responder’s rebid [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–[1H](#_1C_–_1D_– 1H = 5+H Any or 18-19HCP )–1S = Relay

1N = 18-19 BAL

See 1N opening follow-ups

2C = 5+H, 4+C, NF

2D = 5+H, 4+D, NF

2H = 5+H, No 4m, (shows 18+ or a 6th H, With 16-17 and 5H, bid 1C-1D-1N)

2S = 5H, 4S, 19+

[2N = 5H 20-21 BAL](#_1C_–_1D_)

3m = 5+H, 5+m, short of GF

3H = 6+H, short of GF

3S = 6+H, 5+S, short of GF

3N = Solid heart suit

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–[1S](#_1C_–_1D_– 1S = 5+S Any or GF Any)–1N = 0-2S

[2C = GF any](#_Beta_=_Control)

2D = 5S either BAL 16-19 or with a 4 card minor 16-21

2H = 5+S, 4+H, 16-21

2S = 6+S 16-21

[2N = 5+S, 20-21 BAL](#_1C_–_1D_21)

3m = 5+S, 4+m, Short of GF

3H = 5+S, 4+H, Short of GF

3S = 6+S, Short of GF

3N = Solid Spade suit

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–[1S](#_1C_–_1D_– 1S = 5+S Any or GF Any)–2C = 3+S

2D = GF Any

Rest = NAT (5+S)

### Miscellaneous Relays

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[2S](#_1C_–_2S)–2N = Relay

3X = 13+ 4441 stiff X

New suit sets trump

Over 3S, 4S = RKC with H fit and 4N = slam try in Hearts

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1D](#_1C_–_1D_= Any 0-7 HCP)–[2S](#_1C_–_1D_– 2S = 5+C, 4+D, 19+)–2N = Relay

3X = 19+ 4441 stiff X

All Bids NAT

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[1N](#_1C_–_1N)–2C = Relay

2D = 4H, 8-10

2H = Sets Trumps, Modified Gamma, Repeat Gamma, Epsilon, Repeat Epsilon

Rest = NAT

2H = 4S, No 4H, 8-10

2S = Sets Trumps, Modified Gamma, Repeat Gamma, Epsilon, Repeat Epsilon Rest = NAT

2S = No 4M, 8-10

2N = 4333, 11-13

3C = Asks for 4 card suit

3D = 4D

3H = 4H

3S = 4S

3N = 4C

New Suit = Cue

Rest = NAT

3C = 4C + 4 Higher, 11-13

3D = Ask Higher

3H = 4H

New Suit = Cue

3S = 4S

New Suit = Cue

3N = 4D

New Suit = Cue

Rest = NAT

3D = 4D + 4H, 11-13

3H = Sets Trumps

New Suit = Cue for D

3H = 4H + 4S, 11-13

3S = Sets Trumps

New Suit = Cue for H

3S = 4S + 4D, 11-13

3N = To play

4D = Sets diamonds

Other = Cue for H

3N = Weak 5m (Jxxxx), 8-10

4C = Asks minor

4D = D

4H = C

Rest NAT

## Opponents Interfere

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–(X) = Any Meaning

Pass = 0-4 any

XX = 5-8 Any

Bids = NAT (4+ cards) If opps bid

X = Takeout

1D = 5+D, 8+HCP

Rest NAT

Rest as without X (including extended NT)

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–Any Suit bid

X = 5-8 HCP or 9-10 BAL w/o stop

Extended NT applies over 1 level overcall

Cheap NT = 8-10, with stopper

Jump NT = 11-13, with stopper

Simple Suit = NAT, GF

Simple Cue = 11-13, BAL without stopper

Jump Suit = Sets Trumps

Jump Cue = 14+, short in opp’s suit or no stopper in opp’s suit

3N = 16-18, shows stopper

4N = 19+, Auto Baron

5m = 4 card minor

### General Principles for Overcalls over our 1C

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[A] = A and another suit

Bid like NAT A

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[A] = Transfer to next higher suit (B)

X = 5-8 HCP or 9-10 BAL w/o stop

Pass and then X = Penalty

B = 11-13, BAL without stopper

Simple NT = 8-10, Stopper in B

Jump NT = 11-13, with stopper

New Suit (including A) = NAT, GF

Jump B = 14+, short in opp’s suit or no stopper in opp’s suit

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–[A] = two other suits B and C

Pass and then X is penalty

Pass and then new suit is competing

X = 5-8 HCP or 9-10 BAL w/o stop

B = Stoppers in B, 8-10

C = Stoppers in C, 8-10

jump B/jump C = Splinter, showing at least 5-4 in 2 other suits, 10+ hcp

New Suit = NAT GF

Simple NT = 8-10, stoppers in B&C

Jump NT = 11+, stoppers in B&C

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–1D–[X] –

XX = Diamonds

Rest as without X

### [1C](#_1C_=_Any_16+ HCP except 20-21 balan)–1D–[Any bid] –

X = Takeout

New suit = NAT

NT = 18+ (pass with 16-17 BAL)

Cue = GF

### General Notes:

* For all sequences except those listed above, revert to NAT bidding after interference except for:
  + Gamma is always on over Beta even after interference. Epsilon always on after Gamma. Beta is on over interference at 1N level
  + DOPI & ROPI apply over Beta, Gamma, and Epsilon asks if there is interference.
* After 1C and anything but 1D (i.e. GF auction), except for asking bids all X are penalty, all XX are suggestions to play.

# 1D Opening

## No Interference

### 1D = 11-15 HCP, 1+D

[1H = 6+HCP, 4+H](#_1D_–_1H)

[1S = 6+HCP, 4+S](#_1D_–_1S)

[1N = 8-10 HCP, BAL](#_1D_–_1N)

2C = 4+C, GF

[2D = 4+D, Forcing to 2N or 3D, can have 4M with 5+D and GF values](#_1D_–_2D)

2H = 6H, 5-8 hcp

2S = 6S, 5-8 hcp

2N = 11-12 HCP, BAL

3C = 6+C, 10-12 hcp

3D = 6+D, <8HCP

3M = 7+M, <6HCP

3N = To Play

4D = Pre

4M = To play

### [1D](#_1D_=_11-15)–1H = 6+HCP, 4+H

1S = 4+S

[1N = 11-12 BAL](#_1D_–_1H_1)

[2C = 5-4m either way](#_1D_–_1H_2)

2D = 5+D

2H = 3+H (generally with side stiff if only 3 card support)

2S = 5+D, 4S max

2N = 4H, some singleton, max

3C = Relay

3D = C stiff

3H = D stiff

3S = S stiff

3N = Pass or correct

3C = 5+D, 5+C, 14-15 HCP

3D = 6+D, max

3H = 4+H, max, semi-BAL

3S/4C = Splinter, agreeing H

3N = Running diamonds

4D = Excellent 5+D, 4H, 14-15 HCP, concentrated values

4H = To Play, distributional values

### [1D](#_1D_=_11-15)–1S = 6+ HCP, 4+S

[1N = 12 BAL](#_1D_–_1S_1)

[2C = 5-4m either way](#_1D_–_1S_2)

2D = 5+D

2H = 4+H, 5+D, non-min hand

2S = 3+S (generally with side stiff if only 3 card support)

2N = 4S, some singleton, max

3C = Relay

3D = C stiff

3H = D stiff

3S = H stiff

3N = Pass or correct

3C = 5+D, 5+C, 14-15 HCP

3D = 6+D (not solid), 14-15

3H = 6D, 5H good hand

3S = 4+S, max, semi-BAL

3N = Running diamonds

4C/4H = Splinter agreeing S

4D = Excellent 5+D, 4S, 14-15 HCP, concentrated values

4S = To Play

### [1D](#_1D_=_11-15)–1N = 8-10, BAL

2C = 5+C, 4+D

2D = 6+D

2N = Very good 14-15 HCP, with strong D

3C = 5+D, 5+C, 14-15 HCP

3D = 6+D, 14-15 HCP

2M = 6+D, 5+M, good hand

### [1D](#_1D_=_11-15)–2D = 4+D, Forcing to 2N or 3D, can have 4M with 5D (with GF hand)

2M = NAT, confirms 4+ D

2N = 11-12 BAL, can have 4M w/o 4D

3C = 5+C

3D = 5+D, Min hand

3M = Splinter agreeing D

3N = To Play

### [1D](#_1D_=_11-15)–[1H](#_1D_–_1H)–1S/1N

2C = Puppet to 2D for pass or invitational hands. Over opener’s forced 2D:

2H = 5+H, inv

2S = 5+H, 4S, inv

2N = NAT, inv (only 4H)

3m = invitational with 4H, 5+m

3N = 5 card H, COG

2D = Game forcing checkback

2H = 3H, max

2S = 3H, min

2N = no 3H, BAL

3C = 5D, 4C min (after 1n rebid)

3D = 5D max

3H = 5D+3H max

3N = 5D min

2H = Signoff

2S = 5+H, 4+S, GF (after 1n rebid)

2N = puppet to 3C for sign-off

3C = 5H, 5C GF

3D = 5H, 5D GF

3H = 6+H, GF

3N = To Play

### [1D](#_1D_=_11-15)–[1S](#_1D_–_1S)–1N = 11-12 BAL

2C = Puppet to 2D for pass or invitational hands. Over opener’s forced 2D:

2H = 5S, 4+H, inv

2S = 5+S, inv

2N = NAT, inv (only 4S)

3m = invitational with 4S, 5+m

3N = 5 card spade, COG

2D = Game forcing checkback

2H = 3S, max

2S = 3S, min

2N = no 3S, BAL

3C = 5D, 4C min

3D = 5D max

3H = 4+D, 4H min

3N = 5D min

2H = P/c (5S, 4H)

2S = Signoff

2N = puppet to 3C for sign-off

3C = 5S, 5C GF

3D = 5S, 5D GF

3H = 5S, 5H, GF

3S = 6+ S, GF

3N = To Play

### [1D](#_1D_=_11-15)–[1H](#_1D_–_1H)–2C = 5-4m either way

2D = Simple preference

2H = 5+H, To Play

2S = Artificial GF

2N = BAL Inv

3C = 3+C Inv

3D = Invitational, 4+D

3H = 6+H, Inv

3S = Splinter for C

3N = To Play

### 1D-1H-2D

2H = To play

2S = GF with many types, puppet to 2N

2N = NAT, Inv

3C = Clubs, Inv+

3D = Diamonds, Inv

3H = Hearts, Inv

3S/4C = Splinter for D

### [1D](#_1D_=_11-15)–[1S](#_1D_–_1S)–2C = 5-4m either way

2D = Simple preference

2H = Art GF

2S = 6+S, To Play

2N = BAL Inv

3C = 3+C Inv

3D = Invitational

3H = 5+S, 4+H, Inv

3S = 6+S, Inv

3N = To Play

### 1D-1S-2D

2H = Puppet to 2S

Pass to play in 2S

2N = Inv with 5S

3C = 4+S, 4+C, inv

3D = 4+S, 3+D, inv

3H = 5+S, 4+H, inv

3S = 6+S, inv

2S = NF, Constructive

2N = NAT, Inv, only 4S

3C = 4+S, 4+C, GF

3D = 4+S, 3+D, GF

3H = GF, 5+S, 4+H

3S = GF, 6+S

4C/4H = Splinter

## Opponents Interfere

### [1D](#_1D_=_11-15)–[X] = Any Meaning

Pass = Nothing to say

XX = 10+, generally tending to penalty

Rest = As without double

### [1D](#_1D_=_11-15)–[1H] = NAT

Pass = Nothing to say

X = 6+HCP, 4+S

1S = 6+HCP, 5+S

1N = 6-10, Stopper in H

2C = 5+C, F1

2D = Competitive, 5+D

2H = 5+ D, inv+

2S = Fit showing

2N = 11-12, Stopper in H

3C/3S = Fit

3D = Weak

3H = Splinter

3N = To Play

### [1D](#_1D_=_11-15)–[1S] = NAT

Pass = Nothing to say

X = 6+HCP, 4+H

1N = 6-10, Stopper in S

2C = 4+C, F1

2D = Competitive, 5+D

2H = 5+H, F1

2S = 5+ D, inv+

2N = 11-12, Stopper in S

3C/3H = Fit

3D = Weak

3S = Splinter

3N = To Play

### [1D](#_1D_=_11-15)–[1N] = NAT

X = Penalty

2C = Majors

2D = Transfer to H

2H = Transfer to S

2S = Transfer to C, may not have values

2N = Transfer to D, LR+

3C = C+D

### [1D](#_1D_=_11-15)–[2C] = NAT

Pass = Nothing to say

X = generally 4-3 in M, 8+HCP

2D = Competitive, 5+D

2H = 5+H, F1

2S = 5+S, F1

2N = Inv, Stopper in C

3C = 5+ D, inv+

3D/3M = Weak

3N = To Play

### [1D](#_1D_=_11-15)–[2D] = Michaels

Pass = Nothing to say

X = Penalty of H and/or S

Pass & X = Take-out

2H = H stopper, Inv+

2S = S stopper, Inv+

2N = C, either signoff or GF

3C = D, either signoff or GF

3D = NAT, competitive

3M = GF with short M

3N = To Play

1D-1H-2H-2S = Relay, inv+

2N = Spade splinter 11-13

3C = 1.3.4.5 or 1.3.5.4

3D = 1.3.6.3 or 3.3.6.1

3H = to play

3S = asks for stiff over which 3N shows spade stiff and 4C shows C stiff

4D = Sets Diamonds,slam try

3H = 4 trumps min, no stiff

3S = 4 trumps max, no stiff

3N = max, 3.4.3.3

4m = splinter, 11-13

4H = good trumps, max

1D-1H-2H-2N = Help suit game try in spades

1D-1S-2S-2N = Relay, inv+

3C = 3.1.4.5 or 3.1.5.4

3D = 3.1.6.3 or 3.3.6.1

3H = Asks for stiff over which 3S shows club stiff and 3N shows H stiff

3S = To play

4D = Sets Diamonds,slam try

3H = 3.4.5.1 or 3.4.1.5

3S = 4 trumps min

3N = max, 3.4.3.3

4m = splinter, 11-13

4H = 4 trumps max

4S = good trumps max

## General Notes:

* From a passed hand, 1D-2D is still inverted, opener can pass with min opening though
* Systems on after 1D-[1M]-X-p-1N and 1D-[1H]-1S-P-1N. 2c puppets to 2d (but opener can bid 2M with 3 cards (when responder has shown 4+ cards) or with doubleton (when responder has shown 5+)
* 1D-P-1H-[1S]-1N shows good 14-15 hcp over which systems on by responder

# 1H/1S Opening

## No Interference

### 1H = 5+H 11+HCP

1S = 4+S 6+HCP

1N = NAT over which 2 way CB

2N = strong raise with stiff

3C = ask for stiff

2H = 6+H, Rarely on 5 cards

2S = Constructive

2N = NAT, Inv

3C, 3D = NAT GF

3H = Inv

3S = Inv

1N = Semi-forcing

2m = 4 cards or good hand with 3m

2H/2N = NAT

2S = Power raise of minor

3H = Fit in m with Hx in H

3m = Courtesy raise

3N = Massive fit in m

3C (over 2D) = to play

3D (over 2C) = C fit with D values

3S = Splinter raise

2H = 6+H, Maybe 5 with 4.5.2.2 weak

2S = 5+H, 4+S, 14-15 HCP

2N = Running H suit, max

3m = 5+m, 14-15 HCP

3H = 6+H Inv

3S = 6+H 5+S

2C (UH) = Artificial, GF. Shows one of

* 1. club suit
  2. strong support for Hearts (BAL/UNBAL)
  3. BAL without H support

After opener’s 2 level rebid:

2H/3H = Strong H support 3C = Clubs (5+), no 2nd suit

2Y/3Y = C + bid suit (4+,4)

2N = BAL, no H support

3C = 4+ C

2D (UH) = 5+D, GF

2C (PH) = 4+H, 9-11 HCP ([2 Way Drury](#_2-Way_Drury))

2D (PH) = 3H, 9-11 HCP ([2 Way Drury](#_2-Way_Drury))

Over drury, suit bids below 2M show non-min, 2M shows sub-min, >2M bids show max

2H = Simple raise

New suit = Help suit game try

2N = 6 card suit, max

2S (UH) = Variety of raises. 2N = Relay

* 3c = 10/11, 4 trumps
* 3d = 10-11, 3 trumps on which 3h/4h to play, 3n is COG
* 3h = 6/7-9, 4 trumps
* 3s = void splinter, 10-14 hcp on which 3N = relay for void ask
* 3n, 4c, 4d strong splinters in c, d and s respectively, 18+

3m (UH) = NAT invitational, 6+ suit

2S/3m (PH) = Fit showing

3H = 4+H, 0-7 HCP

3S/4C/4D = Splinter 10-16 HCP

3N = Good raise to 4H

4H = Preemptive, not more than 1 defensive trick

5C/5D/5S = Exclusion

4S = RKC

### 1S = 5+S 11+HCP

1N = Semi-forcing

2m = 4 cards or good hand with 3m

2S/2N = NAT

3m = NAT, weak (over 2C)

2D (over 2C) = [Bart](#_Bart)

3C (over 2D) = NAT

2H = NAT

3D (over 2C) = fit with values in D

3H = splinter

3S = fit with Hx in S

3N = Massive fit in m

2H = 4+H

2S = 6+S (Good 5)

2N = Running S suit, max

3m = 5+m, 14-15 HCP

3H = 5+H

3S = 6+S, Inv

2C (UH) = Artificial, GF. Shows one of

1. club suit OR
2. strong support for Spades (BAL/UNBAL), slam try
3. BAL without S support OR

After opener’s 2 level rebid

2S = Strong S support

3C = Clubs (5+)

2Y/3Y = C + bid suit (4+,4)

2N = BAL, no S support

2D (UH) = 5+D, GF

2C (PH) = 4+S, 9-11 HCP ([2 Way Drury](#_2-Way_Drury))

2D (PH) = 3S, 9-11 HCP ([2 Way Drury](#_2-Way_Drury))

2H (UH) = 5+H, GF

2H (PH) = NAT and Constructive

2S = Simple raise

New suit = Help suit game try

2N = 6 card suit, max

2N (UH) = Variety of raises

* 3d = 10/11, 4 trumps
* 3h = 10-11, 3 trumps on which 3n is COG, 4x is hsst
* 3s = 6/7-9, 4 trumps
* 3n = void splinter, 10-14 hcp on which 4c = relay for void ask (step responses)
* 4c, 4d & 4h are strong splinters 17+

3m/3H = NAT, Invitational, 6+ suit

3m/3H (PH) = Fit-showing

3S = 4+S, 0-7 HCP

4C/4D/4H = Splinter 10-16 HCP

3N = Good raise to 4

4S = Preemptive, not more than 1 defensive trick

5C/5D/5H = Exclusion

4N = RKC

### Bart

1S-1N-2C-2D = D signoff or 5H Inv or 4+C Inv

2H = 3H Min

3C = Inv with 4+ C

3D = D signoff

Rest = 5H Inv

2S = 0-2H Min

3C = Inv with 4+ C

3D = D signoff

Rest = 5H Inv

2N = 0-2H Max

3C = Inv with 4+ C

3D = D signoff

Rest = 5H Inv

3C = 5-5 blacks Min

3D = D signoff

Rest = 5H Inv

3D = Unbalanced max, no 3H

3H = 3H, max

## Artificial sequences after 1M-1n-2d/2h/2M-2n

### 1H-1N-2H

2S = Range enquiry

2N = Min

3m = Max with values in m

2N = Transfer to C

3C = Forced

Pass = To Play

3D = Minors Inv

3H = Fit with values in C

3C = Transfer to D

3D = Forced

Pass = To Play

3H = Fit with values in D

~~3S = S+D Inv~~

3D = Doubleton support with scattered values

3H = Good trumps (2 honors)

### 1S-1N-2S

2N = Transfer to C

3C = Forced

Pass = To Play

3D = Minors Inv

3H = H+C Inv

3S = Fit with values in C

3C = Transfer to D

3D = Forced

Pass = To Play

3H = H+D Inv

3S = Fit with values in D

3D = Transfer to H

3H = Forced

Pass = To Play

3S = Fit with values in H

3H = Doubleton support with scattered values

3S = Good trumps (2 honors)

1H-1S-2H

2S = NAT Constructive

2N = Transfer to C

3C = Transfer to D

3D = Doubleton support with scattered values

3H = Good trumps (2 honors)

### 1M-1N-2D-2N = NAT, can be passed

3C = Relay

3D = Forced

3M = 5M+5D Max

3N = 5M+4D+3C Max

3D = 5M+5D Min

3M = 6M+4D Max

3OM = 5M+4D+3OM max

### 1S-1N-2H-2N = NAT, can be passed

3C = Relay

3D = Forced

3H = 5S+5H Max

3S = 6S+4H Max

3N = 5S+4H+3C Max

3D = 5S+4H+3D Max

3H = 5S+5H Min

3S = 6S+4H Super-Max

## Interference

### [1H](#_1H_=_5+H)–[X] -

XX = 10+, normally denies H support

1S = NAT

1N = Clubs

2C = Diamonds

2D = Good raise of H

2H = Weak raise of H

2S/3m = Fit showing

2N = LR+

3H = pre-emptive

### [1S](#_1S_=_5+S)–[X] -

XX = 10+, normally denies S support

1N = Clubs

2C = Diamonds

2D = Hearts

2H = Good raise of S

2S = Weak raise of S

2N = Good raise to 3S

3m/3H = Fit showing

3S = pre-emptive

### [1H](#_1H_=_5+H)–[1S] -

X = Negative X or 3 card LR

2m = NAT, F1

2S = 4 card LR+

2N = NAT 11-12 HCP, Stopper in S

Jumps = Fit showing

### 1M–[Any Overcall upto 3S]

X = Negative

New Suit = NAT Forcing for 1 round

Cue bid = LR+  
 Jumps = Fit showing

### 1M–[1N]

X = Penalty

2C = OM with tolerance

2N = LR+

Rest NAT NF

Jumps = Fit showing

### 1M–[2N] (minors)

X = Penalty of at least one minor

3C = Inv+ with H

3D = Inv+ with S

3H/3S = To play

### [1H](#_1H_=_5+H)–[2H] (Michaels)

X = Penalty of S or at least 1 minor

Pass and then X = take-out, tolerance for H

2S = Good Raise

2N = Transfer to C Inv+

3C = Transfer to D Inv+

3D = Mixed Raise

3H = Weak Raise

3N = To play

3S/4C/4D = Splinter

### [1S](#_1S_=_5+S)–[2S] (Michaels)

X = Penalty of H or at least 1 minor

Pass and then X = take-out, tolerance for H

2N = Transfer to C Inv+

3C = Transfer to D Inv+

3D = Good Raise

3H = Mixed Raise

3S = Weak Raise

3N = To play

4C/4D/4H = Splinter

### General Notes

* After 2/1, jump in a new suit by opener is splinter may not have great hand (1S-2C-3D) may not have control in 4th suit. Splinters are working mins
* After 2/1, rebid of a new suit at 3 level shows 55 any strength or 54 with good hand (2N rebid with 54 min)
* After 2/1, jump in same suit sets trump, control bids thereafter
* Negative X upto 3S
* Support X upto 3H (after 1H–1S)
* Support XX.
* If Drury bid (2C or 2D) is doubled or opps bid at 2 level below our major 2M by opener shows weakest hand and pass shows non-sub-minimum. XX shows good 4+card suit and normal opening hand.
* From passed hand, 1M-3M shows 4+card fit, 6-9 hcp
* 1M-2M-(2/3A) by opps, X is maximal game try
* After GF, all doubles are penalty
* 1M-1N-(2A) by opps, double from either hand is T/O need not have extras
* 1M-1N-(2S/3A) by opps, double from either hand is T/O shows extras
* All doubles after both sides have limited the hand will be penalty if sitting over the bidder and T/O if sitting below the bidder e.g. 1H-[P]-2H-[P]-P-[2S], X by responder is penalty, X by opener will be T/O
* 1M-[X]-some transfer bid:
  + Responder can be fairly weak. So opener should generally accept the transfer cheaply.
  + Return to opener’s suit shows no fit for responder’s suit, and extra length in opener’s suit
  + Jumps in responder’s suit are pre-emptive rather than showing good hands
* After 1M-1N-2m, only 3S is a splinter. Other jumps are fit showing, e.g. 1H-1N-2C-3D & 1S-1N-2C-3D & 1S-1N-2D-3H
* After 1S-1N-2H
  + 3S = Big H fit with Hx in S
  + 3N = Good hand with great H fit
  + 4m = Good hand, m+H fit showing
* 1M-1N-2m
  + 3M = m fit with Hx in M
  + 3N = Big fit in m suit

# 1NT Opening

## No Interference

### 1NT = 13-15 throughout

[2C = Stayman](#_1N_-_2C)

[2D = Transfer to H](#_1N_-_2D)

[2H = Transfer to S](#_1N_-_2H)

[2S = Transfer to C or range enquiry](#_1N_-_2S)

[2N = Transfer to D or weak 5-5m](#_1N_-_2N)

[3C = 5-5 minors,](#_1N_-_3C) Inv

3D = 54 minors 31 majors either way

3H = 5-5 minors GF

3S = 54 minors 22 majors either way

3N = To Play

[4C = Transfer to H](#_1N_-_4C)

[4D = Transfer to S](#_1N_-_4D)

4H = Quant with 5Clubs

4S = Quant with 5Diamonds

4N = Quant with 44 minors

[5N = Inv to 7N](#_1N_-_5N)

### [1N](#_1NT_=_13-15)–2C = Stayman

2D = No 4M

2H = Pass or Correct

2S = UNBAL 5S, inv

2N = Inv, will have 4M

3C = UNBAL, accept with C suit

3D = UNBAL, accept with D suit

3M = UNBAL, accept with 3M, prefer not to play in 3N

3C = Relay, mild slam try

3D = 1 5m

3H = Asks

3S = 5C

3N = 5D

3H = 44minors min

3S = 44minors max

3N = 3.3.4.3 or 3.3.3.4

4C = relay

4D = C

4H = D

3D = 5-5M Inv or game only

3H = 5S+4H GF

3S = 5H+4S GF

4C = 6H+4S, mild slam try

4D = 6S+4H, mild slam try

4M = 6M+4OM, no slam

4N = Quant

2H = 4H

2S = 5 spades, UNBAL invite

Pass = 3S, min

2N = 2S, min

3C = 2S, max

3S = 3S, max

2N = Inv, BAL hand with 4S

3C = Relay

3D = 4C

3H = 4D

3S = 4S

3N = 3.4.3.3

3D = Agrees H, bal slam try

3H = Inv with 4+H

3S/4C/4D = Splinter

4N = Quant

2S = 4S

2N = Inv with 4H

3C = Relay

3D = 4C

3H = 4D

3S = 4.3.3.3 max

3N = 4.3.3.3 min

4m = 5m, 4S, max

3D = Agrees S, slam try

3S = Inv with 4+S 3H/4C/4D = Splinter

4H = Void splinter

4N = Quant

### [1N](#_1NT_=_13-15)–2D = Transfer to H

2H = No super accept

2S = 5H, 4S, Inv

2N = Inv

3C/3D = NAT GF

3H = Inv with 6+H

3N = Choice of games

3S/4C/4D = Splinter

4H = Mild slam try

4N = Quant

4S/5C/5D = Exclusion

2N = 4H, Max

3H = 4H, Min with controls

New suit = 4H, Max, xx or Ax

### [1N](#_1NT_=_13-15)–2H = Transfer to S

2S = No super accept

2N = Inv

3C/3D = NAT GF

3H = Exactly 5-5M, slammish

3S = Inv with 6+S

3N = Choice of Games

4C/4D/4H = Splinter

4S = Mild Slam try

4N = Quant

5C/5D/5H = Exclusion

2N = 4+S, Max

3S = 4+S, Min with controls

New suit = 4+S, Max, worthless doubleton

### [1N](#_1NT_=_13-15)–2S = Transfer to C or range enquiry

2N = Minimum

Pass = To play

3C = To play (weak club transfer)

3D/3H/3S = Shortness, GF

3N = To play, mild slam try in C

4C = RKC

4D/4H/4S = Splinter

4N = Quant with 5C

3C = Max

Pass = To play

3D/3H/3S = Shortness, GF

3N = To play

4C = RKC

4D/4H/4S = Splinter

4N = Quant with 5C

### [1N](#_1NT_=_13-15)–2N = Transfer to D OR Weak 5-5m

3C = Better C

Pass/3D = To play

3H/3S/4C = Shortness, GF

3N = Mild slam try (Diamonds)

4D = RKC

4H/4S/5C = Splinter

4N = Quant with 5D

3D = Better D

Pass = to play

3H/3S/4C = Shortness, GF+

3N = Mild slam try (Diamonds)

4D = RKC

4H/4S/5C = Splinter

4N = Quant with 5D

### [1N](#_1NT_=_13-15)–3C = 5-5+ minors, inv

3H = Agrees C

3S = Agrees D

3N = To Play, no great interest

### [1N](#_1NT_=_13-15)–3D = 54 minors, 31 majors (either way)

3H = Relay

3S = Stiff spade, 10-14. Over 3N 4m = 5 cards, 15+

3N = Stiff heart (10-14) suit not known

4m = 5m, 4om, stiff heart, 15+

### [1N](#_1NT_=_13-15)–3H = 55m GF

3S = Mild slam interest, may be ok with 3n

3N = to play

4C = min hand

4D = max hand, slam interest

3N = To play

4m = Sets suit, slam try

4M = Double fit with Ace in bid suit

4N = Double fit with both Major Aces

Over all 4 level bids by opener, cheapest bid = DKC for minors. Except over 4N, 5m = to play & 5H = DKC

### [1N](#_1NT_=_13-15)–3S = 54m, 22M Mild slam try+

3N = To play

4m = Sets suit, slam try

4M = Double fit with Ace in bid suit

4N = Double fit with both Major Aces

### Over all 4 level bids by opener, cheapest bid = DKC for minors

### [1N](#_1NT_=_13-15)–4C = Transfer to H

4D = 3+H, 5+ controls

4H = No super accept

4S = RKC

New suit = cue

### [1N](#_1NT_=_13-15)–4D = Transfer to S

4H = 3+S, 5+ controls

4S = No super accept

4N = RKC

New suit = cue

### [1N](#_1NT_=_13-15)–4H = Quantitative with 5 clubs

### [1N](#_1NT_=_13-15)–4S = Quantitative with 5 diamonds

### [1N](#_1NT_=_13-15)–4N = Quantitative with 44 minors

### [1N](#_1NT_=_13-15)–5N = Invite 7 (Forcing to 6N)

6m = Source of Tricks, Good 5 card suit

6M = 4 card suit with 3 of top 5

7m = Choice of slam (minor suit or NT)

## Interference directly over 1N

### [1N](#_1NT_=_13-15)–[X] = Penalty

Pass = Weak BAL hand (<7 HCP) or any strong hand (>6 HCP)

~~Forces XX from partner~~

~~Pass = all strong hands~~

~~2C = either 44 in D/S or 4333~~

XX = One suiter

2C = C + another suit

2D = D + one M

2H = H + S

2S = GF with 55Majors

2N = GF with 55minors

3C = GF, C+H

3D = GF, C+S

3H = GF, D+H

3S = GF, D+S

### [1N](#_1NT_=_13-15)–P–P–[X](Penalty) -

Rdbl = 5 card minor

2 minor = 6 card suit

### [1N](#_1NT_=_13-15)–P–P–[X]–P–P

Pass = Want to play 1Nx

XX = 4333 or any 2 suits

Opener bids suits up the line

2X = NAT, 5+ cards

[1N](#_1NT_=_13-15)–[X] = Single suiter

XX = Penalty

Other = Systems on

### [1N](#_1NT_=_13-15)–[2C] = Single suiter

X = Stayman

Other = Systems on

### [1N](#_1NT_=_13-15)–[2C/2D] = Majors

X = Penalty of at least one Major

2D = 5+D To play

2M = shows stopper

2N = Transfer to C

3C = Transfer to D

3D = NAT, competitive

3M = Splinter, both minors

Pass and bid = Non forcing

Pass and double = Weak take-out

### [1N](#_1NT_=_13-15)**–[2Y] = NAT**

X = Semi BAL Inv+

2M = To play

2N & above = Rumpelsohl

### General Principles for Special 2 Level Overcalls over our 1N

### [1N](#_1NT_=_13-15)–[2X] = X and another suit

Bid like NAT 2X

### [1N](#_1NT_=_13-15)–[2X] = Transfer to next higher suit (Y)

X = Semi-BAL, inv+, forcing pass till 2N

Subsequent double shows gen values, GF

Pass and then X = Penalty

2Y = Take-out of Y, competitive

Pass and bid = Non forcing

2 New suit = To play

2N and above = Rumpelsohl (see above)

### [1N](#_1NT_=_13-15)–[2X] = two other suits Y and Z

Pass and then double is takeout

Pass and then new suit is competing

X = Penalty double of Y or/and Z

2/3Y = Stoppers in Y

2/3Z = Stoppers in Z

3X = NAT GF

New Suit = NAT GF

2N = NAT Inv, stoppers in Y&Z

3N = To Play, stoppers in Y&Z

### [1N](#_1NT_=_13-15)–[3 level overcalls]

X = Negative, semi-BAL New suit = NAT and GF

4 level cue = shortness

### Double by 1N bidder

Double of NAT bid = Takeout

Double of Artificial bid = Suit

## Interference after response over 1N

### **1N-[P]-2C-[X]-**

Pass = Denies stopper, forces partner to XX and opener responds to Stayman

XX = Good clubs at least 4 cards or more (e.g. KQ109 or KJ9XX)

Pass = To play (any GF hand OR 2 or more clubs and about 1 1/2 tricks

New Suit = NAT, weaker hands OR Slammish hands only

3C = Slammish

Rest = Shows stopper and meanings as without double

### [1N](#_1NT_=_13-15)–[P]–2C–[2/3A] -

X = Shows both Majors

Pass = No 4M or forced to 3 level

Rest NAT

Bidding Major shows stopper in opponent’s suit

### **1N-2C-[2/3A]-P-[P]-X = T/O Inv+**

### [1N](#_1NT_=_13-15)**–[P]–2D–[X] –**

Pass = Doubleton H

XX = Retransfer to H

2H = Mild Invitation with 5H

Rest like transfer and bid

XX = 3H Stopper

2H = To Play

Rest like transfer and bid

2H = 3H No Stopper

All bids like Transfer and bid but taking into account 3 card support

Rest as without X

### [1N](#_1NT_=_13-15)**–[P]–2H–[X] -**

Pass = Doubleton S

XX = Retransfer to S

2S = Mild Invitation with 5S

Rest like transfer and bid

XX = 3S Stopper

2S = To Play

Rest like transfer and bid

2S = 3S No Stopper

All bids like Transfer and bid but taking into account 3 card support

Rest as without X

### [1N](#_1NT_=_13-15)**–[P]–2D–[Some bid]**

Pass = Nothing to say

X = Cooperative, usually BAL

Other bids mean same as without interference

X = Penalty Oriented

3H = Weak to play

Other bids mean same as without interference

3H = 4+H

Bid like super-accept

### [1N](#_1NT_=_13-15)**–[P]–2H–[Some bid]**

Pass = Nothing to say

X = Cooperative, usually BAL

other bids mean same as without interference

X = Penalty Oriented

3S = Weak to play

other bids mean same as without interference

3S = 4+S

Bid like super-accept

### **1N-2D/2H-[2S/3A]-P-[P]-X = T/O Inv+**

# General notes

* After super-accept of 2 level M transfer, re-transfer is on only at 3 level (i.e. 1N-2D-2S-3D = re-transfer)

# 2C Opening

## No Interference

### 2C = 11-15 HCP, 6+C

[2D = Relay, Usually 11+HCP, Denies 5M](#_2C_–_2D)

[2H = 5+H, F1](#_2C_–_2H)

[2S = 5+S, F1](#_2C_–_2S)

2N = GF with clubs, can have strong hand with stiff

3C = To Play, Can be fairly weak

3D = Transfer to H, Signoff or GF

[3H = Forced](#_2C_–_3D)

[3S = 4+H, good clubs, max](#_2C_–_3D_1)

3H = Transfer to S, Signoff or GF

[3S = Forced](#_2C_–_3H)

[3N = 4+S, good clubs, max](#_2C_–_3H_1)

3S = Limited splinter, Denies 4M

3N = Ask for stiff

Step responses. After response, cheapest bid is RKC

4C = RKC

4D,4M = Cue

5C = To Play

[5D/5H/5S = EKC](#_EKC_=_Exclusion)

3N = To Play, No slam interest

4M = To play, no slam interest, may be weak

### [2C](#_2C_=_11-15)–2D = Relay

2H = 4H, 11-13

2S = GF, can be with C, H. Forces 2N over which 3C = mild slam try with C fit, 3N = bal mild slam try, 3Y = values in Y with H fit

2N = 11-12 Inv

3C = C support, inv

3D = 5+D, GF

3H = Inv

4C = Sets suit, demands cue

3S/4D = Splinter for H

3N/4H = To play

2S = 4S, 11-13

2N = 11-12 Inv

3C = C support, inv

3D = 5+D, GF

3H = GF, can be with C, S or BAL. Forces 3S over which 3N = club fit, mild slam try, NF. 4N = quanti, 4Y = cue with S fit

3S = Inv

4C = Sets suit, demands cue

4D/4H = Splinter for S

3N/4S = to play

2N = 6+C, 11-13

3C = C support, inv

3D = 5+D, GF

3M = GF with club support, values in bid Major

3N = To Play

4C = D splinter

[4D = Kickback](#_Kickback_RKC)

4H/4S = Splinter for C

3C = 6+C, 14-15

3D = 5+D, GF

3M = GF with club support, values in bid Major

3N = To Play

[4D = Kickback](#_Kickback_RKC)

4C = D splinter

4H/4S = Splinter for C (C=D sit

3D = 6C 5D

3H = Slam try in C

3S = Slam try in D

3N = To play

[4D/4H = Kickback](#_Kickback_RKC)

[4N = Double RKC](#_Double_Keycard)

5C/5D = To play

3H = 4H, max

3S = GF+, with H

3N = To play

4C = Sets suit, demands cue

4D = Kickback

4H = To Play

4S = Kickback

3S = 4S, max

3N = To play

4C = Sets suit, demands cue

4D = Kickback

4H = GF+, with S

4S = To play

4N = Kickback

3N = Running clubs, Not strong

[4D = Kickback](#_Kickback_RKC)

New suit = cue

4N = Quantitative

### [2C](#_2C_=_11-15)–2H = 5+H, F1

2S = 4+S

2N/3C/3M = Inv

Rest GF

2N = 6+C, min hand

3C = C support

3D/3S = Stopper, GF

3H = Inv with 6+H

4C = Sets suit, slam try

3C = 6+C, good hand

3H = Inv

Rest GF

3D = 6C 5D, Decent Hand

3H = Inv

Rest GF

3H = Normal raise

3S/4D = Splinter

3N = Running Clubs

4C = 6C+3H, max

4H = To Play

### [2C](#_2C_=_11-15)–2S = 5+S, F1

2N = 6+C, min hand

3C = C support

New suit = Stoppers, GF

4C = Sets suit, slam try

3C = 6+C, good hand

3S = Inv

Rest GF

3D = 6C 5D, Decent Hand

3S = Inv

Rest GF

3H = 4+H, Good hand

3S = Inv

3N = To play

4C = C Slam try

4D = H Slam try

4H/4S = to play

3S = Normal raise

3N = Running Clubs

4C = 6C+3S, Max

4D/4H = Splinter

4S = To Play

### [2C](#_2C_=_11-15)–3D–3H = No super accept

Pass = to play

4H = Mild slam try with 1 loser suit

3S = 6+H, 4+S GF

3N = 6+H, Choice of Games

4C = 6+H, C support, slam try

4D = 6+H, slam try

### [2C](#_2C_=_11-15)–3D–3S = 4+H, good clubs, max

4H = to play

3N = Non-serious Slam try

4C/4D = Cue for H

4S = Kickback

[5C/5D/5S = EKC](#_EKC_=_Exclusion)

4N = Spade cue

### [2C](#_2C_=_11-15)–3H–3S = No super accept

3N = 6+S, Choice of games

4C = 6+S, C support, slam try

4D = 6+S, slam try

4H = 6+S, 4+H

4S = Mild slam try with 1 loser suit

[4N = RKC for S](#_RKC_=_Keycard)

### [2C](#_2C_=_11-15)–3H–3N = 4+S, good clubs, max

4C/4D/4H = Cue for S

4S = to play

[4N = RKC for S](#_RKC_=_Keycard)

[5C/5D/5H = EKC](#_EKC_=_Exclusion)

## Interference

### [2C](#_2C_=_11-15)–[X] = Takeout

XX = 10+ HCP

2D/2M/3D/3M = System on

2N = Good raise

3C = Mostly blocking raise

3N = to play

### [2C](#_2C_=_11-15)**–[2X] = NAT**

X = Negative, Usually 4 in all unbid majors

Simple New suit = NAT, F1

2N = 10-11, Stopper in X, Inv

3C = to play

3X = Good club raise, forcing to 3N/4C

### [2C](#_2C_=_11-15)**–2N = NAT**

X = Penalty

Rest NAT, NF

### [2C](#_2C_=_11-15)**–[Higher Level Suit bid] –**

X = Cooperative

New suit = NAT, F1

NT = Stopper, to play

### [2C](#_2C_=_11-15)**–[P]–2D–[X] = Takeout of C**

XX = Extras, Suggesting Penalty

Rest as without X

### [2C](#_2C_=_11-15)**–[P]–2D–[X] = D**

XX = Shows good hands

Rest as without X

### [2C](#_2C_=_11-15)**–[P]–2D–[2M] = NAT**

X = Penalty

Pass = Nothing to add

Rest as without X

### [2C](#_2C_=_11-15)**–[P]–2D–[2N] = NAT**

X = Good hand, Try to Penalize

Rest = NAT

### [2C](#_2C_=_11-15)**–[P]–2D–[2N] = D+H**

X = Good Hand, Try to Penalize

3D/3H = Stopper Showing

Rest = NAT

### [2C](#_2C_=_11-15)**–[P]–2D–[Higher Level Interference]**

X = Good hand

New suit = NAT GF

NT = Stopper, to play

# 2D/2H/2S Multi Opening

## No Interference

### **2D = Weak 2M or 22-23 BAL**

2H = Pass or correct

Pass = Weak 2H

2S = Weak 2S

[2N = 22-23 BAL](#_2D_–_2X)

2S = Pass or correct (likes H)

Pass = Weak 2S

[2N = 22-23 BAL](#_2D_–_2X)

3m = Good Weak 2H

3H = Weak 2H

[2N = Relay, inv+](#_2D_–_2N)

3m = NAT, F1

3H = Pass or Correct

Pass = Weak 2H

2S = Weak 2S

3N = 22-23 BAL

3S = Pass or Correct

Pass = Weak 2S

3N = 22-23 BAL

4H = Weak 2H

3N = To Play

4M = Own suit, to play

### [2D](#_2D_=_Weak)–2N = Relay

3C = Good Weak 2H

3D = Agrees H, asks for stiff

3H = no stiff

3H = Inv

Rest = NAT, GF

3D = Good Weak 2S

3H = Agrees S, asks for stiff

3S = no stiff

3S = Inv

Rest = NAT, GF

3H = Weak 2H

Pass = To Play

Rest = NAT, GF

3S = Weak 2S

Pass = To Play

Rest = NAT, GF

3N = 22-23 BAL

### 2H = 5H + 5m, 7-11 HCP

2S = NAT, inv+

2N = Relay

3C = C

Pass = to play

3H = NAT, GF

3D,3S = C support, Inv+

4S = DKC for H+m

3D = D

Pass = to play

3H = NAT, GF

3S = D support, Inv+

4N = DKC for S+m

3m = NAT, GF

3OM = doubleton Support

3M or 3m denies support

3H = Inv

3S/4m = Splinter for H

3N = To Play

4H = To Play, can have values

4S = To plan

4N = RKC

5m = Exclusion

### 2S = 5S + 5x, 7-11 HCP

2N = Relay

3C = C

Pass = to play

3S = NAT, GF

3H = C support, Inv+

4N = DKC

3D = D

Pass = to play

3S = NAT, GF

3H = D support, Inv+

3H = H

Pass = to play

3S = NAT, GF

Rest = H support, GF

3m = NAT, GF

3OM = doubleton Support

3M or 3m denies support

3H = NAT, GF

3S = Inv

3N = To Play

4m/4H = Splinter for S

4S = To Play, can have values

[4N = RKC](#_RKC_=_Keycard)

[5m/5H = EKC](#_EKC_=_Exclusion)

## Interference

### [2D](#_2D_=_Weak)–[X] = Any Meaning

XX = Values, inv+

As without X

### [2D](#_2D_=_Weak)–[2M] = NAT

X = Penalty

Rest = NAT, New Suit Forcing

### [2D](#_2D_=_Weak)–[2N] = NAT

X = Penalty

Rest = NAT, NF

### [2D](#_2D_=_Weak)–[Higher Level Bids] = NAT

X = Negative, inv+

Rest = NAT

# Follow-ups after strong 2N re-bids

### 1C–1D–2H–2S–2N (20-21 BAL, no 5M)

Stayman, Transfers, 3N to play

### 2D–2X–2N (22-23 BAL)

[3C (over multi) = Puppet Stayman](#puppet)

3C (if not multi) = Stayman

3D = Denies 4 card major

3M = 4 of bid M, 5OM

[3D = Transfer to H](#Any2N3D)

[3H = Transfer to S](#Any2N3H)

[3S = Puppet to 3N](#Any2N3S)

[3N = 4-4 minors mild slam try](#Any2N3N)

[4C = Transfer to 4H](#_4C_=_Transfer)

[4D = Transfer to 4S](#Any2N4D)

4H = 5-5 minors, stiff or void H

4N = No slam interest

5m = To play

Cheapest unbid suit = RKC

5h = RKC for clubs

5S = RKC for diamonds

4S = 5-5 minors, or void stiff S

4N = No slam interest

5m = Decent fit

Cheapest unbid suit = RKC

5h = RKC for clubs

5S = RKC for diamonds

4N = Transfer to clubs (no slam interest)

5C = Transfer to diamonds (no slam interest)

### 1C–1D–1H–1S–2N (20-21 BAL, 5H)

### 1C–1D–1S–1N–2N (20-21 BAL, 5S)

Wolff signoff structure applies

### 2D–2X–2N–3C = Puppet Stayman

[3D = one or both 4M](#puppet1M)

3H = 5+H

3S = Slam try in H

3N = Spade Cue

4C/4D = Cue

4H = Not interested

3N = To Play

4C = NAT, slam try

4D = NAT, slam try

4H = To Play

4S = RKC

5C/5D = Exclusion

3S = 5+S

3N = To Play

4C = NAT, slam try

4D = NAT, slam try

4H = Agrees S, slam try

4S = To Play

4N = RKC

5C/5D/5H = Exclusion

3N = no 4 or 5 card major

4C = NAT, slam try

4D = NAT, slam try

~~4H = 0.3.5.5 Slam try~~

~~4S = 3.0.5.5 Slam try~~

### Any 2N–3D = Transfer to H

3H = No super accept

3S = 5H 4S GF

3N = To Play

4C = Slam try in H

4D = Slam try in S

4H = To play

4S = To play

3N = Choice of games

New Suit = 5-4+ slam try

New suit=Cue for 2nd suit

4H = Support, F1

4H = Mild Slam Try

4N = Quant

New suit = Fit with values, max

New Suit = Cue

4S = Kickback

3N = 3.4.3.3, max

New suit = cue

4S = Kickback

4H = 4+H Min hand

New Suit = Cue

4S = Kickback

### Any 2N–3H = Transfer to S

3S = No super accept

3N = Choice of games

New Suit = 5-4+ slam try

New suit=Cue for 2nd suit

4S = Support, F1

4S = Mild Slam Try

4N = Quant

New suit = Fit with values, max

New Suit = Cue

4S = Kickback

3N = 3.4.3.3, max

New suit = cue

4S = Kickback

4H = 4+S Min hand

New Suit = Cue

4S = Kickback

### Any 2N–**3S = Puppet to 3N**

3N = Forced

Pass = To Play

4m = 1 suiter slam try

New suit = Interest

4N = No Interest

5m = Auto RKC

4H = 5C, 4D slam try

New suit = Interest

4N = No Interest

5m = Auto RKC

S = 5D, 4C slam try

New suit = Interest

4N = No Interest

5m = Auto RKC

4N = Quant

5C = Pass or correct

### Any 2N–3N = 4-4 minors mild slam try

4m = Sets trumps

4H = RKC for C

4S = RKC for D

4N = DKC

### Any 2N–4C = Transfer to 4H

4D = Super accept

New Suit = Control Asking

4S = Kickback

4H = No super accept

New Suit = Control Asking

4S = Kickback

### Any 2N–4D = Transfer to 4S

4H = Super accept

New Suit = Control Asking

4N = Kickback

4S = No super accept

New Suit = Control Asking

4N = Kickback

### 2N–3C–3D = At least 1 4M

3H = 4S may have 4H also 3S = Agrees Spades

3N = 4H

New Suit = cue for H

4C/4D/4H = Agrees S, Cue

4S = To play

3S = 4H, denies 4S

3N = 4S

4C/4D = Agrees H, Cue

4H = To play

3N = To play

4C = Both majors, slam try

4D = Slam negative

4M = Suit + slam interest

4D = Both majors, no slam interest

4N = Quant (only over 2D opening)

## 1C–1D–1S–1N–2C–2D–2N

## 1C–1D–1S–2C–2D–2H–2N

Natural responses

# Higher Level Openings

### 2N = 5C+5D, 7-11 HCP

3m = To Play

3M = NAT, GF

3N = To Play

4m = Preemptive

4M = To Play

[4N = Double Keycard](#_Double_Keycard)

5m = To Play

### 3C = Weak 3

3D/3H/3S = NAT GF

3N = To Play

4C = Blocking Bid

4D = Splinter

4H/4S = To play

### 3D = Weak 3

3H/3S/4C = NAT Forcing

3N = To play

4M = To play

### 3H = Weak 3

3S = NAT Forcing

3N = To Play

4C = Strong slam try

4D = Mild Slam try

4M = To Play

4N = RKC

### 3S = Weak 3

3N = To Play

4C = Strong slam try

4D = Mild Slam try

4M = To play

4N = RKC

### 3N = Minor suit preempt in 1st and 2nd

4C = Pass or Correct

4D = Interested if clubs

4H/4S = To Play

4N = Ace asking

5C = Pass or Correct

### 3N = To play in 3rd and 4th seat

All bids NAT

### 4m = Namyats in 1st/2nd, Pre in 3rd/4th

Int. bid = 2.5 tricks

4M = Trump loser

4N = Solid suit, 1 or 2 side K

5m = Solid suit, shows A

4M = To play

4S/4N = RKC for H/S

### 4m = Pre in 3rd/4th

All bids NAT

### 4H/4S = Weak pre-empt in 1st/2nd, unlimited in 3rd/4th

4N = RKC

### 4N = Specific A asking

5C = No Ace

5D = Minor suit Ace

5H = Relay

5S = Club Ace

5N = Diamond Ace

5H = Heart Ace

5S = Spade Ace

5N = Two Aces

Followed by 5N = specific K ask (similar responses)

### 5C/5D = Pre

### 5H/5S = Asking for AK of H/S

Pass = None

6H/6S = A or K

7H/7S = Both

## General Notes:

* 3A-[P]-3N-[X] XX by pre-emptor shows good suit (willing to stay in 3N) and XX by advancer shows doubt, asking for good suit (AQJxxxx or better)

# Defense Against Their 1N Opener

**Note: Strong NT is one where the rounded up average hcp is > 14. 14-16 is strong, but 13-15 is not. 12-17 is also strong (avg = 14.5, which when rounded up is 15).**

## Passed Hand in Direct and Balancing Position Against Weak and String

DONT

## Woolsey in Direct Seat Against Weak and Strong

X (over Strong NT) = m+M or 1 Strong M (7.5 tricks)

Pass = Penalty

2C = Pass or Correct

Pass = C+M

2D = D+M

2M = Strong M

2D = Pick M

2H = H+m

2S = S+m

3M = Strong M

2M/3m = NAT

2N = Constructive

3C = C+M min

3D = D+M min

3H = H+m max

3S = S+m max

3N = Strong M

4C = Relay

4D = H

4H = S

X (over Weak NT) = Cards

Cheap Bids = NAT

2N onwards = GF 55s

2N = C+ another suit

3D = D+H, 3H= H+S, 3S = S+D

2C = Majors

2D = Pick major

2M = To Play

3C = Good hand better H

3D = Good hand better S

2M = Preference

2N = Good hand no 4M Game Try

3C = Game try in H

3D = Game try in S

3M/4M = Preemptive

If 2C is doubled,

Pass = To play

XX = No preference

2D = NAT

2M = To play

2D = One Major

2H/3H/4H = P/C(equal or better S)

2S/3S = P/C (better H)

2N = Good hand Game Try

3m = NAT constructive

4S = To Play

If 2D is doubled

Pass = To Play

XX = Bid M

2M = NAT NF

2M = Major + minor (5-4+)

2N = Inv+ in m or M

3m = P/C

3M = Blocking

If 2M is doubled

Pass = To play

2OM/3m = NAT NF

2N = Show minor

2N = Minors

3X = NAT Preemptive

## Balancing seat bidding against NT(weak or strong)

X = puppet to 2C

Pass = Penalty

2C = Forced

2S/2M/3C = NAT good hands

2M/3m = NAT

2N = Constructive

C = majors

2D = No Preference

2M = To Play

2N = Inv+ in one M

3m = NAT

3M = Preemptive

2D = either one M weak or M+m strong

2H = Forced

Pass = H, competitive hand

2S = S, competitive hand

2N = H+C, very good hand

3C = S+C, very good hand

3D = H+D, very good hand

3H = S+D, very good hand

2M = bid M + minor, not very good hands

2OM/3OM = NAT

2N = Inv+ in M or m

3C = P/C

## Defense after Response over 1N

### [1N]–P–[NAT Bid]–?

X = Takeout

2N = Strong 2 suited hands

Rest NAT

### [1N]–P–[Artificial bid suits not known]–?

X = Takeout

2N = Strong 2 suited hands

Rest NAT

### [1N]–P–[A showing B (and possibly another)]–?

X = Shows A

2B – T/O

2N = Strong 2 suited hands

Pass then X = General Values

Rest NAT

### [1N]–P–[A showing B and C]–?

X = Shows A

2B/3B – Weak T/O in other 2 suits

2C/3C = Strong T/O in other 2 suits

Pass then X = General Values

Rest NAT

# Slam Bidding

Kickback/Minorwood RKC = After trump suit agreement at 4 level or below (whether explicit or implicit via splinter), 4 of the suit immediately above (if Major) or 4 of agreed suit (if minor) is RKC 1430

1st Step = 1 or 4

2nd Step = 0 or 3

3rd Step = 2 without Q

4th Step = 2 with Q

5th Step = 2 with useful void

6X = odd keys with void in X below T

6T = Odd keys with void in in X>=T

DOPI = If interference < 5 of our suit (Dbl 1st step, Pass 2nd step, cheapest bid = 3rd step…)

DOPE = If interference >= 5 of our suit

(Dbl Odd Keys, Pass Even Keys)

ROPI = If interference Double

(XX 1st step, Pass 2nd step, cheapest bid = 3rd step…)

Queen ask is first non-playable suit after response to RKC. Responses:

1st Step = No trump Q

2nd Step = trump Q and no K

3rd Step = trump Q and cheapest non-trump K or 2 other non-trump K’s

4th Step = trump Q and second cheapest non-trump K or 2 other non-trump K’s

5th Step = trump Q and third cheapest non-trump K or 2 other non-trump K’s

6th Step (if below 6 of our suit) = trump Q and no K and extras

**Specific King ask** is cheapest non-playable suit (after 2 Ace response or after Q ask) or 2nd cheapest non-playable suit (after 0/1 Ace response). After responder’s bid, asker can bid another suit to ask for K there.

1st Step = No K

2nd Step = cheapest non-trump K or 2 other non-trump K’s

3rd Step = second cheapest non-trump K or 2 other non-trump K’s

4th Step = third cheapest non-trump K or 2 other non-trump K’s

5th Step (if below 6 of our suit) = No K and Extras

Bid of any other non-playable suit after any ace asking sequence asks for **3rd round control** in that suit. NT substitutes for unbiddable suit. E.g.: 4S (H are trump)-5D (2/no Q) – 5N (asks for 3rd rd control in spades, 5H is to play, 5S is King ask, 6C/6D asks for 3rd rd control in bid suit). Direct control ask without K or Q ask is asking for Q or xx while control ask after K or Q ask is specifically asking for Q.

### EKC = Exclusion Key Card (Excluding X)

Responses are 03/14/2Without/2With

Responses are:

1st Step = 1 or 4

Cheapest Unplayable suit = Asks for Q's

1st Step = None

2nd Step = one Q

3rd Step = Both

2nd Step = 0 or 3

Cheapest Unplayable suit = Asks for Q's 1st Step = None

2nd Step = one Q

3rd Step = Both

3rd Step = 2 or 5 with no Q's

4th Step = 2 or 5 with lower Q

5th Step = 2 or 5 with upper Q

6th Step = 2 or 5 with both Q’s

### 5N = Grand Slam force responses

7 of bid suit = Promises 2 of top 3

6 Trump = Denies 2 of top 3

Use intermediate steps to show one honor

If S, 6C = A, 6D = K, 6H = Q, 6S = None

If H, 6C = A, 6D = K, 6H = Q or None

If D, 6C = A, 6D = K or Q or None

If C, 6C = 1 or None

# General slam bidding rules

* On Quant 4n (in all cases where fit is not established), responder should answer aces (14/03/2) if accepting
* Responder to answer Aces (Roman blackwood-14, 03, 2) if he accepts any Quantitative 4n on which 5N by ace asker is to play and 5S asks responder to bid a 5 card suit failing which responder should bid 5N after which each player can show 4 card suit. Asker can bid a 5 card suit at the 6 level following the ace response
* Jump to 5n is to pick a slam unless fit is explicitly agreed in which case it is GSF (see GSF responses earlier)
* No auto-RKC (except as noted below).
  + Immediately after a pre-empt (always 4N)
  + After pattern ask and fit is found at 4 level (1N-2C-2D-3C-3D-3H (showing clubs)-4C = auto-RKC)
  + In 1st round of bidding (always 4N), e.g.: 1H-(p)-4N or 1D-(3S)-4N
  + After 1D-1M-1N-2D-3D/3N (showing 5m, max or min), 4m = auto-rkc
  + ~~1N-2C-2D-3C-3H/3S-4m = auto-rkc (4N response excluded)~~
  + 2/1 and jump in minor at 2nd turn (1H-2D-2N-4D = auto-rkc)
  + ~~2C-3m-4m~~
  + ~~After 1m-1M-2N-3C-3N(super-accept with D fit)/3M(super-accept with M fit), 4D (after 3N)/4S(if M=H)/4N(if M=S) are RKC in D/H/S respectively~~
* 4N bids are defined as follows:
  + Spades are agreed: 4n is 1430rkc
  + No agreed suit: 4n is quant
  + After a pre-empt opening in any suit, immediate 4N is 1430 RKC (E.g.: 3C-4N)
  + After 1N opening, responder shows 6+ suit in GF auction: 4N = quant (usual kickback applies)
  + After heart suit is agreed: non-jump 4N shows spade cue (because 4s would be RKC). E.g.: 1H-2S-2N-4C(strong splinter)-4D (cue) – 4N = spade cue (because 4S would be RKC for H)
  + If fit and slam interest are established at 4 level, 4N is RKC, e.g.: After 2N-3C-3N-4D(NAT), 4M/5C = cue with fit, 4N = no fit/interest

Competitive Bidding

## Overcalls

### 1 Level = Sound (rarely for lead direction) usually 9+hcp (rarely if non-vul 7+hcp with 2 suiter hand)

Transfers apply (cheap cue and above)

New suit = NAT, F1 (below cheap cue)

Jump cue = Mixed Raise (4 trumps, not great high cards, but good distribution)

### 2 Level = Good suit (never with AXXXX and even 13 points), quality of suit and playing strength more important than high card points

Transfers apply (cheap cue and above)

New suit = NAT, F1 (below cheap cue)

Jump cue = Mixed Raise (4 trumps, not great high cards, but good distribution)

### Direct X = Classical, off-shape doubles only with sufficient extras (17+)

Cue bid (over [1m]) = Inv+, does promise rebid, opener to jump with extras

Cue bid (over [1M]) = Inv+, promises rebid

Jumps = Inv 8-11, tends to be 5 card on 1m opening

### Balancing X at 1 level = 7+

### Balancing X at 2 level = 10+

### Direct 1N = 15-18

Systems On

### Balancing 1N = 11-14

2C = Range Enquiry

2D = Lower

2M = 4M Higher

2N = no 4M Higher

Rest = Systems On

### Direct Double then 1N = 19-20

All bids NAT

### Balancing Double then 1N = 15-17

All bids NAT

### Direct Double then 2N (over [1X]) = 21-22

All bids NAT

### Balancing 2N (over [1X]) = 18-20

All bids NAT

### Balancing Double then 2N (over [1X]) = 21-22

All bids NAT

## Opponents Open

### [1A]-1N-P-

Systems On(including DONT runouts from both sides if double for penalty or pass conventional double for penalty)

### [1m]–2m(H+S)–[P] -

2H/2S = To Play

3C = Game try in H

3D = Game try in S

2N = Good hand with 1M fit

3m = Fragment accept game try

3H = P/C

3S = 6S 5H not good hand

3N/4m = Good hands

4H = 6H 5S decent hand

3H/3S = Preemptive

4C/4D = Splinter (fits 1M)

4H/4S = To play (weak or strong)

### [1C]–2N(D+H)–[P] -

3C = Game try in H or Forcing with S

3D = Forced

3H = Game try with H

3S = Forcing with S

3D/3H = To play

3S = NAT NF

3N = To play

4C = Splinter

4D/4H = Preemptive

4S = To play

### [1D]–2N(C+H)–[P] -

3C/3H = To play

3D = Game try in H or Forcing with S

3H = No extras

3S = Spade fit, accept game inv

3N = No spade fit, accept inv

3S = NAT NF

3N = To play

4C/4H = Preemptive

4D = Splinter in support of H

4S = To play

### [1m]-P-[1M]-

X = T/O of m with values and some tolerance of M

1N (UH) = 16-18

1N (PH) = 2 other suits

2Om/2H = NAT, good playing

2m/2M = NAT 6+card suit (rarely good 5 cards)

2N = other 2 suits (split range)

2s/3Om/3OM/4m/4Om = pre-empt

3m/3M = ask for stopper with long running suit and at least 1 outside card or strong single-suiter 10+tricks

4M/4OM = To play

### [1m]-P-[1N]

X = 3-Suited takeout

2C = Majors better H

2S = Majors better S

Rest NAT

### [1H]–2H(S+m)–[P] -

2S = To play

3C = Pass or correct to 3D

3D = Big fit for C, better D than S

2N = Asks minor, inv+

3C/3D = min hand

Pass = To play

3H = Game try in minor

3S = Game try

3H = max hand with clubs

3S = max hand with diamonds

3H = Game try in S

3S = Preemptive

3N = To play

4C/4D/4H = Splinter

4S = Preemptive Raise to 4S

### [1H]–2N(C+D)–[P] -

3C/3D = To play

3H = Agrees one minor, inv+

3S = NAT and Forcing

3N = To play

4C/4D = Preemptive

4H = Splinter

4S = To play

### [1H]-P-[1S]-

X = T/O

1N (UH) = 16-18

1N (PH) = minors

2m = NAT, good playing strength

2H = S+m split range

2S = NAT 6+S (rarely 5S)

2N = minors, split range

3m/4m = pre-empt

3H = ask for stopper with long running suit and at least 1 outside card or strong single-suiter 10+tricks

4H = minors 10+tricks and void in hearts

4S = To play

4N = minors, 11+Cards

### [1H]–P–[2H]

X = T/O tolerance for all suits

2N = Minors

### [1S]–2S(H+m)–[P] -

2N = Asks minor or Game try in H, inv+

3C/3D = min hand

Pass = To play

3H = Game try in H

3S = Game try in minor

3H = max hand (either minor)

3C = Pass or correct to 3D

3D = Big fit for C, better D than H

3H = To play

3N = To play

3S/4C/4D = Splinter in support of H

4H = Preemptive Raise to 4H

### [1S]–2N(C+D)–[P] -

3C/3D = To play

3H = NAT and Forcing

3S = Agrees one minor, inv+

3N = To play

4C/4D = Preemptive

4H = To Play

4S = Splinter

### [1S]–P–[2S]

X = T/O tolerance for all suits

2N = Michaels

### ~~[1S]-1N-[P]- all bids at 2 level are transfers~~

### [1M]-P-P-2M = Michaels

### [1A]-P-P-3A – strong hand with tricks

### [1m]-P-P-2m = Michaels

### [1M]–X–[Artificial bid for support] –

Bid like 1M was raised

### [1M]-X-[2M]- or

### [1M]-X-[2M]-P-[P]-X-[p]-

Rumpelsohl

### ~~[1M]-2A-[2M]-~~

~~2S = NAT~~

~~2N to 3(A-2) = Transfer~~

~~3(A-1) = Good Raise~~

~~3A = Weak Raise~~

~~E.g.~~

~~(1S)-2H-(2S), 2N = clubs, 3C = diamonds, 3D = good raise, 3H = weak raise~~

~~(1H)-2C-(2H), 2S = NAT, 2N = good raise, 3C = weak raise~~

### [1M]-2M-[3M]

3N = To Play

X = To Compete

### [1M]-2M-[4M]

5m = own suit

4N = To compete (followed by 5M is slam invite)

### [1A]–P–[1N]–X = Takeout of A

### [1A]-1B-[X]-XX = shows Honor double in B and some values (but mostly lead-directional)

### [1A]–X–[1N] (NAT) –

X = Penalty

2A = General Force

2N = Distributional takeout

Jumps are preemptive NAT

Rest NAT

### [1A]–X–[New suit B] –

X = Penalty

2A = General Force

3A/3B = Stopper Showing

Jumps are preemptive NAT

Rest NAT

### [1A]-X-[P]-1B-[P]-2A, cheapest bid 2(A+1) is negative (not NAT)

E.g.: [1C]-X-[p]-1H-[p]-2C

2D = general negative

2H = extra length with a min Rest = non-min hands, GF

### [1A]-X-[P]-3B shows a hand with good playing strength, but not a lot of strength. Typically, a hand in the range of 5-7 hcp and a decent 6 card suit

E.g.: After [1C]-X-[p] xx, JT9xxx, Ax, xxx would qualify

### [1A]-3A = asking for stopper with long running suit and at least 1 outside card or strong single suiter 9+tricks

### [1A]-P-[P]-3B = not very strong, but expect to make this contract opposite an average hand: About 7 tricks but not much on the side

### [1A]–P–[B] (artificial support for A) –

X = Takeout of A

For example [1S]–P–[3C] (Bergen)–X is takeout double of S

### [1A]–P–[1B/2B] –

X = Takeout usually other 2 suits

1N = 5-5 in other 2 suits (by PH), NAT (by UH)

2N = Unbid suits, shapely hand

Rest NAT including 2A and 2B/3B

For example [1D]–P–[1H]–

X = takeout with C and S

1N = 5S and 5C

2D/2H = NAT usually 6 carder

### [1P]-1Q-P-

2C to 2(Q-1) = Transfer to higher suit, if advancing bid is >= cue-bid (else NAT, F1)

E.g.: After 1D-(1S)-p

2C = NAT, F1

2D = H

2H = good raise

2Q = Weak raise

3P = Mixed raise (4 trumps)

3Q = Pre-emptive

1N = 8-12, no fit for Z

2R (below cue) = F1, rebid of suit or 2n is Inv

3R = Fit showing

2N = 13-15

### [1P]-1Q-[P]-1R-[P]

2Q = NF

2R = courtesy raise 8-11 (12)

FS shows 5+Q+4FS, 8-12 (13)

1N = 8-12

2P = good hand, 13+ with at least tolerance for R

2N = 13-15

3P = 55, 13+-15

3Q = Inv, 13+ with good 6+card suit

3R = Inv 13+ with fit

### [1X]-1Y-[P]-1N-[P]

2X = NAT NF

2X (below Y suit) = NAT NF

2Z (above Y suit) = 5+Y, Suit/Values in z, good 13+

3X = 5Y+5X, 13+-15

2N = Inv 13+-15

3Y = Inv

[1A]–P–[1B]–

2A/2B = NAT

X = Takeout for other 2 suits usually only 4-4 or 5-4

1N/2N = 5-5 in other 2 suits

2A = Game Try in lower suit

2B = Game Try in higher suit

Examples 1D–P–1H–2D = NAT, 1D–P–1H–2H = NAT, 1D–P–1H–1N = 5S+5C, 1D–P–1H–X = S+C normal takeout

Weak Jump Overcalls if opps open regular (not weak)–Examples [1H]–2S/3C/3D(you) = weak

Defense over Precision 2C

[2C] = Precision

3C = 5H+5S

4C = 5D+5H

4D = 5D+5S

Rest = NAT

Defense over Weak 2 in both direct and passout seat

### [2D](NAT) -

X = Takeout

Rumpelsohl applies

3D = Asks for D Stopper

3H/3S = Intermediate

4D = 5-5+ M

Rest NAT and NF

### [2M](Weak 2)– or

### [2M]](Weak 2)-P-[P]-

X = Takeout

3M = Both minors, 8+ tricks

3S (over 2H) = NAT, Strong

4C = 5C+5M GF

4D = 5D+5M GF

4N = 2 places to play very good hand

### [2M]-X-P- or

### [2M]-P-[P]-X-P-

Rumpelsohl

### [2D](multi) -

X = H or BAL 14+

Responsive X and Rumpelsohl apply

2H = transfer to S

2S = transfer to C

2N = 16-18 with source of tricks

3C = Wolff signoff

3C = transfer to D

3D = Preemptive

3H/3S = Intermediate Overcall

### [2D](multi)–P–[2H](pass or correct) -

Bid like 2H opener and in direct seat

### [2D](multi)–P–[2H](pass or correct)–P–[P] -

X = Takeout double of H

2S = 5+S Not opening hand

2N = Minors

3C/3D = Long suit NF

3H = Asks for H Stopper

3S = Long S NF

### [2D](multi)–P–[2H](pass or correct)–P–[2S](correct) -

X = Takeout double of S

2N = Minors

3C/3D = Long suit NF

3H = Long Hearts NF

3S = Asks for S Stopper

### [2D](multi)–P–[2H](pass or correct)–P–[2S](correct)–P–[P] -

Bid like 2S opener

### [2D](multi)–P–[2S](pass or correct) -

Bid like 2S opener and in direct seat

### [2D](multi)–P–[2S](pass or correct)–P–[3H](correct)–

X = Takeout double of H

3S = 5+S

3N = Minors

4C/4D = Long suit

### [2M](Weak 5M+5m) -

Bid like Weak 2M opener

### [2N](Weak 5-5 minors) -

X = Strong NT or better

3C = Strong t/o with Majors

3D = Shape t/o with Majors

3M = Natural

### [2N](Weak 5-5 minors)–P–[3C/3D] -

X = t/o good hand

3D/4D (over 3D) = Both Majors

3M = NAT NF

4C (over 3C/3D) = Majors great hand

### [2A]-2N = 16-18 or

### [2A]-P-[P]-2N = 14-16

3C = Puppet to 3D

3D = Forced

Pass

3B = To Play

3A = Both minors Inv+

3N = C mild slam try

3D = Stayman GF

3A = D mild slam try

3M = NAT GF

3N = To Play

### [2A/3A]-3N = To Play

4C = Relay

4A = Semi-BAL with extras (20+)

4N = Semi-BAL min (< 20)

Rest = NAT w/o extras

4D/4H = Transfers

Transfer to X shows clubs

4S = Transfer to D

4n = Both minors

5m = To Play

### [3C]-

4C = Majors

4D = D+M

### [3D]-

X = T/O could be single suiter in C

4C = C+M

4D = Majors

### [3A]-P-[3B]-

X = values, semi-BAL

3N = NAT

4A = other 2 suits

### [3A]-X-[P]-4A doesn’t necessarily show a great hand. Usually shows 2 places to play.

For example: [3C]-X-P-4C-P-4H-P-4S = S+D

### Michaels = Weak or Strong all vulnerabilities (ranges shifted up a little when vul)

### Unusual 2NT = 2 lowest unbid suits, Weak or Strong all vulnerabilities

**On any artificial strong club (precision [1C], strong [1C]-[1D], std [2C], std [2C]-[2D/2H] opening till opps bid a suit naturally,**

Local and zonal tourneys: Double for majors and cheapest NT for minors

### National tourneys: Suction applies from double to NT for 2 levels (upto 2n for precision opening and 3n for std 2c opening), where all bids show either transfer to next higher suit or 9+cards in 2 suits above, NT bid shows 9+cards in pointed or rounded suits. Wide ranging pre-empts from 3rd level onwards

### When Opps Redouble

**Some bid(opps)–X(partner)–XX(opps) -**

**P = Weak BAL hand**

**Bid 4 Card Suit**

**Other general rules**

* 1D/1M-[1A]-X-[P]-1N, systems are on
* After our Michaels, when opps compete to 4 level, new suits by responder are NAT (responder’s suit), NT bids are to compete
* After a 2-suited overcall by opps (showing suits Y & Z (Z > Y), 3Y = Forcing with A, 3Z = Forcing with B (where A/B are 2 other suits). In partner’s suit (A or B), this shows LR+. E.g.: 1S-[2N](minors)-3C=H, forcing; 3D=LR+ in S, 3H/3S = Competitive
* 1A-[1/2 B]-2Y (F1), if the bidding goes past 3Y, we are in GF. Responder’s 2Y promises a rebid.
  + E.g.: After 1H-[2C]-2D-[P]-?, 2H, 2N, 3D are non-game-forcing, 2S (opener’s reverse) is GF, any bid above 3D is also GF
* Good-Bad 2N in competitive auctions after we open 1D/1M
* 2N bid by overcaller when advancer has not bid shows a 2 suiter not suitable for Michaels/Unusual.
* 1N-[2M]-P-[P]-X = T/O
* 1N-[P]-P-[2M]-X = Penalty
* 1A-[1B]-X-[P]-2B is not Game forcing – it’s only forcing up to 3A
* (1m) by opps-X-(p), 2m shows Inv+hand doesn’t promise a rebid, doubler needs to cue or jump with extras
* (1M) by opps-X-(p), 2M shows Inv+hand promises a rebid
* (1m) by opps-p-(1n) by opps, 2c shows majors equal or better hrts and 2d shows majors with better spades, rest natural
* (1h)-p-(2h), X is t/o shows tolerance for all suits, 2n shows minors
* (1s)-p-(2s), X is t/o shows tolerance for all suits, 2n is Michaels
* (1M)-p-(Art raise)-X = primarily take-out with values/some shape
* (1M)-p-(Art raise)-3M = take-out with lots of shape
* (1x by opps)-3x = asking for stopper with long running suit and atleast 1 outside card or strong single suiter 9+tricks
* After (3x)-p-(3y), X = values, semi-balanced, 3N = natural, 4x = other 2 suits
* (1x)-1y-X-XX = shows Hx in partner’s suit and some values (but mostly lead-directional)
* After (3y)-X-p, 4y doesn’t necessarily show a great hand. Usually shows 2 places to play. For example: (3C)-X-p-4C-p-4H-p-4S = spades and diamonds
* After 1D-(1N), X is penalty, 2c shows both majors competitive, 2d/2h are transfers, 2s = other minor may not be great hand, 2N = LR+, jumps are fit showing. With 2 suiter hands, transfer and bid new suit
* After 1M-(1N)-2c = OM with tolerance, 2d/2h/2s/3c = transfer, 2n = LR+
* After (1y)-X-(p)-1z-(p)-2y, if there is no step between 2y and 2z, return to 2z shows the weakest possible hand. If there’s at least one step between 2y and 2z, the cheapest bid is a general negative (not natural), return to 2z shows extra length with a min and all other steps show a decent hand within context. E.g.: (1C)-X-(p)-1H-(p)-(2C), 2D is the general negative and 2H shows extra length with a min. All other bids show non-min hands and are GF
* After Balancing NT = 11-14 (11-16 over 1M); 2C = range enquiry; 2D=lower range (11-14 if spade was opened), 2M=4M with higher range, 2N=no 4M, higher range
* Transfer advances after [1M]-2x-[2M]-?. For example, after (1S)-2H-(2S), 2N = clubs, 3C = diamonds, 3D = good raise, 3H = weak raise. After (1H)-2C-(2H), 2S = natural, 2N = good raise, 3C = weak raise
* After 3y-(p)-3n-(x), rdbl by preemptor shows good suit (willing to stay in 3N) and rdbl by advancer shows doubt, asking for good suit (AQJxxxx or better)
* Non-Leaping Michaels after 3m openings. (3c)-4c = M+M, 3c-4d = D+M. 3d-4c = C+M, 3d-4d = M+M. With single suiter minor, start with take-out double
* In competitive auctions when we have made a simple overcall, overcaller bids naturally. 2N when advancer has not made any bid shows a strong 2 suiter not suitable for Michaels or direct 2N. Advancer’s 2N and above are always Rumpelsohl over opponents’ 2M bid (whether opps have found a fit or not). This is true whether advancer has bid previously or not.
* (1y)-X-p-3z shows a hand with good playing strength, but not a lot of strength. Typically, a hand in the range of 5-7 hcp and a decent 6 card suit, e.g. : After (1C)-X-(p), xx, JT9xxx, Ax, xxx would qualify
* On 3n O/C on any suit at 2 or 3 opening in direct and bal seat, advancer bids
* 4c as relay on which opener cues with semi-bal hand with extras (20+), NS to show long suit w/o extras and 4n with semi-bal hand min (<20)
* 4d/4h/4s are all transfers to next higher suit or unbid minors (transfer to opps suit shows clubs and 4s shows dias)
* 4n to show both minors
* 5m to play with no slam interest
* (1y)-p-(1z)-2y = Michaels in all cases. (1h)-p-(1s)-2h = both minors
* Fit-jump follow-ups
  + 1m/1h-(X/1y)-2M (by unpassed hand) = F1, over which only 3m and 3M are NF. 2/3 OM shows fit for responder’s Major suit. By passed hand, all fit jumps in major suit are non-forcing
  + 1M-(X/1/2y)-3m (by unpassed hand) = forcing up to 3M
* We open, they show 2 suiter, 3rd hand X [e.g.: 1D-(2D)-X or 1N-(2C – landy) – X], we are in force up till 2n or 3m. In this case, X is for penalty and pass is forcing at or below the level of force
* Opps weak NT , we double. When 3rd hand (1N opener’s partner) bids 2m, X by advancer is for t/o. When 3rd hand bids 2M, X is for penalty. Rumpel is on! If it goes (1N)-X-(p)-p-2Y, dbl by either side is penalty showing length in bid suit. Pass by either side is for take-out (up till 2N). This also applies to other situations when we have balance of strength, but haven’t found a fit
* When one of us opens a preempt and it goes x, rdbl by partner asks the preemptor to dbl with shortness

1. Scrambling 2N after (1M)-x-(2M)-p-(p)-X instead of rumple

* When we open or overcall in major suit and opponent intervenes, 2n is always a 4 trump limit raise or better. If a cue-bid is available below 3M, the cue-bid is either a 4 card mixed raise OR a 3 trump raise with game values

# Cue Bids

After Partner has overcalled cue bid is Limit raise (or better) (only if transfer is N/A)

Example [1D]–1H–[P]–2D = Limit Raise+

After partner has overcalled and RHO also bids a new suit (2 cue bids available)

Lower Cue Bid = 3 Card Limit Raise+

Higher Cue Bid = 4 Card Limit Raise+

Example [1C]–1H–[1S]

2C = 3 Card Limit Raise+

2S = 4 Card Limit Raise+

Direct/Balancing Cue = Michaels

Direct/Balancing Jump Cue = Stopper Asking

After they have overcalled cue bid is limit raise (or better)

# Doubles

Takeout X upto any level

[4M]–X = takeout not penalty

Negative X upto 3S (inclusive)

Support X upto 3H (inclusive)

Responsive X below game

[1S]–2H–[2S]–X = responsive

Snapdragon X upto 2S (inclusive) = three suits bid (one by partner) X shows fourth suit and tolerance for partner

[1C]–1H–[1S]–X = Diamonds + tolerance for hearts (doubleton honor etc.)

Lead Undirecting X When you bid a suit and they cue bid your suit

P = I am ok with lead of my suit

X = Don’t lead my suit

**Generally, low-level doubles when GF is not established are competitive take-out**

**When GF has been established, all doubles are for penalty**

# Redoubles

Support XX to show 3 card support =

Example 1D–[P]–1H–[X]–XX = 3 hearts

Honor Showing XX when opps double partner’s suit =

Example [1H]–2C–[X]–XX = Ax, Kx or Qx in C (may have 3)

First round control showing XX =

When we cue-bid opps suit Y and they X, XX = first round control usually A. Bidding a new suit shows 2nd round control of Y and control in the new suit

# Leads And Carding

## Leads

1. Vs. NT Contracts - 4th best from strength and 2nd best from weak suits or need a switch
2. Vs. NT Contracts - A for unblock or count and K for attitude
3. Vs. Suit Contracts - 3rd best from even (also 6 cards), lowest from odd
4. Vs. Suit Contracts - J denies higher honor, Coded Ts and 9s
5. Vs. Suit Contracts - K and shifting to a possible short suit shows stiff
6. Vs. Suit Contracts - after K is led, lead Q with even cards remaining and J with odd cards. Similarly by 3rd hand
7. Vs. any doubled or high level (>=5) Suit Contracts - A for attitude and K for count
8. ~~Vs. 5+ level contracts (doubled or not) - Rusinow, i.e. K from AK, Q from KQ and J from QJ. T and 9 leads show 1 or 2 higher cards (9 will show T9 or KT9). 3rd hand should show attitude~~
9. Upside down carding - Both attitude and count
10. When signaling - Attitude is always first priority, followed by SP / Count depending on situation
11. Show count if you can’t beat dummy in NT contracts if partner is leading from length
12. Show SP if continuation of led suit doesn’t make sense (could apply if dummy has stiff or second trick not cashing in a suit bid and supported)
13. Present Count is also UDCA
14. Reverse smith echo from both sides for continuation of suit led. This is applicable vs. both suit and NT contracts in first suit played by declarer (not necessarily trump or his longest suit). Hi-Lo says no interest and asks partner to make obvious shift, Lo-Hi says interest or asks partner to make non obvious shift (if continuation of led suit doesn’t make sense).
15. If partner leads a suit and shifts, rev smith is for first led suit if there is ambiguity in original attitude signal else rev smith for second suit if playing back first suit is not an option for partner
16. Attitude shifts against suit & NT contracts
17. When a high card in “our” suit is led and holds the trick against any doubled or 5 level or higher contract, 3rd seat to give count (applies in general to all cash out situations)
18. After initial discouraging or nebulous signal (particularly against NT), first Smith echo shows count in the originally led suit (high for present odd count and low for present even count)
19. Current 3/5th returns vs. suit contracts
20. Trump Echo –
    1. High Low in trumps shows odd number
    2. Play Highest and then next highest to indicate no ruffing interest
    3. Play Second Lowest and then Lowest to indicate ruffing interest
21. Following suit with 2 honors
    1. Lower and then Higher = do not unblock/overtake
    2. Higher and then Lower = Please unblock/overtake
22. Leading suit with 2 honors
    1. Higher and then Lower = Do not do anything fancy
    2. Lower and then Higher = Do something fancy (like overtake)

# Special Responses

## Beta = Control Ask (off if interference >= 2N)

1st Step (double) = 0-2

2nd Step (pass) = 3

3rd Step = 4 and so on…

## Gamma = Trump Ask

1st Step (double) = 5+ No AKQ

Repeat Gamma

1st Step = 6

2nd Step = 7...

2nd Step (pass) = 5 with 1 of AKQ

Repeat Gamma

1st Step = Q

2nd Step = K

3rd Step = A

3rd Step = 5 with 2 of AKQ

Repeat Gamma

1st Step = KQ

2nd Step = AQ

3rd Step = AK

4th Step = 6+ with 1 of AKQ

Repeat Gamma same as 2nd Step

5th Step = 6+ with 2 of AKQ

Repeat Gamma same as 3rd Step

6th Step = 5+ with AKQ

Repeat Gamma same as 1st Step

## Modified Gamma

1st Step = 0 of AKQ

Repeat Gamma

1st Step = No J

2nd Step = J

2nd Step = 1 of AKQ

Repeat Gamma

1st Step = Q

2nd Step = K

3rd Step = A

3rd Step = 2 of AKQ

Repeat Gamma

1st Step = KQ

2nd Step = AQ

3rd Step = AK

4th Step = AKQ

Repeat Gamma

1st Step = No J

2nd Step = J

## Epsilon = Control Ask

1st Step = No Control (Jxx or worse)

Repeat Epilson

1st Step = No J

2nd Step = J

2nd Step = Third round (xx or Q)

Repeat Epilson

1st Step = xx

2nd Step = Q

3rd Step = Second round (x or K)

Repeat Epilson

1st Step = x

2nd Step = K

4th Step = First round (void or A)

Repeat Epilson

1st Step = void

2nd Step = A

5th Step = First and Second (AK)

Repeat Epilson

1st Step = No Q

2nd Step = Q

## Delta = Honor and Outside A ask

Simple suit = No Honor, A in bid suit

Simple raise = Honor, No A

Simple NT = No Honor, No A

Jump suit = Honor, A in bid suit

Jump raise = Honor, 2 A

Jump NT = No Honor, 2 A

## 2-Way Drury

Simple Rebid Suit = Weak Opener

Simple New Suit = NAT

Simple NT = NAT, Inv

Jump New Suit = Help Suit Game Try

Rest = NAT

## Transfer Advances after our overcall

### [1A]-1B-P- (apply after a non-jump overcall up to 2H)

2A through 2(B-1) are transfers. 2(B-1) shows good raise, 2B shows weak raise. E.g.:

[1D]-1S-P-

2D = H

2H = Good raise

2S = Weak raise.

Opener will usually just accept the transfer with weak or intermediate overcalls (because responder can potentially be very weak). With good hands (15+), opener can bid 2N over the transfer (with no fit) or jump accept. Bidding a new suit shows no fit for responder’s suit, but a good hand. Transfers are on if RHO doubles, but not after RHO bids. Transfers are not on after preemptive overcalls

## Rumpelsohl (Opps Suit is A, any other suit is B)

Applies in following cases:

* 1N–[2Y]-? (PH and UH)
* [2M]–X–[P]-? (PH and UH)
* [2M]–P–[P]–X–[P]-?
* [1M]–X-[2M]–? (PH and UH)
* [1M]-X-[2M]-P–[P]–X–[P]-?
* 1D-[2M]-P-[P]-X-[P]-?
* 1H-[2S]-P-[P]-X-[P]-?

X = Semi-BAL takeout (if we opened 1N)

X = Penalty of 1 Major (if they bid landy

X = Responsive (all other cases)

2B = NAT NF

2N = Transfer to 3C

3C = Forced

Pass = To Play

3A = C Inv

3B = NAT Inv

3N = C GF

3X = Transfer to 3(X+1) when X+1 is not A

3(X+1) = Forced

Pass = To Play

Rest = NAT (X+1) GF

3X = Transfer to 3(X+1) when X+1 is A = 3-suited hand short in A, GF

3S = no 4M, partial stop in A usually length in both minors, GF

3N = Stopper

4m = Better minor

3N = Stopper, To Play

Rumpelsohl Notes:

* Suit length promised depends on context. For instance 1N-(2S)-3D promises 5+ H, but (1S)-X-(2S)-3D promises only 4
* Transfers only apply at 3 level. After 1N opening systems on at 4 level (SA Texas).
* After (1M)-X-(2M) or the like, 4 level bids are fit showing with the other Major promised. For example, (1H)-X-(2H)-4C = 5+C & 4+S, GF

# Other stuff to consider

1. Defense to suction
2. Three way 1N-2D-2H-2S
   1. Normal with H suit
   2. 2 suiter minor
   3. 1 suiter minor
3. Negative free bids after 1C-overcall?
4. Roman Blackwood treatments
5. Gamma off over minors
6. Meckwell transfer positives
   1. 1H shows S, 1S shows H, 1N shows C, 2C shows D, 2D shows bal 8-10
7. Canape after 1C-1D
   1. 1M can be based on a 4 card suit with longer minor
8. 1d-2c = not GF?
9. Advances after Landy overcall to our NT (as well as other overcalls)
10. Transfers when opponents overcall our 1D/1H/1S

Roman Blackwood: If 1 or more new suits are shown for the first time at 4 level (implies mild slam try), cheapest unbid suits (lower for lower and higher for higher if 2 suits are shown) at 5 level is RKC. If there is no fit established, 4n (if partner has already shown min or max within a 2 point range) or cheapest unbid suit at 5 level is Roman blackwood (14, 03, 2) if suit cannot be a playable spot. If both the above options are applicable, lowest unbid suit is RKC and higher unbid suit is Roman blackwood

* 1. Any cheapest unbid suit at 5 level is either Roman blackwood (14, 03, 2) or RKC for suit shown for first time at 4 level (usually after NT opening). Specific king ask and asking 3rd round control will follow after Roman blackwood
  2. Examples (2n below is a 2n call showing strong balanced hands with no other info available i.e. not strong balanced with 5M). Also assume that slam values exist
     1. 2n-3c-3h-4c(5+c, mild slam try)-4n(no interest)-5d = Roman blackwood
     2. 2n-3d-3h-4d-4n(no interest)-5c=Roman blackwood
     3. 2n-3d-3h-4d-5c = RKC for diamonds
     4. 2n-3s-3n-4h-4n(no interest)-5h=Roman blackwood
     5. 2n-3s-3n-4h-5c (fit, no slam interest)-5h = RKC for clubs
     6. 2n-3s-3n-4s-5s = RKC for diamonds
     7. 2n-3n-4c-4h(stiff h)-5c-5d = RKC for clubs
     8. 2n-3n-4c-4s(stiff s)-4n (no slam interest)-5c = Roman blackwood
     9. 1n-2s-2n-4n = Roman blackwood (quant is already known)
     10. After 1n-2c-2s-3c-3n(4.3.3.3), 4n = quant, 5c = Roman blackwood
     11. After 1n-2c-2s-3c-3h(5 spades, min), 4n = Roman blackwood (quant is known)
     12. After 1n-2c-2d-3c-3d-3h-3s(clubs), 4d = KRKC, 4n = quant, 5d = Roman blackwood
     13. 1n-2c-2d-3c-3h-4n=Roman blackwood (quant is known)

Suction defense:

General principle is that we take the single suit implied as their suit. Immediate bid of that suit is bal 8+ without stop; cheap NT = bal with stopper in their suit; we go to the next level to show that suit naturally; new suits are natural

E.g.:

1C-(1D) = H or S+C

Dbl = 5-8

1H = 8+ balanced; no H stop

2H = Natural

1N = 8+ with H stop

1S/2C/2D = natural GF