Chapter 0

Opening Bid

▶	1♣	16HCP+ if unBAL, 17HCP+ if BAL
▶	1♦	(10)11-15HCP 2+♦s
▶	1♥	(10)11-15HCP 5+♥s
▶	1♠	(10)11-15HCP 5+♠s
▶	1NT	13(+)-16HCP BAL
▶	2♣	10-15HCP 6+♣s
▶	2♦	10-15HCP 4414/4405/4315/3415
	2♥	preemptive
	2♠	preemptive
	2NT	20-21HCP BAL
	3X	preemptive 7(6)+ Xs
	3NT	gambling, no outside A or K
	4♣/4♦	preemptive
	4♥/4♠	to play

Chapter 1

1♣ Sequences

West	North	East	South
	1♣	Pass	?

⏮	⬆Top	▶
▶	1♦	0-7HCP, any
▶	1♥	8-11HCP has 5+ suit or any 4441
▶	1♠	8-13/16+HCP, BAL
▶	1NT	12+HCP, 5+♣s
▶	2♣	12+HCP, 5+♦s
▶	2♦	12+HCP, 5+♥s
▶	2♥	12+HCP, 5+♠s
▶	2♠	14-15HCP, BAL, forcing to 4NT
▶	2NT	4441 12+HCP & 4+CTRL
▶	3♣	4414 12+HCP & 4+CTRL
▶	3♦	4144 12+HCP & 4+CTRL
▶	3♥	1444 12+HCP & 4+CTRL

1.1 1♣-1♦ Sequences

West	North	East	South
	1♣	Pass	1♦
Pass	?		

⏮	⬆Top	
▶	1♥	16-21HCP, usually 5+♥ s, NF, could be 4♥(441) or 4♥5+m)
▶	1♠	16-21HCP, usually 5+♠ s, NF, could be 4144 or 4♠5+m)
	1NT	17-19HCP, BAL but more likely to be off-shape

		[R] same as ▶ 1NT opening
2♣/2♦		16-21HCP, 5+♣/♦s, NF, deny 4Ms, usually unbalanced
		[R] 3♥/3♠=5-7HCP, 6+♥/♠s with 2THs
2♥		Kokish relay [R] 2♠
		[O] 2NT=24-25, 3NT=26-27, 4NT=28+, Other=natural with 5+♥
2♠		22+HCP, 5+♠s, GF
2NT		22-23HCP BAL [R] same as ▶ 2NT opening
3♣		22HCP+ 5+♣s, GF
3♦		22HCP+ 5+♦s, deny 4Ms, GF
3♥/3♠		22HCP+ 5+♦s with 4♥/4♠s, GF
3NT		16-19HCP with source of tricks

1.1.1 1♣-1♦; 1♥ Sequences

West	North	East	South
	1♣	Pass	1♦
Pass	1♥	Pass	?

◄◄   ♠Top

▶	1♠	5-7HCP, 4+♠s, normally 0-2♥s
▶	1NT	5-7HCP, 0-2♥s, 0-3♠s, may not be BAL
	2♣	5-7HCP, Drury raise, 3♥s
	2♦	5-7HCP, NAT
	2♥	0-4HCP, 4+♥s or 3♥s with shortness
	2NT	5-7HCP, 4+♥s BAL
	2♠/3♣/3♦	5-7HCP, 6+ with 2 top honors
	3♥	4-7HCP, 4+♥s unBAL
	3♠/4♣/4♦	6-7HCP, splinter
	4♥	0-4HCP, 5+♥s

1.1.1.1 1♣-1♦; 1♥-1♠ Sequences

West	North	East	South
	1♣	Pass	1♦
Pass	1♥	Pass	1♠
Pass	?		

◄◄   ♠Top

	1NT	4-5♥, 0-2♠s, MIN, "catch all"
	2♣	5♥s any, F1, usually unBAL

2♦	6+♥s, MIN/GF [R] 2♥ [O] natural, 4♣/4♦= splinter for ♥
2♥	4♥s5+ms MAX or any 3♠s4♥s5+ms
2♠	4♠s, MIN
2NT	18-20, INV, 0-2♠s, 4♥s possible
3♣/3♦	4♥s 6+♣/♦s, MIN
3♥	6+♥s, INV
3♠	4+♠s, INV
3NT	to play
4♣/4♦	splinter for ♠
4♥/4♠	to play

1.1.1.2   1♣-1♦; 1♥-1NT Sequences

West	North	East	South
	1♣	Pass	1♦
Pass	1♥	Pass	1NT
Pass	?		

⏮   ⏏Top

Pass	MIN
2♣	5♥s, F1, usually unBAL not MIN
2♦	6+♥s, MIN/GF
2♥	4♥s5+ms MAX
2♠	4♠s, 5+♥s, INV+
2NT	18-20, INV, 4♥s possible
3♣/3♦	4♥s 6+♣/♦s, MIN
3♥	6+♥s, INV
3♠/4♣/4♦	splinter for ♥
4♥	to play

1.1.2   1♣-1♦; 1♠ Sequences

West	North	East	South
	1♣	Pass	1♦
Pass	1♠	Pass	?

⏮   ⏏Top

▶ 1NT	4-7HCP, 0-2♥s, 0-3♠s, may not be BAL
2♣	5-7HCP, Drury, 3♠s
2♦/2♥	5-7HCP, NAT

2♠	0-4HCP, 4+♠s or 3♠s with shortness	
2NT	5-7HCP, 4+♠s BAL	
3♣/3♦/3♥	5-7HCP, 6+ with 2 top honors	
3♠	5-7HCP, 4+♠s unBAL	
4♣/4♦/4♥	6-7HCP, splinter	
4♠	0-4HCP, 5+♠s	

1.1.2.1 1♣-1♦; 1♠-1NT Sequences

West	North	East	South
	1♣	Pass	1♦
Pass	1♠	Pass	1NT
Pass	?		

◄◄   ♠Top

2♣	5♠s w/o 4♥s, F1
2♦	5♠s with 4♥s, F1
2♥	6+♠s, MIN/GF
2♠	4♠s5+ms MAX
2NT	18-20, INV, 4♠s possible
3♣/3♦	4♠s 6+♣/♦s, MIN
3♥	5♠s 5♥s, INV
3♠	6+♠s, INV
3NT	to play
4♣/4♦/4♥	splinter for ♠
4♠	to play

1.2   1♣-1♥ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	?		

◄◄   ♠Top

▶	1♠	relay
	1NT	5+♥s
	2♣/2♦	5+♣/♦s
	2♥	5♠s 5♥s+
	2♠	5♠s 5+ms

	3X	7+solid suit, no other side suit

- break the relay only if with good single suiter / 2-suiter. With good ♠ suit start with relay.

1.2.1   1♣-1♥; 1♠ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	?

⏮   ⏏Top

1NT	8-11HCP, 5+♣s [O] see ▶ 1♣-1NT
2♣	8-11HCP, 5+♦s [O] see ▶ 1♣-2♣
2♦	8-11HCP, 5+♥s [O] see ▶ 1♣-2♦
2♥	8-11HCP, 5+♠s [O] see ▶ 1♣-2♥
2NT	8-11HCP or 12+HCP 0-3CTRL, 4441 [O] see ▶ 1♣-2NT
3♣	8-11HCP or 12+HCP 0-3CTRL, 4414 [O] see ▶ 1♣-3♣
3♦	8-11HCP or 12+HCP 0-3CTRL, 4144 [O] see ▶ 1♣-3♦
3♥	8-11HCP or 12+HCP 0-3CTRL, 1444 [O] see ▶ 1♣-3♥
4♣	7+♥s with AK, no ouside A/K/short
4♦	7+♠s with AK, no ouside A/K/short

1.2.1.1   1♣-1♥; 1♠-2♣ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	2♣
Pass	?		

⏮   ⏏Top

2♦	relay
2♥	5+♥s, 0-2♦s
2♠	5+♠s, 0-2♦s
2NT	ask trump
3♣	fit-showing
3♦	♦ fit, ask short
3♥	splinter for ♦
3♠	splinter for ♦
3NT	to play
4♣	splinter for ♦

1.2.1.2 1♣-1♥; 1♠-2♣; 2♦ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	2♣
Pass	2♦	Pass	?

2♥	4+♥s
2♠	4+♠s
2NT	10-11HCP, semiBAL/BAL
3♣	4 or 6♣s
3♦	6+♦s
3♥	5♦s 6♥s
3♠	5♦s 6♠s
3NT	8-9HCP, 5332

1.2.1.3 1♣-1♥; 1♠-2♦ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	2♦
Pass	?		

2♥	relay
2♠	5+♠s, 0-2♥s
2NT	ask trump
3♣	fit-showing
3♦	fit-showing
3♥	♥ fit, ask short
3♠	splinter for ♥
3NT	to play
4♣	splinter for ♥
4♦	splinter for ♥

1.2.1.4 1♣-1♥; 1♠-2♦; 2♥ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	2♦
Pass	2♥	Pass	?

2♠	4+♠s
2NT	10-11HCP, semiBAL/BAL
3♣	4 or 6♣s
3♦	4 or 6♦s
3♥	6+♥s
3♠	5♥s 6♠s
3NT	8-9HCP, 5332

1.2.1.5 1♣-1♥; 1♠-2♥ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	2♥
Pass	?		

2♠	relay
2NT	ask trump
3♣	fit-showing
3♦	fit-showing
3♥	fit-showing
3♠	♠ fit, ask short
3NT	to play
4♣	splinter for ♥
4♦	splinter for ♥
4♥	splinter for ♥

1.2.1.6 1♣-1♥; 1♠-2♥; 2♠ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	2♥
Pass	2♠	Pass	?

2NT	10-11HCP, semiBAL/BAL
3♣	4 or 6♣s
3♦	4 or 6♦s
3♥	4 or 6♥s
3♠	6+♠s
3NT	8-9HCP, 5332

1.2.1.7 1♣-1♥; 1♠-2NT/3♣/3♦/3♥ Sequences

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	2NT/3♣/3♦/3♥
Pass	Relay	Pass	?

+1	8-11HCP, 0-2CTRL
+2	8-11HCP, 3CTRL
+3	8-11HCP, 4CTRL
+4	8-11HCP, 5CTRL
+5	12+HCP, 0-2CTRL
+6	12+HCP, 3CTRL

1.3   1♣-1♠ Sequences

West	North	East	South
	1♣	Pass	1♠
Pass	?		

⏮   ♠Top

1NT	relay ask
2♣	5+♣s, ask support
2♦	5+♦s, ask support
2♥	5+♥s, ask support
2♠	5+♠s, ask support
3♣	7+ solid ♣s, call for cuebid
3♦	7+ solid ♦s, call for cuebid
3♥	7+ solid ♥s, call for cuebid
3♠	7+ solid ♠s, call for cuebid
3NT	to play

1.3.1   1♣-1♠; 1NT Sequences

West	North	East	South
	1♣	Pass	1♠
Pass	1NT	Pass	?

2♣	8-10HCP, w/o 4Ms

		RESPOND: 2♦ = ask, then 2♥ = 2344, 2♠ = 3244, 2NT = 3334, 3♣ = 3343
2♦	8-10HCP, 4♥s 0-3♠s	
2♥	8-10HCP, 4♠s 0-3♥s	
2♠	8-10HCP, 4♥s 4♠s	
2NT	11-13HCP, 4333	
	RESPOND: 3♣ = ask, then respond the suit, 3NT = ♣ suit	
3♣	11-13HCP, 4♣s with another 4 cards suit	
	RESPOND: 3♦ = ask, then respond the other suit, 3NT = ♦ suit	
3♦	11-13HCP, 4♦s 4♥s	
3♥	11-13HCP, 4♥s 4♠s	
3♠	11-13HCP, 4♠s 4♦s	
3NT	16HCP+ 4333	
4♣	16+HCP, 4♣s with another 4 cards suit	
4♦	16+HCP, 4♦s 4♥s	
4♥	16+HCP, 4♥s 4♠s	
4♠	16+HCP, 4♠s 4♦s	

1.3.2 1♣-1♠; 2X Sequences

West	North	East	South
	1♣	Pass	1♠
Pass	2X	Pass	?

+1	8-10HCP < Qxx or xxxx
+2	8-10HCP ≥ Qxx or xxxx
+3	11-13HCP < Qxx or xxxx
+4	11-13HCP ≥ Qxx or xxxx
+5	11-13HCP < Qxx or xxxx
+6	11-13HCP ≥ Qxx or xxxx

1.4 1♣-1NT Sequences

West	North	East	South
	1♣	Pass	1NT
Pass	?		

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	1NT
Pass	?		

2♣	relay, usually 2+♣s
2♦	5+♦s, 0-2♣s
2♥	5+♥s, 0-2♣s
2♠	5+♠s, 0-2♣s
2NT	ask trump
3♣	♣ fit, ask short
3♦	splinter for ♣
3♥	splinter for ♣
3♠	splinter for ♣
3NT	to play

West	North	East	South
	1♣	Pass	1NT
Pass	2♣	Pass	?

West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	1NT
Pass	2♣	Pass	?

2♦	4+♦s
2♥	4+♥s
2♠	4+♠s
2NT	not MIN, semiBAL/BAL waiting
3♣	6+♣s
3♦	5♣s 6♦s
3♥	5♣s 6♥s
3♠	5♣s 6♠s
3NT	MIN, 5332

1.5   1♣-1NT/2♣/2♦/2♥ Sequences

1.6   1♣-2♠ Sequences

2NT relay, responds is the same as 1♣-1♠; 1NT-3X. 3NT = 4333.

1.7 1♣-2NT/3♣/3♦/3♥ Sequences

see 1♣-1♥; 1♠-2NT/3♣/3♦/3♥ sequences.

1.8 Competitive Bidding

West	North	East	South
	1♣	Dbl	?

◀◀   ♠Top

	Pass	0-4 any
	1♦	5-7 any
	Other	5cd+ NAT GF

West	North	East	South
	1♣	1X	?

◀◀   ♠Top

	Pass	0-4 any
	Dbl	5+
	New Suit	5cd+ NAT GF
	1NT	8+ with stopper. Opener 2♣=Stayman, new suits = ask support
	Cuebid 2lv	only if real suits shown by the overcall. 4oM GF
	Cuebid 3lv	only if real suits shown by the overcall. 4441.

West	North	East	South
	1♣	2♣-2♥	?

◀◀   ♠Top

	Pass	0-6 any
	Dbl	7+
	2NT	8+ with stopper. Opener new suits = NAT, cuebid = Stayman
	New Suit	5cd+ NAT GF
	Cuebid	only if real suits shown by the overcall. 4oM GF

West	North	East	South
	1♣	2♠+	?

◀◀   ♠Top

Pass	0-7 any
Dbl	8+ GF
New Suit	5cd+ NAT GF
Cuebid	only if real suits shown by the overcall. 4oM GF

West	North	East	South
	1♣	4♥+	?

Pass	Forcing (except white vs. red')

Chapter 2

1♦ Sequences

West	North	East	South
	1♦	Pass	?

⏮	⏫Top	▶ Competitive Bidding Notes
▶	1♥	4+♥s, F1
▶	1♠	4+♠s, F1
▶	1NT	7-10HCP BAL
▶	2♣	Natural INV+ or GF BAL
▶	2♦	5+♦s, INV+
	2♥	5♠ 4+♥ pass/correct
	2♠	5♠ 4♥ INV
	2NT	11+HCP BAL INV
	3♣	both minors preemptive, 55+ or 46+
	3♦/3♥/3♠	preemptive
	3NT	to play
	4♣/4♦	preemptive
	4♥/4♠	to play

2.1   1♦-1♥ Sequences

West	North	East	South
	1♦	Pass	1♥
Pass	?		

⏮	⏫Top	
▶	1♠	4+♠, could be BAL (xyz on)

▶	1NT		11-13HCP BAL or semi-BAL e.g. 22(45), 31(45)
▶	2♣		(31)(54), 22(54) or 55+ minors
▶	2♦		11-13HCP 6+♦s
	2♠		14-15HCP at least 5♠ and 6♦
			[R] 3♣=art GF, other=NF
	3♣		14-15HCP 5+♦s 5+♣s
	3♦		14-15HCP 6+♦s 0-2♥s
	3NT		tricks (usually solid ♦)

	BIDS SHOWING ♥ FIT	
▶	2♥	❶ 4+♥ -OR- ❷ 3+♥ with shortness
	2NT	14-15HCP, 6+♦ and 3♥
		[R] 3♣=art GF, other=NF
	3♥	14-15HCP, 4♥s unBAL
	3♠/4♣	MAX, Splinter
	4♦	MAX, fit-showing
	4♥	4+♥, MIN with extreme shape

2.1.1 1♦-1♥; 1♠ Sequences

West	North	East	South
	1♦	Pass	1♥
Pass	1♠	Pass	?

◀◀	⬣Top	
	1NT	NAT, NF
	2♣	xyz relay [O] 2♦. [R] Mostly natural INV. 3♣/3♦=4♥5m INV
		[R] 3NT=5♥(332), pick a game. 4♣/4♦=splinter for ♥
	2♦	xyz, GF
	2♥/2♠	NF
	2NT	xyz relay [O] 3♣ [R] Pass=weak ♣. 3♦=4♥5♦, GF. other=4♥5♣, GF
	3♣/3♦	5♥5+♣/♦, GF
	3♥	solid ♥, Slam interest
	3♠	4♠, Slam interest
	3NT	to play
	4♣/4♦	splinter for ♠
	4♥/4♠	to play
	4NT	qINV

2.1.2 1♦-1♥; 1NT Sequences

same as 1♦-1♥; 1♠ except:

West	North	East	South
	1♦	Pass	1♥
Pass	1NT	Pass	?

⏮   ♠Top

2♣	xyz relay [O] 2♦. [R] Mostly natural INV.
	[R] 2♠=5♠6♥, mild INV. 3♠=5♠6♥, pick a game
2♠	5♠6♥ GF
3♠/4♣/4♦	splinter for ♥

2.1.3 1♦-1♥; 2♣ Sequences

West	North	East	South
	1♦	Pass	1♥
Pass	2♣	Pass	?

⏮   ♠Top

2♦/2♥	NF
2♠	4th suit GF [O] natural
2NT	INV, may have 5♥
3♣/3♦	4+♣/♦s, INV
3♥	6+♥s, INV
3♠	splinter for ♣
3NT	to play
4♣/4♦	4+♣/♦s, GF
4♥	to play
4NT	qINV

2.1.4 1♦-1♥; 2♦ Sequences

West	North	East	South
	1♦	Pass	1♥
Pass	2♦	Pass	?

2♥	NF
2♠	art GF
2NT	INV, may have 5♥
3♣	5♥4+♣s, GF
3♦	3+♦s, INV
3♥	6+♥s, INV
3♠	splinter for ♦
3NT	to play
4♣	splinter for ♦
4♦	4+♦s, GF
4♥	to play
4NT	qINV

2.1.5   1♦-1♥; 2♥ Sequences

West	North	East	South
	1♦	Pass	1♥
Pass	2♥	Pass	?

2♠	relay to [O] 2NT [R] 3♣/3♦/3♥= short suit game try
2NT/3♣/3♦	help suit game try ♠/♣/♦

2.2   1♦-1♠ Sequences

West	North	East	South
	1♦	Pass	1♠
Pass	?		

▶	1NT	11-13HCP BAL or semi-BAL e.g. 14(53), 13(54), 24(52), 22(54)
▶	2♣	54+ minors or (14)44
▶	2♦	11-13HCP 5+♦s
	2♥	14-15HCP 4♥5+♦s [R] same as reverse
	3♣	14-15HCP 5+♦s 5+♣s
	3♦	14-15HCP 6+♦s 0-2♠s

3NT	tricks (usually solid ♦)

	BIDS SHOWING ♠ FIT
2♠	❶ 4+♠ -OR ❷ 3+♠ with shortness
2NT	14-15HCP 6+♦ and 3♠
	[R] 3♣=art GF, other=NF
3♠	14-15HCP 4♠s unBAL
4♣	MAX, splinter
4♦	MAX, fit-showing
4♥	MAX, splinter
4♠	4+♠, MIN with extreme shape

2.2.1   1♦-1♠; 1NT Sequences

West	North	East	South
	1♦	Pass	1♠
Pass	1NT	Pass	?

2♣	xyz relay [O] 2♦. [R] Mostly natural INV. 3♣/3♦=4♠5m INV
	[R] 3NT=5♠(332), pick a game.
2♦	xyz, GF
2♥	5♠+4♥NF
2♠	NF
2NT	xyz relay [O] 3♣ [R] Pass=weak ♣. 3♦=4♠5♦, GF. other=4♠5♣, GF
3♣/3♦/3♥	5♠+5X GF
3♠	6+♠, slam interest
3NT	to play
4♣/4♦/4♥	splinter for ♠
4♠	to play

2.2.2   1♦-1♠; 2♣ Sequences

West	North	East	South
	1♦	Pass	1♠
Pass	2♣	Pass	?

2♦	to play

2♥	4th suit GF [O] natural
2♠	to play
2NT	INV, may have 5♠
3♣/3♦	4+♣/♦s, INV
3♥	5♠+5♥ INV
3♠	6+♠, INV
3NT	to play
4♣/4♦	4+♣/♦s, GF
4♥	splinter for ♣
4♠	to play
4NT	Q-INV

2.2.3   1♦-1♠; 2♦ Sequences

West	North	East	South
	1♦	Pass	1♠
Pass	2♦	Pass	?

⏮   ♠Top

2♥	art GF
2♠	NF
2NT	INV, may have 5♠
3♣	5♠4+♣ GF
3♦	3+♦ INV
3♥	5♠+5♥ INV
3♠	6+♠ INV
3NT	to play
4♣	splinter for ♦
4♦	4+♦s, GF
4♥	splinter for ♦
4♠	to play
4NT	Q-INV

2.3   1♦-1NT Sequences

West	North	East	South
	1♦	Pass	1NT
Pass	?		

2♣	4+♣ NF ❶ 44+ minors ❷ MAX with (41)35 (42)25
2♦	5+♦ NF
2♥/2♠	reverse with ♦+♥/♠
2NT	6+♦ MAX NT-oriented
3♣	5+♣ 5+♦ MAX
3♦	6+♦ MAX ♦-oriented
3♥/3♠	6+♦ self-splinter

2.4   1♦-2♣ Sequences

West	North	East	South
	1♦	Pass	2♣
Pass	?		

2♦	❶ 5+♦ ❷ 4441♣
2♥/2♠	strength, usually 4+ suit
2NT	11-13HCP, BAL
3♣	4+♣ support
3♦	MAX, solid ♦
3♥/3♠	splinter

2.5   1♦-2♦ Sequences

West	North	East	South
	1♦	Pass	2♦
Pass	?		

2♥/2♠	strength, forcing to 2NT or 3♦
2NT	11-13HCP, BAL, NF
3♣	(54+) minors, forcing to 3♦
3♦	11-13HCP, unBAL 4+♦s, NF

3♥/3♠/4♣   splinter

2.6 Competitive Bidding

2.6.1 1♦-(Dbl) Sequences

West	North	East	South
	1♦	Dbl	?

◀◀   ⏫Top

Pass	could be strong, subsequent Dbl = strength
Rdbl	4+♥ [O] 1♥=3 cards, 2♥=4 cards [R] new suit = F1
1♥	4+♠ [O] 1♠=3 cards, 2♠=4 cards [R] new suit = F1
1♠	5+♣ [O] 1NT=BAL MIN, 2♣=3+♣ MIN [R] ♣ rebid=NF, other suit=F
1NT	NAT NF
2♣	4+♦ simple raise or better
2♦	6+♥ INV+
2♥	6+♠ INV+
2♠	both minors constructive+
3♣	both minors preemptive
3♦/3♥/3♠	NAT preemptive

2.6.2 1♦-(1♥) Sequences

West	North	East	South
	1♦	1♥	?

◀◀   ⏫Top

Dbl	4+♠ [O] 1♠=3 cards, 2♠=4 cards
1♠	0-3♠s, takeout
1NT	NAT NF
2♣	4+♦ simple raise or better
2♦	5+♣ INV+ forcing to 3♣
2♥	6+♠ INV+
2♠	both minors constructive+
2NT	NAT INV
3♣	both minors preemptive
3♦/3♠	NAT preemptive
3♥	asking for stopper

2.6.3   1♦-(1♠) Sequences

West	North	East	South
	1♦	1♠	?

Dbl	Takeout, usually 4♥s
1NT	NAT NF
2♣	4+♦ simple raise or better
2♦	5+♥ does not promise rebid
2♥	5+♣ INV+ forcing to 3♣
2♠	both minors constructive+
2NT	NAT INV
3♣	both minors preemptive
3♦/3♥	NAT preemptive
3♠	asking for stopper

2.6.4   1♦-(1NT=natural) Sequences

West	North	East	South
	1♦	1NT	?

Dbl	penalty
Other	multi-Landy

2.6.5   1♦-(2♣) Sequences

West	North	East	South
	1♦	2♣	?

Dbl	Takeout
2♦	5+♥, does not promise rebid
2♥	5+♠, does not promise rebid
2♠	5+♦, limit raise or better
2NT	NAT INV
3♣	5-5 Major INV+
3♦/3♥/3♠	NAT preemptive

2.6.6　1♦-(2♦=majors) Sequences

West	North	East	South
	1♦	2♦	?

⏮　　　▲Top　　　<u>unusual vs. unusual here</u>

Dbl	strength, subsequent Dbl=takeout, forcing up to 3♦
2♥	5+♣, INV+
2♠	5+♦, limit raise or better
2NT	NAT INV
3♣	6+♣ NF
3♦	5+♦ NF
3♥/3♠	4+♦ Splinter

2.6.7　1♦-(2♥) Sequences　NEEDS REVIEW

West	North	East	South
	1♦	2♥	?

⏮　　　▲Top

Dbl	Takeout
2♠	5+♠, NF – treat as 1NT-(2♥)-2♠
2NT	5+♣, INV+. If GF then NT-oriented
3♣	5+♦, INV+
3♦	both minors GF, short ♥
3♥	5+♠, INV+
3♠	5+♣, GF, not NT-oriented

2.6.8　1♦-(2♠) Sequences　NEEDS REVIEW

West	North	East	South
	1♦	2♠	?

⏮　　　▲Top

Dbl	Takeout
2NT	5+♣, INV+. If GF then NT-oriented
3♣	5+♦, INV+
3♦	5+♥, INV+
3♥	both minors GF, short ♠
3♠	5+♣, GF, not NT-oriented

2.6.9 1♦-(2NT=♥+♣) Sequences <mark>NEEDS REVIEW</mark>

West	North	East	South
	1♦	2NT	?

Dbl	strength, subsequent Dbl=takeout, forcing up to 3♦
3♣	5+♦, limit raise or better
3♦	5+♦, NF
3♥	5+♠, GF
3♠	6+♠, NF
3NT	to play
4♣/4♥	splinter
4♦	preemptive
4♠	to play

Chapter 3

1M Sequences

West	North	East	South
	1♥	Pass	?

⏮   ⏫Top   ▶

▶	1♠	5+HCP, 4+♠s, forcing
	1NT	semi-forcing
	2♣	5+♣ or BAL(2+♣) GF
	2♦	5+♦ GF
	2♥	7-10HCP, 3+♥
	2♠	6+♠s, preemptive
▶	2NT	4+♥s, slam interest
	3♣	4+♥s INV [O] 3♥=NF
	3♦	4+♥s mixed [O] 3♥=NF
	3♥	4+♥s preemptive
	3♠/4♣/4♦	12+HCP, splinter
	3NT	3♥(334), pick a game
	4♥	3+♥s, wide range, no slam interest

West	North	East	South
	1♠	Pass	?

⏮   ⏫Top

1NT	semi-forcing
2♣	5+♣ or BAL(2+♣) GF
2♦/2♥	5+♦/♥ GF

	2♠	7-10HCP, 3+♠
▶	2NT	4+♠s, slam interest
	3♣	4+♠s INV [O] 3♠=NF
	3♦	4+♠s mixed [O] 3♠=NF
	3♥	6+♥s INV [O] 3♠=NF
	3♠	4+♠s preemptive
	3NT	3♠(334), pick a game
	4♣/4♦/4♥	12+HCP, splinter
	4♠	3+♠s, wide range, no slam interest

3.1   1♥-1♠ Sequences

West	North	East	South
	1♥	Pass	1♠
Pass	?		

◄◄	▲Top	
▶	1NT	MIN BAL or semi BAL
	2♣/2♦	4♣/♦ any strength or 5+♣/♦ MIN
	2♥	6+♥ MIN
	2♠	4+♠ MIN
	2NT	6♥3♠MAX [R] 3♣=Lebensohl, Other=GF
	3♣/3♦	5+♣/♦ MAX
	3♥	6+♥ good suit, MAX
	3♠	4+♠ MAX
	3NT	to play, solid ♥s
	4♣/4♦	MAX, 4+♠s, splinter
	4♥/4♠	to play

3.1.1   1♥-1♠; 1NT Sequences

West	North	East	South
	1♥	Pass	1♠
Pass	1NT	Pass	?

◄◄	▲Top	
	2♣	xyz relay [O] 2♦. [R] Mostly natural INV.

	[R] 3NT=5♠2♥33, pick a game. 4♣/4♦=self splinter
2♦	xyz, GF
2♥/2♠	to play
2NT	weak relay [O] 3♣
3♣/3♦	5♠5+m, GF
3♥/3♠	NAT, slam interest
3NT	to play
4♣/4♦	self splinter
4♥/4♠	to play
4NT	qINV

3.2 1♥-2NT Sequences

West	North	East	South
	1♥	Pass	2NT
Pass	?		

⏮   ♠Top

3♣	any MIN [R] ▶ 3♦=ask
3♦	MAX, no shortness [R] 3♥=ask [O] same as 3♣-3♦
3♥	MAX, 0-1♣
3♠	MAX, 0-1♦
3NT	MAX, 0-1♠
4♣/4♦	5+good ♣/♦ 2+ out of AKQ

West	North	East	South
	1♥	Pass	2NT
	3♣	Pass	3♦
Pass	?		

⏮   ♠Top

3♥	has shortness [R] 3♠=ask [O] LMH
3♠	no shortness 6+♥s
3NT	no shortness 5332 or NT-ish 5422/6322
4♣/4♦	no shortness, cuebids
4♥	no shortness, worst hand

27

3.3 1♠-2NT Sequences

West	North	East	South
	1♠	Pass	2NT
Pass	?		

◄◄   ♠Top

3♣	any MIN [R] ▶ 3♦=ask
3♦	MAX, no shortness [R] 3♥=ask [O] same as 3♣-3♦
3♥	MAX, 0-1♣
3♠	MAX, 0-1♦
3NT	MAX, 0-1♠
4♣/4♦/4♥	5+good ♣/♦/♥ 2+ out of AKQ

West	North	East	South
	1♠	Pass	2NT
	3♣	Pass	3♦
Pass	?		

◄◄   ♠Top

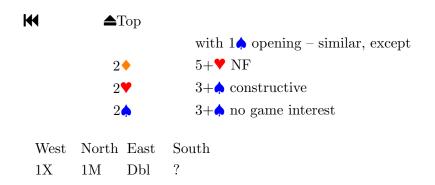|	
3♥	has shortness [R] 3♠=ask [O] LMH
3♠	no shortness 6+♠s
3NT	no shortness 5332 or NT-ish 5422/6322
4♣/4♦/4♥	no shortness, cuebids
4♠	no shortness, worst hand

3.4 Competitive Bidding

3.4.1 1M-(Dbl) Sequences

West	North	East	South
	1♥	Dbl	?

◄◄   ♠Top

RDbl	good hand 0-3♥
1♠	NAT F1

1NT		5+♣ NF
2♣		5+♦ NF
2♦		3+♥ constructive
2♥		3+♥ no game interest
2NT		4+♥ limit raise
3♥		4+♥ mixed raise
4♥		3+♥ wide range

West	North	East	South
	1♠	Dbl	?

with 1♠ opening – similar, except

2♦		5+♥ NF
2♥		3+♠ constructive
2♠		3+♠ no game interest

West	North	East	South
1X	1M	Dbl	?

when 1M is an overcall – similar, except

3X		4+M mixed raise
3M		4+M preemptive

Chapter 4

1NT Sequences

West	North	East	South
	1NT	Pass	?

⏮		⏏Top		▶ **Competitive Bidding Notes**
▶		2♣		Stayman, promises 4 majors, includes 44(41) 44(05) GF hands
▶		2♦		transfer to 2♥, could be 4♥s INV
				[O] non-2♥= superaccept
▶		2♥		transfer to 2♠, could be 4♠s INV
				[O] non-2♠= superaccept
▶		2♠		size asking, BAL INV+ or ♣ oriented hands
				[O] 2NT=MIN, 3♣=MAX
▶		2NT		puppet Stayman GF, includes (31)(54) (41)44 or (40)(54)
				[O] 3♣=no 5 major, 3M=5M
		3♣		weak ♦ or strong ♦ with short major or no short
				[O] 3♦ [R] 3M=short, 3NT=no short
		3♦		6+♦ short ♣
		3♥/♠		5+/5+ minors, short ♥/♠
		3NT		to play
		4♣		gerber [O] 04/1/2/3
		4♦		transfer to 4♥
		4♥		transfer to 4♠
		5♣/5♦		to play

4.1   1NT-2♣ Sequences

West	North	East	South

		1NT	Pass	2♣
Pass	?			

▶	2♦	w/o 4Ms
▶	2♥	4-5♥s, could be 4-4 in majors
▶	2♠	4-5♠s, 3-♥s

4.1.1 1NT-2♣; 2♦ Sequences

West	North	East	South
	1NT	Pass	2♣
Pass	2♦	Pass	?

2♥	weak majors, p/c
2♠	5♠s, INV
2NT	transfer to 3♣, weak or strong
3♣	transfer to 3♦, weak or strong
3♦	55+ majors, INV+
3♥	4♥s 5♠s, GF
3♠	4♠s 5♥s, GF
3NT	to play
4♦	delayed Texas, 6+♥s 4♠s, transfer to 4♥
4♥	delayed Texas, 6+♠s 4♥s, transfer to 4♠
4NT	Q-INV

4.1.2 1NT-2♣; 2♥ Sequences

West	North	East	South
	1NT	Pass	2♣
Pass	2♥	Pass	?

2♠	5♠s, INV
2NT	transfer to 3♣, weak or strong. [O] may bid 3♠

3♣	transfer to 3♦, weak or strong. [O] may bid 3♠
3♦	55+ majors, INV+
	[O] 3♥=worst hand, 4m=Ace SI, 4♥=decent
3♥	BAL 4+♥s, SI
3♠	shortness, SI
3NT	to play, promises 4♠s
4♣	shortness, SI
4♦	shortness, SI
4♥	to play
4NT	Q-INV

4.1.3 1NT-2♣; 2♠ Sequences

West	North	East	South
	1NT	Pass	2♣
Pass	2♠	Pass	?

⏮   ♠Top

2NT	transfer to 3♣, weak or strong
3♣	transfer to 3♦, weak or strong
3♦	55+ majors, INV+
	[O] 3♠=worst hand, 4m=Ace SI, 4♠=decent
3♥	5♠s BAL INV
3♠	BAL 4+♠s, SI
3NT	to play, promises 4♥s
4♣	shortness, SI
4♦	shortness, SI
4♥	shortness, SI
4♠	to play
4NT	Q-INV

4.2 1NT-2♦; 2♥ Sequences

West	North	East	South
	1NT	Pass	2♦

Pass   2♥   Pass   ?

⏮   ⬆Top

2♠	4+♥s, 0-3♠s, INV
	[O] 2NT = 2-3♥ MIN, 3♣=3♥ GF, 3♥=4+♥ MIN, 3NT=2-3♥ p/c
	[R] 3♥=6+♥s INV
2NT	4+♥s, 4♠s, INV
	[O] 3♣=3♥ GF
3♣	5+♥s, 4+♣s, GF
3♦	5+♥s, 4+♦s, GF, short ♣ or no short
3♥	5+♥s, 4+♦s, GF, short ♠
3♠/4♣/4♦	splinter for ♥
3NT	5+♥s, p/c
4♥	to play, mild slam interest
4NT	quantitative INV

4.3   1NT-2♥; 2♠ Sequences

West	North	East	South
	1NT	Pass	2♥
Pass	2♠	Pass	?

⏮   ⬆Top

2NT	0-3♥s, 4♠s, INV
3♣	5+♠s, 4+♣s, GF
3♦	5+♠s, 4+♦s, GF, short ♣ or no short
3♥	5+♠s, 4+♦s, GF, short ♥
3♠	6+♠ INV
3NT	5+♠s, p/c
4♣/4♦/4♥	splinter for ♠
4♠	to play, mild slam interest
4NT	quantitative INV

4.4   1NT-2♠ Sequences

West	North	East	South

	1NT	Pass	2♠
Pass	2NT	Pass	?

West	North	East	South
	1NT	Pass	2♠
Pass	3♣	Pass	?

◄◄   ▲Top

Pass/3♣	weak ♣, to play
3♦	6+♣ GF, ♦ short or no short
	[O] 3♥=ask, [R] 3♠=♦ short, 3NT=no short
3♥	6+♣ GF, ♥ short
3♠	6+♣ GF, ♠ short
3NT	to play, originally a QINV
4♣/4♦	2245m, SI

4.5   1NT-2NT; 3♣ Sequences

West	North	East	South
	1NT	Pass	2NT
Pass	3♣	Pass	?

◄◄   ▲Top

3♦	(31)(54) [O] 3♥=ask shortness
	[R] 3♠=31(54) any strength. 3NT=13(54) NF. 4♣/4♦=1345/1354 slam interest
3♥	4♠s 0-3♥s
3♠	4♥s 0-3♠s
3NT	to play
4♣/4♦	(332)5m, SI
4NT	(23)44, SI

4.6   Competitive Bidding

4.6.1   1NT-(Dbl) Sequences

West	North	East	South

1NT	Dbl	?	

West	North	East	South
	1NT	Pass	Pass
Dbl	Pass	Pass	?

- System on if Dbl=artificial. [R] RDbl=penalty.

- Runout system on only if Dbl=PENALTY.

⏮   ⏏Top

Pass	NF
	[O] RDbl=opener has a 5 card suit
RDbl	relay to 2♣, unknown 5+ single suit
2♣	4-4+♣s and another
2♦	4-4+♦s and a major
2♥	4+♥s and 4+♠s
2♠	5+♠s INV

4.6.2   1NT-(2♣) Sequences

West	North	East	South
	1NT	2♣	?

- SYSTEM ON, Dbl=Stayman. Except:

- when 2♣=majors:

⏮   ⏏Top

Dbl	Penalize at least one suit
2♦	5+♦ NF
2♥	minors, competitive to 3m
2♠	minors, INV+
2NT	relay [O] 3♣ [R] Pass=weak, 3X=♣ with X shortness, GF
3♣	5+♦ INV+
3♦	minors short ♥ GF
3♥	minors short ♠ GF
3♠	6+♣ no shortness GF

3NT	to play
4♦/4♥	texas

4.6.3   1NT-(2♦) Sequences

West	North	East	South
	1NT	2♦	?

- when 2♦=♦ or ♦+unknown suit:

◀◀   ♠Top

Dbl	takeout. subsequent Dbl=penalty
2♥	5+♥ NF
2♠	5+♠ NF
2NT	relay [O] 3♣ [R] Pass=weak, 3♦=♥ canape, 3♥=♠ canape, 3♠=6+♣ no ♦ stopper
3♣	4-4+ Majors GF unbalanced Stayman
	[O] 3♦=no 4 Major [R] 3M=4M5oM, 3NT=to play, 4♣=5-5+ Slam interest, 4♦/4♥
	[O] 3M=4M
3♦	5+♥ INV+
3♥	5+♠ INV+
3♠	half stopper
3NT	to play
4♣	5-5 Majors, no slam interest
4♦/4♥	texas

- when 2♦=unknown major:

◀◀   ♠Top

Dbl	strength, subsequent Dbl=takeout
2♥	5+♥ to play
2♠	5+♠ to play
2NT	relay [O] 3♣ weak/strong
3♣	relay [O] 3♦ weak/strong
3♦	5+♥ INV+
3♥	5+♠ INV+
3♠	6+♣ GF
3NT	to play
4♦/4♥	texas

- when 2♦=majors:

Dbl	Penalize at least one suit
2♥	minors, competitive to 3m
2♠	minors, INV+
2NT	relay [O] 3♣ weak/strong
3♣	relay [O] 3♦ weak/strong
3♦	minors short ♥ GF
3♥	minors short ♠ GF
3♠	6+♣ no shortness GF
3NT	to play
4♦/4♥	texas

4.6.4   1NT-(2♥) Sequences

West	North	East	South
	1NT	2♥	?

Dbl	takeout
2♠	5+♠ NF
2NT	relay [O] 3♣
	[R] Pass=weak ♣
	[R] 3♦=no ♥ stopper GF
	[R] 3♥=4♠ GF
	[R] 3♠=minors no stopper GF
	[R] 3NT=has stopper
3♣	relay [O] 3♦
	[R] Pass=weak ♦
	[R] 3♥=4♠ GF
	[R] 3♠=no ♥ stopper GF
	[R] 3NT=has stopper
3♦	4144 or 40(54) GF
	[O] 3♥=0-3♠ waiting, 3♠=4♠, 3NT=suggest to play
3♥	5+♠ INV+
3♠	no ♥ stopper GF, usually minors
3NT	to play

4♣	5♠5+♦, pick a game
4♦	5♠5+♣, pick a game
4♥	Texas transfer

4.6.5 1NT-(2♠) Sequences

West	North	East	South
	1NT	2♠	?

Dbl	takeout
2NT	relay [O] 3♣
	[R] Pass=weak ♣, 3♦=weak ♥
	[R] 3♥=no ♠ stopper GF
	[R] 3♠=4♥ GF
	[R] 3NT=has stopper
3♣	relay [O] 3♦
	[R] Pass=weak
	[R] 3♥=no ♠ stopper GF
	[R] 3♠=4♥ GF
	[R] 3NT=has stopper
3♦	5+♥ INV+
3♥	no ♠ stopper GF, usually minors
3♠	1444 or 04(54) GF
3NT	to play
4♣	5♥5+♦, pick a game
4♦	5♥5+♣, pick a game
4♥	Texas transfer

4.6.6 1NT-(2NT) Sequences

2NT=♣+♦

West	North	East	South
	1NT	2NT	?

Dbl	strength, subsequent Dbl=penalty

3♣	54+Majors INV+
3♦	5+♥ INV+
3♥	5+♠ INV+
3NT	to play
4♣	55+ Majors GF
4♦/4♥	Texas transfer

4.6.7 1NT-(3X) Sequences

West	North	East	South
	1NT	3♣	?

⏮	♠Top
Dbl	strength, subsequent Dbl=penalty
3♦	5+♥ INV+
3♥	5+♠ INV+
3♠	6+♦ GF
3NT	to play
4♣	55+ Majors GF
4♦/4♥	Texas transfer

West	North	East	South
	1NT	3♦	?

⏮	♠Top
Dbl	strength, subsequent Dbl=penalty
3♥	5+♠ INV+
3♠	5+♥ GF
3NT	to play
4♣	55+ Majors GF
4♦/4♥	Texas transfer

- Texas on over 3♦ or lower.
  If they show a minor, 4♣=majors GF, 4♦/4♥=Texas.

If they show a major, 4♣=5♦5oM, 4M-1=5♣5oM, 4oM-1=Texas, 4♠=extreme shape minors

- Natural vs. overcall 3♥ or higher.

4.6.8 4th Seat Interruption (Stayman)

West	North	East	South
	1NT	Pass	2♣
Dbl	?		

Pass	no stopper
RDbl	suggest to play
	shows ♣ stopper,
2♦/2♥/2♠	system ON.

West	North	East	South
	1NT	Pass	2♣
Dbl	Pass	Pass	?

West	North	East	South
	1NT	Pass	2♣
Dbl	RDbl	Pass	?

RDbl/Pass	re-Stayman, GF
Pass/Rdbl	penalty
2♦	♦+♥+♠ p/c -OR- weak ♦[O] may correct to 2M. [R] may correct to 3♦ again.
2♥	♥+♠ p/c
2♠	exactly 5♠ INV

West	North	East	South
	1NT	Pass	2♣
2X	?		

| Dbl | Penalty oriented |

4.6.9 4th Seat Interruption (Transfer)

West	North	East	South
	1NT	Pass	2♦
Dbl	?		

◄◄   ♠Top

Pass	0-2♥
RDbl	3+♥ no stopper
2♥	3+♥ shows ♦ stopper, system ON
3♦	super accept, invite partner to bid 3 or 4♥
Other	super accept, may or may not have stopper

West	North	East	South
	1NT	Pass	2♦
Dbl	Pass	Pass	?

◄◄   ♠Top

Pass	to play 2♦ doubled
RDbl	re-Transfer, system ON (weak or no stopper)
2♥	5+♥ 0-3♠ INV, shows stopper
2♠	4-5♥ 4♠ INV, shows stopper [O] Pass/2NT=decline, 3♣=3♥accept, 3♦=4+♥accept
2NT	4♥ 0-3♠ INV, shows stopper [O] 3♣=3♥accept, 3♦=4+♥accept.
3♣	NAT GF
3♦	splinter GF
3♥	6♥ INV
3NT	to play
4♥	6♥ Slam interest

Chapter 5

2♣ Sequences

West	North	East	South
	2♣	Pass	?

⏮		⏏Top	▶ **Competitive Bidding Notes**
▶		2♦	artificial asking, at least constructive 3♣ raise
		2♥/2♠	5+♥/♠, NF
			[O] 2NT=const., 3♣=correct, 3♦=MAX with 2M, 3M=3+M INV
▶		2NT	transfer to 3♣
▶		3♣	transfer to 3♦
		3♦/3♥/3♠	6+♦/♥/♠, INV
		3NT	to play
		4♣	preemptive
		4♦	RKCB for ♣
		4♥/4♠	to play

5.1 2♣-2♦ Sequences

West	North	East	South
	2♣	Pass	2♦
Pass	?		

⏮		⏏Top	
▶		2♥	4+♥s
▶		2♠	4+♠s
		2NT	MAX (322)6 or 2227

3♣	10-13HCP deny 4Ms
3♦	MAX 0-1 or 4+♦s
	[R] 3♥=relay [O] 3♠= 4+♦. Other= 0-1♦ NAT
3♥	MAX 0-1♥
3♠	MAX 0-1♠
3NT	14-15HCP, solid 6+♣s, usually BAL

5.1.1 2♣-2♦; 2♥ Sequences

West	North	East	South
	2♣	Pass	2♦
Pass	2♥	Pass	?

⏮	♠Top	
	2♠/3♦	5+♠/♦, GF
	2NT	relay asking
		[O] 3♣=MIN, any [R] 3♥ = ♥ INV, other = ♣ GF
		[O] 3♦/3♠=short, GF. 3♥=5+♥, GF
	3♣	3+♣s, constructive
	3♥	4+♥s, GF
	3♠/4♣/4♦	splinter for ♥
	3NT	to play

5.1.2 2♣-2♦; 2♠ Sequences

West	North	East	South
	2♣	Pass	2♦
Pass	2♠	Pass	?

⏮	♠Top	
	2NT	relay asking
		[O] 3♣=MIN, any [R] 3♠ = ♠ INV, other =♣ GF
		[O] 3♦/3♥=short, GF. 3♠=5+♠, GF
	3♣	3+♣s, constructive
	3♦/3♥	5+♦/♥s, GF
	3♠	4+♠s, GF
	3NT	to play
	4♣/4♦/4♥/4♠	splinter for ♠

5.2 2♣-2NT Sequences

West	North	East	South
	2♣	Pass	2NT
Pass	3♣	Pass	?

⏮   ♠Top

Pass	6-8HCP, preemptive
3♦	5+♦s 5+♥s, GF
3♥	5+♥s 5+♠s, GF
3♠	5+♠s 5+♦s, GF
3NT	15-17HCP, BAL, ♣ fit with mild slam interest
4♣	♣ fit, demand cuebid
4♦/4♥/4♠	exclusion blackwood

5.3 2♣-3♣ Sequences

West	North	East	South
	2♣	Pass	3♣
Pass	3♦	Pass	?

⏮   ♠Top

Pass	weak ♦ to play
3♥	5+♥s 5+♠s, INV
3♠	6+♦ solid suit, call for cuebid
3NT	BAL 6+♦ with mild slam interest

5.4 Competitive Bidding

5.4.1 2nd Seat Overcall

West	North	East	South
	2♣	Dbl	?

⏮   ♠Top

RDbl	Strength, forcing to 3♣, subsequent Dbl=takeout

2NT	constructive ♣ raise
3♣	competitive ♣ raise
Other	system on

West	North	East	South
	2♣	2X	?

⏮   ♠Top

Dbl	takeout [O] 2NT=MAX
2NS	NAT F1
2NT	NAT INV
3♣	to play
3NS	NAT GF
3X	♣ fit, GF
3JS	Preemptive
4X	splinter

West	North	East	South
	2♣	3X	?

⏮   ♠Top

Dbl	takeout
3NS/4NS	NAT GF
4♣	constructive
4X	♣ fit, GF
4NT	NAT INV

5.4.2 4th Seat Overcall

West	North	East	South
	2♣	Pass	Pass
Dbl	?		

⏮   ♠Top

RDbl	Strength, subsequent Dbl=penalty, does not promise rebid
2NT	source of tricks

West	North	East	South
	2♣	Pass	2♦
Dbl	?		

Pass	MIN, bad suit
RDbl	MAX BAL no ♦ stopper
2NT	MAX BAL has ♦ stopper
3♣	MIN, good suit
Other	system on

West	North	East	South
	2♣	Pass	2♦
2♥	?		

Pass	MIN catch-all
RDbl	MAX catch-all, forcing to 3NT or 4♣
2♠	system on
2NT	MAX has ♥ stopper
3♣	MIN, good suit
3♦	MAX 4+♦
3♥	MAX 0-1♥, single suit ♣
3♠	MAX NAT

West	North	East	South
	2♣	Pass	2♦
2♠	?		

Pass	MIN catch-all, may have 4♥[R] Dbl=takeout
RDbl	MAX catch-all, forcing to 3NT or 4♣
2NT	MAX has ♠ stopper
3♣	MIN, good suit
3♦/4♦	MAX 4+♦/♥
3♠	MAX 0-1♠, single suit ♣

Other   system on

Chapter 6

2♦ Sequences (mini-Roman)

West	North	East	South
	Pass	Pass	2♦
Pass	?		

⏮	⏏Top	▶ **Competitive Bidding Notes**
	Pass	to play
	2♥/2♠/3♣	to play. [O] may correct 2♥ to 2♠ with 4315
▶	2NT	relay asking, INV+
	3♦	NAT INV
	3♥/3♠/4♣	mixed raise
	3NT	to play
	4♥/4♠/5♣	to play

6.1   2♦-2NT Sequences

West	North	East	South
	2♦	Pass	2NT
Pass	?		

⏮	⏏Top	
	3♣	MIN except 4405
		[R] 3♦=GF relay, 3M=INV
		over 3♦ [O] same as below
	3♦	MIN 4405
	3♥	MAX 4315

48

3♠	MAX 3415
3NT	MAX 4414
4♣	MAX 4405

6.2   Competitive Bidding

West	North	East	South
	2♦	XXX	?

- if XXX=Dbl, [R] RDbl=to play, Other=system on

- if XXX=Suit, [R] Dbl=penalty

West	North	East	South
	2♦	Pass	2NT
XXX	?		

- if XXX=Dbl/3♣/3♦, [O] Pass=original 3♣, [R] Dbl/Rdbl=relay [O] Dbl/Rdbl=original 3♦, others=system on

- if XXX=3♥ or higher, system off. Dbl=penalty.

⏮   ⏏Top