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	?

⏏
⏮
▶ 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	?		

⏏

⏮

▶   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	?

♠

⏮

▶   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	?		

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	?		

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	?

▶ | 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	?		

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	?		

▶ 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	?

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	?		

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	?		

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	?

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

West	North	East	South
	1♣	1X	?

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♥	?

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♠+	?

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	?

1♥	4+♥s, F1
1♠	4+♠s, F1
1NT	7-10HCP BAL
2♣	Natural INV+ or GF BAL
2♦	5+♦s, INV+
2♥/2♠	preemptive
2NT	11+HCP BAL INV
3♣/3♦/3♥/3♠	preemptive
3NT	to play
4♣	both minors preemptive, 55+ or 46+
4♦	preemptive
4♥/4♠	to play

2.1 1♦-1♥ Sequences

West	North	East	South
	1♦	Pass	1♥
Pass	?		

1♠	4+♠, could be BAL (xyz on)
1NT	11-13HCP BAL, usually 2-3♠, could be offshape e.g. 22(45)

2♣	(54) or better minors, short in major(s)
2♦	usually 6+♦s, MIN
2♠	5+♠and 6+♦s, MAX. Then 2NT relay to 3♣ as Lebensohl, other = GF
3♣	5+♦s 5+♣s, MAX
3♦	6+♦s 0-2♥s, MAX
3NT	solid ♦

	BIDS SHOWING ♥ FIT
2♥	4+♥s or 3+♥with shortness
2NT	6+♦s and 3♥s, MAX. Then 3♣ relay to 3♦ as Lebensohl, other = GF
3♥	4♥, unBAL, MAX
3♠	MAX, Splinter
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	?

1NT	NAT, NF
2♣	xyz relay [O] 2♦. [R] Mostly natural INV.
	[R] 3NT=5♥(332), pick a game. 4♣/4♦=self splinter
2♦	xyz, GF
2♥	to play
2♠	4♠ less than INV
2NT	xyz relay [O] 3♣
	[R] Pass=weak ♣. 3♦=4♥5♦, GF. 3♥=4♥5♣, GF
3♣/3♦	5♥5+m, GF
3♥	6+♥, Slam interest
3♠	4♠, Slam interest
3NT	to play
4♣/4♦	♠fit, splinter

| 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	?

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

2.1.3   1♦-1♥; 2♣ Sequences

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

2♦	weak, correct
2♥	weak, 6+♥s
2♠	4th suit GF

	2NT	3♠	
	3♣		55+ in minors
	3♦		64+ in minors, MAX
	3♥		1345, MAX
	3♠		1354, MAX

2NT	INV, may have 5♥
3♣	4+♣s, INV
3♦	4+♦s, INV
3♥	6+♥s, INV
3♠/4m	splinter for ♥
3NT/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♠	3rd suit GF
2NT	NT-oriented
3♣	64+, MIN
3♦	6+♦, non NT-oriented
3♥	3♥, MIN
2NT	INV, may have 5♥
3♣	5♥+5♣s, GF
3♦	3+♦s, INV
3♥	6+♥s, INV
3♠/4m	splinter for ♥
3NT/4♥	to play
4NT	qINV

2.1.5   1♦-1♥; 2♥/3♥ Sequences

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

West	North	East	South
	1♦	Pass	1♥
Pass	3♥	Pass	?

2♥-2♠	asking
	_ _
2♥-2NT/3♣/3♦	help suit game try in ♠/♣/♦
3♥-3♠	asking shortness

2.2   1♦-1♠ Sequences

West	North	East	South
	1♦	Pass	1♠
Pass	?		

1NT	11-13HCP BAL, 1-3♠, could be offshape e.g. 14(35), 24(25), 22(45)
2♣	44 or better minors, short in major(s)
2♦	5+♦s, MIN
2♥	4♥+6♦s, MAX
	[R] 2♠=to play, 2NT=Lebensohl, Others=NAT GF
3♣	5+♦s 5+♣s, MAX
3♦	6+♦s 0-2♥s, MAX
3NT	solid ♦
	BIDS SHOWING ♠ FIT
2♠	4+♠s or 3+♠with shortness
2NT	6+♦s and 3♠s, MAX. Then 3♣ relay to 3♦ as Lebensohl, other = GF
3♥	MID-MAX, Splinter
3♠	4♠, unBAL, MAX
4♣	MAX, Splinter
4♦	MAX, fit-showing
4♥	MAX, void 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 to 2♦. After opener's 2♦:

2♥	5♠+4♥, INV
2♠	5♠0-3♥, INV
2NT	BAL INV
3♣/3♦	4♠+5♣/♦, INV
3♥	5♠+5♥, INV
3♠	6+♠, INV
3NT	5♠(332), pick a game

2♦	xyz, GF, then opener:	
	2♥	4♥ but no 3♠
	2♠	3♠
	2NT	23(35) or 2344. 3♣=ask, 3♦=2353, 3♥=2335, 3♠=2344
	3♣	2245
	3♦	2254
	3♥	3♥+5♣, points in the suits
	3♠	3♥+5♦, points in the suits
2♥	5♠+4♥ NF	
2♠	to play	
2NT	relay to 3♣. Then 3♦ = 4♠+5♦ GF, 3♥=4♠+5♣ GF	
3♣/3♦/3♥	5♠+5X GF	
3♠	6+♠, slam interest	
3NT	to play	
4♣/4♦/4♥	splinter	
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
2♠	to play
2NT	relay to 3♣. Then 3♦ = 4♠+5♦ GF, 3♥=4♠+5♣ GF
3♣/3♦	4+♣/♦ INV
3♥	5♠+5♥ INV
3♠	6+♠, INV
3NT	to play
4♣/4♦/4♥	splinter
4♠	to play
4NT	Q-INV

2.2.3   1♦-1♠; 2♦ Sequences

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

2♥		3rd suit GF then [O]	
	2♠	3♠	MIN
	2NT	NT-oriented BAL or semi-BAL	
	3♣	xx64 MIN	
	3♦	6+♦ unBAL	
	3♥	4♥+6♦	
2♠		to play	
2NT		INV may have 5♠	
3♣		5♣+5♠ GF	
3♣		3+♦ INV	
3♥		5♠+5♥ INV	
3♠		6+♠, INV	
3NT		to play	
4♣/4♦/4♥		splinter	
4♠		to play	
4NT		Q-INV	

2.3   1♦-1NT Sequences

West	North	East	South
	1♦	Pass	1NT
Pass	?		

2♣	4+♣NF usually good hand, may only have 2♦ s
2♦	5+♦NF
2♥	4+♥ 5+♦s MAX

2♠	4+♠ 5+♦s MAX
2NT	6+♦ MAX NT-oriented
3♣	5+♣ 5+♦ MAX
3♦	6+♦ MAX ♦-oriented
3♥	6+♦ splinter
3♠	6+♦ splinter

2.4   1♦-2♣ Sequences

West	North	East	South
	1♦	Pass	2♣
Pass	?		

2♦	5+♦s -OR- 4441
2♥	14-15HCP, 4+♥ 5+♦s
2♠	14-15HCP, 4+♠ 5+♦s
2NT	11-13HCP, BAL
3♣	4+♣s
3♦	14-15HCP, solid ♦ suit
3♥	splinter
3♠	splinter

2.5   1♦-2♦ Sequences

West	North	East	South
	1♦	Pass	2♦
Pass	?		

2♥	14-15HCP, 4♥s 4+♦s, GF
2♠	14-15HCP, 4♠s 4+♦s, GF
2NT	11-13HCP, BAL
3♣	5♦s 4+♣s -OR- 4♦s 5♣s
3♦	11-13HCP, unBAL 4+♦s, NF

3♥   splinter

3♠   splinter

4♣   splinter

2.6 Competitive Bidding

2.6.1 1♦-(Dbl) Sequences

West	North	East	South
	1♦	Dbl	?

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+♥ weak or strong
2♥	6+♠ weak or strong
2♠	both minors constructive
2NT	both minors preemptive
3♣/3♦/3♥/3♠	NAT preemptive

2.6.2 1♦-(1♥) Sequences

West	North	East	South
	1♦	1♥	?

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+♠ weak or strong
2♠	both minors fit-showing
2NT	NAT INV

3♣/3♦/3♠	NAT preemptive
3♥	relay to 3NT

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+♣ forcing to 3♣, INV+
2♠	both minors fit-showing
2NT	NAT INV
3♣/3♦/3♥	NAT preemptive
3♠	relay to 3NT

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♦	?

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

West	North	East	South
	1♦	2♥	?

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

West	North	East	South
	1♦	2♠	?

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

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	?

⏮   ⏏   ▶

West	North	East	South
▶	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	?

⏮   ⏏

West	North	East	South
	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	?		

⏮   ⏏

▶ 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	?

⏮   ⏏

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	?		

⏮   ⏏

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	?		

⏮   ⏏

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

3.3   1♠-2NT Sequences

West	North	East	South
	1♠	Pass	2NT
Pass	?		

⏮   ⏏

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	?		

⏮   ⏏

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	?

⏮   ⏏

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	?

⏮	⏏	▶ **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	?

⏮   ⏏

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   ?

⏮   ⏏

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	?

⏮   ⏏

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	?

⏮   ⏏

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	?

⏮   ⏏

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.

⏮   ⏏

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:

⏮   ⏏

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:

⏮	⏏	
	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:

⏮	⏏	
	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♣	?

⏮   ⏏

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♦	?

⏮   ⏏

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	?		

⏮	⏏	
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	?

⏮	⏏	
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	?

⏮	⏏	▶ 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	?		

⏮	⏏	
▶	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	?

⏮ ⏏

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	?

⏮ ⏏

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	?

⏮   ⏏

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	?

⏮   ⏏

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	?

⏮   ⏏

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

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

West	North	East	South
	2♣	2X	?

◀◀   ⏏

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	?

◀◀   ⏏

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	?		

◀◀   ⏏

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

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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	?		

⏮	⏏	▶ 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	?		

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

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.

⏮   ⏏