Chapter 0

Opening Bid

```
16 \text{HCP+} if unBAL, 17 \text{HCP+} if BAL
F
             1.
             1
                         (10)11-15HCP 2+ \diamond s
(10)11-15HCP 5+♥s
             1♥
F
             1
                         (10)11-15HCP 5+ ...s
F
                         13(+)-16HCP BAL
             1NT
F
             24
                         10-15HCP 6+♣s
2
                         10-15HCP 4414/4405/4315/3415
2♥
                         preemptive
             2 \spadesuit
                         preemptive
             2NT
                         20\text{-}21\text{HCP} BAL
             3X
                         preemptive 7(6) + Xs
            3NT
                         gambling, no outside A or K
           4♣/4♦
                         preemptive
           4♥/4♠
                         to play
```

Chapter 1

1 Sequences

```
North East
                     South
  West
         1
               Pass
1
E
     1
           0-7HCP, any
8-11HCP has 5+ suit or any 4441
8-13/16+HCP, BAL
1NT
          12+HCP, 5+♣s
2
           12+HCP, 5+ \diamond s
           12+HCP, 5+♥s
     2 🍁
     2\
           12+HCP, 5+
     2
           14-15HCP, BAL, forcing to 4NT
     2NT
          4441 12+HCP & 4+CTRL
     3
           4414\ 12+HCP\ \&\ 4+CTRL
     3♦
           4144\ 12{+}{\rm HCP}\ \&\ 4{+}{\rm CTRL}
     3\
           1444\ 12+HCP\ \&\ 4+CTRL
```

1.1 1♣-1♦ Sequences

```
West North East South

1♣ Pass 1♦

Pass ?
```

1

```
Ð
1♥
                 16-21HCP, usually 5+ \checkmark s, NF, could be 4 \checkmark (441) or 4 \checkmark 5+m)
                 16-21HCP, usually 5+\spadesuit s, NF, could be 4144 or 4\spadesuit5+m)
1
       1NT
                 17-19HCP, BAL but more likely to be off-shape
                 [R] same as 12 1NT opening
      2 \clubsuit / 2 \diamondsuit
                 16-21HCP, 5+ \clubsuit/ \diamondsuit s, NF, deny 4Ms, usually unbalanced
                 [R] 3 \checkmark /3 = 5-7HCP, 6 + \checkmark /4s with 2THs
       2\
                 Kokish relay [R] 2
                 [O] 2NT=24-25, 3NT=26-27, 4NT=28+, Other=natural with 5+
       2 \stackrel{\wedge}{\triangleright}
                 22+HCP, 5+, GF
      2NT
                 22-23HCP BAL [R] same as F 2NT opening
      3
                 22HCP+ 5+♣s, GF
      3♦
                 22HCP+5+ s, deny 4Ms, GF
      3♥/3♠
                 22HCP+ 5+\diamonds with 4\checkmark/4\diamonds, GF
                 16-19HCP with source of tricks
      3NT
```

1.1.1 $1 \clubsuit - 1 \diamondsuit$; $1 \heartsuit$ Sequences

```
West North East
                                 South
                                  1 🄷
              1.
                        Pass
              1Y
                                  ?
    Pass
                        Pass
1
13
                           5-7HCP, 4+4s, normally 0-2s
1
                           5-7HCP, 0-2, 0, 0, may not be BAL
        1NT
2
                           5-7HCP, Drury raise, 3♥s
        2
                           5-7HCP, NAT
        2
                           0-4HCP, 4+\forall s or 3\forall s with shortness
        2NT
                           5-7HCP, 4+♥s BAL
        2 \stackrel{\wedge}{,} /3 \stackrel{\wedge}{,} /3 \stackrel{\diamond}{,}
                           5-7HCP, 6+ with 2 top honors
        3♥
                           4-7HCP, 4+♥s unBAL
        3 \stackrel{\wedge}{\Rightarrow} /4 \stackrel{\wedge}{\Rightarrow} /4 \stackrel{\diamond}{\Rightarrow}
                           6-7HCP, splinter
        4
                           0\text{-}4\text{HCP}, 5+ \checkmark \text{s}
```

1.1.1.1 $1 \clubsuit - 1 \diamondsuit$; $1 \blacktriangledown - 1 \diamondsuit$ Sequences

```
West North East South 1 \clubsuit Pass 1 \diamondsuit Pass 1 \diamondsuit Pass 1 \diamondsuit Pass 2 \diamondsuit Pass
```

```
1
T
      1NT
                 4-5♥, 0-2♠s, MIN, "catch all"
                 5♥s any, F1, usually unBAL
      2
      2
                 6+♥s, MIN/GF [R] 2♥ [O] natural, 4 \frac{1}{4} / 4 \stackrel{\bullet}{=} splinter for ♥
      2V
                 4 vs5+ms MAX or any 3 \spadesuit s4 vs5+ms
      2
                 4♠s, MIN
      2NT
                 18-20, INV, 0-2\spadesuits, 4\blacktriangledowns possible
      3♣/3♦
                 4♥s 6+♣/♦s, MIN
      3♥
                 6+♥s, INV
                 4+, INV
      3^
      3NT
                 to play
      4♣/4♦
                 splinter for \spadesuit
```

1.1.1.2 1♣-1♦; 1♥-1NT Sequences

to play

4♥/**4**♠

```
West North East South 1 \clubsuit Pass 1 \diamondsuit Pass 1NT Pass ?
```

1

Ð

```
Pass
                     MIN
2
                     5♥s, F1, usually unBAL not MIN
2 🔷
                     2\
                     4Vs5+ms MAX
2 \stackrel{\wedge}{\triangleright}
                     4 \diamondsuit s, 5 + \heartsuit s, INV+
2NT
                     18-20, INV, 4 \checkmarks possible
3♣/3♦
                     4♥s 6+♣/♦s, MIN
3♥
                     6+♥s, INV
3 \stackrel{\wedge}{\Rightarrow} /4 \stackrel{\wedge}{\Rightarrow} /4 \stackrel{\diamond}{\Rightarrow}
                     splinter for ♥
4
                     to play
```

1.1.2 $1 \clubsuit - 1 \diamondsuit$; $1 \diamondsuit$ Sequences

```
West North East South 1 \clubsuit Pass 1 \diamondsuit Pass ?
```

```
1
Ð
1NT
                   4-7HCP, 0-2♥s, 0-3♠s, may not be BAL
                   5-7HCP, Drury, 3♠s
      2
     2 \diamondsuit / 2 \blacktriangledown
                   5-7HCP, NAT
                   0-4HCP, 4+ or 3 with shortness
     2 \spadesuit
     2NT
                   5-7HCP, 4+♠s BAL
      3♣/3♦/3♥
                   5-7HCP, 6+ with 2 top honors
                    5-7HCP, 4+ unBAL
      3
      4♣/4♦/4♥
                   6-7HCP, splinter
                    0\text{-}4\text{HCP}, 5+
      4
```

1.1.2.1 1♣-1♦; 1♠-1NT Sequences

```
West North East South 1 \clubsuit Pass 1 \diamondsuit Pass 1NT Pass ?
```

E

T

```
5\( \)s w/o 4\( \)s, F1
2
2 🄷
                  5 \stackrel{\wedge}{\triangleright} s with 4 \stackrel{\vee}{\triangleright} s, F1
2\
                  6+, MIN/GF
2 \spadesuit
                  4♠s5+ms MAX
2NT
                  18-20, INV, 4 possible
3♣/3♦
                  4\( \)s 6+\( \)/\( \)s, MIN
3♥
                  5♠s 5♥s, INV
                  6+ s, INV
3
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♠ 7+solid suit, no other side suit
```

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

1.2.1 1♣-1♥; 1♠ Sequences

```
West North East South

1♣ Pass 1♥

Pass 1♠ Pass ?
```

Ð

```
1NT
    8-11HCP, 5+♣s [O] see 🎏 1♣-1NT
    8-11HCP, 5+♦s [O] see 🎏 1♣-2♣
2
2
    8-11HCP, 5+♥s [O] see 🎏 1♣-2♦
2Y
    8-11HCP, 5+♠s [O] see 🎏 1♣-2♥
    2NT
3♣
    8-11HCP or 12+HCP 0-3CTRL, 4414 [O] see 13 14-34
    3♦
    8-11HCP or 12+HCP 0-3CTRL, 1444 [O] see 🎏 1♣-3♥
3♥
    7+♥s with AK, no ouside A/K/short
4
4
    7+ s with AK, no ouside A/K/short
```

1.2.1.1 $1 \clubsuit - 1 \checkmark$; $1 \spadesuit - 2 \clubsuit$ Sequences

```
West North East South 1 \clubsuit Pass 1 \checkmark Pass 2 \clubsuit Pass ?
```

 $2 \blacklozenge relay$

- 2♥ 5+♥s, 0-2♦s
- $2 \spadesuit$ 5+ \spadesuit s, 0-2 \spadesuit s
- 2NT ask trump
- 3♣ fit-showing
- 3♦ fit, ask short
- 3♥ splinter for ♦
- $3 \stackrel{\wedge}{\bullet}$ splinter for $\stackrel{\bullet}{\bullet}$
- 3NT to play
- 4♣ splinter for ♦

1.2.1.2 $1 \clubsuit - 1 \heartsuit$; $1 \spadesuit - 2 \clubsuit$; $2 \diamondsuit$ Sequences

- West North East South
 - 1♣ Pass 1♥
- Pass 1♠ Pass 2♣
- Pass $2 \blacklozenge$ 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 $1 - 1 \forall$; $1 - 2 \rightarrow$ Sequences

- West North East South
 - 1♣ Pass 1♥
- Pass $1 \spadesuit$ Pass $2 \spadesuit$
- 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 ♥

- West North East South
 - 1♣ Pass 1♥
- Pass $1 \stackrel{\wedge}{\bullet}$ Pass $2 \stackrel{\bullet}{\bullet}$
- Pass 2 Pass
- 2♠ 4+♠s
- 2NT 10-11HCP, semiBAL/BAL
- 3♣ 4 or 6♣s
- $3 \spadesuit 4 \text{ or } 6 \spadesuit s$
- 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♠ hfit, ask short
- 3NT to play

- 4♣ splinter for ♥
- 4♦ splinter for ♥
- 4♥ splinter for ♥

1.2.1.6 1 - 1 + 1 = 1; 1 - 2 = 1; 2 + 1 = 1 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
- $3 \blacklozenge 4 \text{ or } 6 \blacklozenge s$
- $3 \checkmark 4 \text{ or } 6 \checkmark \text{s}$
- 3**♠** 6+**♠**s
- 3NT 8-9HCP, 5332

1.2.1.7 1\$\ddots-1\nstructure, 1\$\dots-2\NT/3\$\dots/3\$\left\right

West North East South

1♣ Pass 1♥

Pass $1 \spadesuit$ Pass $2NT/3 \clubsuit/3 \diamondsuit/3 \heartsuit$

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
```

- $2 \clubsuit$ 5+ \clubsuit s, ask support
- $2 \blacklozenge 5 + \blacklozenge s$, ask support
- $2 \checkmark$ 5+ \checkmark s, ask support
- $2 \uparrow 5 + \uparrow s$, ask support
- 3♣ 7+ solid ♣s, call for cuebid
- $3 \blacklozenge 7 + \text{solid} \blacklozenge s$, call for cuebid
- 3♥ 7+ solid ♥s, call for cuebid
- $3 \spadesuit$ 7+ solid \spadesuit s, call for cuebid
- 3NT to play

1.3.1 1♣-1♠; 1NT Sequences

West North East South

 $1 \clubsuit$ Pass $1 \spadesuit$

Pass 1NT Pass ?

- 2♣ 8-10HCP, w/o 4Ms
 - RESPOND: $2 \blacklozenge = \text{ask}$, then $2 \blacktriangledown = 2344$, $2 \spadesuit = 3244$, 2 NT = 3334, $3 \clubsuit = 3343$
- 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: $3 \clubsuit = ask$, then respond the suit, $3NT = \clubsuit$ suit

3♣ 11-13HCP, 4♣s with another 4 cards suit

RESPOND: $3 \blacklozenge = ask$, then respond the other suit, $3NT = \blacklozenge suit$

- 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
- $4 \spadesuit$ 16+HCP, $4 \spadesuit s$ $4 \spadesuit s$

1.3.2 1 - 1; 2X Sequences

West North East South

 $1 \clubsuit$ Pass $1 \spadesuit$

Pass 2X Pass ?

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

1.4 1 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
- $2 \blacklozenge 5 + \blacklozenge s, 0-2 \clubsuit s$
- 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 ♣
- $3 \stackrel{\wedge}{\bullet}$ splinter for $\stackrel{\bullet}{\bullet}$
- 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 🔷 $4+ \diamond s$ 2**** 4+**♥**s 2 4 + 4s 2NTnot MIN, semiBAL/BAL waiting **3** 6+**\$**s **3**♦ 5**♣**s 6**♦**s 5**♣**s 6**∀**s **3♥** 3 5**♣**s 6**♠**s MIN, 5332 3NT
- 1.5 1 1NT/2 / 2 / 2 Sequences

1.6 1 - 2 Sequences

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

1.7 1 - 2NT/3 / 3 / 3 Sequences

see 1 - 1 + 2NT/3 / 3 / 3 sequences.

1.8 Competitive Bidding

West North East South $1 \clubsuit$ 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 24=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 $1 \& 2 \& -2 \checkmark$?

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

 $1 \clubsuit 2 \diamondsuit + ?$

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

```
North East
                             South
    West
                    Pass
1♥
                    4+♥s, F1
1
                    4+, F1
                    7-10HCP BAL
1NT
                    Natural INV+ or GF BAL
2
2 🔷
                    5+ \bullet s, INV+
2 \checkmark /2 \diamondsuit
                    preemptive
2NT
                    11+HCP BAL INV
3 \clubsuit / 3 \diamondsuit / 3 \blacktriangledown / 3 \diamondsuit
                    preemptive
3NT
                    to play
4.
                    both minors preemptive, 55+ or 46+
4 🔷
                    preemptive
4♥/4♠
                    to play
```

2.1 $1 \diamondsuit - 1 \heartsuit$ Sequences

```
West North East South 1 \blacklozenge Pass 1 \blacktriangledown Pass ?
```

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

```
2. (54) or better minors, short in major(s)
```

- $2 \blacklozenge$ usually $6 + \blacklozenge s$, MIN
- 2♠ 5+♠and 6+♦s, MAX. Then 2NT relay to 3♣ as Lebensohl, other = GF
- 3♣ 5+♦s, MAX
- 3♦ 6+♦s 0-2♥s, MAX
- 3NT solid ♦

BIDS SHOWING ♥ FIT

- $2 \checkmark 4 + \checkmark s \text{ or } 3 + \checkmark \text{ with shortness}$
- 2NT $6+ \blacklozenge s$ and $3 \blacktriangledown s$, MAX. Then $3 \clubsuit$ relay to $3 \spadesuit$ as Lebensohl, other = GF
- 3♥ 4♥, unBAL, MAX
- 3 MAX, Splinter
- 4♣ MAX, Splinter
- 4♦ MAX, fit-showing
- $4 \checkmark$ 4+ \checkmark , MIN with extreme shape

2.1.1 $1 \diamondsuit - 1 \heartsuit$; $1 \diamondsuit$ Sequences

- West North East South
 - $1 \blacklozenge$ Pass $1 \blacktriangledown$
- Pass 1 Pass ?
- 1NT NAT, NF
- $2\clubsuit$ xyz relay [O] 2♦. [R] Mostly natural INV.
 - [R] 3NT=5 (332), pick a game. 4 4/4 = self splinter
- 2♦ xyz, GF
- $2 \checkmark$ to play
- $2 \spadesuit$ less than INV
- 2NT xyz relay [O] 3♣
 - [R] Pass=weak \clubsuit . $3 \rightleftharpoons = 4 \checkmark 5 \rightleftharpoons$, GF. $3 \checkmark = 4 \checkmark 5 \clubsuit$, GF
- 3 3 = 5 + m, GF
- $3 \checkmark$ 6+ \checkmark , Slam interest
- 3. 4. Slam interest
- 3NT to play

```
4 \checkmark /4  to play 4NT qINV
```

2.1.2 $1 \diamondsuit - 1 \heartsuit$; 1NT Sequences

same as $1 \diamondsuit - 1 \heartsuit$; $1 \diamondsuit$ except:

```
West North East South

1 ♦ Pass 1♥

Pass 1NT Pass ?
```

```
xyz relay [O] 2♦. [R] Mostly natural INV.

[R] 2♠=5♠+6♥, mild INV. 3♠=5♠+6♥, pick a game

xyz, GF

$$\delta_+6\text{GF}$$
$$\delta_+6\text{GF}$$
$$\delta_+6\text{GF}$$
$$3♠/4m$ $\text{vingle suit, splinter}$
```

2.1.3 $1 \leftarrow -1 \forall$; 2 Sequences

```
West North East South 1 \blacklozenge Pass 1 \blacktriangledown Pass ?
```

2 weak, correct 2**** weak, $6+ \forall s$ 4th suit GF 2 2NT3**^ 3♣** 55+ in minors 64+ in minors, MAX **3**♦ **3♥** 1345, MAX 3 1354, MAX 2NTINV, may have 5♥ **3** 4+♣s, INV $4+ \diamond s$, INV **3**♦ **3♥** 6+**♥**s, INV $3 \stackrel{\wedge}{\wedge} / 4 \text{m}$ splinter for ♥ 3NT/4♥ to play

qINV

4NT

2.1.4 $1 \diamondsuit - 1 \heartsuit$; $2 \diamondsuit$ Sequences

- West North East South $1 \blacklozenge$ Pass $1 \blacktriangledown$
- Pass 2♦ Pass ?
- 2♥ NF
- $2 \stackrel{\wedge}{\triangleright}$ 3rd suit GF

2NT NT-oriented

- 3♣ 64+, MIN
- $3 \blacklozenge 6 + \blacklozenge$, non NT-oriented
- 3♥, MIN
- 2NT INV, may have 5♥
- 3♣ 5♥+5♣s, GF
- $3 \spadesuit s$, INV
- 3♥ 6+♥s, INV
- $3 \spadesuit / 4$ m splinter for \forall
- 3NT/4♥ to play
- 4NT qINV

2.1.5 $1 \diamondsuit - 1 \heartsuit$; $2 \heartsuit / 3 \heartsuit$ Sequences

- West North East South
 - 1♦ Pass 1♥
- Pass 2♥ Pass ?
- West North East South
 - 1♦ Pass 1♥
- Pass 3♥ Pass ?
- $2 \checkmark -2 \stackrel{\wedge}{\Diamond}$ asking
- 2♥-2NT/3♣/3♦ help suit game try in ♠/♣/♦
- 3♥-3♠ asking shortness

$2.2 \quad 1 - 1$ Sequences

```
West North East South 1 \blacklozenge Pass 1 \spadesuit
```

- 1NT 11-13HCP BAL, 1-3 \spadesuit , could be offshape e.g. 14(35), 24(25), 22(45)
- 24 or better minors, short in major(s)
- $2 \blacklozenge 5 + \blacklozenge s$, MIN
- 4 +6 +6 s, MAX [R] 2 +6 =to play, 2NT=Lebensohl, Others=NAT GF
- 3♣ 5+♦s, MAX
- 3♦ 6+♦s 0-2♥s, MAX
- 3NT solid ♦

BIDS SHOWING A FIT

- $2 \spadesuit$ 4+ \spadesuit s or 3+ \spadesuit with shortness
- 2NT $6+ \blacklozenge s$ and $3 \spadesuit s$, MAX. Then $3 \clubsuit$ relay to $3 \spadesuit$ as Lebensohl, other = GF
- 3♥ MID-MAX, Splinter
- $3 \spadesuit$ 4 \spadesuit , unBAL, MAX
- 4. MAX, Splinter
- 4♦ MAX, fit-showing
- 4♥ MAX, void Splinter
- $4 \uparrow 4 \downarrow 4 \downarrow 4$, MIN with extreme shape

2.2.1 $1 \leftarrow -1 \stackrel{\wedge}{\rightarrow}$; 1NT Sequences

West North East South $1 \blacklozenge$ Pass $1 \spadesuit$ Pass ?

- $2\clubsuit$ xyz, relay to 2♦. After opener's 2♦:
 - 2♥ 5♠+4♥, INV
 - 2♠ 5♠0-3♥, INV
 - 2NT BAL INV
 - 3 4/3 4 4/4 + 5 4/4, INV
 - 3♥ 5♠+5♥, INV
 - $3 \spadesuit 6 + \spadesuit$, INV
 - 3NT 5 (332), pick a game

```
2 🔷
                  xyz, GF, then opener:
                            4♥but no 3♠
                    2
                            3
                            23(35) or 2344. 3 = ask, 3 = 2353, 3 = 2335, 3 = 2344
                   2NT
                    3
                            2254
                    3♦
                    3♥
                            3 + 5 , points in the suits
                            3 + 5 , points in the suits
                   3
 2♥
                  5.+4♥NF
 2
                  to play
                  relay to 3\clubsuit. Then 3\diamondsuit = 4\spadesuit + 5\diamondsuit GF, 3\heartsuit = 4\spadesuit + 5\clubsuit GF
 2NT
                  5.+5X GF
 3♣/3♦/3♥
                  6+, slam interest
 3
 3NT
                  to play
 4♣/4♦/4♥
                  splinter
 4
                  to play
          1 \leftarrow -1 \stackrel{\wedge}{\rightarrow}; 2 \stackrel{\wedge}{\rightarrow} Sequences
2.2.2
     West North East
                                South
              1 •
                       Pass
                                1
     Pass
              2
                       Pass
 2 🔷
                  to play
 2\
                  4th suit GF
 2 \spadesuit
                  to play
 2NT
                  relay to 3\clubsuit. Then 3\diamondsuit = 4\spadesuit + 5\diamondsuit GF, 3\heartsuit = 4\spadesuit + 5\clubsuit GF
 3♣/3♦
                  4+♣/♦ INV
                  5.+5♥ INV
 3♥
 3^
                  6+ , INV
 3NT
                  to play
 4♣/4♦/4♥
                  splinter
 4 \spadesuit
                  to play
 4NT
                  Q-INV
2.2.3
          1 \leftarrow -1 \Leftrightarrow; 2 \Leftrightarrow Sequences
     West North East
                                South
              1 •
                       Pass
                                1
                                ?
     Pass
              2 •
                       Pass
```

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

2.3 $1 \leftarrow -1$ NT Sequences

```
West North East South

1 ♦ Pass 1NT

Pass ?
```

2 4+♣NF usually good hand, may only have 2♦ s $2 \blacklozenge$ 5 + NF 2**** 4+ \checkmark 5+ \checkmark s MAX 2 4+4 + 5+8 MAX6+♦ MAX NT-oriented 2NT5+♣ 5+◆ MAX **3 3**♦ $6+ \bullet \text{ MAX} \bullet \text{-oriented}$ **3♥** 6+ splinter 6+ splinter 3

2.4 $1 \leftarrow -2$ Sequences

```
West North East South 1 \blacklozenge Pass 2 \clubsuit Pass ?
```

- 2♦ 5+♦s -OR- 4441
- 2♥ 14-15HCP, 4+♥ 5+♦s
- $2 \stackrel{\wedge}{\Rightarrow}$ 14-15HCP, $4+ \stackrel{\wedge}{\Rightarrow} 5+ \stackrel{\vee}{\Rightarrow} s$
- 2NT 11-13HCP, BAL
- 3♣ 4+♣s
- $3 \spadesuit$ 14-15HCP, solid \spadesuit suit
- 3♥ splinter
- 3♠ splinter

2.5 $1 \diamondsuit - 2 \diamondsuit$ Sequences

```
West North East South 1 \blacklozenge Pass 2 \blacklozenge 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 $1 \leftarrow -(Dbl)$ Sequences

West North East South

1 → Dbl ?

```
Pass
                      could be strong, subsequent Dbl = strength
Rdbl
                      4+ \heartsuit [O] \ 1 \heartsuit = 3 \ cards, \ 2 \heartsuit = 4 \ cards [R] \ new \ suit = F1
1♥
                      4+ \spadesuit [O] 1 \spadesuit = 3 cards, 2 \spadesuit = 4 cards [R] new suit = F1
                      5+ [O] 1NT=BAL MIN, 2 = 3+ MIN [R] \rightarrow rebid=NF, other suit=F
1
1NT
                      NAT NF
2
                      4+♦ simple raise or better
2 🔷
                      6+♥ weak or strong
2\
                      6+ \spadesuit weak or strong
2
                      both minors constructive
2NT
                      both minors preemptive
3 \clubsuit / 3 \diamondsuit / 3 \blacktriangledown / 3 \diamondsuit
                     NAT preemptive
```

2.6.2 $1 \diamond -(1 \lor)$ Sequences

West North East

```
1 🄷
                    1
Dbl
               4+ \spadesuit [O] 1 \spadesuit = 3 cards, 2 \spadesuit = 4 cards
1
               0-3, takeout
1NT
               NAT NF
2
               4+ \blacklozenge simple raise or better
2
               5+♣ INV+ forcing to 3♣
2V
               6+ \spadesuit weak or strong
               both minors fit-showing
2 \spadesuit
2NT
               NAT INV
3♣/3♦/3♠
               NAT preemptive
3♥
               relay to 3NT
```

South

2.6.3 $1 \leftarrow -(1 \stackrel{\wedge}{\bullet})$ Sequences

West North East South $1 \diamondsuit 1 \diamondsuit$?

Dbl Takeout, usually 4♥s 1NT NAT NF 2 $4+ \blacklozenge$ simple raise or better 2 🔷 5+♥ does not promise rebid **2♥** $5+\clubsuit$ forcing to $3\clubsuit$, INV+ $2 \spadesuit$ both minors fit-showing 2NTNAT INV 3♣/3♦/3♥ NAT preemptive relay to 3NT 3

2.6.4 $1 \leftarrow -(1NT = natural)$ Sequences

West North East South $1 \blacklozenge 1$ NT ?

Dbl penalty
Other multi-Landy

2.6.5 $1 \leftarrow -(2 \clubsuit)$ Sequences

West North East South $1 \blacklozenge 2 \clubsuit$?

Dbl Takeout $2 \checkmark$ 5+ \checkmark , does not promise rebid $2 \checkmark$ 5+ \spadesuit , does not promise rebid $2 \spadesuit$ 5+ \spadesuit , limit raise or better

2NT NAT INV $3 \clubsuit$ 5-5 Major INV $3 \diamondsuit / 3 \checkmark / 3 \spadesuit$ NAT preemptive

2.6.6 $1 \leftarrow -(2 \leftarrow = \text{majors})$ Sequences

West North East South $1 \blacklozenge 2 \blacklozenge ?$

- Dbl strength, subsequent Dbl=takeout, forcing up to 3♦
- 2♥ 5+♣, INV+
- $2 \uparrow$ 5+ \downarrow , limit raise or better
- 2NT NAT INV
- 3♣ 6+♣ NF
- 3♦ 5+♦ NF
- $3 \checkmark / 3 \land 4 + \checkmark$ Splinter

2.6.7 $1 \blacklozenge - (2 \blacktriangledown)$ Sequences

West North East South $1 \blacklozenge 2 \heartsuit$?

- Dbl Takeout
- $2 \spadesuit$ 5+ \spadesuit , NF treat as 1NT- $(2 \heartsuit)$ - $2 \spadesuit$
- 2NT $5+\clubsuit$, INV+. If GF then NT-oriented
- $3 \clubsuit 5 + \blacklozenge$, INV+
- 3♦ both minors GF, short ♥
- $3 \checkmark 5 + , INV +$
- $3 \stackrel{\wedge}{\Rightarrow} 5 + \stackrel{\wedge}{\Rightarrow}$, GF, not NT-oriented

2.6.8 $1 \diamondsuit - (2 \diamondsuit)$ Sequences

West North East South $1 \diamondsuit 2 \diamondsuit$?

- Dbl Takeout
- 2NT 5+♣, INV+. If GF then NT-oriented
- $3 \clubsuit 5 + \blacklozenge$, INV+
- $3 \blacklozenge 5 + \checkmark$, INV+
- 3♥ both minors GF, short ♠
- $3 \spadesuit$ 5+ \clubsuit , GF, not NT-oriented

2.6.9 $1 \leftarrow (2NT = \forall + \clubsuit)$ Sequences

West North East South $1 \blacklozenge 2NT$?

```
Dbl strength, subsequent Dbl=takeout, forcing up to 3 \diamondsuit 5 + \diamondsuit, limit raise or better
```

- $3 \spadesuit$ $5 + \spadesuit$, NF $3 \heartsuit$ $5 + \spadesuit$, GF $3 \spadesuit$ $6 + \spadesuit$, NF 3NT to play
- 4 4 splinter 4 preemptive
- $4 \stackrel{\wedge}{\bullet}$ to play

Chapter 3

1M Sequences

```
West North East
                         South
                 Pass
               1
                             Ð
                             5+HCP, 4+, forcing
1
              1NT
                             semi-forcing
               2
                             5+\clubsuit or BAL(2+\clubsuit) GF
                             5+♦ GF
               2 🔷
                             7-10HCP, 3+♥
               2
                             6+, Preemptive
               2 \spadesuit
                             4+♥s, slam interest
2NT
                             4+♥s INV [O] 3♥=NF
               3♣
                             4+\forall s \text{ Mixed [O] } 3\forall = NF
               3♦
                             4+♥s Preemptive
               3♥
                             12+HCP, splinter
           3 \spadesuit / 4 \clubsuit / 4 \spadesuit
                             3 \checkmark (334), pick a game
              3NT
               4
                             3+ \forall s, no slam interest
  West North East
                         South
          1
                  Pass
               1
T
              1NT
                             semi-forcing
                             5+\clubsuit or BAL(2+\clubsuit) GF
               2
```

5+♦/♥ GF

 $2 \diamondsuit / 2 \blacktriangledown$

```
2 \spadesuit
                                 7-10HCP, 3+♠
                                 4+, slam interest
                2NT
4+$\left\text{s INV [O] } 3\left\text{=NF}
                 3♣
                                 4+ Mixed [O] 3 =NF
                 3♦
                                 6+\forall s \text{ INV } [O] 3 \Rightarrow = NF
                 3♥
                 3^
                                 less than INV
                3NT
                                 3 \stackrel{\wedge}{\bullet} (334), pick a game
            4♣/4♦/4♥
                                 12+HCP, splinter
                 4
                                 3+, no slam interest
```

3.1 $1 \checkmark -1 \overset{\wedge}{\wedge}$ Sequences

```
1
Ð
             1NT
                          MIN BAL or semi BAL
4\clubsuit/♦ any strength or 5+\clubsuit/♦ MIN
            2 \clubsuit / 2 \diamondsuit
              2
                          6+♥ MIN
                          4+♠ MIN
              2 \spadesuit
             2NT
                          6♥3♠MAX [R] 3♣=Lebensohl, Other=GF
                          5+♣/♦ MAX
            3♣/3♦
                          6+♥ good suit, MAX
              3♥
              3♠
                          4+♠ MAX
             3NT
                          to play, solid Vs
            4♣/4♦
                          MAX, 4+, splinter
            4♥/4♠
                          to play
```

3.1.1 $1 \checkmark -1 \diamondsuit$; 1NT Sequences

West North East South
$$1 \checkmark$$
 Pass $1 \spadesuit$ Pass ?

```
[R] 3NT=5 \stackrel{\wedge}{\bullet} 2 \stackrel{\vee}{\bullet} 33, pick a game. 4 \stackrel{\wedge}{\bullet} /4 \stackrel{\wedge}{\bullet} = self splinter
   2 🔷
                          xyz, GF
2 \checkmark /2 \diamondsuit
                          to play
  2NT
                          weak relay [O] 3♣
                          5 \stackrel{\wedge}{\bullet} 5 + m, GF
3♣/3♦
3♥/3♠
                          NAT, slam interest
 3NT
                          to play
4♣/4♦
                          self splinter
4 \checkmark /4 \diamondsuit
                          to play
  4NT
                          qINV
```

3.2 1♥-2NT Sequences

```
West North East South

1♥ Pass 2NT

Pass ?
```

Pass

?

```
1
13
                          all MIN
              3
                          [R] 3 \leftarrow = GF ask shortness. 3 \lor = LR INV. 4 \lor = signoff
              3
                          MAX with shortness
                          [R] 3♥=GF ask shortness. 4♥=signoff. Other=cuebid slam interest
              3♥
                          MAX 6(322)
              3
                          MAX 5(422) [R] 3NT=ask side suit [O] LMH
             3NT
                          MAX 5(332), usually has weak side suit(s), otherwise would open 1NT
            4♣/4♦
                          MAX 5+\$/\diamondsuits, 0-1 fast losers in each of other two suits
              4
                          MAX7222
 West
        North East
                       South
         1
                       2NT
                Pass
         3
                Pass
                       3
```

```
4 \clubsuit / 4 \spadesuit 5+♣/♦s, 0-1 fast losers in each of other two suits 7222
```

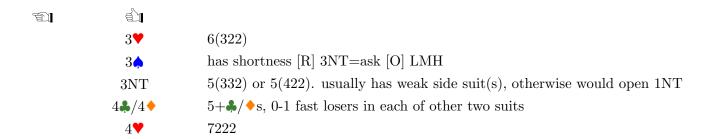
3.3 1 \spadesuit -2NT Sequences

```
West North East South

1 Pass 2NT

Pass ?
```

```
1
Ð
                          all MIN
              3
                          [R] 3 \leftarrow = GF ask shortness. 3 \triangleq LR INV. 4 \triangleq = signoff
                          MAX with shortness
              3
                          [R] 3 = GF ask shortness. 4 = signoff. Other=cuebid slam interest
              3♥
                          MAX 5(422) [R] 3 = ask side suit [O] LMH
                          MAX 6(322)
              3
             3NT
                          MAX 5(332), usually has weak side suit(s), otherwise would open 1NT
          4♣/4♦/4♥
                          MAX 5+, /, /, 0-1 fast losers in each of other two suits
                          MAX 7222
              4
        North East
 West
                       South
                Pass
         1
                       2NT
         3
                Pass
                       3♦
 Pass
         ?
```

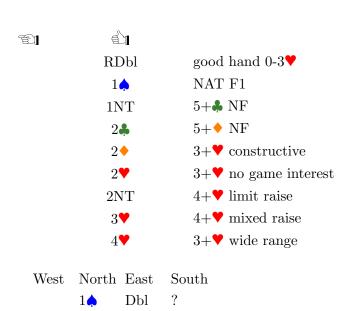


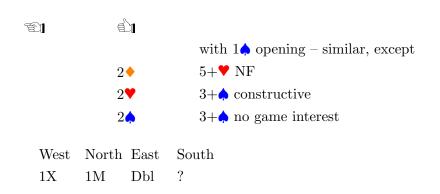
3.4 Competitive Bidding

3.4.1 1M-(Dbl) Sequences

West North East South

1♥ 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 ?
```

```
1
                              Competitive Bidding Notes
13
                             Stayman, promises 4 majors, includes 44(41) 44(05) GF hands
               2
2 🔷
                             transfer to 2♥, could be 4♥s INV
[O] non-2\checkmark= superaccept
               2\
                             transfer to 2\spadesuit, could be 4\spadesuits INV
[O] non-2 =  superaccept
                             size asking, BAL INV+ or ♣ oriented hands
               2 \stackrel{\wedge}{\triangleright}
[O] 2NT=MIN, 3. =MAX
2NT
                             puppet Stayman GF, includes (31)(54) (41)44 or (40)(54)
                             [O] 3\clubsuit=no 5 major, 3M=5M
                             weak ♦ or strong ♦ with short major or no short
               3
                             [O] 3 \bullet [R] 3M=short, 3NT=no short
                             6+ short \clubsuit
               3♦
              3♥/♠
                             5+/5+ minors, short \forall/\spadesuit
               3NT
                             to play
                             gerber [O] 04/1/2/3
               4.
                             transfer to 4 \checkmark
               4
               4
                             transfer to 4 \stackrel{\wedge}{\wedge}
             5\( \)/5
                             to play
```

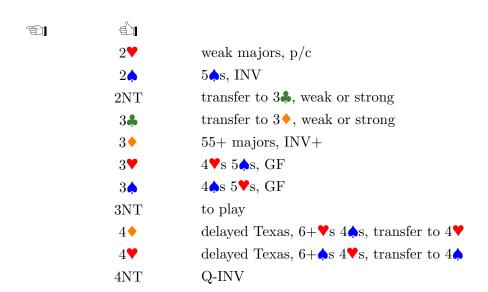
4.1 1NT-2 Sequences

West North East South

$$\begin{array}{ccc} & 1 \mathrm{NT} & \mathrm{Pass} & 2 \clubsuit \\ \mathrm{Pass} & ? & \end{array}$$

4.1.1 1NT-2♣; 2♦ Sequences

West North East South
$$\begin{array}{cccc} \text{North East} & \text{South} \\ & 1\text{NT} & \text{Pass} & 2 \clubsuit \\ \text{Pass} & 2 \spadesuit & \text{Pass} & ? \end{array}$$



4.1.2 1NT-2♣; 2♥ Sequences

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

4.1.3 1NT-2♣; 2♠ Sequences

West North East South

1NT Pass 2♣

Pass 2♠ Pass ?

1		
	2NT	transfer to $3\clubsuit$, weak or strong
	3♣	transfer to $3 \diamondsuit$, weak or strong
	3 ♦	55+ majors, INV+
		[O] $3 = \text{worst hand}, 4m = \text{Ace SI}, 4 = \text{decent}$
	3♥	5 ♠ s BAL INV
	3 <mark>4</mark>	BAL 4+♠s, SI
	3NT	to play, promises $4 \checkmark s$
	4♣	shortness, SI
	$4 \spadesuit$	shortness, SI
	4	shortness, SI
	4	to play
	$4\mathrm{NT}$	Q-INV

4.2 1NT-2♦; 2♥ Sequences

West North East South 1NT Pass $2 \diamondsuit$

Pass $2 \checkmark$ Pass ?

```
T
                   1
                                    4+\forall s, 0-3 \land s, INV
                   2
                                    [O] 2NT = 2-3  MIN, 3 = 3  GF, 3 = 4 +  MIN, 3NT = 2-3  p/c
                                    [R] 3♥=6+♥s INV
                                    4+\forall s, 4 \Leftrightarrow s, INV
                  2NT
                                    [O] 3♣=3♥ GF
                                    5+♥s, 4+♣s, GF
                   3♣
                                    5+ \checkmark s, 4+ \diamond s, GF, short \clubsuit or no short
                   3♦
                                    5+ \foralls, 4+ \diamonds, GF, short \spadesuit
                   3♥
              3 \stackrel{\wedge}{,} /4 \stackrel{\wedge}{,} /4 \stackrel{\diamond}{,}
                                    splinter for \forall
                  3NT
                                    5+∀s, p/c
                   4
                                    to play, mild slam interest
                  4NT
                                    quantitative INV
```

4.3 $1NT-2 \checkmark$; 2 Sequences

```
West North East South 1NT Pass 2 \checkmark Pass ?
```

4.4 $1NT-2 \stackrel{\wedge}{\bullet}$ Sequences

West North East South

```
Pass 2NT Pass ?

West North East South
1NT Pass 2♠

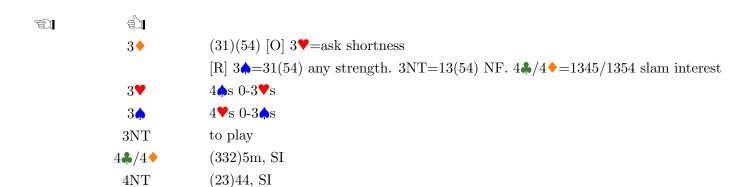
Pass 3♣ Pass ?
```

4.5 1NT-2NT; 3♣ Sequences

```
West North East South

1NT Pass 2NT

Pass 3 Pass ?
```



4.6 Competitive Bidding

4.6.1 1NT-(Dbl) Sequences

West North East South

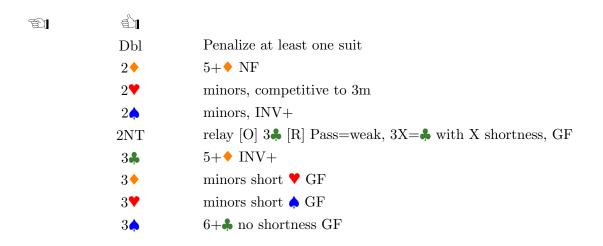
1NT Dbl ?

```
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.

4.6.2 1NT-(2♣) Sequences

- SYSTEM ON, Dbl=Stayman. Except:
- when $2\clubsuit$ =majors:

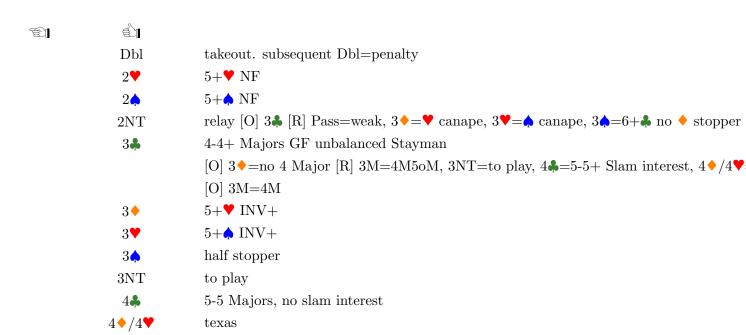


3NT to play $4 \diamondsuit / 4 \blacktriangledown$ texas

4.6.3 1NT-(2) Sequences

West North East South $1NT 2 \spadesuit$?

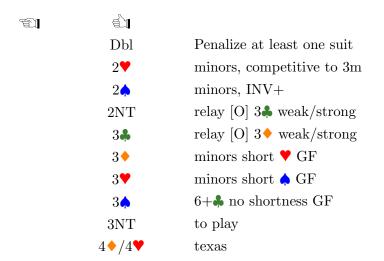
• when $2 \rightleftharpoons = \blacklozenge$ or \blacklozenge +unknown suit:



• when $2 \leftarrow =$ unknown major:

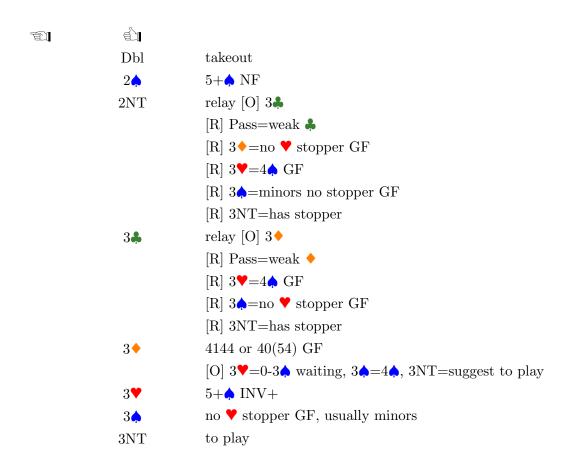
```
1
Ð
                 Dbl
                                 strength, subsequent Dbl=takeout
                                 5+  to play
                 2\
                 2 \stackrel{\wedge}{\triangleright}
                                 5+ \spadesuit to play
                                 relay [O] 3♣ weak/strong
                2NT
                                 relay [O] 3♦ weak/strong
                 3
                                 5+♥ INV+
                 3♦
                 3♥
                                 5+ INV+
                                 6+♣ GF
                 3^
                                 to play
                3NT
               4 \diamondsuit / 4 \blacktriangledown
                                 texas
```

• when $2 \rightleftharpoons = \text{majors}$:



4.6.4 1NT-(2♥) Sequences

West North East South
$$1NT 2 \checkmark$$
?



```
4\clubsuit 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 ?

4.6.6 1NT-(2NT) Sequences

2NT = + +

West North East South 1NT 2NT ?

Dbl strength, subsequent Dbl=penalty

```
3 \clubsuit 54+Majors INV+

3 \diamondsuit 5+\heartsuit INV+

3 \heartsuit 5+\spadesuit INV+

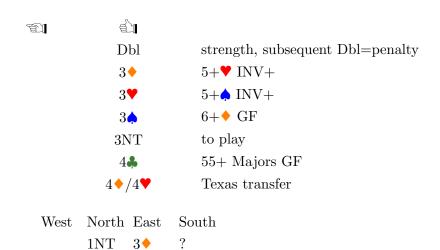
3 NT to play

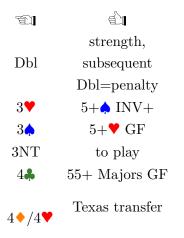
4 \clubsuit 55+ Majors GF

4 \diamondsuit / 4 \heartsuit Texas transfer
```

4.6.7 1NT-(3X) Sequences

```
West North East South 1NT 3. ?
```





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

If they show a major, 4 = 5 > 50M, 4M-1=5 = 50M, 40M-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 ?
```

```
T
Pass
            no stopper
RDbl
          suggest to play
         shows & stopper,
2 \diamondsuit / 2 \heartsuit / 2 \diamondsuit system ON.
   West North East
                          South
           1NT
                           2
                   Pass
                           ?
   Dbl
           Pass
                   Pass
          North East
                          South
   West
           1NT
                   Pass
                           2
```

RDbl Pass

?

Dbl

```
RDbl/Pass re-Stayman, GF
Pass/Rdbl penalty

$\displant + \frac{1}{2} \phi \quad p/c \cdot -OR- \text{ weak } \displant[O] \text{ may correct to 2M. [R] may correct to 3 \display \text{ again.}}

$\displant + \display \phi \phi/c \quad \text{ exactly 5 \display INV}$
```

```
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 \spadesuit Dbl ?
```

4

```
T
             Pass
                          0-2
                          3+♥ no stopper
            RDbl
                          3+♥ shows ♦ stopper, system ON
             2\
                          super accept, invite partner to bid 3 or 4
             3♦
                          super accept, may or may not have stopper
            Other
 West
        North East
                      South
                       2 •
         1NT
               Pass
 \operatorname{Dbl}
               Pass
                       ?
         Pass
```

6♥ Slam interest

E T Pass to play $2 \blacklozenge$ doubled RDbl re-Transfer, system ON (weak or no stopper) $5+ \checkmark 0-3 \land INV$, shows stopper 2**** 4-5♥ 4♠ INV, shows stopper [O] Pass/2NT=decline, $3\clubsuit=3$ ♥accept, $3\diamondsuit=4+$ ♥accept $2 \spadesuit$ 4 ♥ 0-3 **\(\)** INV, shows stopper [O] 3 **\(\)** = 3 \(\) accept, 3 \(\) = 4 + \(\) accept. 2NTNAT GF **3♣** splinter GF **3**♦ 6♥ INV **3♥** 3NTto play

Chapter 5

2 Sequences

```
West North East South
2♣ Pass ?
```



5.1 2 - 2 Sequences

West North East South
$$2 \clubsuit$$
 Pass $2 \spadesuit$

```
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
$$2 \clubsuit$$
 Pass $2 \diamondsuit$ Pass ?

2
$$\spadesuit/3$$
 \diamond 5+ \spadesuit/\diamond , GF

2NT relay asking

[O] 3 \clubsuit =MIN, any [R] 3 \blacktriangledown = \blacktriangledown INV, other = \clubsuit GF

[O] 3 $\spadesuit/3$ \spadesuit =short, GF. 3 \blacktriangledown =5+ \blacktriangledown , GF

3 \spadesuit 3+ \spadesuit s, constructive

3 \blacktriangledown 4+ \blacktriangledown s, GF

3 $\spadesuit/4$ $\spadesuit/4$ \diamondsuit splinter for \blacktriangledown

3NT to play

5.1.2 2 - 2 + 2; $2 \land$ Sequences

West North East South
$$2 \clubsuit$$
 Pass $2 \diamondsuit$ Pass ?

2NT relay asking

[O]
$$3\clubsuit$$
=MIN, any [R] $3\spadesuit = \spadesuit$ INV, other = \clubsuit GF

[O] $3 \diamondsuit / 3 \blacktriangledown =$ short, GF. $3 \spadesuit =$ 5+ \spadesuit , GF

 $3 \diamondsuit \qquad 3 + \clubsuit s$, constructive

 $3 \diamondsuit / 3 \blacktriangledown \qquad 5 + \diamondsuit / \blacktriangledown s$, GF

 $3 \diamondsuit \qquad 4 + \spadesuit s$, GF

3NT to play

 $4 \diamondsuit / 4 \diamondsuit / 4 \blacktriangledown / 4 \diamondsuit \qquad$ splinter for \spadesuit

5.2 2\(\begin{aligned} -2\text{NT Sequences} \end{aligned}

West North East South

2♣ Pass 2NT

Pass 3♣ Pass ?

1 Ð 6-8HCP, preemptive Pass 5+♦s 5+♥s, GF **3**♦ 5+♥s 5+♠s, GF **3♥** 3 5+\$\delta\$s 5+\$\delta\$s, GF 15-17HCP, BAL, & fit with mild slam interest 3NTfit, demand cuebid 4. exclusion blackwood $4 \diamondsuit / 4 \heartsuit / 4 \diamondsuit$

5.3 2♣-3♣ Sequences

West North East South $2 \clubsuit$ Pass $3 \clubsuit$ Pass ?

Pass weak \blacklozenge to play $3 \checkmark$ $5+ \checkmark$ s $5+ \spadesuit$ s, INV $3 \spadesuit$ $6+ \spadesuit$ solid suit, call for cuebid

3NT BAL $6+ \spadesuit$ 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

2NTconstructive 👫 raise **3♣** competitive 🕹 raise

Other system on

West North East South 2 2X

T takeout [O] 2NT=MAX Dbl NAT F1 2NSNAT INV 2NT**3♣** to play 3NSNAT GF ♣ fit, GF 3X3JSPreemptive 4Xsplinter

West North East South 24 3X

Ð Dbl takeout NAT GF 3NS/4NS **4**♣ constructive4X♣ fit, GF NAT INV 4NT

5.4.24th Seat Overcall

West North East South 2 Pass Pass Dbl ?

1 T RDbl Strength, subsequent Dbl=penalty, does not promise rebid 2NTsource of tricks

```
West North East South 2 \clubsuit Pass 2 \spadesuit Dbl ?
```

?

 $2 \stackrel{\wedge}{\triangleright}$

```
1
E
           Pass
                       MIN, bad suit
                       MAX BAL no ♦ stopper
           RDbl
           2NT
                       MAX BAL has ♦ stopper
            3
                       MIN, good suit
           Other
                       system on
 West North East
                    South
        2
                    2 🔷
              Pass
 2\
        ?
```

Pass MIN catch-all, may have $4 \checkmark [R]$ Dbl=takeout RDbl MAX catch-all, forcing to 3NT or $4 \clubsuit$ 2NT MAX has \spadesuit stopper 3. MIN, good suit $3 \checkmark /4 \checkmark$ MAX $4 + \checkmark /\checkmark$ 3. MAX 0-1. Single suit \clubsuit

Other system on

Chapter 6

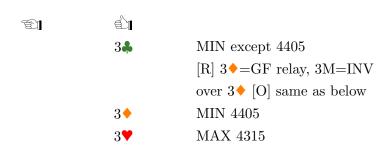
2 Sequences (mini-Roman)

```
West North East South  \begin{array}{cccc} \text{Pass} & \text{Pass} & 2 \\ \end{array}  Pass ?
```

```
E
                          Competitive Bidding Notes
T
                          to play
            Pass
          2♥/2♠/3♣
                          to play. [O] may correct 2 \checkmark to 2 \diamondsuit with 4315
             2NT
                          relay asking, INV+
NAT INV
             3♦
         3♥/3♠/4♣
                          mixed raise
            3NT
                          to play
         4♥/4♠/5♣
                          to play
```

6.1 2♦-2NT Sequences

```
West North East South 2 \blacklozenge Pass 2NT Pass ?
```



$3 \spadesuit$	MAX 3415
3NT	MAX 4414
4.	MAX 4405

6.2 Competitive Bidding

```
West North East South 2 \blacklozenge XXX?
```

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

```
West North East South 2 \blacklozenge 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.

a