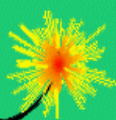


Big Bang Bidding System



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Bocchi-Madala "Big Bang" System 2015

Bocchi could be considered the system designer since he admits tinkering with systems and never playing the same system for too long in the same form. This system is characterized by a strong 2D opening, transfer responses to 1C, and variable notrump. Vulnerability affects not only the notrump opening ranges but all parts of the system – the “spirit” is different non-vulnerable. The vulnerability-dependent preempt style as described here was not continued by Bocchi after 2015. The system continues to change slightly and is one of the two main Italian strains played by Bocchi, Madala and other partners like Bianchedi and Bilde.

The other main Italian strain is the Lauria-Versace system, also available on www.bridgewithdan.com which follows its own development over the years and has its adherents but remains in basic structure different from the Big Bang system, and is closer to an American 2/1 GF, albeit with way more relays. That system also has its adherents such as Donati and Giubilo.

Style:

- at favorable, go crazy: preempts, 2-suited overcalls, openings
- at equal, aggressive
- VUL, bid normal

System Architecture:

- traditional Italian 2/1 5M/4D style
- transfer responses to 1C
- Laurian Gazzilli, modern Italian GF relays
- not light BAL openings as in modern precision, Welland-Auken (except 10-13 NT fav)
- 1C may be doubleton, 1D promises UNBAL hand
- 20+ NT can have 5M, but 11-19 open 1M
- Turboback: if minor (and sometimes major) trumps, $4m+1$ = even keys, higher = cue with odd keys

Abbreviations

3fit = 3 card fit

5(422) = known suit is 5 cards, other 3 suits are 4-2-2 in any order

6RKC = RKC but when a 2-suiter opposite a known BAL hand, treat King of both suits as keycards equally

BAL/UNBAL = balanced/unbalanced

c.o.g. = choice of game

DNE = Does Not Exist (don't bid it unless you like post mortems)

flag = an artificial bid that sets a specific suit as trumps in a game forcing auction (e.g. H flag sets H as trumps)

GF = game force

inv(it) = invitational

l/m/h = low/middle/high – C lower than D lower than H lower than S – to show location of a shortness or suit in steps

m/M = minor/major (e.g. 5m = 5C or 5D)

mb = may be, perhaps

p/c = pass or correct – you bid this when you do not know what suit partner has, so in case partner has this suit when they will pass (if not, they will bid again to their real suit)

R = relay

Sing = singleton

SI = slam interest

SPL = splinter

Opening Bid Summary

1C = 2+ cards, nat or BAL, 3-suiters with red singleton, 5C(422), not forcing

1D = 4+ cards, UNBAL or 6+crds, 5D(422), 3-suiters with black singleton

1M = 5+ cards

1N = 10-13 fav 1/2/3 seat ("big bang theory")

15-17 vul 1/2/3 seats,

12-14 both white or any 4th seat

no 5M, not 5422 unless 5-4 minors

2C = 18-19 NT (17+ ok fav), no 5M, not 5422 unless 5-4 minors

2D = ART GF

2H = NV: both majors weak, V: normal weak 2

2S = NV: minors 5-4+ weak, V: normal weak 2

2N = 20-22, may have 5M(332)

3y = preempt, aggressive both white, and fav can be even good 5 card minor ("big bang theory")

3N = solid minor, or a good 4M preempt

4y = natural preempt

4m = Namyats (if 3N = Gambling), Natural (if 3N = good 4M preempt)

4M = pree

1C Opening Responses

1D = 4+H, 5+HCP

(X) Pass = < 3H

XX = 16+, < 3H

1H = 3fit BAL

1N = 3fit UNBAL

2H = 4fit minimum

2S = 3fit, 16+

3H = 4fit a bit more

3S = 4fit, 16+

(1H) X = cards

(1S) X = cards, 2C = 6+crds supposedly, 2H = 4fit

(2D = nat) X = support, but Pass can have BAL min 3fit

1H = 3fit, or 11-13 4fit UNBAL

1S = 4H-4S, constructive/invite, NF

1N = to play opposite non-NT BAL range

2C = to play

2D = to play

2H = to play

2S = ART GF, various slammish hands mostly

2N = R, mostly BAL

3C/3D/3S = 4+crds slammish

3H = 6+H BAL slammish

3N = long great H, c.o.g.

4m = serious slamtry SPL

4H = serious slamtry S SPL

4S = superstrong slamtry S SPL

3C = 6+C-3H 11-13

3D = 1345

3H = 6+C-3H 14-15

3S = 4315 (4N = RKC S)

3N = 2425 11-13 (H trumps)

4C = 3415 11-13 (H trumps)

4D = 1435 11-13 (H trumps)

2N = invite opposite non-NT BAL range

3m = 4H-6+m invite

3H = invite (5+crds)

3S/4m = mild slamtry SPL

3N = c.o.g., honors outside hearts

4H = to play

1S = unbal with S, limited to maybe 15/16, NF, denies 3H

1N = to play
 2C = to play
 2D = ART GF "logical natural continuations"
 2S = "bad hand" (3S = sets S)
 2H = to play
 2S = to play
 2N = invite
 3C = invite
 3D = 4+H-6+D invite
 3H = GF with 6+ good hearts
 3S = invite
 1N = BAL non-NT range, doubleton H, may have 4S
 2C = any invite, or signoff in D
 2D = forced
 Pass = to play (may be 4-4)
 2H = 5H invite
 2S = 5H-4S invite
 2N = 4H invite
 3C = 4H-5+C invite
 3D = 4H-5+D invite
 3N = 5332/5H-4m-2-2, strength in short suits
 2D = ART GF, forces 2H
 2H = forced
 2S = 5H-4 other GF no slam
 2N = R
 3C = 4C+sing (3D asks l/h)
 3D = 4D+sing (3H asks l/h)
 3H = 4522
 3S/3N = 4S + l/h sing
 2N = some 5-5 GF no slam
 3C = R (l/m/h side suits [if S 6-5])
 3C = some 5-4 slammish
 3D = R (3H/3S/3N = C/D/S, 4C = S superstrong)
 3D/3H/3S = 5C/D/S slammish (6H-5S)
 3N = 6+H BAL, slammish
 4C/4D/4H = 6+H slammish with l/m/h SPL
 4S = 6+H superstrong slamtry, S SPL
 2H = to play
 2S = 4H-4S invite
 2N = signoff C, or GF+ 3-suiter with void, or 5H-4m-2-2 GF weak doubletons
 3C = forced
 Pass = signoff C
 3D = some 5H-4m-2-2 GF, weak doubletons (3H asks C/D)
 3H/S/N = C/D/S void

4C = S void superstrong (4D = D flag, 4M = cue for C)
 3C = 5H-5+C invite
 3D = 5H-5+D invite
 3H = DNE
 3S = DNE
 3N = 5332/5H-4m-2-2, points conc. in long suits
 4D = wants partner to declare 4H
 4H = wants to declare 4H
 2C = nat 11-16 6(5)+C, denies 3H or 4S (with 6 great C and 3H may say 2C)
 2D = GF R
 2H = 2H exactly (nat cont's, 2N = wait, 3m = slamtry, 3H = sets H)
 2S = max, 6+C, 0-1 H, lacks 1 side suit stopper (seminat conts)
 2N = max, 6+C, 0-1 H, both side suits stopped (seminat conts)
 3C = min, 6+C, 0-1 H (seminat conts)
 3D = 3145 (3S asks half-stop)
 3H = 2146 (3S asks stop)
 3S = 1246
 4C/4D = 6+ good C, 3H, h/l sing
 4H = 6+ good C, 3H, no sing
 2H = to play
 2S = invite to 3NT with S stop, no D stop
 2N = invite to 3NT usually both side suits stopped
 3C = invite to 3NT with D stop, no S stop
 3D = 4H-5+D invite
 3H = 6+ good H, forcing
 2D = reverse to D or S *without* 3+H
 2H = weak, 6(5)+H, to play
 2S = GF R
 2N = 5C-4D/4S, stopper 4th suit
 3C = R
 3D/3H = 4D/4S (4C = C flag, else = flag other suit)
 3H = 6+H
 3C = 5C-4D/4S, no stopper 4th suit
 3D = R
 3H/3S = 4D/4S (4C = C flag, else = flag other suit)
 3H = 6+H
 3D = 6+C-4D (3S = asks S stop, 4D = sets D)
 3H = 6+C-4S (3S = asks D stop, 4C = C flag, higher = S flag)
 3S = 4144 17+ (4D = end-signal or cue for [eventually] S signoff)
 3N = 4045 17+ (as above)
 2N = weak with 4S (nat logical cont's)
 3C = weak without 4S (nat logical cont's)
 3D = 5+D GF
 3H = 6+H GF

4C = serious slamtry with 4+C (cues)
 2H = 4fit, BAL non-NT range (with 11-13 UNBAL use 1H)
 2S/3m = 4+crds nat slamtry (activates 6RKC)
 2N = ART invit relay (3H/3N/4H = clear, else = minimum countertry good suit)
 3H = general slamtry, no void
 3N = c.o.g. probably 3433
 3S/4C/4D = void l/m/h slamtry
 2S = D or S reverse, or 6+C 16-18, *with* 3H, OR 5C-4H 16-18
 2N = GF R
 3C = 6+C-3H 16-18 (bid stoppers or set suits)
 3D = 1345
 3H = 4315 (4D = H flag)
 3S = 6+C-3H 19+ (4C = C flag, else for hearts)
 3N = 2425 16-18 (cues for H)
 4C/D = 5C-4H-(31) 16-18, l/h sing (hearts trumps)
 3C = signoff attempt
 3D = 6+D GF
 3H = 5D, no spade stop
 3S = 6H-5S GF
 3N = 5D, spade stop

 2N = 19+ with 6+C without 3H, or 5C-4H
 3C = signoff attempt, somehow
 3D = GF R, stopper-oriented
 3H = D stop, no S stop
 3S = S stop, no D stop
 3N = both D and S stopped
 4C = 5+C-4H, sing D (or 2425 21+)
 4D = 5+C-4H, sing S (or 2425 21+)
 4H = 2425 19+
 3H = 6+H
 3S = 5H-5D GF
 3C = 16-18 6+C, denies 3H (3D/3S = stopper, 3H = forcing, 4C = superstrong slamtry)
 3D = 6C-5D conc., 11-15
 3H = forcing
 3S = puppet to 3NT to play or set suit in forcing way
 4C = to play
 4D = invite
 3H = 4H 14-15 UNBAL (not too freaky) (cues)
 3S = 6C-5S conc., 11-15
 4C = to play
 4D = signoff 4H, or slamtry S (4S), or RKC S (4N)
 4H = slamtry C
 4S = to play

4N = RKC C
 3N = SOL C, side stops, 16-19 (4C = F)
 4C = 6+C-4H conc., D SPL, 14-15 (H trumps)
 4D = 6+C-4H conc., S SPL, 14-15 (H trumps)
 4H = 6+C-4+H conc. 11-13

1H = 4+S, may have 4S-4H less than invite (depending on range of NT rebid)
 (X)

Pass = < 3 S
 XX = 16+, < 3S
 1S = 3fit BAL
 1N = 3fit UNBAL
 2H = 3fit, 16+
 2S = 4fit minimum
 3H = 4fit, 16+
 3S = 4fit a bit more than min
 1S = 3S, or 4S 11-13 UNBAL
 1N = to play
 2m = invite, range depends on pd's presumed BAL range
 2H = ART GF
 2S = R, bad for declaring NT (as below)
 2N = R, ok for declaring NT
 3C/D/H = slammish 5S-4+crds
 3S = 6+S BAL slammish
 3N = c.o.g., 6 great S
 4C/D/H = serious slamtry SPL
 3C = 6+C-3S min
 3D = 3046
 3H = 3145
 3S = 6+C-3S max
 3N = 4225 11-13 (S trumps)
 4C = 4315 11-13 (S trumps)
 4D = 4135 11-13 (S trumps)
 2S = to play
 2N = invite, likely 4333
 3C = 4S-6+C invite
 3D = 4S-6+D invite
 3H = 5S-4+H invite
 3S = invite, 5+S
 4C/4D/4H = mild slamtry, l/m/h short
 3N = sugg to play, points in short suits
 4S = to play
 1N = doubleton S, non-NT range
 2C = puppet to 2D, to play 2D or any invite, or 5(332) good side suits GF

2D = forced
 Pass = to play, may be 4-4
 2H = 5S-4H 10(9)-11
 2S = 5S invite
 2N = 4S invite
 3C = 4S-5+C invite
 3D = 4S-5+D invite
 3H = 6S-5H invite
 3N = 5(332) with good side suits
 2D = ART GF, forces 2H
 2H = forced
 2S = some 5-4 GF no slam
 2N = R
 3C = 4C unbal (3D asks sing)
 3D = 4D unbal (3H asks sing)
 3H = 5422
 3S = 5431
 3N = 5413
 2N = some 5-5 GF no slam (3C = R asks 5suit l/m/h)
 3C = some 5-4 slammish
 3D = R asks 4suit l/m/h (4C = like 3NT but forcing)
 3D/H/S = 5S-5C/D/H slammish
 3N = 6+S BAL slammish (NF)
 4C/D/H = 6+S UNBAL slammish, l/m/h short
 2H = 4+S-4H weak (4-4 if some rev flannery is played)
 2S = to play
 2N = signoff 3C, or special 3-suiters
 3C = 5S-5+C invite
 3D = 5S-5+D invite
 3H = 5S-5H invite
 3S = ?
 3N = 5(332), points in long suit
 2C = nat 6+C or 5C-4red, 11-16
 2D = ART GF
 2H = 4crd (nat conts)
 2S = doubleton S (3m = slamtry, 3S = sets S, 2N = wait)
 2N = 6+C max, both side suits stopped, short S
 3C = 6+C min, short S (bid stoppers)
 3D = 1345 (3H asks for half-stop)
 3H = 2146
 3S = 1246
 4C/4D = 6+ good C, 3S, h/l sing
 4S = 3226 with good C
 2H = 5+S-4H 6-10

2S = to play
 2N = invite to 3N, usually both side suits stopped
 3C = invite to 3NT with 1 side suit stopped, NF (bid stoppers if accept)
 3D = 4+S-5+D invite
 3H = 5S-5H invite
 3S = 6+ good S, GF
 2D = reverse to D or H, *without* 3S
 2H = GF R
 2S = 0445 (nat conts)
 2N = 5C-4D or 5C-4H, with stop in 4th suit
 3C = asks real suit (4C = sets C, else = other)
 3S = 6+S 1-suiter (4C = cue for S with stiff K)
 3C = 5C-4D or 5C-4H, no stop in 4th suit
 3D = R for D/H (then 4C sets C, else sets other)
 3D = 6+C-4D (nat conts, 3H asks H stop)
 3H = 6+C-4H (3S asks D stop, 4C = C flag, else sets H)
 2S = to play, 6(5)+S
 2N = 4+S-4H weak
 3C = 4+S, denies 4H, weak (3C better than 2S to play)
 3D = 5+D GF
 3H = 5S-5H GF
 3S = 6+S GF
 4C = 4+C serious slamtry (cues)
 2H = reverse to D or H, or 6+C 1-suiter, *with* 3+S, may be 16-18 UNBAL 4fit
 2S = signoff attempt
 2N = GF R
 3C = 6+C-3S 16-18 (bid stoppers or set suits)
 3D = 3145
 3H = 3415 (4D = H flag)
 3S = 6+C-3S 19+ (4C = C flag, else for spades)
 3N = 4225 16-18 (cues for S)
 4C/D = 5C-4S-(31) 16-18, l/h sing (spades trumps)
 3C = signoff attempt (club preference)
 3D = 6+D GF
 3H = 5S-5H GF
 3S = 5D, no H stop
 3N = 5D, with H stop
 2S = BAL 4fit in non-NT range
 2N = ART invite
 3S = worst
 3N = max, 4333 typically
 4S = max
 else = minimum, good side suit, counter-try
 3D/3D/3H = 4+crds slamtry (activates 6-RKC)

3S = general slamtry, waiting
 4C/4D/4H = void slamtry, l/m/h
 2N = 19+ with 6+C *without* 3S, or 5C-4S
 3C = signoff attempt
 3D = GF R, stopper-oriented
 3H = D stop, no H stop
 3S = H stop, no D stop
 3N = both red suits stopped
 4C = 5+C-4S, sing D (or 4225 21+)
 4D = 5+C-4S, sing H (or 4225 21+)
 4H = 4225 19+
 3H = 5S-5H
 3S = 6+S
 3C = 6+C 16-18, denies 3S (3red = stop, 3S = forcing, 4C = superstrong slamtry)
 3D = 6C-5D conc., 11-15
 3H = puppet to 3NT to play or set suit in forcing way
 3S = forcing
 4C = to play
 4D = invite
 3H = 6C-5H conc., 11-15
 3S = puppet to 3NT to play or remove to cue for C
 4C = to play
 4D = H flag
 3S = 14-15 UNBAL raise (not too freaky) (cues)
 3N = SOL C, side stops, 16-19 (4C = F)
 4C/4D = 6+C-4S, good suits, l/h sing, 14-15
 4S = 6+C-4+S, 11-13, good suits

 1S = 4(3)+D, may have 5D-4M, or 3334, or 4D-5C
 1N = BAL/4414, the non-NT range
 2C = puppet to 2D (to play or some invite)
 2D = forced
 Pass = D signoff
 2H = invite with 6+D sing C, or 5-5 minors invite
 2S = R
 2N = 5-5 minors invite, short H
 3C = 5-5 minors invite, short S
 3D = 6+D, sing C, invite
 2S = 6+D sing. H, invite
 2N = BAL invite
 3C = 5+D-4C invite
 3D = 6+D sing. S, invite
 2D = GF 1-suiter, or with 4+C, or 5(332) mild slamtry
 2H = forced

2S = 6+D sing C GF
 2N = 5 great D, or 5D-4 great C
 3C = R
 3D = 5D only
 3H/3S/3N = 5D-4C no/l/h short
 3C = 5D-4+C GF but not amazing clubs (3D asks no/l/h short)
 3D = 6+D BAL (3H = D interest relay asks min/med/max in steps)
 3H = 6+D sing H GF
 3S = 6+D sing S GF
 3N = 5(332) mild slamtry
 2H = 5+D-4H GF
 2S = 5+D-4S GF
 2N = signoff C, or some 5D-440 GF
 3C = forced
 Pass = signoff in C
 3D/H/S = l/m/h void 3-suiter
 3C = 4D-5+C invite (with
 3D = 6+D invite, BAL (else use 2C)
 3H = 5D-5C GF, sing H
 3S = 5D-5C GF, sing S
 3N = to play
 2C = nat NF
 2D = signoff attempt
 2H = GF R, may or may not have 4H
 2S = R
 2N = 4H with S stop
 3C = C fit
 3D = 6+D (bid stops)
 3H = 5D-4H no S stop (3S = H flag)
 2S = nat GF
 2N = invite with side stops usually
 3C = invite missing a side stop (bid stops)
 3D = 6+D invite
 3H/S = 6D-5M GF
 3N = to play
 4C = serious slamtry, 4+C
 2D = 4fit NF, unbal or BAL
 2H = 4H GF (3H = H flag, else nat)
 2S = 4S GF (3S = S flag, else nat)
 2N = invite
 3C = ART GF, asks stoppers (or any GF without a void or 4M)
 3D = 4+D courtesy raise
 3M = 6D-5M GF
 4C/4M = void SPL for D

2H = 17+ reverse
 2N = ART bad hand (3m = NF)
 else = nat GF, logical
 2S = 17+ reverse
 2N = ART bad hand (3m = NF)
 else = nat GF, logical
 2N = 19+, 6+C or 5+C-4D
 3C = R
 3D = 5+C-4D no void
 3M = 6+C, stopper in this M, not other M
 3N = 6+C, both M stops
 4C/D = 5+C-4D, H/S void
 3D = 6+D slammish
 3M = 6D-5M
 3C = 15-18, 6+C (3D = F, 3M = stopper, 4C = F)
 3D = 16-18 5+C-4D (stoppers at 3-level, cues at 4-level)
 3H = 6C-5H, lots of tricks but < 17 HCP
 3S = transfer to 3NT to play, or flag C (4C), or flag H (anything else)
 4C/4H = signoff
 3S = 6C-5S, lots of tricks but < 17 HCP
 4C/4S = to play
 4D = C flag
 4H = S flag
 3N = to play, 6+ nice clubs, side stops, not superstrong (4C = F)

1N = usu 5+C 6-10, NF
 2C = to play
 2D/2H/2S = seminat reverse (2N = Lebensohl-like weak hand, else = logical GF)
 2N = invite, 15-17 BAL or SEMIBAL (3C = to play, else GF)
 3C = pree
 3D/3H/3S = 6-5 good suits less than 17

2C = GF relay, BAL slammish, or C (min HCP depends on pd's BAL non-NT range minimum)
 2D = a) 5+C-4+D
 b) 3-suiter with a void, 5C(440)
 c) BAL, non-NT range, wrong for declaring NT (weak suit e.g.)
 2H = R
 2S = BAL, non-NT range, wrong for declaring NT
 2N = R asks doubleton
 3C = doubleton C (bid natural suits efficiently)
 3D = doubleton D (bid natural suits efficiently)
 3H = doubleton H (bid natural suits efficiently)
 3S = doubleton S without 4H (bid natural suits efficiently)
 3N = doubleton S with 4H

4m = nat
 4H = to play
 4S = RKC H
 3C = 6(5)+C slammish
 3D/H/S = 5C-4D/H/S slammish
 2N = 3-suiter with a void - 5C(440)
 3C = R
 3D = 15+ (3H asks l/m/h void)
 3H = D void, 11-14 (nat)
 3S = H void, 11-14 (4m = flag, 4H = S flag, 4N = quant)
 3N = S void, 11-14 (4m = flag, 4H = to play, 4S = RKC H)
 3C = 6C-4(5)D
 3D = R asks min/med/max
 3H = R asks the same but sets D
 3D = 5C-4D sing H
 3H = R asks min/med/max no D fit
 3S = R asks same but sets D
 3H = 5C-4D sing S (3S asks min/med/max)
 3S = 2245 11-14 or 18+
 3N = 2245 15-17
 2H = 5+C-4+H, or 3-suiter with a red singleton
 2S = R
 2N = 3-suiter with a red singleton
 3C = R
 3D = D sing, 11-14 (nat)
 3H = H sing, 11-14 (nat)
 3S = D sing, 15+
 4C/D = C/H flag
 4M = to play
 4N = RKC S
 3N = H sing, 15+ (4m = m flag, 4H = S flag)
 3C = 6+C-4H (3D asks min/med/max no H fit, 3H asks same with H fit)
 3D = 3415 (3H asks min/med/max no H fit, 3S asks same with H fit)
 3H = 1435 (3S asks min/med/max, 4m = cue for H)
 3S = 2425 11-14 or 18+ (4C/D = C/H flag)
 3N = 2425 15-17 (as above)
 2S = 5+C-4+S
 2N = R
 3C+ = as above when showing 5+C-4H
 2N = BAL, non-NT range, good for declaring NT, all side suits stopped, or (4333)
 3C = nat, cheapest 4(5)suit, looking for slam
 3D = 4+D (nat)
 3H = 4H without 4C
 3S = nat, no H fit

4C = 5C
 4D = strong slamtry H
 4H = mild slamtry H, NF
 3S = 4S without 4C
 4C = 5crd
 4D/4H = cue for S strong slamtry
 4S = mild slamtry, NF
 3N = 4C but double-negative
 4C = nat 15+
 3D = nat slammish, denies 4C
 3M = nat no D fit
 3N = no M no good D fit
 4y = cue for D
 3H = nat slammish without 4C or 4D
 3S/3N = nat, no H fit
 4m = cue for H
 4H = bad for H, NF
 3S = 4333 slammish (3N = to play bad for slam, 4m = cue for S, 4S = bad for S)
 3N = DNE
 3C = 6+C sing D (3D asks min/med/max)
 3D = 6+C sing H (3H asks min/med/max)
 3H = 6+C sing S (3S asks min/med/max)
 3S = 6+C BAL, 11-14 or 18/19+ (cues for C)
 3N = 6+C BAL, 15-17 (cues for C)
 4C/4D/4H = 6+ solid C, 15+, sing D/H/S

 2D = 6H or 6S 9-11 HCP
 2H = p/c
 Pass = 6H most hands
 2S = 6S most hands
 2N = 6-4 majors (3C asks: 3D = 6H, 3H = 6S)
 3m = 6M-4m (3H/3S/4H = p/c)
 2S = p/c
 Pass = 6S most hands
 2N = 6-4 majors (3C asks: 3D = 6H, 3H = 6S)
 3m = 6S-4m
 3H = 6H most hands
 4H = 6H-4m max
 2N = GF R
 3C = 6H-4other (3D asks other l/m/h, 3H = H flag)
 3D = 6S-4other (3H asks other l/m/h, 3S = S flag)
 3H = 6S 1-suiter (cue or sign off)
 3S = 6H 1-suiter (cue or sign off)
 3C = 7(6)+C NF

3D = 6+C-5+D (nat)

3H = 6+C and H raise, GF (3N = 6S and no C fit, 4C = 6S and C fit, else = cue for H)

3S = 6+C and S raise, GF (3N = 6H and no C fit, 4C = 6H and C fit, else = cue for S)

4C = asks to transfer to M

4D = asks to bid M

2H = any SPL for C 11-14 (or any strength with void), including 3suiters

2S = GF R with 4H

2N = 4crd H fit

3C = R for l/m/h sing min, l/m/h sing max

3C = no H fit, 3-suiter with sing H, or S SPL with 4D

3D = R (3H = 3suiter sing H, 3S/N/4C = 1345 min/med/max)

3D = no H fit, D SPL, 4S - e.g. 4315

3H = H SPL, 4D - e.g. 3145

3S = H SPL, 4S - e.g. 4135

2N = GF R without 4H

3C = 3-suiter (3D asks l/m/h SPL)

3D = D SPL (may have one 4M)

3H = H SPL with 4D, e.g. 3145

3S = H SPL with 4S, e.g. 4135

3N = S SPL

4C = C flag

4D = looking for 4 diamonds

4H = to play Moysian if partner has 4H

2S = 6+ great C GF, may have a good side 4suit

2N = R

3C = 6+C UNBAL (3D asks l/m/h short min, l/m/h short max)

3D/H/S = good side 4suit

3N = 6+C BAL no slam

4C = 6+C BAL slammish

2N = weak C or GF with a non-clubs semisolid 6+crd suit

3C = semiforced

Pass = weak C

3D = 6+ semisolid H (3H = ok to play in H, 3N = to play)

3H = 6+ semisolid S (3S = ok to play in S, 3N = to play)

3S = 6+ semisolid D slammish (nat)

3N = 6+ semisolid D, no slam (nat)

3C = 5+C 10-11

3D/3H/3S = pree (assume pd has the non-NT BAL range)

Third/Fourth Seat adjustments:

2S = 5+C invite

Handling Interference:

(X)

XX = 5+D, F1

1D = 5+H, F1

1H = 5+S, F1

1S = 5+C, constructive or better

1N = nat

2C = 5+C weak

2D/H = weak 6+H/S

2S = 5S-5other 7-10 (2N asks other)

2N = 5D-5C 7-10

3C = 5H-5C 7-10

3D = 5H-5D 7-10

(1D)

X = 5+H (if with 4S then GF)

1H = 5+S

1S = 4H

1N = nat

2C = takeout, no majors

2D = 4/5H, 4S (if 5-4 at most invite, if 4-4 unlimited)

2H = 4S 9+ HCP (with less, Pass, then reopen with X later if available)

2S = 5+C 11+ HCP

2N = 5+C-5+H 7-10

3C = 5+C-5+S 7-10

3D = 5+H-5+S 7-10

(1H)

When we VUI (opener expected to have weak NT)

X = 4/5S, 5+ HCP

1S = 8+ HCP without 4S

1N = nat

2C = 5+D 11+ HCP

2D = 5+C 11+ HCP

2H = 6S invite, or 5S GF

2S = 6S to play

2N = 5+C-5+D 7-10

3C = 5+C-5+S 7-10

3D = 5+D-5+S 7-10

3H = transfer to 3N (has Axx, Kxx e.g.)

3S = pree

When we NV (opener expected to have strong NT)

$X = 4/5S, 5+HCP$
 $1S = 8+ HCP \text{ without } 4S$
 $1N = \text{nat}$
 $2C = 5+D \ 11+ HCP$
 $2D = 5+C \ 11+ HCP$
 $2H = 6S \text{ invite or } 5S \text{ GF}$
 $2S = 6S \text{ to play}$
 $2N = 5+C-5+D \ 7-10$
 $3C = \text{weak, } 5+C$
 $3D = \text{weak, } 6(5)+D$
 $3H = \text{transfer to } 3N$
 $3S = 5S-5C \ 7-10$

(1S)

When we Vul (opener expected to have weak NT)

$X = 4 \text{ or } 5H$
 $1N = \text{nat}$
 $2C = \text{takeout without } 4H$
 $2D = 6+H \text{ invite, or } 5H \text{ GF}$
 $2H = 5+C \ 11+ HCP$
 $2S = 5+D \ 11+ HCP$
 $2N = 5+C-5+D \ 7-10$
 $3C = 5+C-5+H \ 7-10$
 $3D = 5+D-5+H \ 7-10$
 $3H = 6+H \text{ weak}$
 $3S = \text{transfer to } 3N \text{ (has Axx, Kxx e.g.)}$

When we NV (opener expected to have strong NT)

$X = 4 \text{ or } 5S$
 $1N = \text{nat}$
 $2C = \text{takeout without } 4H$
 $2D = 6+H \text{ invite, or } 5H \text{ GF}$
 $2H = 5+C \ 11+ HCP$
 $2S = 5+D \ 11+ HCP$
 $2N = 5+C-5+D \ 7-10$
 $3C = \text{weak, } 5+C$
 $3D = \text{weak, } 6(5)+D$
 $3H = 5H-5C \ 7-10$
 $3S = \text{transfer to } 3N$

(1N)

$X = \text{penalty}$
 $2C = \text{takeout for majors}$

2D = 1 long major, or maybe M-m invit+
2H = 5H-4+m
2S = 5S-4+m (for B-D just S)
2N = minors
3y = pree

(2C = nat)

X = takeout, 8+ HCP
2D = 5+H GF unless suit rebid
2H = 5+S GF unless suit rebid
2S = 5+D GF unless suit rebid
2N = 5+D-5+H 7-10
3C = 5+D-5+S 7-10
3D = 5+H-5+S 7-10
4C = 5+H-5+S GF, but not superstrong

(2C = majors)

like below probably, except 2D = to play

(2D = nat)

X = takeout, 8+ HCP
2H = 5+S GF unless suit rebid
2S = 5+C GF unless suit rebid
2N = 5+C-5+M 7-10
3C = 5+H GF unless suit rebid
3D = 5+H-5+S 7-10
4D = 5+H-5+S GF but not superstrong

(2D = majors)

X = takeout, 8+ HCP
2H = 5+C competitive
2S = 5+D competitive
2N = minors, invit+
3C = 5+D GF
3D = 5+C GF
3H = 5+C SPL GF
3S = 5+C SPL GF

(2H)

X = takeout, 8+ HCP
2S = 5+C GF unless suit rebid
2N = nat invite
3C = 5+D GF, denies 4S
3D = 5+S GF

3H = 5D-4S, no H stop, or superstrong
3S = 6+S pree
3N = 5D-4S, H stop, not superstrong

(2S)

X = takeout, 8+ HCP
2N = nat invite
3C = 5+D GF, may have 4H (3D = nat, asks for 4H)
3D = 5+H GF
3H = 5+C GF, denies 4H
3S = 5C-4H, no S stop
3N = 5C-4H, S stop

(3H)

X = neg
3S = forcing with S
4C = 5+D GF
 4D = fit (step 1 = even keys, else = odd)
 4H = long C, strong hand
 4S/4N/5C = to play
4D = 5+C GF
 4H = C fit (step 1 = even keys, else = odd)
 4S/4N/5C nat
4H = 5S-5m strong (4S to play, 4N = strong for m, 5C p/c, 5D+ cue for S)
4S = nat (4N = RKC S)
4N = 5-5 minors

(3S)

X = neg
4C = 5+D GF (as above)
4D = 6(5)+H very strong
 4H = to play
 4S = RKC H
 4N = great hand for C
 5C = to play
4H = not that strong (4S = RKC H, 4N great hand C, 5C to play, 5D/5H for H)
4S = GF with C
 4N = likes C even keys
 5C = not happy
 5D+ = likes C odd keys
4N = 5-5 minors, or 5H-5m very strong (assume minors until otherwise)

1D Opening Responses

1H = nat

(X)

Pass = < 3H, nothing special

XX = 16+, < 3H

1N = 3fit UNBAL

2H = 4fit 11-13

2S = 3fit 16+

3H = 4fit 14-15

3S = 4fit 16+

(1S) X = support

(2C) X = support

1S = 5+D-4S unbal

1N = to play

2C = 4th suit GF, nat continuations

2D = denies 3H

2D = weak raise/preference

2H = 5/6H signoff attempt

2S = 4fit weak

2N = invite

3C = 4+H-5+C invite

3D = 4+H-4+D invite

3H = GF 6+ good H

3S = invite

4m = SPL for S

1N = seminats without 4S, short H - e.g. 3154/3163 with S stopper

2C/D/H = signoff attempt

2S = ART GF (natural, but 2N = min, else max)

2N = invite

3C = 4+H-5+C invite

3D = 4+H-4+D invite

3H = 6+ good H GF

3N = 5H(332) with bad stoppers in side suits

2C = nat but unlimited, F1, promises 5+D - denies 3H, may be 4054 17+

2D = 8+ HCP R

2H = 5+D-4+C 11-15 (3m = to play)

2S = 5D-4C 17+

2N = 5+D-4C 16+, S stopper (3C asks min/med/max)

3C = 5D-4C 16+ no S stopper (3D asks min/med/max)

3D = 6D-4C 16+ (3H asks l/h short, run on if huge)

3H = 5D-5C 17+, short H

3S = 5D-5C 17+, short S
 3N = 4054 17+ (4m = flag, 4H = S flag, 4N = quant)
 2H = v weak, signoff
 2S = 5H-4S weak (all bids NF)
 2N = super weak with minor fit (3C = p/c, 4C = invite to game in the fit)
 3C = 4+C 6-7 HCP
 3D = 3+D 6-7 HCP
 3H = 6+ great H GF
 2D = 6+D 11-15, denies 3H
 2H = signoff
 2S = stopper, limit+, no C stopper
 2N = nat, black suits stopped
 3C = stopper, limit+, no S stopper
 3D = courtesy raise
 3H = 6+H GF
 2H = frequently 3 crd supp, 11-13/14
 2S = 16+ UNBAL 5+D with 3+H
 2N = GF R
 3C = ?
 3D/3H = signoff attempt
 3S/3N = ?
 4H = 5H bare min
 2N = 5+D-4H 18+, or 6+D 16+ without 3+H
 3C = GF R
 3D = 6+D 16-18 without 3+H
 3H = asks S stop
 3S = asks C stop
 3H = 6+D 19+ without 3+H, C stop no S stop
 3S = 6+D 19+ without 3+H, S stop no C stop
 3N = 6+D 19+ without 3+H, both side suits stopped
 4C = 3451 19+, may be 2452 if 21+
 4D = 1453 19+, may be 2452 if 21+
 4H = 2452 19-20
 3D = signoff attempt (if pd is 6+D 16+ without 3H)
 3H = 6+H GF
 3C = 5+D-5+C 14-16, NF
 Pass/3D = to play
 3H = F
 3S = transfer to 3NT, to play or set a minor in a forcing way
 3N = to play
 4m = invite
 3D = 6+ good D, 14-15
 3H = 5D-4H 14-15
 3S = 6D-5S good suits, but < 16 HCP

3N = SOL D, side stops
 4C = 6+D-4H short C, 11-14 good suits
 4D = 6+D-4H short S, 11-14 good suits

1S = nat

(X)

Pass = < 3S, nothing special

XX = 16+, < 3S

1N = 3fit UNBAL

2S = 4fit 11-13

2H = 3fit 16+

3S = 4fit 14-15

3H = 4fit 16+

(2y) X = support (or maybe good hand); 3y cue = max S raise

1N = minimum hand with 4H without 3S

2C = 4th suit GF

2D = nat weak

2H = nat weak

2S = nat weak

2N = invite

3C = 4+S-5+C invite

3D = 4+S-4+D invite

3H = 4+H invite (raise of pd's hearts in old system)

3S = good 6+S GF

3N = 5332 bad side stoppers

2C = 5D-4C 11-15, or any reverse without 3+S

2D = ART, 8+ HCP

2H = 5+D-4+H 16+ GF

2S = 6(5)+S, better to describe than relay

2N = R, C stopper likely if no slam

3C = following concepts of system

3D = sing S min

3H = sing S max

3C = 4th suit?

2S = 5D-4C 11-15

2N = 16+, 5D-4C, H stop (R asks min/med/max)

3C = 5D-4C 16+ without H stop (R asks min/med/max)

3D = 6D-4C 16+ (3H asks l/h sing, run on with 20+; 3S = same with C fit)

3H = 5D-5C 17+, short H

3S = 5D-5C 17+, short S

3N = 1444/0454 16+

4m = flag

4H = to play

4S = RKC H

4N = quant
 2H = 4+S-4H max 8 HCP
 Pass/2S = pref
 2N = seminat
 3C = 5D-5+C GF
 3D = 6+D NF
 3H = invite 4fit
 3S/4C = cue for H, slam interest
 3N = to play (including 5D-4C hands)
 2S = 5+S superweak
 2N = superweak minor raise (3C = p/c, 4C = invite in pd's fit)
 3C = 4+C 6-7 HCP
 3D = 3+D 6-7 HCP
 3H = 5S-5H invite
 3S = 6+S very good suit, GF
 2D = 6(5)+D 11-15, denies 3S or 4H (if 1N rebid shows H)
 2H = inv+ hand with H stop, no C stop
 2S = to play (less than 9-11)
 2N = invite with side stops
 3C = inv+ hand with C stop, no H stop
 3D = courtesy raise
 3H = 5S-5H invite
 3S = 6+S GF, good suit
 2H = 5+D-3+S 16+
 2S = signoff attempt opposite 3fit 16-17
 2N = GF R
 3C = 3154
 3D = 6+D-3S 16-18 (3H = no C stop)
 3H = 3451 (4C = H flag)
 3S = 6+D-3S 19-21 UNBAL (4C asks l/h short)
 3N = 3262 19-21 (4D = nat, else cue for S)
 4C = 5+D-4+S short C 16-17
 4D = 5+D-4+S short H 16-17
 3C = 6+C GF
 3D = signoff attempt, strong D preference
 3H = 5S-4H
 3S = 5S no H stop
 3N = 5S with H stop
 2S = oft 3crd supp, 11-14
 2N = 4S invite relay
 3C = 3154 (all bids to play)
 3D = 6D-3S
 3H = 3451 (all bids to play)
 3S = 4fit min

4S = 4fit max
 3C = 5S invite, or some void slamtry
 3D = minimum with 3S
 Pass/3S/4S = to play
 3H/3N/4C = l/m/h void slamtry S
 3H = minimum with 4S
 3S/4S = to play
 3N/4C/4D = l/m/h void slamtry S
 3S = max with 3S (4S = to play, 3N/4C/4D as above)
 3N = max with 4S (4S = to play, 4C/4D/4H as above)
 3D = to play!
 3H = 5S-4+C slammish (3S = sets S, else cue for C, 4S to play)
 3S = 5S-4+D slammish (4C = sets S, 4red cue for D)
 3N = 5S-4+H slammish (4C = sets H, 4D = sets S, 4M = signoff)
 4C/D/H = sing SPL slamtry
 2N = 6+D 16+ no 3+S, or 5D-4S 18+
 3C = GF R
 3D = 6+D 16-18 (3H = H stop no C stop, 3S = C stop no H stop)
 3H = 6+D 19+, C stop no H stop
 3S = 6+D 19+, H stop no C stop
 3N = 6+D 19+, side stops
 4C = 4351 19+, may be 21+ with 4252
 4D = 4153 19+, may be 21+ with 4252
 3D = signoff attempt
 3H = 5S-5H GF
 3S = 6+S GF
 3C = 5+D-5+C 14-15
 Pass/3D = to play
 3H = puppet to 3NT to play, or set a minor in a forcing manner
 3S = 6+S GF
 3N = to play
 4m = invite
 3D = about 14-15 long good D (see 1C op)
 3H = 6D-5H good suits, less than a reverse (see 1C op)
 3S = 5D-4S 14-15
 3N = SOL D, side stops
 4C = 6+D-4S, short C, 12-14 good suits
 4D = 6+D-4S, short H, 12-14 good suits

 1N = GF with BAL or clubs
 2C = 3-suiter with sing/void, 6D(43)0 with 3+C 11-14, or 5D-5C-(30) any strength
 2D = R
 2H = 5D(440)
 2N = R

3C = 15+ (R asks l/m/h void)
 3D/H/S = 11-14, l/m/h void
 2S = 444-1 black singleton
 3C = R
 3D = sing C, 11-14
 3H = sing S, 11-14 (3S = H flag)
 3S = sing C, 15+ (4C = H flag, 4N = RKC S)
 3N = sing S, 15+ (4S = RKC H)
 2N = 6D(43)0 with 3+C 11-14
 3C = R (3D = 0463, 3H = 4063, 3S = 0364, 3N = 3064)
 3C = 5D-5C, void H 11-14
 3D = 5D-5C, void S 11-14
 3H = 5D-5C, void H, 15+
 3S = 5D-5C, void S, 15+
 2D = 5+D-4+C (sing but no void unless 6-5)
 2H = R
 2S = 5D-5C (2N asks 11-14 l/h sing, 15+ l/h sing)
 2N = 6D-4C (3C asks 11-14 l/h sing, 15+ l/h sing)
 3C = 6D-5C (3D asks min/med/max)
 3D = 3154 (3H asks min/med/max)
 3H = 1354 (3S shows m fit asks min/med/max)
 3S = 2254 11-14 or 18+
 3N = 2254 15-17

 2H = 5+D-4+H
 2S = R
 2N = 6+D-4H (R asks l/h min, l/h 15+; 3D asks same with H fit)
 3C = 6D-5H (R asks min/med/max, 3H asks same with H fit)
 3D = 3451 (R asks min/med/max, 3S asks same with H fit)
 3H = 1453 (R shows m fit asks min/med/max; 4m = cue for H)
 3S = 2452 11-14 or 18+
 3N = 2452 15-17

 2S = 5+D-4+S
 2N = R
 3C = 6D-4+S (R asks l/h min, l/h 15+; 3H asks same with S fit)
 3D = 4351 (R asks min/med/max; 3S asks same with S fit)
 3H = 4153 (R shows min fit asks min/med/max, 4m = cue for S)
 3S = 4252 11-14 or 18+
 3N = 4252 15-17

 2N = 6D(430) with 3+C, 15+
 3C = R (3D = 0463, 3H = 4063, 3S = 0364, 3N = 3064)
 3C = 6+D, sing C
 3D = 6+D, sing H (4D = D flag [4H = even keys, higher = odd])
 3H = 6+D, sing S

3S = 6+D BAL 11-14 or 18+
 3N = 6+D BAL 15-17
 4C/D/H = 6+ SOL D, 17+, l/m/h side short
 2C = 5+C weak
 2D = 4(3)+D, to play
 2H = 6H 9(8)-11 HCP
 2S = 6S 9(8)-11 HCP
 2N = weak raise or 6+semiSOL+ suit GF
 3C = 8-11 6+C good suit
 3D = invite raise, 4+fit
 3M = pree

Passed Hand Adjustments:

1M = normal
 1N = natural

Handling Interference:

(X)

XX = 5+H F1
 1H = 5+S F1
 1S = 5+C F1
 1N = nat
 2C = weak D raise
 2D = 6H weak
 2H = 6S weak
 2S = 5S-5C 7-10
 2N = 5H-5C 7-10
 3C = invit+ D raise
 3D = pree

(1H)

X = 4 or 5S, 5+ HCP
 1S = 8+ takeout without 4S
 1N = nat
 2C = weak D raise
 2D = 5+C GF
 2H = 6+S invite, or 5S GF
 2S = 6+S to play
 2N = if VUL: 5+S-5+C 7-10, if NV: weak with 6(5)+C
 3C = lim+ D raise
 3D = pree, 5+D
 3H = transfer to 3NT
 3S = pree

(1S)

X = 4+H 5+HCP
 1N = nat
 2C = weak D raise, or 8+ takeout no 4H
 2D = 6+H invite, or 5H GF
 2H = 6+H to play
 2S = 5+C GF
 2N = if VUL: 5+H-5+C 7-10; if NV: weak with 6(5)+C
 3C = lim+ D raise
 3D = pree, 5+D
 3H = pree
 3S = transfer to 3N

(1N)

X = cards, may be lim D raise (later bid D)
 2C = takeout for majors
 2D = to play
 2M = to play
 2N = any 5-5 without diamonds
 3C = to play
 3D = pree
 3M = pree

(2C)

X = takeout 8+ HCP
 2D = nat weak
 2H = 5+S GF
 2S = 5+H GF
 2N = 5-5 majors 7-10
 3C = 4+D lim+
 3D = 4+D pree
 3M = pree
 4C = 5-5 majors GF, points conc in majors

(2D = majors)

X = takeout, 8+ HCP
 2H = comp with C
 2S = comp with D
 2N = minors (5+C-4+D)
 3C = 4+D GF
 3D = 5+C GF
 3M = SPL for D

(2H)

X = takeout, 8+ HCP

2S = 5+C GF
2N = nat invite
3C = 4+D inv+
3D = to play
3H = 5+S GF, no H stop, or very strong
3S = pree
3N = 5S + H stop

(2S)

X = takeout, 8+ HCP
2N = nat invite
3C = lim+ D raise
3D = to play
3H = 5+C GF, denies 4H (with 4H, X first)
3S = 5H GF, no S stop (or v strong)
3N = 5H GF, with S stop

(3H)

3S = forcing with S
4C = D invite+ (4D = NF [even/odd...], 4H = great hand even keys, 4S+ odd keys)
4D = C GF (4H = C fit[key thing], 4S/4N/5C/5D = to play, 5H = great hand for D)
4H = 5S-5minor strong (4S = to play, 4N = good for minor, 5C = p/c, 5D/H for S)
4S = nat (4N = RKC S)
4N = 5-5 minors

(3S)

X = neg
4C = D lim+ (4D = NF [key thing], 4H = great hand even keys, 4S+ odd)
4D = great hand with H
 4H = to play
 4S = RKC H
 4N = strong with C
 5m = to play
4H = ok hand with H
 4S = RKC H
 4N = strong with C
 5m = to play
 5H = cue for D
4S = C GF
 4N = likes it even keys
 5C = not good
 5D to play
 5H+ = likes it odd keys
4N = 5-5 minors, or 5H-5m very strong (assume minors until otherwise)

1H Opening Responses

1S = nat, 4+HCP (if 4crd GF, respond 2/1)

1N = BAL, may have 3S or 4m

2C = puppet to 2D, to play or any invite

2D = forced

Pass = D signoff

2H = 5S-3H invite

2S = 5S invite, or 6S 8-9 HCP

2N = invite with just 4S

3m = 4S-5+m invite

3S = 6+S bad invite

2D = ART GF with 5+S

2H = 2533, one minor unstopped

2S = 3S

2N = both minor stops without 3S

3m = 4crd

2H = doubleton, to play

2S = 5+S weak

2N = signoff 3C, or invite with 4+S-6+m

3C = forced

Pass = signoff C

3D = 4S-6+D invite

3H = 4S-6+C invite

3S = 5S-6C invite

3N = 5S-6D invite

3m = 5S-5m invite

3S = 6+S strong invite (weaker use 2C)

3N = 5233 exactly with bad side stoppers

2C = Gazzilli (natural or any 16+), including medium/max S splinters

2D = 8+ R

2H = H-C 11-15

2S = NF

2N = invite

3C = 5-5 to play

3D = ART accepts game with 10+crds in H-C

3H asks: 3S = 5-5, 3N = 6-4

3H = 6-4 to play

3S = 1534 accepts game

3N = 3514/2524 accept game

3C = to play

3D = F

3H = invite with just 4S-3H
 3S = invite, not that great suit
 2S = 16+ 5H-4m-(31), 5(440)'s, OR BAL 3fit for S 16-19
 2N = R without H fit
 3C = 4C, or BAL with 3fit S
 3D = R
 3H = 3514
 3S = 1534
 3N = 35[32] 16-19
 3D = 4D (3H asks: 3S = 3541, 3N = 1543)
 3H = 4540 (3S = S flag, else for D)
 3S = 4504 (4C = C flag, 4D = S flag, 4M = to play)
 3N = 0544
 3H = H flag
 2N = 5(422) 16+, or 2533 16-17, or 19+ with 4S and sing
 3C = R
 3D/3H/3S = 5(422) with side C/D/S suit
 3N = 2533 16-17
 4m = 19+ SPL for S
 4S = to play
 3C = 6H UNBAL, or 7+H, 16+
 3D = R with 0/1H
 3H = sing C (3S = sets S, 4m = sets m)
 3S = sing D (4C = sets C, else = sets S)
 3N = sing S (4m = sets m)
 4C/D/H = 7+H l/m/h sing
 3H = 2+H, sets H, asks l/m/h short
 3D = 6H(322) maybe 7222, 16+
 3H = R with 0/1H
 3S = 3622 any strength
 3N = 26(32)]NF
 cue = 2722/26(32) 20+
 3S = 2fit H (3N = min, cue+ = max)
 3H = 5H-5C 17-18 (4C = C flag)
 3S = 5H-5D 17-18 (4m = cue for D)
 3N = 2533 18-19 (4C = C flag, 4D = H flag)
 4m = 16-18 SPL for S
 2H = to play
 2S = to play
 2N = < 8 with 4S and 0-1 H
 3C = < 8 6+C
 3D = < 8 6+D
 3H = invite 5S-3H
 3S = inv good suit

2D = nat 11-15
 2H = to play
 2S = to play, up to a bad invite with 6crds
 2N = invite
 3C = ART accepts game with extra distribution
 3D = R
 3H = 5-5
 3S = 6-4
 3N = 0544
 3D = 5-5 weak to play
 3H = 6-4 weak to play
 3S = 1543 accepts game
 3N = 2542/3541 accepts game
 3D/3H = invite
 3C = GF
 3S = 6+S good invite
 2H = 6+H, may have 3S or 4m
 2S = to play, may be up to a bad invite with 6+S
 2N = F1 (3m = 4crd min, 3H = superminimum, 3S = 3fit, 3N = nat max)
 3C = 4S-6+C not strong (3S = 3fit)
 3D = 4S-6+D not strong (3S = 3fit (4C = sets S))
 3H = inv
 3S = 6+S good invite
 4m = cue with H fit
 2S = raise, mb 3 cards
 2N = invite relay with just 4S
 3C = 3514
 3D = 3541
 3H = 3S-6H
 3S = 4S min
 4S = 4S max
 3C = 5crd invite, or any void slamtry
 3D = minimum with 3S (3H/3N/4C = l/m/h void slamtry)
 3H = minimum with 4S (3N/4C/4D = l/m/h void slamtry)
 3S = max with 3S (3N/4C/4D = l/m/h void slamtry)
 3N = max with 4S (4C/4D/4H = l/m/h void slamtry)
 3D = 5S-4+C slammish (3S = S flag, else cue for C)
 3H = 5S-4+D slammish (3S = S flag, else cue for D)
 3S = general BAL slamtry (cues)
 3N/4C/4D = l/m/h sing SPL slamtry
 2N = 6+H-4+m 16+
 3C = asks
 3D = 6H-4D 16-18 (3H = to play, 4C = H flag, 4D = D flag)
 3H = 6H-4C 16-18 (4C = C flag, 4D = H flag)

3S = 6H-4C 19+ (4C = C flag, 4D = H flag)
 3N = 6H-4D 19+ (4C = H flag, 4D = D flag)
 4C = 6H-5C
 4D = 6H-5D
 3C = 5+H-5C 15-17, NF
 3D = 4th suit GF (may contain slammish C raise)
 3H = to play
 3S = 6+S forcing (max 11 HCP)
 4C = invite
 4H = 5S-3H original invite
 3D = 5+H-5D 15-17, NF
 3H = to play
 3S = 6+S forcing (max 11 HCP)
 4C = D flag
 4D = invite
 3H = 7+H 14-16
 3S = 5H-4S 14-15
 3N = SOL H, minor stops, not too strong
 4m = 6H-4S SPL, 14-15 approx

 1N = nat semiforcing, denies 3H/4S
 2C = Gazzilli: 16+ or H-C (occ 3C) 11-15 (but cf 2S/2N/3m)
 2D = 8+ R
 2H = 5H-4+C 11-15
 2S = ?
 2N = invite
 3C = 5-5 to play
 3D = ART accepts game with 10+crds in H-C
 3H asks: 3S = 5-5, 3N = 6-4
 3H = 6-4 to play
 3S = 1534 accepts game
 3N = 3514/2524 accept game
 3C = to play
 3D = ?
 2S = 16+, 5H-4m UNBAL (even 5H[440]), or 35(32) 16-19
 2N = R
 3C = 4C or 35(32) 16-19
 3D = R
 3H = 3514
 3S = 1534
 3N = 35(32) 16-19
 3D = 4D (3H = R for l/h sing)
 3H/3S/3N = 5440 l/m/h void
 3m = 6+crds

3H = 5+-5+ minors
 2N = 16+ 5(422), or 2533 16-17
 3C = R
 3D = 5224
 3H = 5242
 3S = 4522
 3N = 2533 16-17 (4m = flag)
 3C = 16+, 6+H UNBAL or 7+H
 3D = R with 0/1H
 3H = 6H sing C (4m = m flag)
 3S = 6H sing D (4m = m flag)
 3N = 6H sing S (4m = m flag)
 4C/D/H = 7+H with l/m/h sing
 3H = R with H fit, asking l/m/h short
 3D = 16+, 6(322) maybe 7222
 3H = R with 0/1H
 3S = 3622 16-19 (4m = m flag)
 3N = 26(32) 16-19 (4m = m flag)
 4y = cue with 20+
 3S = R with H fit, asks min/max (3N = min, cue = max)
 3H = 5H-5C 17/18+ (4C = sets C)
 3S = 5H-5D 17/18+ (4m = cue for D)
 3N = 2533 18-19 (4m = m flag)
 4C/D/H = l/m/h void with awesome hearts (usually 7)
 2H = signoff, doubleton H (3C = GF 4+C)
 2S = 5-4+ minors < 7 (2N asks longer)
 2N = 6+D < 7, bad suit
 3C = 6+C < 7
 3D = 6+D < 7, good suit
 2D = 4(3)+D 11-15
 2H = doubleton to play
 2S = invite to 3NT without S stopper
 2N = invite to 3NT with S stopper
 3C = ART accepts game with extra distribution
 3D = R (3H = 5-5, 3S = 6-4, 3N = 0544)
 3D = 5-5 weak to play
 3H = 6-4 weak to play
 3S = 1543/0553 accepts game
 3N = 2542/3541 accepts game
 3C = to play
 3D = invite, 4+D (tends to deny side stoppers)
 3H = 2H-5D 9-11
 4D = invite, 5+D, short H
 2H = 6+H 11-15

2S = puppet to 2N
 2N = forced
 3m = invite 6+crds
 2N = invite
 3m = to play
 3H = invite
 2S = nat rev UNBAL (4522 uses 2C)
 2N = shape-ask, some game interest at least
 3C = 3C minimum NF
 3D = 3D minimum NF
 3H = 6H minimum NF
 3S = 3C GF
 3N = 3D GF
 4m = 6+H max, short in this suit, GF
 3C = to play
 3D = to play
 3H = 6+C GF
 3S = 6+D GF
 2N = 6+H-4+m 16+
 3C = R
 3D = 6H-4D 16-18 (3H to play, 3S = H flag, 4C = D flag, 4D = invite)
 3H = 6H-4C 16-18 (3S = H flag, 4C = to play, 4D = C flag)
 3S = 6H-4C 19+ (4C = C flag, 4D = H flag)
 3N = 6H-4D 19+ (4C = H flag, 4D = D flag)
 4C = 6H-5C
 4D = 6H-5D
 3C = 5H-5C 15-17 NF
 3D = nat F
 3H = to play
 3S = asks S stopper
 4C = invite
 4D = slamtry C
 3D = 5H-5D 15-17 NF
 3H = to play
 3S = asks S stop
 4C = slamtry D
 4D = invite
 3H = 7+H 14-16
 3S = 6H-5S less than a reverse, good suits

 2C = ART R, 10+ HCP, GF unless 3C rebid
 2D = 4+C, or 5(440)'s, or bal 5332 11-14 with weak doubleton in S or D
 2H = GF R
 2S = the 5332 11-14 with weak doubleton in S or D

2N = R (S and D can no longer be trumps)
 3C = xx D min
 3D = xx S min
 3H = xx D max
 3S = xx S max
 3H = H flag
 2N = 5(440)
 3C = R
 3D = 15+
 3H asks l/m/h void no H fit
 3S = asks same with H fit
 3H/3S/3N = 11-14 l/m/h void
 3C = 6H-4C or 5H-5C
 3D = R no H fit (asks 5-5, 6-4 min, 6-4 max, 6-4 super)
 3H = R with H fit (asks 5-5, 6-4 min, else cue with 6-4 15+)
 3S = H flag, demands cues
 3D = 3514
 3H = R no H fit (asks min/mid/max)
 3S = R with H fit (3N = min, cue = 15+)
 3H = 1534
 3S = R no H fit, asks min/med/max
 cue = H fit
 3S = 2524 11-14 or 18+
 3N = 2524 15-17
 2S = natural, 5+C-4+S, no D stop
 2N = 6+C GF, may have slam interest
 3C = invite 6+C
 2H = 4+D, or BAL 5332 11-14 with no weak doubleton in D or S
 2S = GF R
 2N = 5(332) 11-14 with no weak doubleton in D or S
 3C = R (S and D can no longer be trumps)
 3D = 2C min
 3H = 3C min
 3S = 2C max
 3N = 3C max
 3C = 6H-4D or 5H-5D
 3D = R no H fit (5-5, 6-4 min, 6-4 max, 6-4 supermax)
 3H = R sets H (5-5, 6-4 min, higher cue with 6-4 max)
 3S = H flag, demands cues
 3D = sing C, min or max
 3H = R no H fit for min/med/max
 3S = R sets H (3N = min, cue = max)
 3H = sing S, min or max
 3S = R with minor fit

3N = min (4m = flag)
 4C = med/max (4D = D flag, else = cue for C)
 4m = cue for H
 3S = 2542 11-14 or 18+
 3N = 2542 15-17
 2N = 6+C GF, may have slam interest
 3C = invite 6+C
 2S = 4+S
 2N = GF R
 3C = 6H-4+S
 3D = R no H fit, interested in spade length
 3H = 6-4 min
 3S = 6-4 15-17
 3N = 6-4 18+, forcing
 4C/D/H = 5611/5620/5602 15+ (S is trumps)
 3H = R with H fit (6-4 min, 6-4 15-17, 6-4 18+)
 3S = H flag, demands cues
 3D = 4531
 3H = R no H fit asks min/med/max
 3S = R with H fit (3N = min, cue = max)
 3H = 4513
 3S = C fit asks min/med/max
 4m = cue for H
 3S = 4522 11-14 or 18+ (4C = H flag)
 3N = 4522 15-17
 3C = nat invite
 3D = 6+C GF
 3H = any serious splinter for S (R asks l/h)
 3S = BAL club-based 4fit S, extras, 4225
 3N = BAL club-based 4fit S, minimum, 4225
 4C/D = SPL in D/H for S, minimum
 2N = 5(332) 15-19, GF
 3C = R (S and D cannot be trumps now)
 3D = 2C min
 3H = 3C min
 3S = 2C max
 3N = 3C max
 3H = H flag
 3C = 6+H short C (3D = R no H fit asks min/med/max; 3H = R with H fit asks same)
 3D = 6+H short D
 3H = R no H fit (maybe C fit)
 3D = min
 3H = med
 3S = max, no C cue

3N = max, but soft
 4C+ = max, good for slam, cue
 3S = R with H fit (3N = min, cue = med+)
 3H = 6+H short S
 3S = R no H fit (maybe C fit)
 3N = min
 4C+ = cue with max for C
 cue = H fit
 3S = 6H BAL 11-14 or 18+ (3N = to play [cue with 18+], 4C = C flag, 4D+ = H)
 3N = 6H BAL 15-17 (4C = sets C, else = H)
 4m = 6+ SOL H, 16+, shows SPL (cues for H)

2D = 5+D 10+ HCP, GF unless 3D rebid
 2H = 4+m
 2S = GF R
 2N = 4+D
 3C = R
 3D = 6-4 or 3541
 3H = R
 3S = 3541 11-14/18+
 3N = 3541 15-17
 4C = 6-4 min [4D = flag]
 4D = 6-4 max [cues for D])
 3H = 1543 (3S = R: 3N = 11-14, cue = 15+)
 3S = 2542 11-14 or 18+ (over 3N, cue for D with 18+)
 3N = 2542 15-17
 4C = 5-5 11-14 (cues for D)
 4D = 5-5 15+ (cues for D)
 3H = H flag, demands cues
 3C = 6H-4C or 5H-5C, without 3D
 3D = R no H fit (asks 5-5, 6-4 min, 6-4 max, 6-4 super)
 3H = R with H fit (asks 5-5, 6-4 min, else cue with 6-4 max)
 3D = 3514
 3H = R no H fit (asks min/med/max)
 3S = R with H fit (3N = min, else max)
 3H = 1534
 3S = R with m fit
 3N = min
 4C = med+ (4D = D flag, else cue for C)
 4m = cue for H
 3S = 2524 11-14 or 18+ (over 3N, continue with 18+)
 3N = 2524 15-17
 4C = 0535/0634 min (4D = flag, 4H = to play)
 4D = 0535/0634 max (4H = to play, else cue for D)

2N = DNE
 3C = 6+D invite
 3D = 6+D serious slamtry
 2S = 4+S
 2N = R no S fit, GF
 3C = 6H-4S without 3D
 3D = R no H fit (6-4 min, 6-4 max, 6-4 super)
 3H = R with H fit (6-4 min, 6-4 max, 6-4 super)
 3D = 4531
 3H = R with D fit (asks min/med/max)
 3S = R with H fit (3N = min, cue = max)
 3H = 4513
 3S = R no H fit (asks min/med/max)
 4m = cue for H
 3S = 4522 11-14 or 18+
 3N = 4522 15-17
 4C = 4630 min (4D = flag, 4H = to play)
 4D = 4630 max (4H = to play, else cues for D)
 3C = 6+D invite
 3D = 6+D serious slamtry
 3H = any serious SPL for S (3S asks l/h)
 3S = BAL 4fit S, extras, 4252
 3N = BAL 4fit S, min GF, 4252
 4C/D = mild slamtry C/H splinter for S
 2N = 5(332) 11-17
 3C = GF R
 3D = doubleton D, 11-14
 3H = 3D, 11-14
 3S = doubleton D 15-17
 3N = tripleton D 15-17
 4C = tripleton D 18+, club cue
 4D = tripleton D 18+, no club cue
 3D = 6+D invite
 3C = 6+H sing/void clubs, GF
 3D = R with D fit, asks min/med/max
 3H = R with H fit, asks min/med/max
 3D = 6+H sing/void D, GF
 3H = R no fit (asks min/med/max)
 3S = R with H fit (3N = min, cue = 15+)
 3H = 6+H sing/void S, GF
 3S = R with D fit (3N = min, cue with 15+)
 cue = H fit
 3S = 6(322) 11-14 or 18+, GF
 3N = to play (cue with 18+)

4C = H flag
 4D = D flag
 3N = 6(322) 15-17 (4C = H flag, 4D = D flag)
 4m = 6+ SOL H, 16+, shows SPL (cues for H)

2H = wide-range, 3+fit
 2S = 4S, F1
 2N = 4S min
 3m = max without 4S
 3H = min without 4S
 3S = max with 4S
 4m = max with SPL, H trumps
 2N = invit+ R
 3NS = accepts
 3H = declines all
 3N = 3(433) max
 4C/D/H = l/m/h splinter accept
 3m = nat slamtry
 3H = horrible
 cue = max without 4fit minor
 3N = 4fit minor
 4m raise = 5+fit
 4H = minimum no 4fit minor
 3N = nat, c.o.g.

2S = GF natural, 5S-5m, or 6+S 1-suiter, or 6+S-4m
 2N = R
 3C = GF with 6S-4C or 5S-5C
 3D = R (3H = 5-5, 3S = 6-4 min, 3N = 6-4 max)
 3S/4C = sets suit, slam interest
 3D = GF with 6S-4D or 5S-5D
 3H = R (3S = 5-5, 3N = 6-4 min, 4C = 6-4 max [4D = flag, 4H = S flag])
 3S/4C = sets S/D slamtry
 3H = GF 6S-3H (3S = S flag, 4m = cue for H)
 3S = 6+S not that good suit, extra strength
 3N = 6+S not that good suit, min
 4y = 6+ good S, cue-bid
 3C = nat (4S = to play)
 3D = nat
 3H = nat
 3S = SPL for S, serious slamtry (3N asks l/h short)
 3N = short S, to play
 4m = SPL for S, minimum

2N = microsplinter (4fit UNBAL 6-8), or 7+-9 3fit with singleton
3C = R asks l/m/h short (then cue or sign off), likes stiff S
3D = does not like stiff S (3H = stiff S, 4H = not stiff S)
3H = double-negative
3S = slamtry with 4S
3N = good hand with S fit
4m = good hand no S fit
4M = bad to play
3N/4C/4D = l/m/h void slamtry

3C = 4fit, either void GF+ or 6-8 BAL
3D = R
3H = 6-8 BAL 4fit
3S = any void, minimum GF (3N asks l/m/h)
3N/4C/4D = l/m/h void, serious slamtry

3D = any SPL sing 4fit raise, 9(+)-14(-)
3H = R
3S = any 9-11 SPL (3N = asks l/m/h)
3N/4C/4D = 12-14 SPL l/m/h

3H = invite raise: BAL 9-10 4fit, or any 10-11 3fit (if 3fit then denies 5+S)

3S = Hxx(x) raise with 5+S, GF
3N = average hand (4m = slamtry H, 4H = signoff)
4C = slamtry H
4D = slamtry S
4M = to play, really bad for slam

3N = BAL 11-13 3/4fit raise good for 3NT

4m = cue with minimum BAL 3+fit GF raise, bad for slam

4H = pree

Third/Fourth Seat Adjustments:

2C = 9-11 raise Drury
2D = ART, minimum opening
2H = less than minimum opening, no game
game = to play
3H = slamtry, 6+H
3N/4C/4D = l/m/h void slamtry
new suit = at least 10 cards in 2 suits, slammish
2N = forcing, suggesting playing in 3NT

2D = 10-11 with Hx hearts
 2H = 5-8
 2S = minisplinter for H (2N asks l/m/h)
 2N/3C/3D = full invite splinter for H l/m/h
 3H = pree
 3S/3N/4C = void SPL l/m/h

Handling Interference:

(X)

XX = 10+ HCP
 1S = nat F1
 1N = C, suit or lead
 2C = D, suit or lead
 2D = normal 3fit raise
 2H = subminimum 3fit raise
 2S = 5S-5m GF, or 6+S invit+, F
 2N = UNBAL 6-8/9 4fit, or 7+-9 3fit UNBAL
 3C = 6-8 4fit BAL, or GF+ void SPL
 3D = any GF SPL, 9-14
 3H = 3H 10-11, or 9-10 4fit - BAL
 3S = 10-13 5+ good S, Hxx(x) hearts
 3N = 11-13 4+H BAL GF raise
 4m = 10-13 good 5+suit, Hxx(x) hearts
 4H = pree

(1S)

When we are VUL
 X = 8+ HCP no fit
 1N = nat
 2C = 5+D GF unless suit rebid
 2D = 5+C GF unless suit rebid
 2H = weak raise, 3/4 fit
 2S = if VUL: 5-5 minors GF; if NV: weak with 6(5)+C
 2N = limit raise
 3C = if VUL: 5-5 minors, invite; if NV: weak with 6(5)+D
 3D = any GF+ SPL
 3H = R
 3S = min (3N asks l/m/h short)
 3N/4C/4D = serious l/m/h short
 3H = GF with 3H, or 4+H BAL (3S = serious, 3N+ = cooperative, 4H = signoff)
 3N/4C/4D = l/m/h void SPL
 4H = pree

(1N)

X = penalty
 2C = 9 cards in C-S
 2D = 9 cards in D-S
 2H = to play, 3fit usually
 2S = to play
 2N = 4fit invit+ raise, or 5-5 minors (choose m to start)
 3m = pree
 3M = pree 4fit

(2C)

X = 8+ no fit, says nothing about spades
 2D = 5+S GF unless suit rebid
 2H = wide-range raise
 2S = 5+D GF unless suit rebid
 2N = invit raise
 3C = 4S-5+D GF
 3D = any GF SPL (3H asks: 3S = min [3N asks l/m/h], 3N/4C/4D = serious l/m/h)
 3H = GF 3fit, or 4+ BAL fit (3S = serious, 3N+ = coop, 4H = to play)
 3S = pree
 3N/4C/4D = l/m/h SPL raise
 4H = pree

(2D)

X = 8+ no fit, says nothing about S
 2H/2S/3C = nat (2H may be default with nothing better)
 2N = ART GF, 5-4 any, 6+H 1-suiter, 5332 no stop, 5-5 superstrong
 3C = R
 3D = 5H-4C
 3H = 5H-4S
 3S = 6+H
 3N = 5332 strong, no stopper
 4C = 5H-5C superstrong
 3D = 6-4 strong (3H asks: 3S = 4C, 3N = 4S)
 3H = 6+H invite
 3S = 5-4 invite
 3N = 5332 or 5H-4D, with stopper
 4C = 5-5, medium strength
 2H = wide-range raise
 2S = 5+S GF, unless 3S rebid
 2N = invit raise
 3C = 5+C GF
 3D = 4S-5+C GF
 3H = GF 3fit, or BAL 4fit (3S = serious, 3N+ = coop, 4H = to play)
 3S = pree

3N/4C/4D = l/m/h void SPL

4H = to play

(2H = S+C)

X = takeout no fit

2N = lim raise

3C = 5+D GF

3D = 6+D NF

3H = competitive

3S = any GF+ SPL (3N asks l/m/h/h+)

3N/4C/4D = void SPL l/m/h

4H = to play

(2H = S+m)

X = takeout no fit

2N = limit raise

3C = 5+D GF

3D = 5+C GF

3H = competitive

3S = any GF SPL (R asks l/m/h/h+)

3N/4C/4D = l/m/h void SPL

4H = pree

(2S)

X = takeout without fit

2N = GF, 5-4minor, 6+H, 5332 no stopper, 5-5 superstrong

3C = R

3D = 5H-4C

3H = 5H-4D

3S = 6+H GF

3N = strong 5332 no stopper

4m = 5-5 superstrong

3C/D/H = natural

3S = 6-4 strong (3N asks for minor)

3N = 5332 strong, with stopper

4m = 5-5 medium strength

4H = to play

2N = 3+fit lim+

3C = 5+D GF

3D = 5+C GF

3H = competitive

3S = any GF+ SPL (3N asks l/m/h/h+)

3N/4C/4D = l/m/h void SPL

4H = to play

(2N = C-D)

X = cards

3C = lim+ raise

3D = 5+S comp

3H = competitive

3S = 5+S GF

3N/4C/4D = l/m/h SPL raise

4H = pree

(3m)

X = takeout

3H = comp

3NS = nat F

4m cue = GF raise

(4S)

4N = both minors, or slamtry H (assume both minors)

1S Opening Responses

1N = nat semiforcing, 4-11, denies 3fit S

2C = Gazzilli - but either strong or 6+S (note difference from the 1H Gazzilli)

2D = 8+ R

2H = 16+ 5(431)/5(440), 53(32), 6S-4H

2S = R

2N = 4C, 53(32), or 6S-4H

3C = R

3D = 5314

3H = 5134

3S = 53(32) 16-19

3N = 6S-4H 16-18

4y = 6S-4H 19+ cue

3C = 4D (3H R: 5341/5143)

3D = 4H (3S R: 5431/5413 -> bid SPL = H flag)

3H = 5440 (3S = H flag, 4C = D flag, 4M to play)

3S = 5404 (4C = C flag, 4D = H flag, 4M to play)

3N = 5044

2N = any 5-5 (3C asks: CD, CH, DH)

3C/D/H = 6+crds natural (about 8-10)

2S = 6+S 11-15

2N = invite, short S

3m = 6+crds 8-10 NF

3H = 5crds 8-10 NF

3S = invite with 2S

2N = 5(422), 5233 16-19

3C = R

3D = 5224

3H = 5242

3S = 5422

2N = 5233 16-19 (4m = flag)

3S = xfer to 3NT

3C = 6S UNBAL or 7+S

3D = R with 0/1 S

3H = 6S sing C

3S = S flag

4C = H flag

4D = D flag

4H = to play

3S = 6S sing D (4C = C flag, 4D = H flag, 4M = to play)

3N = 6S sing H (4m = m flag)

$4C/D/H = 7+S$ SPL
 $3H = R$ with 2S, asks l/m/h short
 $3D = 6(322)$ maybe 7222 (3S = sets S)
 $3H = R$ with 0/1 S
 $3S = 6322$ 16-20 (4m = cue for H)
 $3N = 62(32)$ 16-20 (4m = suggests m as trumps)
 $4y =$ cue with 21+
 $3S = R$ with 2S (3N = min, cue = max)
 $3H = 5S-5C$ 17/18+ (4C = C flag)
 $3S = 5S-5D$ 17/18+ (4m = for D)
 $3N = 5S-5H$ 17/18+ (cues for H)
 $4C/4D/4H = 7+$ great S, l/m/h void
 $2H = 4+H < 7$
 Pass = 4H(maybe 3)
 $2S = 6+S$ 11-15
 $2N = 3H$ 16+ VAL or 4+H 21+
 $3C = 4H-4C$
 $3D = 4H-4D$
 $3H = 5H$
 $3S = 4H-5C$ max
 $3N = 4H-5D$ max
 $4m =$ cue
 $4H =$ to play
 $3m = 4/5$ crds m, good hand
 $3H = 4$ fit 16-18
 $3S = 6+S$ invite
 $3N =$ to play
 $4m = 5-5$ 21+
 $4H = 4$ fit 19-20
 $4S =$ to play
 $2S = < 7$, 1-2fit (ok to have 1 since if pd 11-15 will have 6+S)
 $2N = 5-5$ minors, < 7
 $3m =$ good 6+suit, < 7
 $2D = 5+S-4+D$ 11-15, may be 5044
 $2H = 5+$ crds to play
 $2S =$ to play, doubleton
 $2N =$ invite, may have 5H
 $3C =$ accepts, but extra distribution
 $3D = R$ (3H = 5-5, 3S = 6-4, 3N = 5044)
 $3D = 5-5$ decline
 $3H = 5341/5350$ accept
 $3S = 6-4$ decline
 $3N =$ accepts, 5242/5143
 $3C =$ to play

3D = invite
 3S = 2S-5D 9-11
 4D = 1S-5+D invite
 2H = 5+S-4+H 11-15, including 54(04)
 2S/3m = to play
 2N = invite without 4+H
 3C = accepts, but extra distribution
 3D = R (3H = 5-5, 3S = 6-4, 3N = 5404)
 3D = accepts, 5440
 3H = 5-5 weak
 3S = 6-4 weak
 3N = 5422/54(31) max
 3H = invite
 4m = slammish cue, 5+H
 4H = good hand, 4+fit
 2S = 5+S-4+C 11-15
 2N = invite, theoretically F1
 Pass = 5-4 min
 3C = 5-5 min
 3D = accepts game, 5-5 or 6-4 (3H = R: 3S = 5-5, 3N = 6-4)
 3H = 5314 non-minimum
 3S = 6-4 min
 3N = 5224/5134 max
 3C = to play
 3D = 6+D to play
 3H = 6+H to play
 3S = 2S-5C invite
 4C = short S, 5C invite
 2N = 6+S-4+m 16+
 3C = R
 3D = 6S-4D 16-18 (3S to play, 3H = S flag, 4C = D flag, 4D = invite)
 3H = 6S-4C 16-18 (3S to play, 4C = invite, 4D = C flag, 4H = S flag)
 3S = 6S-4C 19+ (4C = C flag, else = for S)
 3N = 6S-4D 19+ (4C/H = for S, 4D = D flag)
 4C = 6S-5C
 4D = 6S-5D
 3C = 5S-5C 15-17 NF
 3D/H = nat F
 3S = to play
 4C = invite
 4D = slamtry C
 3D = 5S-5D 15-17 NF
 3H = nat F
 3S = to play

4C = slamtry D
 4D = invite
 3H = 5S-5H 15-17, NF
 3S = to play
 4m = cue for H
 3S = 7+S 14(13)-16
 3N = gambling (SOL S, some side stops, not too strong)

2C = ART GF, unless 3C rebid
 2D = 4+C, any 5(440), or BAL 11-14 with weak doubleton in D or H
 2H = GF R
 2S = BAL 11-14 with weak doubleton in D or H
 2N = R (D or H can no longer be trumps)
 3C = xxD min
 3D = xxH min
 3H = xxD max
 3S = xxH max
 3S = sets S, says nothing about C
 2N = 5(440)
 3C = R
 3D = 15+
 3H = R for l/m/h void, but no S fit
 3S = S flag asks l/m/h void
 3H/3S/3N = 11-14 l/m/h void
 3C = 6+S-4C or 5+S-5+C
 3D = R no S fit for 5-5, 6-4 min, 6-4 max, 6-4 super
 3H = R with S fit for 5-5, 6-4 min, higher cue with 6-4 max
 3S = S flag, demands cues
 3D = 5314
 3H = R with C fit asks min/med/max
 3S = R with S fit (3N = min, cue = 15+)
 3H = 5134
 3S = R with C fit asks min/med/max
 4m = cue for S
 3S = 5224 11-14 or 18+ (4C = C fit, 4D = S fit)
 3N = 5224 15-17 (as above)
 2N = 6+C GF
 3C = 6+C invite NF
 2H = 4+D, or BAL 11-14 with no weak doubleton in D or H
 2S = R
 2N = BAL 11-14 with no weak doubleton in D or H
 3C = R (H or D can no longer be trumps)
 3D = 2C min
 3H = 3C min

3S = 2C max
 3N = 3C max
 3C = 6+S-4+D or 5+S-5+C
 3D = R no S fit for 5-5, 6-4 min, 6-4 max, 6-4 super
 3H = R with S fit for 5-5, 6-4 min, higher cue with 6-4 max
 3S = S flag, demands cues
 3D = 5341
 3H = R with D fit asks min/med/max
 3S = R with S fit (3N = min, cue = max)
 3H = 5143
 3S = R with a minor fit
 3N = min (4m = flag)
 4C = med/max (4D = D flag, else = cue for C)
 3S = 5242 11-14 or 18+ (4C = S fit, 4D = D fit)
 3N = 5242 15-17 (as above)
 2N = 6+C GF
 3C = NF
 2S = 4+H
 2N = R, denies clear H fit
 3C = 6+S-4H or 5+S-5+H
 3D = R no S fit
 3H = 5-5
 3S = 6-4 min
 3N = 6-4 max
 4C = 6-4 super
 4D = 6511 max
 4H = 6520 max
 4S = 6502 max
 3H = R with S fit (prefers know shape rather than just cue)
 3S = 5-5
 3N = 6-4 min
 4C+ = cue with 6-4+ max
 3S = S flag, demands cues
 3D = 5431
 3H = R no S fit (3S = min, 3N = medium, 4C+ = cue with max)
 3S = R with S fit (3N = min, higher = cue with max)
 3H = 5413
 3S = R with C fit asks min/med/max
 4m = cue with S fit
 3S = 5422 11-14 or 18+ (cues for S)
 3N = 5422 15-17 (cues for S)
 3C = 6+C invit NF
 3D = 6+C GF
 3H = BAL club-based 4fit H, slamtry, 2425

3S = any serious SPL for H (3N = R for l/h short)
 3N = BAL club-based 4fit H, GF but no slam interest, 2425
 4C/4D = nonserious D/S splinter for H
 2N = 5(332) 15-19, GF
 3C = R (2C min, 3C min, 2C max, 3C max -> here only S and C can be trumps)
 3S = S flag
 3C = 6+S short C, GF
 3D = R with short S, asks min/med/max
 3H = R with S fit, asks min/med/max
 3S = S flag, cues
 3D = 6+S short D
 3H = R with short S (perhaps C fit), asks min/med/max
 3S = R with S fit (3N = min, cue = med+)
 3H = 6+S short H
 3S = R no S fit (maybe C fit): 3N = min, cue = 15+ (assume C trumps)
 3N = stop even if 15-17
 cue = S fit
 3S = 6(322) 11-14 or 18+ (4C = C fit, else = S fit)
 3N = 6(322) 15-17 (4C = C flag, 4D/H/S = S fit, 5D = voidwood for C)
 4C/D/H = 6+ SOL S, 16+, autosplinter(ish) (cues)

2D = nat 5+crds GF unless suit rebid
 2H = 4+C or 4+D (or 3-suiters?)
 2S = GF R
 2N = 4+D
 3C = R
 3D = 6-4, or 5341
 3H = R
 3S = 5341 11-14 or 18+
 3N = 5341 15-17
 4C = 6-4 min (4D = D flag, else = for S)
 4D = 6-4 15+ (cues for D)
 3H = 5143
 3S = R no S fit (3N = min, cue = 15+)
 cues = S fit
 3S = 5242 11-14 or 18+
 3N = 5242 15-17
 4C = 5-5 11-14 (cues for D)
 4D+ = 5-5 15+ (cues for D)
 3C = 6S-4C or 5+S-5+C without 3D
 3D = R no S fit: 5-5, 6-4 min, 6-4 max, 6-4 super
 3H = R with S fit: 5-5, 6-4 min, cue with med+
 3S = S flag, demands cues
 3D = 5314

3H = R no S fit, asks min/med/max (C likely trumps)
 3S = R with S fit (3N = min, cue = 15+)
 3H = 5134
 3S = R with a minor fit
 3N = min (4m = flag)
 4C = med+ (4D = D flag, 4H+ = cue for C)
 4m = cue for S
 3S = 5224 11-14 or 18+ (4C = C fit, 4D = D fit, 4H = S flag)
 3N = 5224 15-17 (as above)
 4C = 5035 or 6034 min (4D = D flag, 4S = to play)
 4D = 5035 or 6034 15+ (cues for D)
 3C = 5+D-5+C GF
 3D = 6+D invit NF
 3H = long good D suit GF
 2S = 4+H, no minor
 2N = R
 3C = 6-4 or 5-5 without 3D
 3D = R no clear S fit, asks: 5-5, 6-4 min, 6-4 max, 6-4 super
 3H = R with S fit, asks: 5-5, 6-4 min, cue with 6-4 med+
 3S = S fit, demands cues
 3D = 5431
 3H = R with D fit, asks min/med/cue with max
 3S = R with S fit, asks (3N = min, cue = 15+)
 3H = 5413
 3S = R no S fit asks min/med/max
 4C+ = cues for S
 3S = 5422 11-14 or 18+ (4C = S flag, 4D = D flag)
 3N = 5422 15-17 (as above)
 4C = 6430/5530 11-14 (4D = D flag, 4M = to play, 4N = RKC S)
 4D = 6430/5530 15+ (cues for D)
 3D = 6+D NF
 3H = BAL diamond-based 4fit H, serious slamtry, 2452
 3S = any serious SPL for H (R asks C/S)
 3N = BAL diamond-based 4fit H, nonserious, 2452
 4C/D = C/S nonserious SPL for H
 4H = bare min 4fit
 4S = bare min 3fit
 2N = 5(332)
 3C = GF R, no S fit
 3D = 2D 11-14
 3H = 3D 11-14
 3S = 2D 15+
 3N = 3D 15-17
 4C = 3D 18+ with C cue

4D = 18+ no C cue
 3D = NF
 3S = S flag demands cues
 3C = 6+S short C (perhaps D fit)
 3D = R with short S, asks min/med/max
 3H = R with S fit asks min/med/max
 3S = S fit, demands cues
 3D = 6+S short D
 3H = R with short S, asks min/med/max
 3S = R with S fit (3N = min, cue = 15+)
 3H = 6+S short H
 3S = R short S (maybe D fit)
 3N = min
 4C+ = cue with 15+ - assume D trumps
 4C+ = cue for S
 3S = 6(322) maybe 7222, 11-14 or 18+ (4C = S flag, 4D = D flag)
 3N = 6(322) maybe 7222, 15-17 (as above)
 4m = 6+ SOL S, 16+, SPL(ish) (cues)

2H = nat GF (with invite 6+crds respond 3C)
 2S = waiting, denies 3H unless 6S and xxx hearts
 2N = R
 3C = 5S-4m, 15+
 3D = R
 3H = 4C (3S = asks D stop, 4C = C flag, 4D = S flag)
 3S = 4D, no C stopper (4C = S flag, 4D = D flag)
 3N = 4D, C stopper 15-17 (as above)
 4C = 4D, C stopper 18+
 4D = D flag
 4M/4N = to play
 5C = RKC S
 3H = looking for a doubleton H
 3S = sets S, demands cues
 3D = 5S-4m, 13-14
 3H = R (3S = 4C, 3N = 4D)
 3S = 6H looking for doubleton
 4m = cue for S
 3H = 6(7)S 1-suiter, 15+, short H (cues for S)
 3S = 6(7)S 1-suiter 11-14, short H (cues for S)
 3N = 62(32) maybe 7222 (doubleton heart) (4C = H flag, 4D = S flag)
 4m = cue, 6+ great S
 4H = 6S, xxx hearts, 11-14
 3C = 5H-5C
 3D = 5H-5D

3H = 6+ good H
 2N = 3fit H, or 5233 15+, or 5S-4m 11-12 no H fit
 3C = R, no S fit likely
 3D = 3H BAL 15+, or 5S-4m 11-12 no H fit
 3H = R with just 5H
 3S/N = 5S-4C/D 11-12 no H fit
 cue = 15+ BAL 3fit H
 3S = R with 6H looking for doubleton support
 3N = 11-12, 51(43)
 4H = 11-12, 52(42)
 cue = 3H BAL 15+
 3H = 3fit 11-14 (3S = asks short: 3N = no, 4m = SPL, 4H = dear god stop)
 3S = 6+S-3H 15+ (4C = H flag, 4D = S flag, 4M = to play)
 3N = 5233 15+ (cues for H)
 4m = SPL 15+ with 3crd H
 4H = 6S, Hxx hearts or better, 11-14, probably 6322
 4S = to play
 4N = RKC H
 3D = 5H-5C (3H = H flag, 3S = C flag)
 3H = 5H-5D (3S = H flag, 4m = D flag)
 3S = S fit (3N = 5233 15+ and S is trumps, 4m = cue for H with 3+H)
 3C = 5S-5C or 6+S-4C
 3D = R, tends to deny 6+H
 3H = 5-5 (3S = S flag, 4C = C flag)
 3S = 6-4 11-14 (4C = C flag, 4D = S flag)
 3N = 6-4 15-17 (same)
 4C = 6-4 18+ (4D = C flag, 4H = S flag)
 3H = 6+H
 3S = S flag, demands cues
 3D = 5S-5C or 6+S-4D
 3H = R, tends to deny 6+H
 3S = 5-5 (4C = S flag, 4D = D flag)
 3N = 6-4 11-17 (4C = S flag, 4D = D flag)
 4C = 6-4 18+ (4D = D flag, 4H = S flag)
 3S = 6+H!
 3H = 4fit H 11-14 (3S asks: 3N = 5422, 4m = SPL, 4H = horrible)
 3S = 7+crd, sets S as trumps
 3N/4C/4D = 15+ 4fit H, no//h short

 2S = 5-9 HCP (even less maybe if NV)
 2N = general invit+ relay
 3lower = counter-try or better, descriptive
 3S = the worst, for this vul
 4lower = SPL max

4S = max bal raise but bad for slam
 3m = nat slamtry
 3S = min
 3N = 4fit for minor, min
 4m raise = 4+fit minor max
 else = cue for S, max, no 4+ minor fit
 3H = 4+H invit+
 3S = min
 3N = 4+H max
 cue = max no H fit
 4H = 4+H min

2N = microsplinter 6-8(9) UNBAL 4fit, or 7(+)-9 3fit UNBAL
 3C = R for l/m/h short (then cue or sign off)
 3D = 4+D natural slamtry (logical continuations)
 3H = 4+H slamtry (see 1S-2S-3H)
 3S = double-negative
 3N/4C/4C = l/m/h void slamtry

3C = invit with 6+H, denies S fit
 3D = GF R, short H
 3H = 2623 (3S = S flag, 4C = C flag)
 3S = 2632 (4C = S flag, 4D = D flag)
 3N = short S (4m = attempts to set minor, 4N = RKC S)
 4C = 2614
 4D = 2641
 4H = long H
 3H = signoff
 3S = signoff
 3N = signoff
 4m = cue, slamtry H
 4M = to play

3D = 6-8 4fit BAL, or any GF+ void splinter
 3H = ART GF
 3S = 6-8 4fit BAL
 3N = 10-12, any void SPL (4C asks l/m/h)
 4C/D/H = 13+ void SPL

3H = UNBAL 4fit 9(+)-14(-) raise, any sing., GF
 3S = R, slam possible
 3N = 9-11 (4C = asks l/m/h, 4S = signoff)
 4C/D/H = l/m/h short 12-14
 4S = slam impossible

3S = 10-11 3fit, or 9-10 4fit BAL (invite) (cues, or 3NT suggesting to play)

3N = BAL 11-13(14) 3+fit raise, better for NT than suit, NF

4C/D/H = BAL 3+fit GF raise, bad for slam, minimum, cue

4H = to play

4S = pree

Third/Fourth Seat Adjustments:

2C = drury, including 4fit, 8+ HCP

2D = minimum opening

2H = nat, F1

2S = less than a minimum opening, no game

game = to play

3S = slamtry, 6+H

3N/4C/4D = l/m/h void slamtry

new suit 3-level = at least 10 cards in 2 suits, slammish

2N = forcing, suggesting playing in 3NT

2D = 10-11, Hx spades

2H = nat

2S = 5-8

2N = minisplinter any (R asks l/m/h)

3C/3D/3H = full true invite SPL

3S = pree

3N/4C/4D = void SPL l/m/h

Handling Interference:

(X)

Pass = may have a natural 1N bid

1N = C, suit or lead

2C = D, suit or lead

2D = H, suit or lead

2H = normal raise

2S = bad raise

2N = UNBAL 6-8/9 4fit, or 7(+)-9 3fit UNBAL

3C = 6+H invite

3D = 6-8 BAL 4fit, or GF+ void SPL

3H = any 9-14 sing SPL for S (3S asks: 3N = min [ask], 4C+ = l/m/h max)

3S = 10-11 3fit, or 9-10 BAL 4fit

3N = 11-13(14) 3+S BAL

4lower = good 5suit, Hxx(x) support, 10-13/14

(1N)

X = penalty
2C = C+H
2D = D+H
2H = to play
2S = to play
2N = limit 4+, or 5-5 minors (pick a minor, in case)
3y = pree

(2C)

X = 8+ no fit, says nothing about H
2D/2H/2S = normal nat
2N = GF, 5-4side, 6+S, 5332 strong no stop, 5-5 superstrong
3C = R
3D = 5S-4D
3H = 5S-4H
3S = 6+S
3N = 5332 strong no C stop
4C = 5S-5D superstrong
4D = 5S-5H superstrong
3C = 6-4 strong (3D asks 4D/4H)
3D = 5-5 medium
3H = 5-4+ invite
3S = 6+S invite
3N = 5332 or 5-4C, strong, C stopper
4D/4H = 6-5 not strong but GF
2D = 5+H GF unless suit rebid
2H = 5+D GF unless suit rebid
2S = wide-range raise
2N = limit raise
3C = 4H-5+D GF
3H = any GF+ SPL with sing (3S asks: 3N = min, 4C+ = l/m/h serious)
3S = GF with 3S, or 4+S BAL (3N = serious, cue = coop, 4S = to play)
3N/4C/4D = l/m/h void SPL
4H = to play
4S = pree

(2D)

X = 8+ HCP no fit (or GF 3fit)
2H/2S/3C = natural
2N = GF 5-4side, 6+S, 5332 no stopper strong, 5-5 superstrong
3C = R
3D = 5S-4C

3H = 5S-4H
 3S = 6+S
 3N = strong 5332 no stop
 4C = 5-5 super-strong
 4D = 5S-5H superstrong
 3D = 6-4 strong (3H asks: 4C/4H)
 3H = 5-4+ invite
 3S = 6+S
 3N = 5332 strong (or 4D), stopper
 4C = 5-5 medium strength
 4H = to play
 2H = 5+H GF unless suit rebid
 2S = wide-range raise
 2N = limit raise
 3C = 5+C GF
 3D = 4H-5+C GF
 3H = any GF+ sing SPL (3S asks: 3N = min, 4C+ = l/m/h serious)
 3S = GF 3fit or BAL 4+fit (3N = serious, cue = coop 4S = to play)
 3N/4C/4D = l/m/h void SPL
 4H = to play
 4S = pree

(2H)

X = 8+ HCP no fit
 2S = default maybe
 3m = normal
 2N = ART GF, any 5-4, 6+S, 5332 strong no stopper, 5-5 superstrong
 3C = R
 3D = 4C
 3H = 4D
 3S = 6+S
 3N = strong 5332 no stop
 4m = 5-5 superstrong
 3H = 6-4 strong (3S asks 4C/4D)
 3S = 6+S invite
 3N = 5332 strong, with stopper
 4m = 5-5 medium strength
 4S = to play
 2S = wide-range raise
 2N = lim raise
 3C = 5+D GF
 3D = 5+C GF
 3H = 5+C-5+D GF
 3S = GF 3fit, or 4+fit BAL (3N = serious, cue = coop, 4S = to play)

3N/4C/4D = l/m/h void SPL

4S = pree

(2S = H-C)

X = cards

2N = lim raise

3C = GF raise

3D = 5+D NF

3H = 5+D GF

3S = comp

3N/4C/4D = l/m/h SPL

(2S = H+m)

X = takeout

2N = lim raise

3C = 5+D GF

3D = 5+C GF

3H = GF raise

3S = competitive

3N/4C/4D = l/m/h SPL

(2N = minors)

X = cards

3C = lim+ raise

3D = 5+H GF

3H = 5+H NF

3S = competitive

3N/4C/4D = l/m/h SPL

4H = to play

4S = pree

(4H)

4N = both minors, OR slamtry S (assume both minors)

1NT Opening Responses

2C = Stayman, mb both majors weak, mb (43)(51) weak, invit+ Smolen hands

2D = no major

Pass = 4+D weak

2H = 4+ 4+ majors, no game

Pass = 3H

2S = 3S-2H (Pass/3C = to play

2N = 4D-5C

3C = 5D-4C

2S = ART range-ask

2N = minimum NF

Pass/3N = to play

3C = shape-ask

3D = a 5m (3H asks: 3S = C, 3N = D)

3H = 3244

3S = 2344

3N = 4m333

3D = 5C slammish

3H = 5D slammish

3C = max, no 5m

3D = shape-ask (3H = 3244, 3S = 2344, 3N = 4m333)

3H = 5C slammish

3S = 5D slammish

3D = max with a 5m

3H = asks 5m (3S = C, 3N = D)

3S = 5C slammish

3N = to play

4m = 5D slammish

2N = 5+-4 majors GF, invit+, OR signoff in clubs (with [43]15 weak)

3C = forced

Pass = signoff in clubs (often [43]15)

3D = 5+H-4S UNBAL GF

3H = H fit (3S/N = l/h short slamtry, 4H = no slam)

3H = 5+S-4H UNBAL GF

3S = S fit (3N/4C = l/h short slamtry, 4S = no slam)

3S = 4522 GF or better (3N, or cue for H)

3N = 5422 no slam (Pass, or cue for S)

4C = 5422 at least slamtry

4red = cue for S

4S = to play

4N = to play

4D = 6H-4S game only
 4H = 6S-4H game only
 3C = xx in a minor, no 5M
 3D = R
 3H = xx clubs
 3S/4H = no C stop suggests fit with tripleton M
 4C = no C stop 3-3 majors
 3S = xx diamonds
 4D = no D stop 3-3 majors
 4M = no D stop suggests fit with tripleton or play 5C
 3D = xx in a major, no 5M
 3H = R
 3S = xx hearts (4S = no H stop, suggests 4-3 S fit)
 3N = xx spades (4H = no S stop, suggests 4-3 H fit)
 3H = 5H-4S invite
 3S = 5S-4H invite
 3N = to play
 4C = 6H-4S slammish (4D = medium hand for H, 4H = to play, 4S = RKC H)
 4D = 6S-4H slammish (4H = medium hand for S, 4S = to play, 4N = RKC S)
 2H = 4crd H, may have 4S
 2S = range-ask, no H fit (may have invite to 3NT, may have 4S slammish)
 2N = minimum
 3C = shape-ask (3D = 4C, 3H = 4D, 3S = 4S, 3N = 3433)
 3D = 5C slamtry
 3H = 5D slamtry
 3C = max with 4S or 3433 (3D = R: 3H = 4432, 3S = 4423, 3N = 3433)
 3D = max, 4H-4C (R asks l/h doubleton)
 3H = max, 5H (rare)
 3S = max, 3442
 3N = max, 2443
 2N = invite with 4S
 3C = xx in a side suit, GF, denies 4H or 4S
 3D asks l/m/h (can end in a Moysian H fit)
 3N = does not care
 3D = ?
 3H = invite
 3S = ART any SPL for H (3N asks l/m/h)
 3N = to play
 4m = cue, BAL slamtry H raise (even 5422)
 4M = to play
 2S = 4crd S, denies 4H
 2N = invite, does not promise 4H
 3C = any side xx, GF (3D asks for l/m/h - may end in a 4-3 H or S fit)
 3D = BAL nonfit slamtry, asks for a minor (3H = 4C, 3S = 4D, 3N = 4333)

3H = any SPL raise of S (3S asks l/m/h)
3S = invite
3N/4S = to play
4C/D/H = cue, BAL slam raise of S

2D = transfer to hearts, mb invite to game or slam with 5H-5S, 4H-5m-(31) GF, 5S BAL GF with weak doubleton, 4H-5+C weak

(X)

Pass = doubleton H (XX = retransfer and systems on)
XX = 3fit max
2H = 3fit minimum
else = systems on

2H = normal completing transfer, generally denies 4+H

2S = puppet to 2N

2N = forced

3C = 5M BAL GF with weak doubleton D (3D asks l/h 5suit)

3D = 5M BAL GF with weak doubleton C (3H asks l/h 5suit)

3H = 6H invite

3S = 5S BAL weak doubleton H

3N = 5H BAL weak doubleton S

4C = 5H-5S slamtry (6RKC used)

4M = to play

4D = H flag

4N = RKC S

higher = cue S

2N = puppet to 3C

3C = R

Pass = 4H-5+C weak

3D = 3451

3H = 3415

3S = 1435

3N = 1453 NF

4C = 1453 slammish

3C = 5+H-4+D GF

3D = D fit + C stop (maybe also S stop), no H fit probably

3H = 5 good H, no S stop

3S = 5 bad H, no S stop

3N = S stopper

4C = cue for D

4D = D flag, no C cue

3H = H fit (cue-bid or signoff)

3S = D fit + S stop, no C stop

3N = to play

4C = cue for D
 4D = D flag, no C cue
 4H = 5 good hearts, suggests playing (no C stop)
 3N = both side stops, no H fit or good D fit
 4C = 3H-4+D (4D = D flag, 4H = to play, higher = for H)
 3D = 5+H-4+C GF
 3H = C fit, D stop (perhaps S stop too)
 3S = asks S stop
 3N = to play
 4C = slammish, C flag
 3S = C fit, S stop, no D stop
 3N = to play
 4C = C flag, slammish
 4H = 5 good hearts, no D stop, suggests 5-2 fit
 3N = to play, no H fit or good C fit, side suits stopped
 4C = 3H-4+C (4D = C flag, 4H = to play, else = for H)
 4D = 3H, no good C fit, good for slam
 4H = 3H, no good C fig, bad for slam

 3H = 5S-5H invite
 3S = 6+H 1suiter unbal slammish, or 5332 slammish
 3N = R
 4C/4D/4H = l/m/h sing slammish
 4S = short S, too strong for 4H NF
 4N = 5332 quant (5H = to play)
 5y = grand slam force, step responses to RKC H, with 5332
 5N = 5(332) slam force, but no grand, pick a slam
 3N = 5(332)/5-4m-22 with no weak doubletons (else go through 2S rebid)
 4m = 6(332) slamtry, cue
 4H = 6H mild slamtry
 2S = 3H good max
 2N = 5C (3C asks l/h short)
 3C = 5D (3D asks l/h short)
 3D = retransfer
 3H = forced
 Pass = to play
 3S = BAL slamtry
 3N = c.o.g.
 4C/4D/H = serious SPL slamtry
 3H/3S/3N = 5S BAL with l/m/h weak doubleton (3N to play)
 4C/4D/4H = l/m/h mild slamtry, or v strong
 2N = 4H, minimum, not 3433
 3C/4C/4D = l/m/h sing, mild slamtry or v strong slamtry
 3D = retransfer

3H = forced
 Pass = to play
 3S = BAL slamtry
 3N = c.o.g.
 4C/4D/H = serious SPL slamtry
 3H/3S/3N = 5S BAL with l/m/h weak doubleton (3N to play)
 4C/4D/4H = l/m/h mild slamtry or v strong
 3C = max hand 4 trump
 3D = retransfer
 3H = forced
 Pass = to play
 3S = BAL slamtry
 3N = c.o.g.
 4C/4D/H = serious SPL slamtry
 3H/3S/3N = 5S BAL with l/m/h weak doubleton (3N to play)
 4C/D/H = l/m/h sing, mild slamtry or v strong

2H = transfer to spades, may be 4S-5+C weak, 4S-5m-(31) GF, 5S-5H Game only
 note: with 5S BAL and weak doubleton use 2D transfer instead
 (X)

 Pass = doubleton S (XX = retransfer and systems on)
 XX = 3fit max
 2S = 3fit minimum
 else = systems on
 2S = 2-3 crd S, or 4333 minimum
 2N = puppet to 3C
 3C = R
 Pass = 4S-long C weak
 3D = 4351 GF
 3H = 4315 GF
 3S = 4135 GF
 3N = 4153 NF
 4C = 4153 F
 3C = 5S-4+D GF
 3D = D fit with C stop (may also have H stop)
 3H = asks H stop
 3S = 5 good S, no H stop
 3N = H stop
 4C = cue for D
 4D = D flag, no C cue
 3H = D fit with H stop, no C stop
 3S = 5 good spades, C stop
 3N = to play
 4C = cue for D

4D = D flag, no C cue
 4S = 5 good spades, no C stop
 3S = S flag (cue or sign off)
 3N = to play
 4C = 3S-4+D (4D = flag, 4H = S flag, 4S = to play)
 3D = 5S-4+C GF
 3H = C fit, and D stop (may also have H stop)
 3S = asks H stop
 3N = to play
 4C = slammish C flag
 4S = suggests contract
 3S = C fit, H stop, no D stop
 3N = to play
 4C = C flag, slammish
 4S = 5 good spades, no D stop
 3N = to play
 4C = 3S-4+C (4D = C flag, 4H = S flag, 4S = to play)
 4D/H = 3S, cue, no C fit
 3H = 6+S UNBAL slamtry, or 5(332) slammish
 3S = R
 3N/4C/4D = l/m/h short slamtry
 4N = 5(332) quant (5S = signoff)
 5N = slam force, pick a slam
 5y = grand slam force, RKC S responses with 5(332) hand
 3S = 6+S invite
 3N = 5(332)/5-4m-22 no weak doubletons, c.o.g.
 4m = 6+S BAL, cue, slamtry
 4H = 5S-5H game only
 4S = 6S mild slamtry
 2N = 3S good max
 3C = 5D (3D asks l/h short)
 3D = 5C (3H asks l/h short)
 3H = retransfer
 3S = forced
 Pass = to play
 3N = c.o.g.
 4C = BAL slamtry
 4D/4H/4S = l/m/h short serious slamtry
 3S/3N/4C = l/m/h sing mild slamtry or superstrong
 3C = 4crd S minimum
 3D/3S/3N = l/m/h sing mild slamtry (or superstrong)
 3H = retransfer
 3S = forced
 Pass = to play

3N = c.o.g.
 4C = BAL slamtry
 4D/4H/4S = l/m/h short serious slamtry
 3S/3N/4C = l/m/h sing mild slamtry or superstrong
 3D = 4crd S maximum
 3H = retransfer
 3S = forced
 Pass = to play
 3N = c.o.g.
 4C = BAL slamtry
 4D/4H/4S = l/m/h short serious slamtry
 3S/3N/4C = l/m/h sing mild slamtry (or superstrong)

2S = 6+C, or 5-4 minors short H GF
 2N = no fit
 3C = fit (Ax and max counts)
 Pass/3C = to play
 3D = 6+C short D, or 5-4 minors sing H
 3H = R
 3S = 6+C short D
 3N = 5-4 minors sing H NF
 4C = 3145 F (4D = D flag, else = for C)
 4D = 3154 F (4H = C flag, 4S = D flag)
 3H = 6+C short H
 3S = 6+C short S
 3N = to play (over 3C), mild slamtry (over 2N)
 4C = 6+C BAL slamtry

2N = diamonds, invit+
 3C = no fit
 3D = fit
 3D (over 3C) = invite, likely a gambler looking for fit
 3H = 6+D short H
 3S = 6+D short S
 3N = to play (over 3D), mild slamtry (over 3C)
 4C = 6+D BAL, slammish, cue (with 6+D short C use 1N-3D)
 4D = 6+D BAL, slammish, no C cue

3C = D weak, or 5D-5C invite, or 5D-5C invite+
 3D = forced
 Pass = D signoff
 3H = 5H-5D inv (3S = H flag supermax, 4C = D flag supermax)
 3S = 5S-5D inv (4C = D flag supermax, 4H = S flag supermax)
 3N = 5D-5C invite or game (4m = declines, 4H = C accept, 4S = D accept)

4C = 5D-5C slammish (4D = D flag, cue/Turbo for C)

3D = 5-4 minors short S GF+, or 6+D short C GF

3H = R

3S = 6+D short C

3N = 13(54) NF

4C = 1345 slammish (4D = D flag, else for C)

4D = 1354 slammish (4H = C flag, 4S = D flag)

3H = 5H-5C invite (3N = to play, 4C/games = to play, 3S/4D = slamtry H/C with supermax)

3S = 5S-5C invite (as above, but 4H = slamtry S)

3N = to play

4C = 6+H

4D = 6+S

4M = to play, chooses to declare

5m = to play

Passed Hand Adjustments:

1N-2C-2D and now 2N is just invite, 3C = to play, 3M = 5M-4oM invite probably

1N-2C-2H and now 2N is just invite

Handling Interference:

(X = ART)

systems on

(X = penalty)

Pass = forces XX for scramble (later XX is SOS both sides)

XX = semiforced

2C = C+ higher

2D = D+H

2H = H+S

unless opener 4333 (pass with that)

or opener can bid a 5suit

XX = strong

2C = C (or D+S) - if they double, run to show D+S

2D/2H/2S = to play

2N = invit+ 5+C

3C = invit+ 5+D

3D = invit+ 5+H

3H = invit+ 5+S (recently 3y = pree)

3S = minors, strong

(2C = majors)

Pass then double = penalty
 Pass then bid = GF, penalty for the major they did not bid
 X = takeout
 2D = to play
 2M = competitive with C/D
 2N = C invit+
 3C = D invit+
 3D = 5+H GF
 3H = 5+S GF
 3S = 5D-5C GF vul, any strength NV

(2D = Multi)

Pass then double = competitive
 X = like normal 2D transfer
 2H = like normal 2S transfer
 2S/2N/3y = normal systems on
 If they Pass 2D, we must reopen

(2D/2H = H)

X = cards/takeout
 2H (over 2D) = 4S-5m competitive
 2S = to play
 2N = invit+ C, or weak D (3C/3D = declines/accepts)
 3C = invit+ D
 3D = 3-suiter, short H
 3H = invit+ 5+S
 3S = 5C-5D GF (or 5431)
 4C = 5S-5D
 4D = 5S-5C

(2H/2S = S)

X = cards/takeout
 2S (over 2H) = 4H-5m competitive
 2N = invit+ C, or weak D or H (3C/3D = accepts/declines)
 3C = 5+D inv+
 3D = 5+H inv+
 3H = 5D-5C GF (or maybe 5431)
 3S = 3-suiter short S GF
 4C = 5H-5D
 4D = 5H-5C

(2N)

3C = 5H-4S
 3D = 5S-4H

3H = 5+S GF
3S = 5+H GF
4m = normal transfer

(3C)

X = takeout
3D = forcing with 1 major (3H asks: 3S = H, 3N = S)
3M = nat NF constructive
4C = 5D-5M (4D asks M)
4D = 5S-5H

(3D)

X = takeout
3H = 5+S GF
3S = 5+H GF
4C = 5C-5M (4D asks M)
4D = 5S-5H

(3H)

X = 4/5S (3S = 3fit?)
3S = takeout without 4S
4m = 5S+minor
4H = transfer to 4S
4N = 5-5 minors slammish or v weak

(3S)

X = takeout
4m = 5H+m
4H = to play
4S/4N = minors slammish, or v weak

2C Opening Responses

Pass = at least it's rightsided

2D = 4+H, including 5+H any strength, 5-4 majors invite, 4H GF, 4H-4m BAL slamtry

2H = denies 4H unless 3433

Pass = 5+H weak

2S = 4H-longer minor GF; OR 5-4 majors invite

2N = R

3C = 4H-5+D GF

3D = D fit, C stopper (perhaps S stopper too)

3H = 4 good H, no S stop

3S = 4 avg H, no S stop

3N = to play

4C = D slamtry, cue

4D = D slamtry, no C cue

3H = 3433, sets H (cue or sign off)

3S = D fit, S stopper, no C stopper

3N = to play

4C = cue for D

4D = D flag, no C cue

4H = good 4crd H, no C stop, suggests 4-3 H fit

3N = to play

3D = 4H-5+C GF

3H = C fit, D stop (perhaps S stop too)

3S = asks S stop

3N = to play

4C = slamtry C

3S = C fit, S stop, no D stop

3N = to play

4C = slamtry C

4H = good 4crd H, no D stop

3N = to play

4H = 3433

3H = 5H-4S invite

3S = 5S-4H invite

2N = 6+H UNBAL, or 6H-4other

3C = R

3D = 6+H UNBAL (R asks l/m/h short)

3H/3S/3N = 6+H-4C/D/S (4C probably 6H-4S too strong for 3N)

3C = 5H-4+D GF

3D = D fit, C stop (perhaps also S stop)

3H = 5 good H, no S stop

3S = 5 avg H, no S stop
 3N = to play
 4C = cue for D, slamtry
 4D = D slamtry, no C cue
 3H = H fit (cue or sign off)
 3S = D fit, S stop, no C stop
 3N = to play
 4C = cue for D
 4D = D slamtry, no C cue
 4H = 5 good H, no C stop
 3N = to play
 4C = 3H-4+D (4D = D flag, 4H = to play, 4S = 6RKC H)
 3D = 5H-4+C GF
 3H = C fit, D stop (perhaps also S stop)
 3S = asks S stop
 3N = to play
 4C = C slamtry
 3S = C fit, S stop, no D stop
 3N = to play
 4C = C slamtry
 4H = 5 good H, no D stop
 3N = to play
 4C = 3H-4+C (4D = C flag, 4H = to play, 4S = 6RKC H)
 4D = 3H, no good C fit, good for slam
 4H = 3H, no good C fit, bad for slam
 3H = 5+H invite
 3S = 4H only, transfer to 3NT, may be BAL slamtry
 3N = forced
 4C = 4D BAL slamtry
 4D = 4C BAL slamtry
 3N = 6+H BAL mild slamtry
 4m = 6+H BAL slamtry, cue
 4H = to play
 2S = 4H, minimum, not 3433
 3D = retransfer
 3H = forced
 Pass = to play
 3S = BAL slamtry
 3N = c.o.g.
 4C/4D/4H = serious SPL slamtry l/m/h
 2N/3C/3S = l/m/h mild slamtry (or superstrong)
 2N = 4H, max, not 3433
 3D = retransfer
 3H = forced

Pass = to play
 3S = BAL slamtry
 3N = c.o.g.
 4C/4D/4H = serious SPL slamtry l/m/h
 3C/3S/3N = l/m/h mild slamtry (or superstrong)
 2H = 4+S, including 5+S any strength (not 5S-4H invite), 4S with game, 4S-4m BAL slamtry
 2S = denies 4S, unless 4333
 Pass = 5+S weak
 2N = 6+S UNBAL, or 6S-4other, GF
 3C = R
 3D = 6+S UNBAL (R asks l/m/h short)
 3H/3S/3N = 6+S-4C/D/H (and 4C = 6+S-4H F probably)
 3C = 5+S-4+D GF
 3D = D fit, C stopper (perhaps also H stop)
 3H = 5 avg S, asks H stop
 3S = 5 good S, asks H stop
 3N = to play
 4C = cue for D
 4D = D slamtry, no C cue
 3H = D fit, H stopper, no C stop
 3S = 5 good S, C stop
 3N = to play
 4C = cue for D
 4D = D slamtry, no C cue
 4S = 5 good S, no C stop
 3S = S fit (cue or sign off)
 3N = to play
 4C = 3S-4+D (4D = D flag, 4H = S flag, 4S = to play)
 3D = 5+S-4+C GF
 3H = C fit, D stopper (perhaps also H stop)
 3S = asks H stop
 3N = to play
 4C = C slamtry
 4S = 5 good S
 3S = C fit, H stopper (no D stop)
 3N = to play
 4C = C slamtry
 4S = 5 good S, no D stop
 3N = to play
 4C = 3S-4+C (4D = C flag, 4H = S flag, 4S = to play)
 4D/H = 3S, cue, no good C fit
 3H = 5+S invite
 3S = exactly 4S (xfer to 3NT), but may be BAL with side 4m slamtry
 3N = forced with 2-3 S (4C = 4D BAL slamtry, 4D = 4C BAL slamtry)

3N = 6(322) mild slamtry
 4C/D/H = 6(322) serious slamtry, cue
 4S = to play
 2N = 4S, minimum (these may have been changed)
 3H = retransfer
 3S = forced
 Pass = to play
 3N = c.o.g.
 4C = BAL slamtry
 4D/4H/4S = l/m/h short serious slamtry
 3C/3D/3N = l/m/h mild slamtry SPL (or superstrong)
 3C = 4S, maximum
 3H = retransfer
 3S = forced
 Pass = to play
 3N = c.o.g.
 4C = BAL slamtry
 4D/4H/4S = l/m/h short serious slamtry
 3D/3N/4C = l/m/h mild slamtry SPL (or superstrong)

2S = xfer to 2N, includes signoff 2NT, signoff 3NT, 4S-5+ minor GF, or 3-1/2-1 majors GF

2N = forced
 3C = 4S-5+D GF
 3D = D fit, C stop (perhaps also H stop)
 3H = asks H stop, avg spades
 3S = good 4 spades, no H stop
 3N = nat
 4C = cue for D
 4D = D slamtry, no C cue
 3H = D fit, H stop, no C stop
 3S = 4 good S, C stop
 3N = nat
 4C = cue for D
 4D = D slamtry, no C cue
 4S = 4 good S, no C stop
 3S = S fit (cue or sign off)
 3N = to play
 3D = 4S-5+C GF
 3H = C fit, D stopper (perhaps also H stop)
 3S = asks H stop
 3N = to play
 4C = slamtry C
 3S = C fit, H stopper, no D stopper

3N = to play
4C = slamtry C
4S = 4 good spades, no D stop

3N = to play
4C = 4S and 4+C (4D = C flag, 4H = S flag, 4S = to play)
4D/H = 4S, no great C fit, good for slam, cue
4S = 4S, no great C fit, bad for slam

3H = sing H, 5-4 minors or 6+crd minor
3S = sing S, 5-4 minors or 6+crd minor
3N = to play
4C = 5+D-5+C slammish (4D = D flag, else = for C [even/odd keys?])

2N = BAL slamtry, no 4M or 5m - or signoff in 3D

3C = no 5m
3D = to play
3H = 4+C, possibly 4D (3S = 4D, 3N = no 4m, 4C = C flag)
3S = 3343
3N = 4C-4D mild slamtry (4m = flag)
4C = 5C-4D-2-2 (4D = D flag, cue = for C, 4N = to play)
4D = 5D-4C-2-2 (4H = C flag, 4S = D flag, 4N = to play)
3D = a 5m
Pass = to play, long D weak
3H = R (3S = 5C, 3N = 5D)
3S = 3325 (3N = no fit, 4C = even keycards C fit, else odd keycards C fit)
3N = 3352 mild slamtry (4C = even keycards D fit, else odd keycards D fit)
4C = 3352 serious slamtry (4D = even keycards D fit, else odd keycards D fit)

3C = 5-4+ majors, GF+

3D = no 4M
3H = 5S-4H
3S = 5H-4S
3N = 5H-5S serious slamtry (4C = H flag, 4D = S flag, 4M = bad hand)
4C = 5H-5S mild slamtry (4D = H flag, 4M = to play, 4N+ = for S)
4D = 5H-5S, game only (pick one)
3M = 4+crds (cue or sign off)

3D = 4-4 majors, may be 3-suiter slammish

3H = 5S(332) or 5S-4m-2-2 good side stops, c.o.g.

3S = fit (cues)
3N = no fit
4N = quant
5N = slam force
6y = RKC responses forcing grand if enough keys

3S = 5H(332) or 5H-4m-2-2 good side stops, game or better

3N = no fit

4N = quant

5N = slam force

6y = RKC responses forcing grand if enough keys

4C = H fit, good for slam (4D = cue, 4H = retransfer)

4H = H fit, bad for slam

3N = DNE

4C = 6+D slamtry

4D = 6+C slamtry

Handling Interference:

ssame as handling interference over 1NT

2D Opening Responses

2H = waiting

2S = strong with H or S

2N = forced

3C = 4+C-5+M

3D = R (3H = H, 3S = S)

3M = 6+crds

4C = C slamtry

3D = 4+D-5+M

3H = R (3S = H, 3N = S, 4m = S superstrong)

3S = 6+S usually

3N = 6+H usually

4m = D slamtry

3H = 5+H-4S

3S = 5+S-4+H (4C = H flag, 4D = S flag)

3N = 5+S-5+H F1 (4C = H flag, 4D = S flag)

4C = long H, superstrong (4D = weak or strong, 4H = helpful values NF)

4D = long S, superstrong (4H = weak or strong, 4S = helpful values NF)

4M = long suit, nothing extra (cues/RKC)

2N = BAL 23+ GF, may have 5M - see 2NT opening response structure

3C = 6+ 1-suited minor, or 5C-4D

3D = R

3H = 6+C

3S = 6+D

3N = 5C-5D no extras

4C = 5C-4D superstrong

3M = 6+crds

3D = 4H-5+minor

3H = R (3S = C, 3N = D, 4m = D superstrong)

3S = 6+S usually

4y = cue for H, slammish

4H = weak, H fit

3H = 4S-5+C

3S = 4S-5+D (4C = S flag, 4D = D flag)

3N = 5+D-4+C NF

4C = 5+D-4C very strong (4D = D flag, cue = for C)

4D = 5D-5C superstrong (4H = C flag, 4S = D flag, 5m = weak, 4N = no fit)

2S = good H suit

2N = good S suit

3C = good D suit

3D = good C suit

3H = pre S

3S = pre H

3N = 5-4 minors 9+ HCP

Handling Interference:

X = "intermediate" or "mixed" hand, about 6 HCP

Pass = very weak or strong

bids = natural good suits

2H Opening Responses

if 2H = majors (NV):

Pass/2S = to play

2N = has one long minor, preparing to show, forces 3C

3C = 0-2 C

Pass = to play clubs

3D = D GF

3H = 3H-6+C GF

3S = 3S-6+C GF

3N = 6+C no 3+major, GF

4C = 6+C, no 3+crd major, slam interest

3D = 3+C (as above, but 4D = sets D as trumps)

3C = R

3D = min, 5+H (3M = invite, 4C = H flag, 4D = S flag)

3H = min, 5+S (3S = invite, 4C = H flag, 4D = S flag)

3S = max, 5+H GF (4C = H flag, 4D = S flag)

3N = max, 5+S GF (4C = H flag, 4D = S flag)

3D = NF

3M = pree

3N = to play

4C = H flag slamtry (4D = medium, 4H = bad, 4S+ = great)

4D = S flag slamtry (4H = medium, 4S = bad, 4N+ = great)

4M/5m = to play

Handling Interference:

(bid) X = penalty

if 2H = weak two (V):

2S = R

2N = 6-4 something (3C asks l/m/h side suit)

3C = short m (3D asks l/h short, 3H = bid on only with sing C)

3D = short S

3H = min bal

3S = max bal

3N = AKQxxx or AKJTxx

2N = 5+S

3C = doubleton S (3S = invite)

3D = singleton S (3S = NF)

3H = singleton S, great H

3S = 3fit S, min

4y = 3fit S, max, cue

3m = GF

3H = pree

3S/4C/4D = l/m/h void SPL slamtry

Handling Interference:

(X) 3lower = lead-direct, 2N = own suit somewhere

(bid) X = penalty

2S Opening Responses

if 2S = minors 5-4+ weak (NV):

Pass = prefers to play here

2N = asks longer minor, may be D signoff, or force with S or BAL, or invit+ m raise

3C = 5+C

Pass = fine

3D = D signoff

3H = range-ask

3S = min (4m = to play)

3N = max (4m = m flag)

3S = force with S

3N = to play, may have been looking for D fit

4m = strong slamtry

3D = 5+D-4C

Pass = D signoff or preference

3H = range-ask

3S = min (4m = to play)

3N = max (4m = flag)

3S = force with S

3N = to play, may have been looking for C fit

4m = strong slamtry

3C = to play

3D = invit+ with 5+H

3H = min no fit

3S = max, no fit or S stop

3N = max, no fit, S stop

4C = max, Hx or better fit

4D = min, Hx or better fit

3H = to play (pd may choose to raise at own risk)

3S = invite with S

3N = to play

4m = pree

4M = to play

Handling Interference:

(bid) X = penalty

if 2S = weak two (V):

2N = R

3C = 6-4 something, or max without a singleton

3D = R (3H/S/N = 4C/D/H, 4m = cueish max no sing)

3D = short m (3H = asks l/h short, 3S = bid on only with sing C)
 3H = short H
 3S = bal min
 3N = AKQxxx or AKJTxx
 3C = 5+H F1
 3D = doubleton H (3H = invite)
 3H = singleton H (3H = NF)
 3S = singleton H, great S
 3N = 3H, minimum
 4m = cueish, 3H, maximum
 3D = 5+D GF
 3H = 5+C GF
 3S = pree
 3N = to play
 4C/D/H = void SPL for S

Handling Interference:

(X) 3lower = lead-direct, 2N = own suit somewhere
 (bid) X = penalty

2N Opening Responses

3C = Puppet Stayman, may have 5+S-4+H

3D = at least one 4M

3H = 4S

3S = 4fit

3N = even # keycards slamtry

cue = odd # keycards slamtry

4S = to play

3N = 4H, denies 4S

4C = 4D slamtry

4D = D fit even keycards

cue = D fit odd keycards

4N = no fit

4D = 4C slamtry

4H = C fit even keycards

cue = C fit odd keycards

4N = no fit

4H = 5C slamtry

4S = C fit even keycards

4N = no fit

5C = C fit odd keycards min

5D+ = C fit, odd keycards max

4S = 5D slamtry

4N = no fit

5C = fit, even keycards

5D = fit, min, odd keycards

5M = fit, max, odd keycards

5m = to play

3S = 4H

3N = 4S, no H fit

4C = 4D slamtry

4D = D fit even keys

cue = D fit odd keys

4N = no fit

4D = 4C slamtry

4H = C fit even keys

cue = C fit odd keys

4N = no fit

4H = 5C slamtry

4S = fit even keys

4N = no fit

5C = fit, min, odd keys

- 4S = 5D slamtry
 - 4N = no fit
 - 5C = fit, even keys
 - 5D = fit, min, odd keys
 - cue = fit, max, odd keys
- 5m = to play
- 4C = 4H, good for slam
 - 4D = transfer to 4H, or cue
 - 4H = forced
 - Pass = to play
 - higher = as below, but with D cue
- 4S = even keys, no D cue
 - higher = odd keys, no D cue
- 4H = 4H, bad for slam (4S = even keys, higher = odd keys)
- 3N = to play, no interest in 4M
- 4C = 4-4 majors, slamtry
 - 4D = H fit, supermax
 - 4H = even keys
 - 4S = odd keys with S cue
 - 4N = odd keys no S cue
- 4M = fit, min
- 4N = S fit, max, even keys
- 5y = S fit, max, odd keys
- 4D = 4-4 majors, no slam (pick)
- 4H = 5C(332) slammish
 - 4S = even keys
 - 4N = no fit
 - 5C = odd keys min
 - cue = odd keys max
- 4S = 5D(332) slammish
 - 4N = no fit
 - 5C = even keys
 - 5D = odd keys min
 - cue = odd keys max
- 4N/5N = 4-4 minors quant, pick a slam
- 3H = no majors
 - 3S = puppet to 3N, denies 5+S, to play 3N or look for minor slam
 - 3N = forced
 - Pass = to play
 - 4C = 4D slammish, denies 4C
 - 4D = fit, even keys
 - cue = fit, odd keys
 - 4N = no fit
 - 4D = 4C slammish, denies 4D

4H = fit, even keys
 cue = fit, odd keys
 4N = no fit
 4H = 5+C slammish
 4S = fit, even keys
 4N = no fit
 5C = fit, odd keys min
 cue = fit, odd keys max
 4S = 5+D slammish
 4N = no fit
 5C = fit, even keys
 5D = fit, min, odd keys
 cue = fit, max, odd keys
 4N = 4-4 minors slammish, forcing (since there is a fit)
 5m = fit, 0/1/2/3 of 6 keys
 step 1 = even keys
 higher = odd keys
 5H = 4 of 6 keys (5N = grand try, 6C = p/c)
 5S = 5 of 6 keys (5N = grand try, 6C = p/c)
 3N = 5S-4H, no slam unless S fit (4m = S fit [4H retrans], 4S = S fit bad)
 4C = 5S-5H game only, or very strong
 4D = supermax, even opposite game-only may be slam
 4H = nope, p/c
 4S = accepts, even keys (of 6)
 4N = accepts, odd keys (of 6), no major Queens
 5C = accepts, odd keys (of 6), hQ no sQ
 5D = accepts, odd keys (of 6), sQ no hQ
 5H = accepts, odd keys (of 6), hQ and sQ
 4M = most hands, to play
 step 1 = superstrong, even keys
 higher = superstrong, odd keys
 4D = 6S-4H
 4H = S flag, supermax (4S = to play, 4N = even keys, higher = odd keys)
 4S = most hands (4N = even keys, higher cues = odd keys)
 4H = 5404 slammish
 4S/5C = fit, minimum
 Pass, or step 1 = even keys
 step 2+ = cue odd keys
 4N = no fit (Pass, or step 1 = even keys for S, higher odd keys for S)
 5D = C fit, max (step 1 = even keys, higher = odd keys)
 5H = S fit, max (step 1 = even keys, higher = odd keys)
 4S = 5440 slammish
 5D/5S = fit, minimum (as above)
 4N = no fit (as above)

5C = D fit, max (as above)
 5H = S fit, max (as above)
 4N = 5S-4H quant (5C = accepts [step 1 = even keys, else odd], 5S = nope)
 5m = to play
 5N = 5S-4H force (6C = accepts [as above], 6S = nope)
 3S = 5S
 4C = 5+D (4D = even keys, 4M = odd keys, 4N = no fit)
 4D = 5+C (4H = even keys, 4S/5C = odd keys, 4N = no fit)
 4H = S flag slammish
 4S = bad for slam
 4N = good even keys
 5C+ = good odd keys
 4S = to play
 4N = quant, some 4-4, doubleton S
 5N = force, some 4-4, doubleton S
 3N = 5H
 4C = H flag slamtry (4D = even keys max, 4H = min, higher = odd keys max)
 4D = H flag signoff, or superstrong
 4H = forced (Pass = to play, step 1 = even keys, higher = odd keys)
 4H = 5+C slamtry! (4S = even keys, 4N = to play, 5C = odd min, higher odd max)
 4S = 5+D slamtry
 4N = to play
 5C = even keys
 5D = odd min
 higher = odd max
 4N = quant, some 4-4, doubleton H
 5N = force, some 4-4, doubleton H
 3D = 5+H (denies 5+S), may have 4S
 3H = normal accept, denies 4+H
 3S = transfer to 3N, denies 4S
 3N = doubleton H
 Pass = to play
 4C = 4D slamtry (4D = fit even keys, cue fit odd keys, 4N no fit)
 4D = 4C slamtry (4H = fit even keys, cue fit odd keys, 4N = no fit)
 4H = 5C slamtry
 4S = fit even keys
 4N = no fit
 5C = fit min odd
 higher = fit max odd
 4S = 5D slamtry
 4N = no fit
 5C = even keys
 5D = fit min odd

higher = fit max odd
 5m = to play
 4C = 3H-4C, may have 4D
 4D = C flag (4H = even keys, higher = odd - of 6)
 4H = to play
 4S = H flag, even keys
 4N = H flag, odd keys, S cue
 5C = H flag, odd keys, no S cue
 4D = 3H-4D, denies 4C
 4H = to play
 4S = D flag (4N = even keys, higher = odd)
 4N = H flag, even keys
 higher = cue for H, odd keys
 4H = 4333 or 53(32)
 4S = even keys
 4N+ = odd keys cue
 3N = 5H-4S NF
 4C = 6H-4S weak or strong
 4D = supermax, H fit (4H = to play, 4S = even keys, 4N+ = odd keyS)
 4H = H fit, min (Pass, or 4S = even keys, 4N+ = odd keys)
 4S = S fit, min or max (4N = even keys, higher = cue odd keys)
 4D = to play 4H or check on keys
 4H = forced (then Pass = to play, step 1 = even keys, higher = odd keys)
 4H = 5H-5m no serious slam (4N = slamtry, 5C = p/c)
 4S = 45(04) slammish
 4N = R
 5m = nat, mild slamtry
 56m = nat, strong
 4N = 5H-4S quant
 5C = accepts H (5D = even keys, higher = odd)
 5D = accepts S (5H = even keys, higher = odd)
 5M = to play
 5N = 5H-4S F grand try
 6C = accepts H (as above)
 6D = accepts S (as above)
 6M = min
 3S = 5S-2H
 3N = to play
 4C = transfer to H
 4D = S flag
 4H = 5+C!
 4S = 5+D
 5m = to play

4C = 4H max

4D = retransfer (then Pass, or 4S = even keys, higher = odd keys)

4H = 4H min

4S = even keys

higher = cue with odd keys

3H = 5+S, denies 4+H

3S = normal accept, denies 4+S

3N = c.o.g., could have 4crd minor

4C = 4+D slamtry

4D flag

4H = S flag even keys

4S/4N/5D = to play

higher S flag odd keys

4D = 4+C slamtry

4H = C flag

4S/4N/5C = to play

5D = max fit S even keys

higher = odd keys for S

4H = 5S-5+minor no serious slam (4N = slamtry, 5C = p/c)

4S = to play

4N = quant 5(332)ish

5C = accepts S even keys

5red = accepts odd

5S = to play

5N = force 5(332)ish grand try

6C = accepts S even keys

6red accepts odd

6S/6N = to play

3N = 5H-2S (4C = xfer to H, 4D = xfer to S, 4H = 5+C, 4S = 5+D, 5m = to play)

4C = 4S max (4H retransfer, then Pass, or step 1 = even keys, higher odd)

4S = 4S min (Pass, or step 1 even keys, higher odd)

3S = both minors

3N = no good m fit

4C = 5D slamtry (4N = no fit, 4D = even keys accept, higher = odd keys accept)

4D = 5C slamtry (as above)

4M = 5-5 minors SPL slamtry

4N = 6-5 minors, no slam

4m = 4+fit (step 1 = even keys, else odd keys)

4M = 5crd M

oM = slamtry M

4N = slamtry 5-4 minors NF

5m = to play

5N = 5-5 minors slam
4N = asks longer minor, bad for slam

3N = to play

4C = 6+H slamtry

4D = accepts, even keys
4H = declines (now step 1 = even keys, higher odd)
4S = accepts, odd keys, S cue
4N = accepts, odd keys, no S cue or C cue

4D = 6+S slamtry

4H = accepts, even keys
4S = declines (now step 1 = even keys, higher odd)
4N = accepts, odd keys, H cue
5y = accepts, odd keys, no H cue

4H = 6+C at least mild slam interest

4S = accepts, even keys
4N = to play
5C = declines (step 1 = even keys, higher = odd)
5D+ = accepts, odd keys

4S = 6+D slamtry

4N = to play
5C = even keys, accepts
5D = min with fit NF (5H = even keys, 5S+ = odd)
5H+ = odd keys, accepts

4N = (4333) slamtry

After "4NT = no fit" auctions, further steps are slam force with RKC responses with the last-shown suit as trumps.

Handling Interference:

(3m)

X = takeout
3H = 5+S
3S = 5+H

(3M)

X = takeout

3y Opening Responses

3C

3y = NF NV, F V

4C = puppet to 4D for any strong 1-suiter

4D = RKC C (0/1/1Q/2)

3D

We are NV:

3M = NF

4C = puppet to 4D to show any strong 1-suiter

We are V:

3M = F

4C = RKC D (0/1/1Q/2)

3M

We are NV:

3S = NF

4C = puppet to 4D for any strong 1-suiter

4D = RKC M (0/1/1Q/2)

We are V:

3S = F

4C = RKC M (0/1/1Q/2)

4D = forcing

3N Opening Responses

if gambling:

4C = p/c for minor

4D = asks shortness

4N = asks pd bid minor

5m = to play

if good 4M preempt (early 2014):

4m = cue, knows what suit is

4M = nat, minimum

4N = cue in oM, max (5C = RKC)

4H = p/c

4S = assumes partner has long S, to play

Slam Bidding

6-RKC when known 2-suiter opposite known BAL hand

- if C set at 4-level, step 1 = even keycards, step 2+ are cues with odd keycards, and signoff is 0 keycards
- if D set at 4-level, same rules
- if H trumps, 4S is RKC, and 4N is a S cue (higher are cues as well) to rule out an uncontrolled suit (or void)
- if S trumps, 4N is RKC, and higher are cues to rule out an uncontrolled suit (or void)

RKC responses are 1430, 5N = even # keys + void, 6level = odd # keys and void in bid suit
Voidwood (unusual 5-level jumps) are just 0/1/2/3 keycards in steps

After RKC ask for M, if all keys held

- step 1 = mild grand try with all keys
- step 2 = strong grand try with all keys

If a minor is trumps, as soon as the 5 keycards are known to all be held:

- step 1 = asks trump Queen
- step 2 = has trump Queen, mild grand try
- step 3 = has trump Queen, serious grand try

jump raise to 5M in competition asks to bid 6 with control of their suit

To ask for the Queen when H or S are trumps:

- step 1 after keycard ask
 - return to trumps = no trump Queen
 - step 1 = yes Queen, mild grand try if we have all keys
 - step 2 = yes Queen, serious grand try if we have all keys
- step 2 after keycard ask
 - I have queen and we have all keys, mild grand try
- step 3 after keycard ask
 - I have queen, and we have all keys, serious grand try

If we open, they overcall, pd bids a 3rd suit, and 4th seat jump-raises, opener's 4NT is RKC for partner's suit.

e.g. 1C-(1S)-2D[=H]-(4S); 4N = RKC H

Miscellaneous

"inverted Forcing Pass"

Pass requests X, and X is an optional raise, in many Forcing Pass situations at 4+ level

If 1C/1D/1H/1S Opener must rebid over 4th seat action:

X/XX = tends to show any 16+ hand

bids = natural, distributional

jumpshift = good distribution/suits, but < 16

If opponents interfere over our 2/1 auction at 2 or 3 level

Pass = no stopper, or penalty double of their bid, request double

X = BAL OR SEMIBAL with stopper

2N = double-stopper

bid = natural UNBAL

cue = 3-suiter short in their suit

If opponents X our 2C ART response to 1m

Pass = no stop, systems off

XX = to play

else = systems on

If opponents X our 2C ART response to 1M

Pass = 15+ BAL no C stop

XX = to play

else = systems on (so 15+ BAL would promise stop)

Defensive Bidding

Advancing 1-level overcall

(1y)-1z-(P):

NS-1 level = 4+crds F1
1N = nat constr
cue = F1 3fit 10+, or any GF, or invite 2N
NS lower = nat invit NF
raise = 3fit
2N = invit+ 4fit
jump cue = mixed raise
jump raise = pree
jump shift higher suit = 6+crds F

(1y)-1z-(X):

XX = cards, no fit
1N/2C.. = xfer, suit or lead
xfer to y = good 3fit or any GF
xfer to z = normal Hxx raise
2z raise = weak
2N = invit+ 4fit
3cue = mixed raise
3lower = forcing, 6+crds
3y jump raise = pree
3 higher suit = pree
3N/4C/4D = l/m/h SPL
4M = to play

Advancing 1-level takeout double:

(1m)-X-(P)

1-level = 4+crds weak (with 4-4 very weak, start with higher)
1N = nat
cue = forcing to 2N
JS = 4/5crds if M, 5crds if D, invite
2N = nat invite
double jump = pree 6+crds

(1y)-X-(1z)

X = penalty of z (anti-psyhic)
2y = good hand in cheaper new suit

2z = good hand in higher side suit
JS = preempt

(1H)-X-(P)

1S = 3+S weak
1N = C
2C = D
2D = BAL invite, no stopper
2H = weak or strong with 4+S
2S = invite, 4+S
2N = nat invite
3y = pree

(1S)-X-(P)

1N = C
2C = D
2D = weak or strong with 4+H
2H = invite, 4+H
2S = BAL invite, no stopper
2N = nat invite
3y = pree

Advancing 1NT overcall:

2NS = to play
2cue = Stayman
2N = lim+ C
3C = lim+ D
3D = lim+ D
3H = lim+ S
3S = 5-5 minors (5431) if opening was major, 5-5 majors if opening was minor
transfer cue @ 3-level their suit = 3-suiter short their suit
note: if over 1S, then 3H and 3S are inverted

Advancing 2C Overcall:

(1D)-2C-(P)

2D = asking
2M = NF constructive
2N = nat F1
3C = pree
3D = 5-5 majors
3M = 6+crds F

(X) XX = cards, no fit, may penalize them, rest same

(1H)-2C-(P)

2D = NF
2H = 4S, F1
2S = 5+S NF
2N = nat F1
3C = pree
3D/3S = GF 6+crds
3H = ask stop, with good C fit

(X) XX = cards, no fit, may penalize them, rest same

(1S)-2C-(P)

2D/2H = NF
2S = 4H F1
2N = nat F1
3C = pree
3D/H = 6+crds forcing
3S = asks stopper

Advancing 2D Overcall:

(1C)-2D = 5-5 majors any strength

(1D)-2D = 5-5 majors, any strength

(1H)-2D-(P)

2H = 4S F1
2S = 5+S NF
2N = nat F1
3C = 5+C NF
3D = pree
3H = asks stop
3S = forcing, 6+S

(1S)-2D-(P)

2H = 5+H NF
2S = 4H F1
2N = nat F1 (denies 4H)
3C = 5+C NF (denies 4H)
3D = pree
3H = forcing, 6+crds
3S = asks stop

Advancing 2H/2S Overcall

(1C)-2H-(P)

2S = NF

2N = F1, no fit

3C = lim+ raise

3D = 6+D NF

3H = courtesy raise

3S = forcing, 6+crds

(1S)-2H-(P)

2S = lim+ raise

2N = nat F1

3m = 6+crds NF

3H = courtesy raise

3S = asks stop

3N/4C/4D = l/m/h SPL

Sandwich Seat

(1y)-P-(1z)-?

2y cue = natural

2z cue = 5-5 takeout

2N = good hand, 6 other minor, 4 other major (unless they bid C and D, then it is 6-4 majors)

(1y)-P-(2y)-X

see defense to weak two

(1C)-P-(1N)-

2C = 5-4 majors

2D = 5-5 majors

BALSANDWICH SEAT:

(1C)-P-(1N)-P

(P)-

2C = 5-4 majors

2D = 5-5 majors

(1D)-P-(1N)-P

(P)-

2C = nat

(1H)-P-(2H)-P

(P)-?

X = any 2-suiter

2S = 1-suited minor (2N = invit ask, 3C = p/c)

2N = 5D-4+C

3C = 5+C-4D

(1S)-P-(2S)-P

(P)-?

X = 1-suited minor (2N = invit ask, 3C = p/c)

2N = any 2-suiter

3C = 5+H-4C

3D = 5+H-4D

3H = nat

Balancing:

(1C)

1D/1H/1S = nat

1N = 12-15, says nothing about stopper (as 1N overcall)

2C = 5-4 majors

X = 8-11 BAL, or 16+ any distr

else = normal

(1D)

1H/1S/2C = nat

1N = 12-15, says nothing about stopper

X = 8-11 BAL, or 16+ any

else = normal

(1H)

1S/2m = nat

1N = 12-15, says nothing about stopper

X = 8-11 BAL, or any 16+

else = normal

(1S)

2C/2D/2H = nat

1N = 12-15, says nothing about stopper

X = 8-11 BAL, or 16+ any

else = normal

Two-Suited Overcalls:

Generally, advancer can ask with the cheapest step that is not one of pd's suits:

Responses:

step 1 = minimum

step 2 = medium 5-5

step 3 = 5-6 (lower suit longer), non-minimum

step 4 = 6-5 (higher suit longer), non-minimum

step 5+ = cue, huge hand

(1C)

2C = 5C-5other

2D = generic ask

2M = 5C-5M not too strong

2N = good hand

3C asks: CD, CH, CS, CD great, CH great, CS great

3C = 5C-5D not too strong

2N = GF R (3C = C-D, 3D = C-H, 3H = C-S)

2D = 5H-5S (2N = ask)

2N = 5H-5D (3C = ask)

3C = 5S-5D (3H = ask)

(1D)

2D = 5H-5S (2N = ask)

2N = 5H-5C (3D = ask)

3C = 5S-5C NF

3D = 5S-5C F

(1H)

2H = 5S-5C (2N = ask)

2N = 5S-5D (3C = ask)

3C = 5C-5D NF

3D = 5C-5D F

(1S)

2S = 5H-5C (2N = ask)

2N = 5H-5D (3C = ask)

3C = 5C-5D NF

3D = 5C-5D F

Special 2-suited Overcalls when Favorable Vulnerability ("Big Bang")

(1C)

2C = 5+C-4M (2D asks M, 2M = nat)

2D = 9+ cards in S/D, max 11 HCP (2N asks: min 5D, min 5S, max 5D, max 5S)
 2H = 9+ cards in H/D, max 11 (2N asks: min 5D, min 5H, max 5D, max 5H)
 2S = 5H-5D, constructive
 2N = 5S-5D, constructive
 3C = 5H-5S, constructive or better
 3y = pree

(1D)

2D = 9+ cards in S/C, max 11 HCP (2N asks: min 5C, min 5S, max 5C, max 5S)
 2H = 9+ cards in H/C max 11 (2N asks: min 5C, min 5H, max 5C, max 5H)
 2S = 5H-5C constructive
 2N = 5C-5S constructive
 3D = 5H-5S constructive or better
 3y = pree

(1H)

2H = 9+ cards S-C, max 11 (2N asks: min 5C, min 5S, max 5C, max 5S)
 2S = 9+ cards S-D, max 11 (2N asks: min 5D, min 5S, max 5D, max 5S)
 2N = 5S-5minor constructive (3C = p/c, 3D asks min/med/max)
 3y = pree
 3H = 5-5 minors, pretty good

(1S)

2S = 5+-4+ minors (2N asks: min 5C, min 5D, max 5C, max 5D)
 2N = 5H-5m
 3H = 5-5 minors, good hand
 3y = pree

Defense against Weak Twos:

(2C = precision or weak)

X = takeout
 2D/2H/2S = to play
 2N = C stop, invit+
 3C = minimum
 3D = GF asks majors
 3M = nat invite
 3D = max, GF (natural)
 3H = 5+H 17+ (4C = H flag)
 3S = 5+S 17+ (4C = S flag)
 3N = 1 club stop, 4333 typically
 4m = 5+D 19+
 3C = no C stopper, GF (nat bidding)

3D = 5+D invite, no stopper
 3H = 4+H invite, no stopper (3S/4D = 17+ 5+crds, 4C = H flag)
 3S = 4+S invite, no stopper (4D/4H = 17+ 5+crds, 4C = S flag)
 3N = 2 stops, no major interest
 4C = 5+4+ majors, no interest in majors
 4D = 6+D slam interest (4M = 17+ 5+crds, 4N RKC D, 5D min)
 3C = 5-5 majors

(2D)

X = takeout
 2M/3C = to play
 2N = D stop, invit+
 3C = min (3D = GF asks 4M, 4M = invit)
 3D = max GF (nat)
 3H = 17+ 5+H (4C = H flag)
 3S = 17+ 5+S (4D = S flag)
 3N = 1 D stop, (4333) usually
 4C = 19+ 5+C
 3D = no D stop, GF (nat)
 3H = 4+H invite, no D stop
 3S/4C = 17+ 5+crds
 4D = H flag
 3S = 4+S invite, no D stop
 4C/4H = 17+ 5+crds
 4D = S flag
 3N = 2 D stops, no major interest
 4C = 5+C slamtry (4D = accepts, 4M = 17+ nat)
 4D = 5-4+ majors, no slam interest

2M = nat
 2N = nat (system on)
 3C = nat
 3D = 5H-5S
 3M = 6M good hand
 3N = to play
 4C = 5H-5C
 4D = 5S-5C

(2H)

X = takeout
 Over Direct Double:
 2S = weak

2N = invit+

3C = min (with 4S)

Pass/3D = signoff m

3H = asks stop, but not GF

3S = invite with 4S

3N = 4S + stopper, GF

4m = cue for S, slammish

4S = to play, no H stop usually

3D = good hand with 4S

3H = asks stop

3S = GF 4+S

3N = to play

3H = GF without 4H, asks stop

3S = 5+S 17+ (cue for S, else sign off)

3N = stopper, 17+

4C = 5+C slamtry (4D = F nat, 4H = C flag, 4S/4N/5C = to play)

4D = 5+D slamtry (4H = D flag, 4S/4N/5D to play, 5C nat)

4H = both minors slamtry, H cue

4S = both minors slamtry, no H cue

3m = weak

3H = GF, no 4S, no H stopper

3S = invite, 5+S

3N = to play, denies 4S

4m = 6+crds slamtry, 15+ HCP

4H = both minors slamtry, H cue

4S = 5+crds, to play

4N = both minors slamtry, no H cue

Over Balancing Double:

2S = weak

2N = weak minor, or strong with 4+S

3C = normal

Pass/3D = to play

3H = 4S GF no stop

3S = 5S GF

3N = 4S + stop

3C/D/S = 9-12

3H = GF, no 4S, no stopper

3N = natural

2S = natural

2N = nat (systems on, but 3D = 3suiter short H)

3m = nat

3H = 5S-5m not too strong

3S = 6+S good hand

3N = 5C-5D
4C = 5C-5S strong
4D = 5D-5S strong
4H = 5C-5D very strong
4N = 6-5 minors weak

(2S)

X = takeout

Over Direct Double:

2N = invit+

3C = minimum with 4H

Pass/3D = to play m

3H = invite with 4+H

3S = asks stopper, but not GF

3N = 4H + stopper, GF

4m = cue for H, slammish

4H = signoff, 4+H no S stopper

3D = good hand with 4H

3H = GF, 4+H

3S = asks stopper, GF

3N = to play

3H = 17+, 5+H

3S = cue or asks stopper

4y = cue for H

3S = GF, 5+S, no stopper

3N = stopper, 16+ with minor or 18+ BAL

4C = 5+C slamtry (4D = nat, 4S = C flag, 4H/4N/5C to play)

4D = 5+D slamtry (4S = D flag, 4H/4N/5D to play, 5C nat)

4S = both minors, slammish, S cue

4N = both minors, slammish, no S cue

3C/D/H = weak, to play

3S = GF no S stopper

3N = to play

4m = 6+crds slamtry, 15+ HCP

4H = 5+crds, to play

4S = minors slamtry, S cue

4N = minors slamtry, no S cue

Over Balancing Double:

2N = weak C/D/H, or strong with 4+H

3C = normal

Pass/3D/3H = to play

3S = 4H no stop GF

3N = 4H with stop
 3C/D/H = 9-12
 3S = GF, no 4H, no stopper
 3N = natural
 2N = systems on (but 3H = 3-suiter short S)
 3lower = nat
 3S = 5H-5m not strong
 3N = 5C-5D
 4C = 5C-5H strong
 4D = 5D-5H strong
 4S = 5C-5D very strong
 4N = 6-5 minors weak

Defense Against Higher Preempts:

(3C)

X = takeout
 3D/3H/3S/3N = nat
 4C = 4+ 4+ majors (4D asks longer, 4N = 6RKC, 5M = asks C control)
 4D/H = transfers (NS = 17+ own suit, 4N = RKC pd's suit)
 4S = 5+D slammish (4N RKC D, 5C = cue for D, 5D = to play, 5M = 17+)
 4N = 5+D-4H slammish (5C = 6RKC, 5red to play, 5S = 17+)
 5C = 5+D-4S slammish (5D/5S = nope, 5N = 6RKC)
 5D = to play
 4C = 5D-5M (4D asks for M)
 4D = 5H-5S

(3D)

X = takeout
 3H/3S/3N/4C = nat
 4D/4H = transfer (NS = 17+ own suit, 4N = RKC pd's suit)
 4S = 5+C slammish (4N = RKC C, 5M = 17+ own suit)
 4N = 5+C-4H slammish (5D = 6RKC, 5C/5H = to play, 5S = 17+)
 5C = to play
 5D = 5+C-4S slammish (5S/6C = to play, 5H = 17+, 5N = 6RKC)
 4C = 5C-5M (4D asks for M)
 4D = 5H-5S

(3H)

X = takeout
 3S/3N/4m = to play
 4H = transfer (4N = RKC S, 5m = nat 17+)
 4S = any 1-suiter slammish
 4N asks: 5C/5D/5H = mild slamtry
 5S/5N/6C = serious and asks keys (0/2, 1, and with 3 just bid grand)

4N = 2-suiter, usually not strong
 5m = to play
 5S = slamtry, no H cue
 4H = 5S-5m any strength, or 5-5 minors superstrong (4N = accepts)
 4N = 5-5 minors, good but not too strong

(3S)

X = takeout
 3N/4m/4H = to play
 4S = any 1-suited slamtry (as above)
 4N = 2-suiter, usually not strong
 5m = to play
 5H = slamtry, without S cue
 4S = 5H-5m strong, or 5-5 minors superstrong (4N = accepts)
 4N = 5-5 minors, good but not too strong

(4C)

4D = any 5-5 (without clubs), not too strong
 4N = any 5-5 (without clubs), very strong

Defense Against 3NT opening, or 1NT-3NT auction:

(3N)

4C = H + minor
 4D = S + another
 4M = nat

Defense against Strong NT (minimum is 14 or more), or by Passed Hand

(1N)

X = 4M-5+m, or 17+ with 5M(332)

(P)

2C = p/c
 Pass = 5+C-4M
 2D = 5+D-4M
 2M = 5(332) 17+
 2N = 4H-5+minor great hand (3C = p/c)
 3m = 4S-5+m great hand
 2D = wants to know the major
 2H = 4H
 2S = 4S
 2N = 4H-5+minor great hand (3C = p/c)
 3m = 4S-5+m great hand
 3M = 5N(332) 17+
 3m = nat
 2H/3H = nat

2S/3S = nat

2C = majors
(P)

2D = asks longer major

2M = 5+M

2N = 5H-5S extras

3C = 5H-4S very strong

3D = 5S-4H very strong

3H = 6H-4S extras

3S = 6S-4H extras

2H = 4H, or 3H-1S weak

2S = 4S, or 3S-1H weak

2N = invit+ relay

3C = 5H-4S min

3D = 5S-4H min

3H = 5H-4S extras forcing (3S = S flag, 4m = cue for H)

3S = 5S-4H extras forcing (4C = H flag, 4D = S flag)

3N = 5S-5H forcing (4C = H, 4D = S)

3m = nat invite

3M = pree

2D = one 6+major, or 5M-5m strong
(P)

2H = p/c

Pass/2S = H/S

2N = 5H-5m strong (3C = p/c)

3m = 5S-5m strong

3M = 6+M extras

2S = usually 3+H

Pass = 6+S

2N = 6+H extras

3C = 5S-5C strong

3D = 5S-5D strong

3H = H min

3S = S max

2N = invit+ relay

3C = H min

3D = S min

3H = S max

3S = H max

3N = 5H-5m strong (4C asks D [4D], else cue with C, 4D flag H)

4C = 5S-5C strong (4D C flag, 4H S flag)

4D = 5S-5D strong (4H D flag, 4N+ for S)

3m = nat invite

3M = pree nat
 2H = 5H-4+m
 (P)
 2S = nat invite
 2N = invit+ relay
 3C = 4+C min
 3D = 4+D min
 3H = 4+C max, GF
 3S = 4+D max, GF
 3C = p/c for minor
 3D = nat invite
 3H = pree
 2S = 5S-4+m
 (P)
 2N = invit+ relay
 3C = 4+C min
 3D = 4+D min
 3H = 4+C max
 3S = 4+D max
 3C = p/c for minor
 3D/3H = nat invite
 3S = pree
 2N = 5+C-5+D
 3m = nat
 3M = pree

Note: Double of their Stayman or Transfer is lead-direct.

Defense against Weak NT (minimum is 13 or less), possibly also against 14-16 NT in 3rd seat (1N)

X = 13+
 2C = majors
 2D = one 6+crd major, or 5M-5m strong
 2H = 5H-4+m
 2S = 5S-4+m
 2N = 4H-6(5)+m
 3C = p/c for minor
 3D = GF ask (3H = C, 3S = D)
 3H = to play
 3S = nat invite
 3m = 4S-6(5)+m (3red = invite, 3S = to play)

Note: Double of their Stayman or Transfer BUPH is takeout. Only by passed hand is it

lead-direct.

Defense to Transfer Response to 1NT Opening, Weak or Strong:

(1N)

(2D = H)

2H = S+m

2N = minors

(2H = S)

2S = H+m

2N = minors

(2S = C)

2N = D+M

3C = H+S

(2N = D)

3D = H+S

Defense to Flannery 2D

(2D)

2H = 5-5 or 6-4 minors, constructive

2S = invit+ relay

2N = 5-5 minors

3C = 6C-4D F1

3D = 6D-4C F1

2N = weak relay, asks better/longer minor

3m = to play

3H = 6C-4D strong

3S = 6D-4C strong

3N = 5-5 minors strong

3m = to play

2S = nat

2N = nat, systems on

3C/3D/3S = nat

3H = 5S-5m strong (3S = to play, 4C = p/c)

Defense to Multi 2D

(2D)

Strategy = assume they have hearts - if they turn out to have spades, you can Pass then come back in

Pass then if they bid spades, treat as weak two in S

Pass then if they bid hearts, delayed double is penalty of hearts with good 4crd holding

X = takeout of hearts (see defense to 2H, even when 3rd seat bids 2H/2S)

2M/3m = nat
 2N = nat systems on
 3H = 5S-5m not extremely strong
 3S = 6 good S, nice hand
 3N = 5-5 minors strong
 4m = 5S-5m very strong
 4H = 5-5 minors, superstrong
 4N = 6-5 minors, not that strong

Defense to Strong Club

(1C)

We are NV:

X = H (good suit)
 1D = S (good suit)
 1H = 2 suits same color
 1S = 2 suits same rank
 1N = non-touching 2 suits (same shape)
 2C = C or D
 2D = H or S
 2H = 2 suits same color, but 5-5 constructive
 2S = 2 suits same rank, but 5-5 constructive
 2N = 2 suits nontouching, but 5-5 constructive
 3y = pree

We are V:

X = we may have a game, any strong hand
 1D/1H/1S = nat
 1N = 5+C-5+M (2D asks major)
 2C = nat
 2D = majors
 2H = 5H-5D serious
 2S = 5S-5D serious
 2N = 5D-5C serious
 3y = pree

Defense to Polish Club

Treat as standard 1C

Defense to Strong 2C

(2C)

X = majors
 2N = strong with H or S
 3y = pree

3N = minors
else = natural

Defense to Strong 2NT
(2N)

X = 6m-5M
3C = 5-5 majors
3D = 1 7+crd major
3M = 6M-5m (3N = asks minor)