

The Professional Dutch Doubleton Bidding System



Dan Neill

© 2021

Introduction

Bridge systems are always moving forwards, like mathematics, building on itself, incorporating new developments. Strange ideas stay on the fringe until they are promoted by champions and may become mainstream. Bergen raises were once high tech, now modern bridge is about showing a fit as fast as possible, so every pair has a way to show good, bad, 3-, 4-card fits, of all strengths, quickly. Light openings and overcalls used to be an Italian curiosity, now it is standard at the top level everywhere. A world-champion (non-cheating) team from the 1950's or 1960's would be destroyed in a long match by any top team today, it would not be close.

By the 2010's, relay-to-death systems were starting to emerge as common, such as 1M-2♣ – an idea first seen with the Italians, but Australian relay systems were using 1M-1N as the game forcing relay. Now top pairs like Auken-Welland and Lauria-Versace use 1N as a game forcing relay response (L-V always had one but 1N gives you more room and right-sides more contracts when opener is unbalanced and you end up in 3N. Relays over a strong club started with Ultimate Club and Symmetric Relay and now Tarzan Club uses this style, along with Grue-Moss. It is becoming required to know partner's exact distribution, if desired. Like clockwork you can get to a minor slam nobody else finds. Meckwell's home brew strong club is not head and shoulders standout anymore, though that style (Standard Modern Precision) is still a favorite in America.

This book is about one such top modern competitive system that developed in the Netherlands. Historically, the default Dutch bidding system might be similar to SAYC with a little Acol thrown in. But as the Dutch junior teams were trained by Garozzo, upcoming Dutch pairs started playing 5-card majors exclusively and the regular partnerships incorporating lots of extra relays. This system, called Ambra, evolved further and became far from what disciplined Italian champions would ever play, I will call **Professional Dutch Doubleton (PDD)**. It has a relay-to-death option, but the uniqueness of the system is the reliance on lots of natural preemptive/jump bids, with wide ranges of distribution and strength, producing perhaps a high variance in results but forces impossible choices by design on the opponents, knowing the expected value of the action will be positive. The other distinct feature is that almost every double is takeout, even after a "cards" double. Takeout doubles trade strength-showing or penalties for shape-showing. "Shape is everything" as they say. Finally, an extraordinary amount of structure is devoted to getting to 3NT when it is the most likely game to make (for IMPs mostly), even with an 8 card major fit. The end result is a fun system to play and watch, and lots of double contracts. There are lots of other interesting treatments throughout the system, some borrowed from the modern Polish methods, to use for your own system as well.

The middle guard of Dutch champions (de Wijs-Muller, Van Prooijen-Verhees) still play a Standard Modern Precision framework, but later pairs (Brink-Drijver [who play for Switzerland now], Kiljan-Tijssen, de Leon-Sprinkhuizen, Bruijnstee-Dekkers) are just the first of no doubt many more to come that will be winning with Professional Dutch Doubleton instead.

Abbreviations Glossary

Some terms that may be abbreviated:

UNBAL = unbalanced

BAL = balanced

SPL = splinter

short = singleton or void

SOL = solid suit

3fit = 3 card fit

4M = 4 card major

5m = 5 card minor

4342 = 4 spades, 3 hearts, 4 diamonds, 2 clubs

41(53) = 4 spades, 1 heart, and either 5 diamonds-3 clubs or 3 diamonds-5 clubs

GF = game forcing

R = relay

ART = artificial

F1 = forcing for one round

flag = an artificial bid that sets a specific suit as trumps, says nothing about the bid suit

NF = non-forcing

n/l/h = none/low/high, as in the first step shows no shortness, the 2nd low short, and 3rd high short

c.o.g. = choice of games (i.e., between 3NT and 4 of a major)

(3♥) = the opponents bid 3♥

2y = a bid of 2 of any suit

Sample Convention Card

<http://info.ecatsbridge.com/Systems/2019EBLYouth-Norway/U-26Open/Netherlands/Kiljan-Tijssen.pdf>

Style Note

When in the actual system, it may switch between showing shortness in steps high-middle-low (h/m/l) or up the line (l/m/h), I have normalized it to always h/m/l when possible for ease of memory.

I also have not described defensive methods (overcalls), signalling, or lots of random competitive agreements, as they are not critical to the system, though you may find it useful to make some meta-agreements, for example after interference over our artificial bids.

If a corner of the system was ever unclear, despite a lot of vugraph records as examples, I made a logical structure to fit.

Opening Bid Summary

1♣ = 2+crds (if 18-20 BAL then may have 5♦)

- semiforcing
- tend to open 1♣ with unbalanced hands with 4♦-4/5♣

1♦ = 5+crds or 4441 exactly, may be very very strong, may be 6♦-5M strong

1M = 5+crds, standard

1N =

- 9-12 1st/2nd seat fav, may have 5M, can be off shape - NT ladder is 13-16, 17-19
 - o (treat 17-19 like 18-20 in bidding structure)
- 9-14 3rd seat fav, may have 5M, can be off shape - NT ladder is 15-17, 18-20
- 12-14 1/2/3 seats none vulnerable, denies 5M, NT ladder is 15-17, 18-20(-)
- 15-17 all seats vulnerable, may have 5M, NT ladder is 15-17, 18-20(-)

2♣ = any GF

2y = pree, 5/6 cards

2N = 20(+)-23(-), look at the notrump ladder to determine low end

3y = pree, 6/7 cards

3N = good 4M preempt, e.g., SOL 7suit and side Ace

4m/4M/5m = pree, 7/8 cards

4N = 6-5+ minors pree

General Style:

- Almost all doubles takeout, even after cards/power X/XX's
 - takeout doubles after we show cards will have a doubleton usually (with 0-1, bid)
- Opening short club, with 5 clubs often rebid them freely at 2-level in competition
- If partner a passed hand, NV actions random/aggressive/space-stealing
 - preempt/WJO to the max (NV aggressive, V good suit) and frequently
- Take away the opponents' space, take them out of their system, make it a game of the best guessers
- The 1♣ opening, when balanced will either be the "weak" or 18-20
 - weak is defined by what is not the opening 1NT range (see the NT ladder descriptions above)

3rd seat adjustments:

light openings, good 4 card majors, encouraged not vulnerable

3N/4M can be anything

4th seat adjustments:

preempts show minimum opening hands with decent suits

1♣ Responses

Pass = 0-4 HCP, 4 or 5 clubs (rare!)

- Later opener's free 1NT = 18-20(-)

1♦ = catchall, could be weak, could be trying to get into a 1NT response structure, such as:

- invit+ BAL that wants pd to declare NT if possible
- 4-4 majors
- 5+♦
- 0-6 that doesn't want to pass
- minor-oriented GF shapes that are handled nicely by the 1NT response structure
- 5♥ 7-8 that will pass a 1♥ relay

(X)

Pass = BAL non-NT range, < 18 (XX = takeout)

XX = 17+, 3+♦ but not 18-20 BAL

1M = C-M UNBAL, systems off

1N = 18-20 (1N opening systems on)

2♦ = 5♣-4♦, not nec strong

3♣ = was 15-17 6 ok clubs

(1♥) ♥

Pass = BAL non-NT range, < 18 (X = takeout)

X = takeout, any strength, or a big hand

1♠ = C-S UNBAL

1N = 18-20 BAL (1N opening systems on)

2♣ = nat (use Good-Bad 2NT)

2♦ = nat 5+♣-4♦ strong or distributional (RE's X = cards)

2N = 6+♣ 18-20 natural NF

3♣ = medium, good long suit

(1♠)

similar to over (1♥)

(1N) Pass = the weak NT or similar (may have 4♦)

X = cards, incl 18-20

bids = natural, UNBAL with ♣

(2♦ = nat)

X = takeout

2M = C-M reverse

2N = 18-20 BAL (proceed as if they opened 2♦ and we bid 2N)

3♣ = should be decent hand most of the time

(2M)

similar to over (2♦)

(3y) X = takeout

3N = 18-20 BAL with stop

1♥ = ART: the non-(18-20) BAL range hand; or unbal with C-♥

- not 15-17 reverse)

- not 4414/4405 (rebid 1♠)

(X) Pass = BAL
(bid) X = takeout or some GF

Pass! = 4 or 5 ♥ weak, this might be the safest spot

1♠ = ART, 95% of hands bid this, just waiting

- most hands that want to get into the 1NT response structure

1N = BAL/1444, the expected range on the notrump ladder for not opening 1NT

- complete 1NT opening systems on now

2♣ = 4♥-5+♣, 11-14

2♦ = 1435 18+ (2N Leb)

2♥ = 6♣-5♥ minimum

2♠ = 3415 18+ (2N Leb)

2N = 2425 18-20 or similar

3♣ = 6♣-4♥ invite

1N = 4♠-4/5♥, no game likely opposite pd's presumed NT range

Pass = BAL no 4M, denies 5M

2♣ = ♥ flag, ok+ hand

2♦ = ♠ flag, ok+ hand

2M = 4fit, bad hand

2♦ = to play, 6+♦

1♠ = nat C-S UNBAL, or 4414/4405, NF

1N = to play, 5-8

2♣ = to play, 5-8, 4+♣, or 3♣ weak in side suits

2♦ = 6+♦, to play

2♥ = 4th suit GF (3♥ = 4414/4405)

2♠ = courtesy raise

2N/3♦/3♣/3♠ = invite

games = to play

4♣/D/H = SPL for ♠, slamtry

1N = 18-20(-) BAL, could have 5♦ (full 1NT opening systems on)

2♣ = nat unbal no 4M

2♦ = nat reverse, F1, mb 3♦-6♣ (2N = Leb)

2♥ = 15-17 reverse, NF (2N = Leb)

2♠ = 18+ 5+♣-4♠ UNBAL (2N = Leb)

2N = 6+♣ 18-20 BAL, typically

3♣ = long good suit 15/18 NF

1♥ = nat, 7+ HCP, F, denies 4-4 majors unless invit+, never lite

(X)

Pass = weakish BAL with doubleton support typically

XX = 3fit

1N = 18-20 BAL, GF

else = normal but denies 3fit

(1♠)

Pass = 0-2♥, rarely 3(433), mb normal 1N rebid

X = 3fit

2♠ = general GF that does not fit elsewhere

else = as normal but denies 3fit

(1N) X = 3fit

(2y) X = 3fit, 2N = 15-17 NV, 18-20 VUL

(3♠/4♦) 4♥ = mb competitive unbal minimum

1♠ = nat UNBAL (4144 not stiff A/K, or 4♠-5+♣), up to 18

1N/2♠ = signoff attempt

2♦ = 4th suit GF

2♥ = 6♥, 8-9 HCP

2♠/2N/3♣/3♥/3♠ = invite

games = to play

4m = SPL for ♠

1N = BAL < 18, may have 4♠, not 4144, denies 5♦ or 4♥

2♠ = checkback for 3fit, or invit hands, or 5+♥ BAL c.o.g.

2♦ = no 3fit ♥ (3♥ = 6[322] c.o.g., games to play, else = invite NF)

2♥ = 3fit ♥ (3N = 5(332) c.o.g., games to play, else = invite NF)

2♦ = GF checkback, not used if just have to find 3fit or not

2♣ = nat, 6+♣ or 5♣-4♦, may have 3fit ♥

2♦ = ART checkback (later rebids are invit NF)

2♥ = 6♥ 8-9

2♠ = ART GF, wrong for 2N rebid (missing a stopper)

2N = GF nat (3♦/3♥/3♠ = shortness)

3♣ = courtesy raise

3♦+ = GF distributional

2♦ = ART, 18-20(-) BAL/semiBAL (even with 4fit or 4♠), or nat reverse

2♥ = R, slam-interest (10+)

2♠ = 18-20 with 3fit ♥

2N = 18-20 with doubleton ♥, may have 4♠

3♣ = C-D reverse

3♥ = 18-20 with 4fit ♥

2♠ = puppet to 2NT, usually no slam interest, or (4441's)

2N = 18-20(-) BAL/semiBAL, even with 4♥

3♣ = checkback

3♥ = 3fit ♥, may have 4♠ too (3N = implies 4♠-4♥)

3♠ = 4♠-2♥

3N = denies 4♠ or 3♥

4♣/4♦/4♥ = 4fit ♥, great/ok/bad hand for slam (4♥ = nope)

3♦/3♥/3♠ = 4♥-(441) h/m/l singleton

3N = to play (4♥ = 4fit)

3♣ = C-D reverse, minimum, NF

3♦ = C-D reverse GF, may have 3♥

3♥ = C-D reverse, minimum, 3fit ♥, NF

3♠/3N = C-D reverse, GF, descriptive, no 3fit ♥
 2N = 6♥-4m or 4♥-6m, slam interest
 3♣ = R
 3♦ = 6♥-4m (3♥ asks: 3♠ = 4♣, 3N = 4♦ NF, 4♣ = 4♦ F)
 3♥/S = 4♥-6♠/♦
 3m = 5-5 GF
 3♥ = 6+ good hearts
 3♠ = 6♥-5♠
 2♥ = 4fit, the minimum notrump range assumed, may raise with Hxx unbal but never xxx
 - in a 9-12 1NT opening situation, this would be 13-15 HCP
 2♠ = R
 2N = 3♥-5+♣ UNBAL, minimum
 3♣ = 3♥-5+♣ short ♦, maximum
 3♦ = 3♥-5+♣ short ♠, maximum
 3♥ = 4fit minimum (for the expected BAL range)
 3♠/4♦ = 4fit SPL, 10-11 HCP
 3N = 3433 max
 4♣ = 2425 good slam cards
 4♥ = 4fit BAL max with doubleton
 2N = 4+♠ invit+
 3m = nat slam interest
 3♥ = pree
 3N = 3433 c.o.g.
 3♠/4m = SPL slamtry
 2♠ = 6+♣ 15+ without 3♥ (3♣ = s/o attempt, else = GF even 2NT)
 2N = 15-16 4fit ♥ UNBAL- in a 9-12 NT opening situation this includes the 16-17 BAL 4fit
 3♣ = R
 3♦ = 16-17 4fit BAL in a 9-12 NT situation (3♥ = to play, else cues)
 3♥/3♠ = 15-16 h/l short
 3♥/4♥ = to play
 3♠/4m = SPL slamtry
 3♣ = 6+♣-3♥, 15-17
 3♦/3♠ = GF SPL raise of ♥
 3♥ = 12-14 UNBAL 4fit (R asks h/l short)
 3N = to play, long running clubs, side stops
 1♠ = nat, 7+ HCP, never lite
 (X) Pass = 0-2♠, often BAL weakish notrump
 XX = support
 1N = 18-20 BAL GF
 else = normal but denies 3fit
 (2y) X = 3fit, 2N = 15-17 NV, 18-20 VUL
 (4♥) 4♠ = mb competitive unbal 4fit minimum
 1N = the non-NT BAL range, mb 1444
 2♠ = checkback for 3fit, or invites, or 5+♠ BAL c.o.g.
 2♦ = no 3♠ (3♠ = 6[322] c.o.g., games to play, else = NF invite)

2♥/2♠ = max/min with 3♠
 3N = 5[332] c.o.g.
 games to play
 else = NF opposite minimum
 2♦ = GF checkback, not used if just need to find 3fit or not
 2♥ = 5♠-4/5♥ to play
 2♣ = 5+♣ UNBAL, even 4red-5♣, may have 3fit ♠
 2♦ = ART checkback, 5+♠ or invites
 2♥ = 4♥-5♣, may have 3♠
 2♠ = 1345
 2N = max 6+♣ 1suiter, denies 3fit
 3♣ = minimum 6+♣ 1suiter, denies 3fit
 3♦/3♥ = 6♣-4♦/♥
 3♠ = 3fit without 4♥ (serious 3N/cues)
 2♥ = ART GF, wrong for bidding notrump
 2♠ = 6+♠ 8-9
 2N = GF nat, good for declaring
 3♣ = courtesy raise
 3♦+ = GF distributional
 2♦ = 18-20(-) BAL/semiBAL (may have 4♠) or C-D reverse (not 1444)
 2♥ = slam-interest relay (10+)
 2♠ = 3fit 18-20
 2N = 2fit 18-20
 3♣ = C-D reverse
 2♠ = puppet to 2NT, usually no slam interest
 2N = 18-20 BAL, even with 4♠, GF
 3♣ = checkback for majors
 3♦/3♥ = 4144 slam interest/no slam interest
 3N = s/o (4♠ = 4fit)
 3♣ = C-D reverse NF, no 3fit ♠
 3♦ = C-D reverse GF, waiting, may have 3♠
 3♥/3N = C-D reverse GF, descriptive, denies 3♠
 3♠ = C-D reverse NF, 3fit ♠
 2N = 6♥-4m or 4♥-6m, slam interest
 3♣ = R was 18-20 BAL
 3♦ = 6♠-4m (3♥ asks: 3♠ = 4♣, 3N = 4♦ NF, 4♣ = 4♦ F)
 3♥/3♠ = 4♠-6♣/♦
 3m/3♥ = 5-5 GF
 3♠ = 6+ good spades
 2♥ = reverse 5+♠-4♥ 17+, not 1444
 2♠ = typically 4fit BAL non-NT range, may raise with Hxx unbal but never xxx
 - in a 9-12 opening NT situation, this would be 13-15
 2N = R
 3♣ = 3♠-5+♣ UNBAL, minimum
 3♦ = 3♠-5+♣ short ♦, maximum
 3♥ = 3♠-5+♣ short ♥, maximum

3♠ = 4fit minimum (for the expected BAL range)
 3N = 4333 max
 4♣ = 4225 good slam cards
 4♦/H = 4fit SPL so 10-11 HCP
 4♠ = 4fit BAL max with doubleton
 3m = nat slam interest
 3♥ = natural invit+ 5-4+
 3♠ = pree
 3N = 4333 c.o.g.
 4♣/4♦/4♥ = SPL slamtry
 2N = 15-16 UNBAL 4fit raise, or 16-17 BAL if 9-12 1NT situation
 3♣ = R
 3♦ = 16-17 BAL
 3♥/3♠ = h/l short
 3♠/4♠ = to play
 4m/4♥ = SPL slamtry
 3♦/3♥ = GF SPL raise of ♠
 3♠ = 12-14 4fit unbal (R asks h/l short)
 3N = to play based on long running ♣ and side stops

1N = nat no 4M, good for declaring, no game opposite partner's expected BAL range

2♣ = nat F, 5+♣, no 4M

2♦ = multi, some 6M, 2-6 HCP
 2M/3M = p/c, preemptive
 2N = strong ask, 18-20 BAL likely
 3♠ = 6+♥
 3♦ = counter-try for ♥
 3♥/3N/4♥ = to play
 3♦ = 6+♠
 3♥ = counter-try for ♠
 3♠/3N/4♠ = to play

2M = 6+M, 10-11 (2N = ART asks short, 3M = mild invite)
 2N = nat invite opposite partner's expected BAL range, good for declaring, no 4M
 3♣ = 6+♣, no game opposite partner's expected BAL range
 3♦/3M = 7crd pree, no game opposite partner's expected BAL range
 4♣/4♦ = 4♥/4♠ bid but wants partner to declare
 4M = to play, great suit about 7 tricks in hand
 4N = 6-5+ minors pree

Passed Hand Adjustments:

2♣ = 5+♣ 8-10 NF

Handling Interference

(X)

Pass = 0-6 says nothing about ♣ length (later X/XX = 5-6 takeout/values)

XX = BAL 9+, may have any 4 card suits (X's still takeout here)

1♦ = 4+♦, weak or unbal, F1, systems off

1♥ = 4+♥ (systems on)

1♠ = 4+♠ (systems on)

2♣ = 5crd NF

2♦/2♥/2♠ = WJ♠

2N = pree/weak ♣ raise, 5+fit

3♣ = 6+♣ mixed

(1♦)

Pass = weak or trap (1N = must be better than 12-14)

X = 4/5♥, may have 4♠

(bid) X = support, XX = cards, else natural

1♥ = 3fit, wide-range, systems off, NF

1♠ = nat, denies 3♥, mb BAL if wants to (2♣ to play, systems off)

1N = BAL, may have 4♠, doubleton ♥, systems off, use the 2♦ cue-bid

2♣ = nat, 0-2♥, systems off

2♦ = general GF, no 4fit

2♥ = 4fit

2N = invite, nat

3♦ = GF 4fit raise, even BAL

3♥ = 12-14 UNBAL 4fit

1♥ = 4/5♠

(bid) X = support, XX = cards, else natural

1♠ = 3fit, wide-range, systems off, NF

1N = BAL, doubleton ♠ usu., systems off, use the 2♦ cue-bid

2♣ = nat, 0-2♠, systems off

2♦ = general GF, no 4fit

2♠ = 4fit

2N = invite, nat

3♦ = GF 4fit raise, even BAL

3♠ = 4fit UNBAL 12-14

1♠ = BAL no 4M, 7+, if minimum then prefers not to declare

(X) Pass = weak notrump, XX = cards

1N = expected BAL hand, says nothing about ♦ stop

2♦ = general GF, generally asking stop

2N = 18-20

1N = nat, prefers to declare (2♣ = 5+crds)

2♣ = 6+♥ 7+ HCP

2♦ = 6+♠, invit+

2♥ = 6+♠, less than invite

2♠ = 5+♣ invit+

2N = 5-5 majors GF

3♣/3M = weak
 3♦ = 6+♣ short ♦, can stop in 4♣
 4♣/4♦ = transfer to 4♥/4♠

(1♥)

Pass = weak or trap (1NT = must be 15+)

X = 4/5 ♠

(bid) X = support, XX = cards, else natural

1♠ = 3crd, wide-range, NF (1N = to play)

1N = doubleton ♠, expected NT range (systems off, use 2♥ cue-bid)

2♣ = nat no 3fit

2♥ = general GF no 4fit

2♠ = 4fit

3♥ = GF 4fit

3♠ = 4crd 12-14 UNBAL

1♠ = BAL 7+ (later X takeout, 2N = minors)

(X) Pass = weak NT, XX = cards

1N = BAL, says nothing about ♥ stop

2♣ = 5+♣

2♥ = general GF, mostly asking stop

2N = 18-20 BAL

1N = nat, good for declaring, no game opposite partner's expected BAL range

2♣ = 5+♦, 7+ HCP (BPH: nat)

2♦ = 6+♠ invit+ (BPH: nat)

2♥ = 6+♠ less than invite opposite pd's expected BAL hand (BPH: minors invit)

2♠ = 5+♣ invit+

2N = 5+♠-5+♦, 8+ HCP, even BPH (3♥ = game interest, 3♣/3♦/3♠ = to play)

3♣/3♦/3♠ = pree

3♦/3♠ = pree

3♥ = 6+♣ short ♥, can stop in 4♣

4♣ = pree

4♦ = transfer to 4♠

(1♠)

X = negative, should have 4♥ unless invit NT

1N = the non-NT range, does not promise stopper, denies 4♥, systems off

2♦/2♥ = to play nat minimum 4suit.

2♠ = general GF

3♥ = 12-15 UNBAL 4fit

1N = nat, systems off, nothing about stopper or declaring (2♣ = to play, 5+crds)

2♣ = 5+♦, 7+ HCP (BPH: natural)

2♦ = 5+♥, 7+ HCP (BPH: natural)

2♥ = 5+♣, invit+ (BPH: natural)

2♠ = GF BAL, says nothing about stopper, denies 4♥ (BPH: lim+ ♣ raise)

2N = BAL, non-NT opening range, says nothing about stop

2N = 5+♥-5+♦ (even BPH), 8+ HCP

$3\clubsuit/3\diamond/3\heartsuit$ = pree
 $3\spadesuit$ = 6+ $\clubsuit$ short $\spadesuit$, can stop in $4\clubsuit$
 $4\clubsuit$ = pree
 $4\diamond$ = xfer to $4\heartsuit$

(1N)

X = cards
 $2\clubsuit$ = majors
 $2\diamond$ = 5+ $\diamond$ -4+M ($2\heartsuit$ = p/c)
2M = to play

(2 $\spadesuit$)

X = neg
2N = invit
 $3\clubsuit$ = 5+ $\diamond$ GF
 $3\diamond$ = 5+ $\heartsuit$ GF
 $3\heartsuit$ = waiting no $\heartsuit$ fit ($3\spadesuit$ = punt)
 $4\clubsuit$ = slamtry $\heartsuit$ ART

(3 $\diamond$)

X = 4+ $\heartsuit$ GF, may have $4\spadesuit$
 $3\heartsuit$ = waiting no $\heartsuit$ fit no $4\spadesuit$
 $3\spadesuit$ = punt
 $3\clubsuit$ = $4\spadesuit$ no 3fit $\heartsuit$
 $4\clubsuit$ = 4+ $\heartsuit$ good hand ART
 $4\diamond$ = good $\heartsuit$ raise, short $\diamond$
 $3\heartsuit$ = 5+ $\spadesuit$ GF, may have 5-5 majors
 $3\spadesuit$ = no $\spadesuit$ fit punt
 $4\clubsuit$ = good $\spadesuit$ raise
 $4\diamond$ = good $\spadesuit$ raise short D
 $3\spadesuit$ = good hand no 4M
 $4\clubsuit$ = transfer to $4\heartsuit$ ($4\diamond$ = good raise)
 $4\diamond$ = transfer to $4\spadesuit$ ($4\heartsuit$ = good raise)

(3 $\heartsuit$)

X = 4+ $\spadesuit$ GF
 $3\spadesuit$ = punt generally no 3fit $\spadesuit$
 $4\clubsuit$ = ART good $\spadesuit$ raise mb 3fit
 $4\diamond$ = ART good $\spadesuit$ raise short $\heartsuit$
 $3\spadesuit$ = good hand usually without $4\spadesuit$ or stopper
 $4\diamond$ = transfer to $4\spadesuit$ ($4\heartsuit$ = good raise)

(3 $\spadesuit$) X = neg

$4\clubsuit$ = transfer to $4\heartsuit$ ($4\diamond$ = good raise)

1♦ Responses

1♥ = nat, occ. 3crd bad for declaring notrump

(X)

Pass = doubleton expected 1N rebid range, may have 4♠

XX = 3fit

1♠ = UNBAL D-♠, wrong for 1N rebid or pass

1N = expected BAL range, mb 4153

2♣ = nat, no 3fit

2♥ = 4fit

3♥ = 12-14 unbal 4fit

(1♠)

Pass = neutral

X = 3fit

1N = solid 1N rebid, 1 or 2 hearts

2♣ = nat

2♦ = 6+♦, no 3fit

3♠ = SPL raise

(1N/2m) X = 3fit

(2♠/3♣) X = takeout

1♠ = nat UNBAL, very wide range

1N = signoff attempt

2♣ = puppet to 2♦, to play or any invite

2♦ = ART GF (2♠ = 4♠-5+♦ waiting)

2♥ = 6+♥ 8-9

2♠ = courtesy raise

2N = invite

3y = GF, distributional good suits

4m = SPL for ♠

1N = 5♦(332), expected BAL range, occ. bad 6♦ or 2254

2♣ = asks 3fit, or signoff ♦

2♦ = no 3fit ♥ (Pass = to play, 3♥ = 6♥ c.o.g., 3N to play, else invite)

2♥ = 3fit ♥ (3N = 5[332] c.o.g. good side values, else invite)

2♦ = GF checkback, would not bid if just looking for 3fit

2N = invite

3♠+ = good suit(s) distributional GF

2♣ = nat, up to 17

2♦ = pref, or rolling hoping for another call

2♥ = 6+♥ 8-9

2♠ = ART GF but wrong for bidding notrump (no ♠ stopper)

2N = ♠ stopper, denies 3♥

3♣ = 3fit ♥ ART

3♦ = 6♦-4♣, denies 3fit ♥

3♥ = punt, no ♠ stopper but no short ♠

3♠ = 5-5 minors, short ♠, denies 3♥

2N = nat GF good for declaring (continuations as over 2♠)
 3♣ = courtesy raise
 3♦ = invit
 3♥ = GF, 6+♥ good suit
 2♦ = 6+♦, may have 3♥
 2♥ = 6+♥ 8-9
 2♠ = R, GF
 2N = side stops, no 3fit ♥
 3♣ = ART 3fit ♥
 3♦ = short/weak ♣, denies 3♥
 3♥ = short ♥, bad side values
 3♠ = short/weak ♠, denies 3♥
 2N/3♦ = invite
 3♣ = nat GF
 3♥ = GF, 6+♥ good suit
 3♠/4♣ = SPL for ♦
 2♥ = 4fit, may raise with Hxx unbal per judgement
 2♠ = ART invit+ R
 2N = 3fit minimum 6(5)+♦ (3♦ to play)
 3♣/3♦ = 3fit max, short C/♠
 3♥ = 4fit BAL minimum
 3♠/4♣ = SPL 4fit, 10-11 HCP
 4♥ = 4fit BAL maximum
 2N = 4♠, invit+
 3m = nat slamtry with ♥ trumps
 3♥ = pree
 3♠/4m = SPL slamtry
 3N = strong suggestion of 3NT to play, great black suit stopper
 2♠ = 6+♦ 15+, without 3♥
 3♦ = s/o attempt
 else = nat GF
 2N = 4fit UNBAL 15-16 or 2452 15+ or 3fit GF
 3♣ = R with just 4♥
 3♦ = 2452
 3♥ = signoff attempt
 3♠ = BAL slamtry
 3N/4♣/4♦ = h/m/l short slamtry
 3♥/3♠/3N = 3fit GF n/h/l short (3N to play)
 4♣/4♦ = 4fit h/l short
 3♦ = R with 5♥
 3♥ = 2452 (R = BAL slamtry, steps 2/3/4 = h/m/l short slamtry)
 3♠/3N/4♣ = 3fit GF, n/h/l short (3N to play)
 4♦/4♥ = 4fit h/l short
 3♥/4♥ = to play
 3♣ = nat GF, denies 3fit (3♦ = asks pd bid short M, 3♠ = punt)
 3♦ = 6+♦-3♥, 14-16 (3♥ = ♥ flag, 3♠ = punt, 4♣ = ♦ flag)

3♥ = 4fit 12-14 UNBAL (3♠ asks h/l short)
3N = to play, based on long running ♦ and side stops
3♠/4♣ = GF SPL for ♥

1♠ = nat, occ. 3crd bad for declaring notrump
(X) Pass = doubleton expected 1N rebid range
 XX = 3fit
 1N = expected BAL range, solid hand, mb 1453
 else = normal
(1N/2m) X = 3fit
(2♥/3♣) X = takeout

1N = the non-NT range, mb 1444/5♦(332)/2452/1453
 2♣ = asks 3♠, but could be signoff in 2♦
 2♦ = no 3fit (3♠ = 6♠ c.o.g., 3N = to play)
 2♥/2♠ = 3fit max/min (3N = c.o.g.)
 2♦ = GF checkback, would not bid if just looking for 3fit
 2N = invite
 3♣+ = good suit(s) distributional GF
 4m/4♥ = SPL for ♠ great suit even opposite singleton
2♣ = 5+♦-4+♣, wide range NF, occ. 1453/1444 too strong/weak for 1N rebid
 2♦ = to play, or rolling hoping partner will bid again
 2♥ = puppet to 2♣, 8-9 6+♠, or any invite
 2♠ = no game opposite 6+♠ 9-10 (now bids invite)
 else = nat, GF opposite 9-10 long ♠
 2♠ = ART GF, wrong for bidding notrump
 2N = ♥ stopper
 3♣ = 3fit ♠
 3♦ = 6♦-4♣
 3♥ = 5♦-5♣ short ♥
 3♠ = punt, no short ♥ but no stopper
 2N = nat GF, good for declaring (continuations as over 2♠)
 3♣ = courtesy raise
 3♦/H/S = GF, good suits distributional
2♦ = 6+♦, may have 4♥ or xxx spades
 2♥ = puppet to 2♣, 6+♠ 8-9, or any invite
 2♠ = no game opposite 6+♠ constructive (pass, or invite)
 else = GF opposite 9-10 6+♠
 2♠ = GF 5+♠, wrong for bidding notrump
 2N = BAL, usually both side suits stopped
 3♣ = short/weak ♣
 3♦ = 3fit ♠
 3♥ = short/weak ♥
 3♠ = short ♠
 2N = GF, good for declaring NT
 3♣ = GF

3♦ = GF
 3♥/4♣ = SPL for ♦
 3♠ = great suit GF
 2♥ = 17+ 5+♦-4♥ or 1444, or 15+ 1-suiter
 2♠ = GF R bad for declaring NT
 2N = 5♦-4♥ without 3♠ or 4♣
 3♣ = 6♦ 1-suiter, no 3fit ♠
 3♦ = 6♦-4♥
 3♥ = 6♦-5♥
 3♠ = 3fit
 3N = 1444
 2N = GF R good for notrump
 3♣ = 6+♦ 1suiter, no 3fit ♠
 3♦ = 6♦-4♥
 3♥ = 6♦-5♥
 3♠ = 3fit
 3N = to play (4♦ = insists)
 3N = 5♦-4♥ or 1444, no 3fit ♠
 3♣ = ART, ♦ signoff or 5♠-5♣ GF
 3♦ = to play opposite ♦ signoff (Pass = ♦ signoff, 3♥ = 5♠-5♣ no ♥ stop)
 else = GF nat
 3♦ = nat GF, just 4♠
 3♥ = nat GF 5+♥
 3♠ = great suit GF (4♣ = ♠ flag)
 3N = to play opposite whatever
 2♠ = 4fit, or Hxx unbal, the values for a 1NT rebid
 2N = invit+ R
 3♣ = 3fit unbal minimum (3♦ to play)
 3♦/3♥ = 3fit unbal max, short C/♥
 3♠ = 4fit BAL minimum
 4♣/4♥ = 4fit SPL, 10-11 HCP
 4♠ = 4fit BAL maximum
 3m = nat slamtry with ♠ trumps
 3♥ = 5+♠-4+♥ invit+
 3♠ = pree
 3N = strongly suggesting 3NT even opposite 4fit
 4♣/D/H = SPL slamtry
 2N = UNBAL 4fit 15-16 or 4252 15+ or GF 3fit
 3♣ = ART, just 4♠, asks short
 3♦ = 4252 (3♥ = BAL GF, 3♠/4♠ = to play, 3N/4♣/4♦ = h/m/l short)
 3♥/3♠/3N = 3fit GF, n/h/l short (3N to play)
 4♣/4♦ = 4fit h/l short
 3♦ = ART 5+♠, asks short
 3♥ = 4252 (3♠/4♠ = to play, 3N = BAL GF, 4♣/4♦/4♥ = h/m/l short)
 3♠/3N/4♣ = 3fit GF, n/h/l short
 4♦/4♥ = 4fit h/l short

3♠/4♠ = to play
 3♣ = nat GF, denies 3fit
 3♦ = R asks pd to bid short M if any
 3♥ = punt
 3♠ = 6+♠
 3♦ = 6♦-3♣ 14-17
 3♥ = punt
 3♠ = ♠ flag GF
 4♣ = ♦ flag
 4♦ = invite to 5♦
 3♥ = GF splinter for ♠
 3♠ = 12-14 UNBAL 4fit (R asks h/l short)
 3N = to play based on long running ♦ and side stops
 4♣ = GF splinter for ♠

1N = 4+♣ BAL 1-suiter weak, to play, 6-8, no 4M
 2♣ = nat, including (41)53
 2♦ = nat, including (43)51
 2M = short/weak major, invit+
 2N = invite, no short/weak major
 3♣ = GF raise
 3♦ = invite, based on the long suit
 3N = to play, no short/weak major

2♠ = R, may be invite in NT or ♦
 (bid) X = takeout
 2♦ = 10-13 any hand
 2♥ = GF waiting with ♦ fit (2♠ = punt, 2N = wants to declare)
 2♠ = 4♠-5+♣ GF
 2N = NF
 3♣ = nat GF
 3♦ = to play
 3♥ = 5+♣-4♥ GF
 3N = to play
 2♥ = 14+, 4♥ or 5+♦ 1suiter wrong for bidding 2N
 2♠ = waiting, wrong for bidding notrump, GF
 3♦ = bad invite NF
 else = nat GF
 2♠ = 14+, 4♠
 3♦ = bad invite
 else = GF
 2N = 14+ nat, 5+♦ 1suiter, rather bid 2N than 2♥ (3♦ = bad invite, else = GF)
 3♣ = 5♦-4♣ 14+ (R asks n/h/l short)
 3♦ = 6♦-4♣ 14+
 3M = 5♦-5♣ 14+ SPL

2♦ = some 6M, 2-7 HCP, NF
 Pass = has a short M, good 5+♦
 2M/3M = p/c preemptive
 2N = strong ask
 3♣ = 6+♥ (3♦ = counter-invite)
 3♦ = 6+♠ (3♥ = counter-invite)
 2M = 6+M 10-11 (2N asks short: 3M = min no short, 3N = max no short)
 2N = super weak ♦ raise (3♣ = ART invite)
 3♣ = long clubs invit NF
 3♦ = mixed raise, 3-4 diamonds
 3M = pree
 4♣/4♦ = transfer to H/S (R = good raise)
 4M = to play, but good suit about 7 tricks

Handling Interference

(X)

XX = 9+ BAL with any 4suit, occasionally with long clubs (now X's are takeout)
 1M = normal, systems on
 2♦ = weak raise, even 3crds bal, low-offense
 2M = pree
 2N = v weak raise, 3-4 fit, some offense
 3♦ = mixed raise, 3-4 fit
 4♣ = pree
 4♦ = pree

(1♥)

Pass = weak or trap (1N = at least 15)
 X = 4/5 ♠
 (XX) 1♠ = 3fit
 (1N/2y) X = support
 (2N/3red) X = takeout
 most bids = nat, except 1♠ = 3fit wide range, 2♥ = general GF, jumps invite
 1♠ = 0-3 ♠, (later X = takeout)
 1N = nat, ok to declare
 2♣ = nat F1
 2♦ = to play, expect Hxx, low offense
 2♥ = 6+♠, any strength (BPH: invit+ ♦ raise)
 2♠ = ♦ raise 10+ value, 3+fit, may look like notrump (BPH: nat pree)
 2N = v weak raise
 3♣ = pree
 3♦ = mixed raise, 3-4 fit
 3♥ = 5+♦ short ♥, can stop in 4♦
 4♣ = pree
 4♦ = pree
 4♠ = to play

(1♠)

Pass = weak or trap (1N at least 15)
X = neg (and if later bid hearts, it is signoff long suit)
1N = mb stuck, denies 4♥
2♣/2♦/2♥ = nat
2♠ = general GF
2N = invite
3♣ = 5-5 good suits invite
1N = nat
2♣ = 5+♥, competitive+ (BPH: natural)
2♦ = nat, rejects hearts (2♥ = to play, 2♠ = F1)
2♥ = tolerance or bad hand 3fit
2♠ = general GF
2N = invite
3♠ = SPL for ♥
2♦ = NF, 3fit expected, low offense
2♥ = 5+♣ invit+ (BPH: nat)
2♠ = ♦ raise, 3+fit 10+ value, may look like notrump
2N = v weak raise
3♣ = pree
3♦ = mixed raise
3♥ = pree
3♠ = 5+♦ short ♠, can stop in 4♦
4♥ = to play

(1N)

X = cards (takeout doubles)
2♣ = majors (2♦ to play)
2♦ = to play, 3+crds, may hide a 5M
2M = to play

(2♣)

X = takeout with 4+♠ (including 5♠-5♥, 6♠ weak)
2♦ = 5+♦, may have 4♥, generally denies 3+♠
2♥ = 5-5 to play
2♠ = 6♠ weak
3♣ = general GF
2♥ = reverse
2♠ = 3 or 4 spades
2♦ = 4+♥ + ♦ tolerance NF (including 5/6♥ 1-suiter, 5♥-4♠)
Pass = includes 4153 12
2♥ = 4fit
2♠ = reverse
2♥ = 5+♠, invit+
2♠ = 5+♥, invit+

2N = invite
3♣ = lim+ raise, may look like notrump
3♦ = pree/mixed
3M = pree
4♣ = 5+♦ short ♣, can stop in 4♦
4♦ = pree
4M = pree

(2♥)

X = neg
2♠ = 5+♠, F1
2N = invite
3♣ = nat GF
3♦ = NF
3♥ = asks ♥ stop, usually with ♦ fit
3♠ = pree
4♥ = transfer to 4♠
4♠ = pree
5♣ = pree

(2♠)

X = neg
2N = nat
3♣ = nat GF
3♦ = NF
3♥ = nat GF
3♠ = asks ♠ stop, usually with ♦ fit
4♣ = pree
4♦ = pree
4♥ = pree but not bad

(3♣)

X = GF
3♦ = 5+♥ GF
 3♥ = no fit, punt
 3♠ = nat
 4♣ = good ♥ raise, but denies short ♣
 4♦ = ♥ raise, short ♣
 4♥ = bad raise
3♥ = 5+♠ GF
 3♠ = no fit, punt
 4♣ = good ♠ raise, but denies short ♣
 4♦ = ART ♣ SPL for ♠ any strength
3♠ = good ♦ raise but can stop in 4♦

(3♥)

X = 5+♠ GF

3♠ = punt no fit (3N = stopper)

4♣ = good ♠ raise, but denies short ♥

4♦ = long ♦

4♥ = ♠ raise, short ♥

4♠ = bad raise

3♣ = 0-4 ♠ (3N = stop, else = nat no stop, can back into a 4-4 ♠ fit if needed)

1♥ Responses

- 1♠ = nat, occ. 3crd bad for declaring
- (X) XX = support, Pass then bid = stronger than immediate bid, systems off
- (1N/2m) X = support
- 1N = BAL, not in range of 1N opening, mb 25(42)
 - 2♣ = asks for 3fit, mb ♦ signoff
 - 2♦ = denies 3♠ (Pass = to play, 3♠ = 6crds c.o.g., else invite)
 - 2♥/2♠ = 3♠ max/min (3N = c.o.g. with 5 trumps)
 - 2♦ = GF checkback, would not use if just checking for 3fit
 - 2♠ = to play, 5+crds
 - 2N = invite
 - 3m = 5-5 good suits distributional GF
 - 3♠ = slammish great suit
- 2♣ = nat NF, no 3fit unless extras, mb 6-4, 0544
 - 2♦ = weak with doubleton ♥, or others
 - 2♥ = to play opposite weak with doubleton ♥
 - Pass = weak with doubleton ♥
 - 2♠ = 5♠ invite NF
 - 2N = 5♠ GF, good for bidding notrump
 - 3♣ = serious invit ♣ raise
 - 3♠ = invite, good long suit
 - 2♠ = 3♠ about 15-17 NF (2N = GF waiting)
 - 2N = 16-17 nat NF
 - 3♣ = 5-5 16-17 NF
 - 3♦ = 0544 16-17
 - 2♥ = 9-10, 1-2 hearts
 - 2♠ = ART GF, wrong for bidding notrump, might have long ♠
 - 2N = ♦ stopper without 3♠
 - 2N = invit, just 4♠, no ♣ fit
 - 3♣ = signoff attempt
 - 3♦ = accepts game, short ♦
 - 3♥ = signoff attempt but raisable
 - 3N = accepts game, not short ♦
 - 3♣ = courtesy raise, 4+♣
 - 3♥ = invit
 - 3♠ = GF, good long suit
 - 4M/5♣ = to play, upgraded from the 2♣ rebid
- 2♦ = nat NF, no 3fit unless extras
 - 2♥ = to play (bids = extras NF)
 - 2♠ = to play, wide-range (4♠ = was 17 3fit)
 - 2N = invit
 - 3♣ = accepts game, short ♣
 - 3♦ = signoff attempt
 - 3♥ = signoff attempt but raisable
 - 3N = accepts game, not short ♣

3♣ = 4th suit GF (3♥ = 6-4)
 3♦ = invite, might stretch
 3♥ = invite
 3♠ = GF 6+good ♠
 4♥/5♦ = upgraded from the 2♦ rebid
 2♥ = 6+♥, may hide 4m optionally
 2♠ = to play
 2N = GF R
 3♣ = 3fit ♠
 3♦ = short ♣, without 3♠
 3♥ = min BAL without 3♠ (3N to play)
 3♠ = short ♦, without 3♠
 3N = max BAL without 3♠
 3m = nat F
 3♥ = invite
 3♠ = GF good long suit
 4m = SPL for ♥
 2♠ = 11-13 4fit or 3fit UNBAL
 2N = invit+ R
 3♣ = 3fit unbal min bad hand (3M to play)
 3♦/3♥ = 3fit unbal max, short C/♦
 3♠ = 4522 very minimum
 4m = 4fit SPL
 4♠ = 4522 maximum
 3m/3♥ = nat slamtry for ♠
 2N = GF not 5-5
 3♣ = R
 3♦ = 5♥-4m without 3♠ (3♥ R: 3♠ = ♣, 3N = D)
 3♥ = 6+♥ without 3♠
 3♠ = 3fit (4m = cue for S)
 3N = 2533 18-20
 3♦ = 4♠-6+♦
 3♠ = great ♠ rebid
 3♣ = GF 5-5
 3♦ = GF 5-5
 3♥ = invite, long good suit NF
 3♠ = 4fit about 15-17 value (R asks n/h/l short)
 3N = to play based on running ♥ and m stops
 4m = GF SPL for ♠
 4♠ = 4522 18+ (or anything if pd a passed hand)

 1N = nat NF, may have 4 bad spades, no fit unless super weak
 (X) XX = cards, systems off
 (2y) X = takeout
 Pass = weak BAL, even bad 15 if weak NT situation
 2♣ = Gazzilli: 15-17 any, or 5+♥-4+♣ 11-14

2♦ = 8-11, ART
 2♥ = 5+♥-4+♣ 11-14
 2♠ = invit ♣ raise
 2N = invit no 4fit ♣ (3♣ = s/o attempt, 3♦/3♠ = shortness accept game)
 3♣ = to play
 3♦ = long ♦ to play
 2N = 15-17, not 5-5
 3♣ = R for 4m (3♦ = 4♣, 3♥ = 5♥-4♦, 3♠ = 6♥-4♦, 3N = no 4m)
 3♦ = 5-5 minors
 3♥ = 6+♣
 3♠ = 6+♦
 3N = to play
 3m = 5-5 15-17
 3♥ = good suit 15-17
 3N = to play
 2♥ = 5-7, 2♥ generally, or superweak 3fit
 2♠ = 5-7, 5-5 minors
 3m = 5-7, 6+m
 2♦ = nat 11-14
 2♠ = ♦ invite but notrump oriented
 2N = invite, no ♦ fit
 3♦ = signoff attempt
 3♣/S = shortness GF
 3♣ = to play
 3♦ = invit, suit-oriented
 2♥ = 6+♥ 1-suiter 11-14
 2♠ = reverse, F1
 2N = any GF, not 5-5
 3♣ = R
 3♦ = 4♣
 3♥ = 5+♥ 1-suiter (3♠ = looking for 6 hearts)
 3♠ = 5♥-4♦
 3N = 6♥-4♦
 3♦ = 5-5 minors
 3♥ = 6+♣
 3♠ = 6+♦
 3N = to play
 3m = GF 5-5 (R asks h/l short)
 3♥ = great invite to game, almost-GF but pd could pass (with bad invite use Gaz)
 3♠ = 6♥-5♠ GF
 3N = based on running long ♥ and some side stops
 4♥ = solid hand, not gambling, almost 2♣ opening

 2♣ = GF R, could be any shape with a fit, or even without a fit without 5+♠
 2♦ = 11-14 value, without 4+♠
 2♥ = R

2♠ = 4+♦, mb 0544
 2N = R
 3♣ = 5♥-4♦
 3♦ = R, no ♥ interest
 3♥ = 2542
 3♠ = punt
 4♣ = cue for ♦
 4♦ = ♦ slamtry no ♣ cue
 4♥ = to play
 3♠ = 3541
 4♣ = cue for ♦
 4♦ = slamtry ♦ no ♣ cue
 4M = to play
 3N = 1543
 4♣ = slamtry ♦
 4♦/4♠+ = mild/serious ♣ slamtry
 4♥ = to play
 4♣ = 0544
 4♦ = slamtry ♦
 4♥ to play
 4♠/4N = mild/serious ♣ slamtry
 3♥ = ♥ flag, asks same steps as above +1
 3N = to play
 3♦ = 6+♥-4♦
 3♥ = R, denies ♥ interest, asks h/l sing, h/l void in steps
 3♠ = ♥ flag, asks same step as above +1
 3N = to play
 3♥ = 5♥-5♦ hi short (3♠ = slamtry ♦, 4♣ = slamtry H)
 3♠ = 5♥-5♦ lo short
 3N = 1651
 4♣ = 0652
 4♦ = 2650
 3♣ = 6+♣ but not great suit, or 5♣ misfit no ♠ stopper
 3♦ = 4+♦ short ♥
 3♥ = ♥ flag, short ♦
 4♥ = to play
 2N = 1-suiter, occ. 5♥-4m-2-2 or stiff honor with bad 4crd m (show as a 5332)
 3♣ = R
 3♦ = lo short or 2722
 3♥ = R
 3♠ = 2722 (4m = good/bad slamtry H)
 3N = 3532
 4♣ = ♥ slamtry
 4♦ = ♦ slamtry
 4M = to play
 4♣ = 3631

4♦ = ♥ slamtry
 4M to play
 4N/5♣ = mild/serious ♦ slamtry
 4♦ = 7♥ sing ♣
 4♥ = 7♥ void ♣
 3♥ = mid short
 3♠ = R
 3N = 3523
 4♣ = slamtry ♥
 4♦ = slamtry ♣
 4M = to play
 4♣ = 3613
 4♦ = slamtry ♥
 4M to play
 4N = ♣ slamtry
 4♦ = 7♥ sing ♦
 4♥ = 7♥ void ♦
 3♠ = any 6322 (4m = good/bad slamtry H)
 3N = 2533
 4♣ = slamtry ♥
 4♦ = slamtry ♣
 4♠/4N = mild/good ♦ slamtry
 4♣ = 1633 (4♦ = slamtry ♥, 4♠ = slamtry ♣, 4N = slamtry D)
 4♦ = 7♥ sing ♠
 4♥ = 7♥ void ♣
 3♦ = 6+♣ not great suit
 3♣ = 5♥-4♣, denies 4♦
 3♦ = R, no ♥ interest
 3♥ = 2524 (3♠ = punt, 4m = bad/good ♣ slamtry, 4♥ to play)
 3♠ = 1534 (4m = nat slamtry, 4♥ to play 7fit)
 3N = 3514 (4m = bad/good ♣ slamtry, 4M to play)
 3♥ = same R, but sets ♥ (continuations stepped up +1)
 3♦ = 6+♥-4♣
 3♥ = R no ♥ interest, asks h/l sing, h/l void
 3♠ = sets ♥ as trumps, asks h/l sing, h/l void
 3N = to play
 3♥ = 5♥-5♣ hi short
 3♠ = R no ♥ interest
 3N = 1525 (4♣ = ok ♣ slamtry, 4♦ = good ♣ slamtry, 4♥ = to play)
 4♣ = 0535 (4♦ = ♣ slamtry, 4♥ to play, 4♠/4N = mild/good ♦ slamtry)
 4m = good/bad ♥ slamtry
 4♥ = to play
 3♠ = 5♥-5♣ lo short (4♣ = ♥ slamtry, 4♦ = ♣ slamtry, 4♥ = to play)
 3N = 1615, forcing (4♣ = ♥ slamtry, 4♦/4♠+ = mild/good ♣ slamtry, 4♥ to play)
 4♣ = 0625 (4♦ = ♥ slamtry, 4♥ to play, 4♠/4N = mild/good ♣ slamtry)
 4♦ = 2605 (4♥ to play, 4♠ ♥ slamtry, 4N ♣ slamtry)

2♠ = ART ♥ fit, but BAL, interested in NT, like (4333), 3(532)
 2N = good for notrump but not all side suits stopped
 suits = location of values
 3N = to play
 3m/3♥ = natural unbalanced, not the worst
 3♠ = transfer to 3NT
 3N = to play, 5(332), all side suits stopped
 4♥ = minimum UNBAL
 2N = natural, wants to declare, does not want to relay, no ♥ fit (natural continuations)
 3♣ = 6+♣ great suit
 3♦ = 6♣-5♦
 3♥ = ♥ fit, primary clubs (cues)
 3♠ = 6♣-5♠
 4♦ = serious splinter for ♥ with primary ♣
 3N/4♥ = to play, very bad
 2♥ = 4+♠, any strength, may have 4m
 2♠ = R, says nothing about fits but could have bid 2N if really wanted to declare notrump
 2N = 14+ value
 3♣ = R
 3♦ = 5-4, may have 4m
 3♥ = R, no 4fit ♠
 3♠ = 4522
 4m = good/bad ♥ slamtry
 4M = to play v bad
 3N = 4513/4504 14-16
 4♣ = ♥ slamtry
 4♦/4N = mild/serious ♣ slamtry
 4M = to play
 4♣ = 4531/4540
 4♦ = ♥ slamtry
 4M = to play
 4N/5♣ = mild/serious ♦ slamtry
 4♦ = 4513/4504 17+
 3♠ = R as above, but sets ♠ trumps (steps are same but +1)
 3♥ = 6♥-4♠
 3♠ = R, no ♠ interest, asks h/l sing, h/l void in steps
 3N = to play
 4♣ = ♠ flag, asks same steps as above +2
 3♠ = 5611 (4♣ = ♥ slamtry, 4♦ = ♠ slamtry, 4M = signoff attempt)
 3N = 5602 (4♣ = ♥ slamtry, 4♦ = ♠ slamtry, 4M = signoff attempt)
 4♣ = 5620
 4♦ = prepares signoff attempt
 4M = NF nat slamtry
 4N = RKC ♥
 5♣ = RKC S
 3♦ = 6+♣ but not great suit

3♣ = 5-4 11-13, may have 4m
 3♦ = R, no ♠ interest
 3♥ = 4522 (3♣ = punt, 4m = good/bad ♥ slamtry)
 3♠ = 4513 (4♣ = ♥ slamtry, 4♦ = ♣ slamtry, 4M = to play)
 3N = 4531 (4♣ = ♣ flag)
 4♣ = 4504 exact
 4♦ = slamtry ♥
 4♠ = to play
 4N = optional RKC C
 4♦ = 4540 exact
 4M/5♦ = to play
 4N = RKC ♥
 5♣ = optional RKC D
 3♥ = R as above, but ♠ is trumps, steps +1
 3♠ = 6+♣ but no great suit, no M fit
 4M = to play, no slam
 3♦ = 6-4 11-13
 3♥ = R no ♠ fit, asks h/l sing, h/l void
 3♠ = R with ♠ fit, asks h/l sing, h/l void
 3♥ = 5611 11-13
 3♠ = ♠ flag
 3N = to play
 4m = good/bad ♥ slamtry
 4M = to play
 3♠ = 5602 11-13 (4♣ = ♥ flag, 4♦ = ♠ flag, 4M = to play)
 3N = 5620 11-13 (4♣ = ♥ flag, 4♦ = ♠ flag, 4M = to play)
 2N = natural, minor suits stopped, no major fit, prefers not to relay (3m = 3+crds)
 3♣ = 6+ good ♣
 3♦ = 6♣-5♦
 3♥ = ♥ fit, short ♠
 3♠ = ♠ fit, short ♥
 2♠ = 4+♦, 14+ value, mb 0544
 2N = R
 3♣ = 5-4
 3♦ = R, no ♥ interest
 3♥ = 2542 (3♠ = punt, 4♣ = slamtry ♥, 4♦ = slamtry ♦, 4♥ = bad)
 3♠ = 1543 (4♣/♦/♠ = ♥/♣/♦ slamtry, 4♥ = to play)
 3N = 3541 14-16 (4♣/♦ = ♥/♦ slamtry, 4M = to play 7fit assumed)
 4♣ = 0544 (4♦ = prepares signoff, 4♥ = ♣ slamtry, 4♠ = ♦ slamtry)
 4♦ = 3541 17+
 3♥ = ♥ flag asks n/h/l singleton/0544 in steps - then ltrc/cues etc for ♥
 3♦ = 6+♥-4♦
 3♥ = R, no ♥ interest
 3♠/3N = h/l sing
 4♣/4♦ = h/l void
 3♠ = R, same as above, but sets ♥ trumps - same steps +1

3♥ = 5♥-5♦ hi short
 3♠ = R no ♥ interest
 3N = 1552 13-15 (4♣ = cue, 4♦ = lttrc ♦, 4♥ to play, 4♠ = good ♦)
 4♣ = 0553 (4♦ = prepares signoff, 4♥ = slamtry ♦, 4♠ = slamtry ♣)
 4♦ = 2551 16+ (4♥ = to play, 4♠ = mild/good ♦ slamtry)
 4m = good/bad ♥ slamtry
 3♠ = 5♥-5♦ lo short (4♣ = ♥ slamtry, 4♦ = ♦ slamtry, 4♥ = bad)
 3N = 1651 (4♣ = ♥ flag, 4♦ = bad ♦ slamtry, 4♥ = to play, 4♠ = good cue for D)
 4♣ = 2650 (4♦ = ♥ flag, 4♥ = bad, 4♠ = bad slamtry ♦, 4N = good opt RKC D)
 4♦ = 0652 (4♥ = to play, 4♠ = mild ♦, 4N = RKC ♥, 5♣ = good opt RKC ♦)
 3♣ = 6+ great ♣
 3♦ = 4+♦, short ♥
 3♥ = ♥ flag, short ♦
 3♠ = 6♣-5♠
 4♥ = minimum misfit
 2N = 14+ value, 1-suiter, occ. 5♥-4m-2-2 or stiff honor with bad 4crd minor (show as a 5332)
 3♣ = R
 3♦ = short ♣ or 2722
 3♥ = R
 3♠ = 2722 (4m = good/bad slamtry H)
 3N = 3532 14-18 (4♣ = flag ♥, 4♦/♠+ = mild/ser try ♦, 4♥ = bad)
 4♣ = 3631 (4♦ = flag ♥, 4♠ = mild ♦, 4N = good optional RKC ♦)
 4♦ = 7♥, stiff ♣
 4♥ = 7♥, void ♣
 4N = 3532 19-20
 3♥ = mid short
 3♠ = R
 3N = 3523 14-18 (4♣ = flag ♥, 4♦/♠+ = mild/ser ♣, 4♥ bad)
 4♣ = 3613 (4♦ = flag ♥, 4♥ = bad, 4♠/N+ = mild/ser slamtry ♣)
 4♦ = 7♥ stiff ♦
 4♥ = 7♥ void ♦
 3♠ = 6(322) (4m = good/bad slamtry ♥)
 3N = 2533 14-16 (4♣ = slamtry ♥, 4♦/4♠+ = mild/good slamtry ♣, 4♥ to play)
 4♣ = 1633 (4♦ = slamtry ♥, 4♥ = to play, 4♠+ = mild/good slamtry C)
 4♦ = 7♥ stiff ♠
 4♥ = 7♥ void ♠
 4N = 2533 17+
 3♦ = 6+♣ good suit
 3♥ = ♥ raise, primary clubs
 3♠ = 6♣-5♠
 3N = signoff attempt
 4m = SPL for ♥
 4♥ = signoff attempt
 3♣ = 14+, 5♥-4♣, denies 4♦
 3♦ = R, no ♥ interest
 3♥ = 2524

3♠ = 1534 (4♣ = ♣ flag, 4♦ = ♦ flag, 4♥ = to play likely doubleton)
 3N = 3514 14-16 (4♣ = mild ♣ try, 4♦ = serious ♣ trump, 4M = to play likely 7fit)
 4♣ = 3514 17+
 3♥ = R as above, with ♥ fit, +1 - then lttrc, etc)
 3♦ = 13+, 6♥-4♣
 3♥ = R but no ♥ interest: h/l sing, h/l void - can still sign off in hearts
 3♠ = R but sets ♥ as trumps, same steps as above +1 - then lttrc
 3♥ = 13+, 5♥-5♣ hi short
 3♠ = R, no ♥ interest
 3N = 1525 13-15 (4♣ = mild try ♣, 4♦/4♠+ serious for ♣, 4♥ to play)
 4♣ = 0535 13+ (4♦ = prepares signoff, 4♥ = slamtry ♣, 4♠+ = slamtry D)
 4♦ = 1525 16+
 4m = good/bad ♥ slamtry
 3♠ = 13+, 5♥-5♣ lo short (4♣ = ♥ slamtry, 4♦ = ♣ slamtry, 4♥ to play)
 3N = 13+, 1615 (4♣ = ♥ slamtry, 4♦ = ♣ slamtry, 4♥ = to play)
 4♣ = 13+, 2605 (4♦ = ♥ slamtry, 4♥ = to play, 4♠+ = bad/good ♣ slamtry)
 4♦ = 13+, 0625 (4♥/5♣ = to play, 4♠ = ♥ slamtry, 4N = optional RKC slamtry ♣

 2♦ = 6(5)+♦ GF, prefers not to relay
 2♥ = 6+♥, or wrong for bidding notrump
 2♠ = waiting, wrong for notrump
 2N = good for notrump
 2♣ = natural
 2N = natural good for notrump
 3♣ = 5♥-5♣
 3♦ = 3♦ unbal or wrong for notrump, or 4fit bal, any strength, denies 4♠
 3♥ = ART, short ♥, punt
 3♠ = ART, doubleton heart
 4♣ = ART ♥ flag
 3♥ = good 6+♥ suit
 3♠ = 4+♦ SPL, any strength
 4♣ = 4+♦ SPL, any strength
 2♥ = 5-9 value raise, 3fit usually
 2♠ = ART, any invite exact
 2N = ok hand for 3NT but minimum
 3m = ok hand, values
 3♥ = worst
 3♠ = accept, with 4♠
 3N = max, good for 3NT
 4♥ = max, suit-oriented
 2N = nat invit+, F1
 3m = nat slamtry (R asks to bid short [3N none] or rebid suit 5-5)
 3♥ = pree
 3♠/4m = void slamtry
 3N = to play based on running long ♥ and some side stops
 2♠ = 6♠ 10-11 (2N asks short: 3♠ = min no short, 3N = max no short)

2N = 10-11 value raise

3♣ = any GF, no void or 5-5

3♦ = bad hand for slam but suit-oriented

3♥ = R asks n/h/m/l short

3♠+ = h/m/l short slamtry

3♥/3♠ = 3fit/4fit good hand for slam (relays as above)

3N = 3fit BAL, good for notrump, bad for slam

3♦ = ART counter-invite, or will show spades/5-5

3♥ = declines (3♠ = 4 spades GF, 4m = 5-5 slamtry)

3♠ = accepts, with 4♠

3N = accepts, good for notrump, NF

4♥ = accepts, not great for notrump

3♥/4♥ = to play

3♠/4m = void slamtry

3N = suggests 3NT opposite 3fits

3♣ = 4fit 6-9

3♦ = ART invit to game

3♥/4♥ = to play

3♠ = GF asks short n/h/m/l

3N/4♣/4♦ = slamtry h/m/l short

3♦ = any 12+ SPL

3♥ = R

3♠ = any void (R asks h/m/l void)

3N = sing ♣

4♣ = sing ♦

4♦ = sing ♠ 14+

4♥ = sing ♠ 12-13

3♠/3N/4♣ = h/m/l void

3♥ = pree

3♠ = any 9-11 void SPL (R asks h/m/l void)

3N = 10-12 ♦ SPL sing.

4♣ = 10-12 ♣ SPL sing.

4♦ = 8-11 5fit no singleton or void

4♥ = pree

4♠ = to play, but classic

Passed Hand Adjustments:

2♣ = 3fit max hand

2♦ = ART, counter-try

2♥ = sub-minimum

2♠+ = as over 1♥-2♥

2♦ = 4fit good but not great hand

2♥ = bad hand

2♠+ = as over 1♥-2♥

2♥ = worse than Drury

2♠ = pree, wrong for original weak two
 2N = super-drury 4+fit great hand (as over 1♥-2N)
 3♣ = 6+♣ max but wrong for original preempt, NF
 3♦ = mixed raise
 3♥ = pree
 3♠+ = normal raise structure but amazing hands

Handling Interference

(X)

XX = 9+ no 3fit, may have 4♠ (later doubles are takeout but optional)
 1♠ = ART, 4+ 4+ minors
 1N = ♣ suit/lead
 2♣ = ♦ suit/lead
 2♦ = normal raise
 2♥ = weak raise, never doubleton
 2♠ = pree
 2N = invit+ raise
 3♣ = mixed raise
 3♦ = pree
 3♥ = pree
 4m = fit-showing, in preparation for their (4♠)

(1♠)

X = general points, rebid ♣ later as 6+♣ to play
 2♠ = general GF
 1N = nat
 2♣ = ♦, 7+ HCP (BPH: natural NF), even GF with 3fit
 2♠ = general GF
 2♦ = 5+♣ GF (BPH: natural NF)
 (2♠/3♠) X = takeout
 2♠ = invit+ raise
 2N = mixed raise
 3m = weak
 3♥ = weak
 3♠ = SPL
 4m = fit-showing, in preparation for their (4♠)
 4♠ = void ♠ slamtry

(1N = nat)

X = cards, but still takeout doubles
 2♣ = to play
 2♦ = 5+♦-4+♠
 2♥ = to play
 2N = serious limit raise
 3m = weak

(2♣)

X = negative

2♦ = 5+♠, 8+ HCP

2♥ = punt, NF

2♠ = tolerance, or bad 3fit

3♠ = ok hand, invite

2♥ = normal raise

2♠ = 5+♦ GF

2N = invit+ raise

3♣ = mixed raise

3♦ = pree

3♥ = pree

3♠ = pree

4♣ = ART slamtry raise, not short in ♣

4♦ = ART slamtry raise, short in ♣

(2♦)

X = neg

2♥ = normal raise

2♠ = 5+♠ invit+

2N = invit+ raise

3♣ = 5+♣ GF

3♦ = mixed raise

3♠ = pree

4♣ = ART slamtry raise, not short in ♦

4♦ = splinter

(2♥ = Michaels)

X = cards (later doubles takeout, with Leb)

2♠ = lim+ raise

2N = mixed raise

3♣ = 5+♦ invit+

3♦ = 5+♣ GF

3♥ = pree

3♠ = SPL

4m = fit-showing

(2♠)

X = negative

2N = invit+ raise

3m = 5+crds GF

3♥ = competitive

3♠ = SPL

4m = fit-showing, in preparation for their (4♠)

4♠ = void ♠ slamtry

(3♣)

X = negative

3♦ = 5+♠ GF

3♥ = to play

3♠ = 5+♦ GF

4♣ = ♥ slamtry, not ♣ short

4♦ = ♥ slamtry, ♣ short

4♥ = wide-range

(3♦)

X = 5+♠ GF

3♥ = to play

3♠ = good hand without fit or 5+♠

4♣ = ♥ slamtry, not ♦ short

4♦ = ♥ slamtry, ♦ short

4♥ = wide-range

(3♠)

X = general power no fit, can't bid 3NT

3N = to play

4♣ = ART slamtry ♥ not short ♠

4♦ = ART slamtry ♥, short ♠

4♥ = 10+ HCP fit

4N = freak minors

(4♣)

X = GF (4♦ = ART denies 6 good ♥ [4♥ = doubleton, probably not 6♠])

4♦ = ART slamtry ♥

4♥ = wide-ranging

4♠ = to play

1♠ Responses

1N = NF, no fit or 5+♥ unless weak

(X) XX = cards, systems off

(2y) X = takeout

2♣ = 15-17 any, or 5+♠-4+♣ 11-14

2♦ = 8-11, without 5+♥ since 1♠-2♦

2♥ = ART, some side 4suit, 15-17

2♠ = R without 5♥

2N = 4♥

3♣ = R

3♦ = 6-4

3♥ = R no ♠ interest asks short (3♠/3N = h/l)

3♠ = R ♠ flag asks short (3N/4♣ = h/l)

3♥ = 5-4 short ♦, incl. 5404

3♠ = 5-4 short ♣, incl. 5440

3N = 5422

games = to play

3♣ = 5♠-4♣ UNBAL, not stiff honor

3♦ = R for h/l short

games = to play

3♦ = 5♠-4♦ UNBAL

3♥ = R for h/l short

games = to play

3♥ = 6♠-4♣ (3♠ = ♠ flag asks h/l short, 4♣ = ♣ flag asks h/l short)

3♠ = 6♠-4♦ (4♣ = ♠ flag asks h/l short, 4♦ = ♦ flag asks h/l short)

2N = 5♥ 8-9

3♣ = 6+♣

3♦ = 6+♦

3N = to play opposite any 5-4/6-4

2♠ = 5+♠-4+♣ 11-14

2N = invite, even with ♣ fit (bids = accept natural)

3♣ = to play

3♦ = to play

2N = 15-17 BAL or 5♠-4m-2-2 or 5♠-4m-3-1 stiff honor, NF

3♣ = R GF (3♦ = 4♣, 3♥ = 4♦, 3N = 5[332])

3♦ = 6+♦ GF

3♥ = 6+♣ GF

games = to play

3♣ = 5♠-5♣ 15-17, GF (3♠ = ♣ raise short ♠, 4♣ = ♣ raise with doubleton S)

3♦ = 5♠-5♦ 15-17, GF (3♠ = ♦ raise short ♠, 4♦ = ♦ raise with doubleton S)

3♥ = 5♠-5♥ 15-17, GF (3♠ = asking 3NT or 4M, 4♣ = slamtry ♥, games to play)

3♠ = 15-17, great 6+♠, GF

2♥ = 5-7, 6+♥ weak, maybe good 5, or 5♥ short ♠

2♠ = 5-7, doubleton or super weak 3fit

2N = 5-7, short ♠, max 4♥, generally both minors

3m = to play, 4+crds
 3m = 5-7, long m signoff
 2♦ = 11-14 nat, may be 6-4
 2♥ = 5♥-0/2 ♦, or 6♥
 2♠ = pref
 3♣ = to play
 3♦ = invit
 3♠ = invite with 2♠-4+♦ concentrated
 2♥ = 11-14 nat, may be 6-4 - 3rd seat mb 15
 2♠ = pref, mb 2335 9
 2N = invite (3N = was 5-5 but also ok for 3NT)
 3m = to play
 3♥ = inv, aggressive
 4♥ = to play
 2♠ = 6+♠ 1-suiter 11-14
 2N = ART R, usu. fit, asks shortness
 3♦ = 3 hearts, accept
 3♠ = declines, did not have 3♥
 4♠ = freaky max
 3♣ = to play
 2N = any GF, not 5-5
 3♣ = R, denies 4+♥
 3♦ = 4♣
 3♥ = 5+♠ no 4m (may have 4♥) (3♠ = doubleton S)
 3♠ = 5♠-4♦
 3N = 6♠-4♦
 3♦ = 4+♥
 3♥ = 3♥ exact (3♠ = 2♠-4♥, 3N = short ♠ 4♥, 4♣ = 5+♥ good, 4♥ = 5+♥ bad)
 3♠ = 6+♠, 0-2 ♥
 3N = 5♠, 0-2 ♥
 4♣ = 4fit ♥ slamtry ART
 4♥ = 4fit ♥ not the best
 3♥ = 6+♣
 3♠ = 6+♦
 games = to play
 3♣ = GF 5-5
 3♦ = R asks h/l short
 4♠ = weak 3fit
 3♦ = GF 5-5
 3♥ = R asks h/l short
 3♥ = GF 5-5 (3♠ = punt, 4♣ = ART slamtry ♥ asks h/l short)
 3♠ = near-GF, long good suit, but NF (with worse invite use 2♣..3♠)
 3N = 6♠ BAL GF (4♥ = to play)
 4♠ = just under 2♣ opening, picture, good hand, not gambling

 2♣ = GF R, could be any hand with a fit, tends to deny 5+♥ otherwise

2♦ = ART, 11-14 value without 4+♥

$2\heartsuit = R$, says nothing about fit

$$2\spadesuit = 4+\blacklozenge$$
$$2N = R$$

3♣ = 5♠-4♦, mb 5044

3♦ = R, no ♠ interest

$$3\heartsuit = 5242$$

3♠ = punt

4♣ = cue for ♦

4♦ = lttc ♦ no ♣ cue

4♥ = serious ♦ no ♣ cue

4♠ = to play Hx

$$3\spadesuit = 5143$$

4♣ = ♣ slamtry

4♦/4♥ = mild/good slamtry ♦

4♠ = to play

$$3N = 5341$$

4♣ = cue for ♦

4♦ = slamtry no ♣ cue

4M = to play 7fit

$$4\clubsuit = 5044$$

4♦ = prepares some signoff

4♥ = slamtry ♣

4♠/4N = mild/good slamtry ♦

3♥ = R as above, but sets ♠ as trumps, steps as above +1

$$3\spadesuit = 6+\spadesuit-4\spadesuit$$

3♥ = R, no ♠ interest asks h/l sing, h/l void in steps

3♠ = R sets ♠ trumps, asks steps as above +1

3♥ = 5♠-5♦ hi short

3♠ = R no ♠ interest

$$3N = 5152$$

4♣ = cue for ♦

4♦ = mild slamtry ♦ no ♣ cue

4♥ = serious

4♠ = to play likely doubleton

$$4\clubsuit = 5053$$

4♦ = slamtry ♦

4♥ = mild slamtry ♣

4♠ to play

4N = serious optional RKC ♣

4♣/D/H = good to bad slamtry ♠

4♠ = to play

3♠ = 5♠-5♦ lo short

4♣ = slamtry ♠

4♦/4♥ = mild/good slamtry ♦

4♠ = to play

3N = 6151 (4♣ = slamtry ♠, 4♦/4♥ = mild/good ♦, 4♠ to play)
 4♣ = 6052 (4♦ = slamtry ♠, 4♥/4N = mild/good ♦, 4♠ to play)
 4♦ = 6250 (4♥ = slamtry ♠, 4♠ to play, 4N/5♣ = mild/good ♦)
 3♣ = 6+♣ but not great suit, or 5♣ misfit no ♥ stop
 3♦ = 4+♦, short ♠
 3♠ = ♠ flag, short ♦ (cues)
 2N = 1-suiter, occ. 5♠-4m-2-2 or stiff honor with bad 4crd minor
 3♣ = R
 3♦ = sing/void ♣ or 5332 or 7222
 3♥ = R
 3♠ = 7222 (4♣+ = good-to-bad ♠, 4♠ to play)
 3N = 5332 (4♣/♦ = slamtry ♠/♦, 4M to play)
 4♣ = 6331 (4♦/♥ = slamtry ♠/♦, 4M to play)
 4♦ = 7 spades, stiff ♣ (4♥ = ltcc)
 4♥/S = 7 spades, void ♣ better/bad
 3N/4♠ = to play
 3♥ = sing/void ♦ or 5323
 3♠ = R
 3N = 5323 (4♣/♦ = slamtry ♠/♣, 4M to play)
 4♣ = 6313 (4♣/♦ = slamtry ♠/♣, 4M to play)
 4♦ = 7♠ stiff diamond
 4♥/S = 7♠ void ♦ better/bad
 3N/4♠ = to play
 3♠ = any 6(322) (4♣/D/H = good-to-bad slamtry ♠, 4♠ to play)
 3N = 5233 exactly (4♣ = good ♠, 4♦/4♥ = mild/good ♦, 4♠ to play)
 4♣ = 6133 (4♦ = try ♠, 4♥ = try ♣, 4♠ = to play, 4N = slamtry ♦)
 4♦ = 7♠ stiff heart (4♥ ltcc)
 4♥/4♠ = 7♠ void ♥ better/bad
 3♦ = 6+♣ but not great suit
 3N = to play, even opposite 7 ♠
 3♣ = 5♠-4♣, without 4♦
 3♦ = R no ♠ interest
 3♥ = 5224 (3♠ = punt, 4♣/4red = mild/cue ♣ try, 4♠ to play bad)
 3♠ = 5134 (4♣ = ♣ try, 4♦/4♥ = mild/good ♦ try, 4♠ = to play 7fit)
 3N = 5314 (4m = mild/good ♣ slamtry, 4M = to play 7fit)
 3♥ = R and ♠ trumps, asks n/h/l sing, then ltcc, etc for ♠
 3N/4♠ = to play
 3♦ = 6+♠-4♣
 3♥ = R, no ♠ interest (h/l sing, h/l void in steps)
 3♠ = R as above, but sets ♠ as trumps, same steps
 3♥ = 5♠-5♣ hi short
 3♠ = R no ♠ interest
 3N = 5125 (4♣ = ltcc ♣, 4red = serious cue for ♣, 4♠ = to play)
 4♣ = 5035 (4♣ = ♣ slamtry, 4♦/H = mild/good try ♦, 4♠ = to play)
 4♣/D/H = good-to-bad slamtry ♠
 4♠ = to play

3♠ = 5♠-5♣ lo short (4♣ = ♠ slamtry, 4♦/4♥ = mild/good slamtry ♣, 4♠ = to play)
 3N = 6115 (4♣ = slamtry ♠, 4♦/H = mild/good slamtry ♣, 4♠ to play)
 4♣ = 6025 (4♦ = slamtry ♠, 4♥/4N = mild/good slamtry ♣, 4♠ to play)
 4♦ = 6205 (4♥ = slamtry ♠, 4♠ to play, 4N = slamtry C)
 2♠ = R with ♠ fit but really interested in 3NT
 2N = at least 2 side suits stopped, and interested in notrump too (bid values)
 3♣/3♦/3♥ = cheapest value, lacking the other side stops
 3N = values in all side suits, optimal for 3NT
 4♠ = bad hand, wrong for 3NT no matter what partner has
 2N = good side stops, generally balanced, no ♠ fit (natural continuations), sees 3NT
 unless partner is freaky
 3♣ = 6+ good clubs
 3♦ = 6♣-5♦
 3♥ = 6♣-5♥
 3♠ = ♠ raise with primary clubs
 3N = short ♠, partner should pass almost always
 4♦/4♥ = serious SPL for ♠ with primary clubs
 4♠ = to play, bare minimum suit oriented, not to give away information with relays
 2♥ = 4+♥ any strength, may have 4m
 2♠ = R, says nothing about fit
 2N = ART, 15+ value
 3♣ = R
 3♦ = 5-4
 3♥ = R no ♠ interest
 3♠ = 5422 (4m = bad/good slamtry ♥, 4M to play)
 3N = 5413/5404 15-17 (4♣/♦ = slamtry ♥/♣)
 4♣ = 5431/5440 (4♣/♦ = slamtry ♥/♦, 4M s/o)
 4♦ = 5413/5404 18+
 3♠ = ♠ flag asks n/h/l short, then ltcc/etc for ♠
 3♥ = 6-4
 3♠ = R no ♠ interest asks h/l sing, h/l void in steps
 3N = signoff attempt
 4♣ = R sets ♠ trumps, same steps as above
 3♠ = 5♠-5♥ hi short (4♣ = slamtry ♥, 4♦ = slamtry ♠, 4M to play)
 3N = 5♠-5♥ lo short (4♣ = slamtry ♥, 4♦ = slamtry ♠, 4M to play)
 4♣ = 6511 (4♦ = prep signoff, 4M = NF try, 4N/5♣ = RKC ♥/♠)
 4♦ = 6502 (4M = to play, 4N/5♣ = RKC H/S)
 4♥/5 = 6520 NF/F
 3N = really wants to try 3NT, bad for slam
 3♣ = 5-4, 11-14
 3♦ = R, no ♠ interest
 3♥ = 5422 (3♠ = punt, 4m = bad/good slamtry ♥, 4M to play)
 3♠ = 5413/5404 (4♣ = slamtry ♥, 4♦ = slamtry ♣, 4M to play)
 3N = 5431/5440 (4♣ = slamtry ♥, 4♦ = slamtry ♦, 4M to play)
 3♥ = R as about but sets ♠ as trumps, same steps, then ltcc, etc for ♠
 games = to play

3♦ = 6-4, 11-14 value
 3♥ = R no ♠ interest asks h/l sing, h/l void in steps
 3♠ = R as above but sets ♠ as trumps, same steps
 3N/4M = to play
 3♥ = 5-5 hi short
 3♠ = R no ♠ interest
 3N = 5512 (4m = good/bad slamtry ♥, 4M to play)
 4♣ = 5503 (4♦ = slamtry ♥, 4M to play, 4N = slamtry C)
 4♣/D/H = good to bad slamtry ♠
 3N/4♠ = to play
 3♠ = 5-5 lo short (4♣ = slamtry ♥, 4♦ = slamtry ♠, games to play)
 3N = 6511 (4♣ = slamtry ♥, 4♦ = slamtry ♠, games to play)
 4♣ = 6502 (4♦ = prepares a signoff, 4M = NF slamtry, 4N/5♣ = RKC H/S)
 4♦/4♥ = 6520 better/bad
 2N = good minor stops, natural continuations (3m = fragment e.g.)
 3♣ = 6+ good clubs
 3♦ = 6♣-5♦
 3♥ = ♥ flag, short ♠
 3♠ = ♠ flag, short ♥
 games = really bad hand knowing partner has majors
 2♠ = 15+ value, 4+♦, may have 4♣
 2N = R
 3♣ = 5♠-4♦
 3♦ = R no ♠ interest
 3♥ = 5242 (3♠ = punt, 4♣ = cue, 4♦/4♥ = -/+ no ♣ cue, 4♠ to play)
 3♠ = 5143/5044 (4♣ = slamtry ♦, 4♦/4♥ = -/+ try ♣, 4♠ to play)
 3N = 5341 15-17 (4♣ = cue, 4♦ = no ♣ cue slamtry ♦, 4M to play)
 4♣ = 5341 18+
 3♥ = ♠ flag asks n/h/l short, then lttc, etc
 3♦ = 6♠-4♦
 3♥ = R no ♠ interest asks h/l sing, h/l void
 3♠ = R sets ♠ trumps, same steps +1
 3N = to play, minimum
 3♥ = 5-5 hi short
 3♠ = R no ♠ interest
 3N = 5152 (4♣ = cue, 4♦/4♥ = -/+ for ♦ no ♣ cue, 4♠ to play)
 4♣ = 5053 (4♦ = slamtry ♦, 4♥ = slamtry ♣, 4♠ to play)
 4♣/4♦/4♥ = good-to-bad slamtries ♠
 4♠ = to play, v bad
 3♠ = 5-5 lo short (4♣ = slamtry ♠, 4♦/4♥ = mild/good slamtry ♦, 4♠ to play)
 3N = 6151, forcing (4♣ = slamtry ♠, 4♦/4♥ = mild/good slamtry ♦, 4♠ to play)
 4♣ = 6052 (4♦ = slamtry ♠, 4♥/4N+ = mild/good slamtry ♦, 4♠ = to play)
 4♦ = 6250 (4♥ = slamtry ♠, 4♠ = to play, 4N/5♣ = mild/good slamtry D)
 3♣ = 6+♣, or 5♣ no ♥ stopper or fit
 3♦ = 4+♦, short ♠, probably 5+♣
 3♥ = 6♣-5♥

3♠ = ♠ flag, short ♦
 3N/4♠ = very minimal, hand got worse knowing partner has diamonds
 2N = 15+ value 1-suiter, occ 5♠-4m-2-2/5♠-4m-(3-1) with bad m and sing honor (show 5332)
 3♣ = R
 3♦ = sing/doubleton/void ♣, or 7222
 3♥ = R
 3♠ = 7222 (4♣/4♦/4♥ = good-to-bad slamtry ♠, 4♠ = v bad)
 3N = 5332 exact 15-17 (4♣/♦ = slamtry ♠/♦, 4M to play)
 4♣ = 6331 (4♦ = slamtry ♠, 4M to play, 4N/5♣ = -/+ slamtry ♦)
 4♦ = 7♠ sing ♣ (4♥ = ltcc S)
 4♥/4♠ = 7♠ void ♣ better/minimum
 4N/5N = 18-19/20+ 5332 exact
 3♠ = 6+ clubs but not that great
 3N = strong suggestion to play
 3♥ = sing/doubleton/void ♦
 3♠ = R
 3N = 5323 exact, 15-17 (4♣/♦ = slamtry ♠/♣, 4M to play)
 4♣ = 6313 (4♦ = slamtry ♠, 4♥ = slamtry ♣, 4♠ to play)
 4♦ = 7♠ sing ♦ (4♥ ltcc)
 4♥/4♠ = 7♠ void ♦ better/min
 4N/5N = 5323 exact, 18-19/20+
 3N = strong suggestion to play
 3♠ = any 6(322) (4♣ = ART slamtry S)
 3N = 5233 15-17 (4♣ = slamtry ♠, 4♦ = slamtry ♣, 4♥ = slamtry ♦, 4♠ to play)
 4♣ = 6133 (4♦ = slamtry ♠, 4♥ = slamtry ♣, 4♠ to play, 4N = slamtry D)
 4♦ = 7 spades, stiff heart (4♥ = ltcc)
 4♥/4♠ = 7 spades, void heart better/min
 4N/5N = 5233 exact, 18-19/20+
 3♦ = 6+ great clubs
 3♥ = 6♣-5♥
 3♠ = 6♣-5♦
 3N = very minimum, short ♠, good for notrump
 3♣ = 15+ value, 5♠-4♣, denies 4♦
 3♦ = R no ♠ interest
 3♥ = 5224 (3♠ = punt, 4♣ = ltcc ♣, 4red = serious cue for ♣, 4♠ = Hx)
 3♠ = 5134 (4♣ = slamtry ♣, 4♦/4♥ = mild/serious slamtry ♦, 4♠ to play 7fit)
 3N = 5314 15-17 (4♣/D = mild/good slamtry ♣, 4M = to play 7fit)
 4♣ = 5314 18+
 3♥ = ♠ flag asks n/h/l short
 3♠ = ♠ flag, short ♣ (cues)
 3N/4♠ = to play, very bad
 3♦ = 14+ 6♠-4♣
 3♥ = R no ♠ interest asks h/l sing, h/l void in steps
 3♠ = ♠ flag asks h/l sing, h/l void in steps
 3N/4♠ = to play, very bad
 3♥ = 14+, 5♠-5♣ hi short

3♠ = R no ♠ interest
 3N = 5125 (4♣ = ltcc ♣, 4red = serious cue for ♣, 4♠ = to play)
 4♣ = 5035 (4♣ = ♣ slamtry, 4♦/H = mild/serious ♦ slamtry, 4♠ to play)
 4♣/4♦/4♥ = ♠ slamtry good-to-bad
 4♠ = very bad probably doubleton
 3♠ = 14+, 5♠-5♣ lo short (4♣ = ♠ slamtry, 4♦/4♥ = mild/good ♣ slamtry, 4♠ = to play mb doubleton)
 3N = 14+, 6115, F (4♣ = ♠ slamtry, 4♦/H = mild/good ♣ slamtry, 4♠ to play)
 4♣ = 14+, 6025 (4♦ = ♠ slamtry, 4♥/4N+ = mild/good ♣ slamtry, 4♠ to play)
 4♦ = 14+, 6205 (4♥ = ♠ slamtry, 4N = ♣ slamtry)
 2♦ = 5+♥ constructive or better (6♥ 8+ or 5♥ 10+), may have ♠ fit
 2♥ = doubleton 11-15 typically, NF
 2♠ = ART GF BAL or any invite
 2N = forced
 3m/3♥/3♠ = nat invit NF
 2N = invite
 3m = nat GF
 3♥ = ♥ flag GF
 3♠ = ♠ flag GF
 4m = 6-5 slamtry
 2♠ = 5+♠ short ♥ 11-14 typically, NF
 2N = invite (bids = accept GF)
 3m = nat GF
 3♥ = nat GF (invite would 1♠-3♥)
 4♣ = SPL for ♠, 3+fit
 4♠ = to play
 2N = 2+♥, invit+, ART
 3♠ = R
 3♦ = 3+fit ♥, GF
 3♥ = R asks n/h/l short
 3♠/3N/4♣/4♦ = n/h/m/l short slamtry
 3♥ = 6♠-2♥ invite (Pass/3♠ to play, 4♣ = slamtry ♥, 4♦ = slamtry S)
 3♠ = 6+♠-2♥ GF (as above)
 3N = 5♠-2♥ GF (as above)
 4m = nonserious SPL for ♥
 3♦ = 4+♦ GF
 3♥ = 4+♣ GF
 3♠ = ♠ flag GF
 3m = 4+m GF, denies 3fit ♥
 3♥ = 3fit invite NF
 3♠ = long ♠ short ♥ GF
 4m = serious 4fit SPL for ♥
 4♥ = game but very bad for slam

 2♥ = 6+♦ GF, or 5♦-5♣
 2♠ = 6+♠

2N = waiting
 3♣ = 5-5
 3♦ = good diamonds
 3♥ = 6♦-5♥
 3♠ = ♠ flag
 2N = waiting, denies 6♠ or 4♥
 3♣ = 4+♣
 3♦ = 6+♦ waiting
 3♥ = 6♦-5♥
 3♠ = ♠ flag
 3♣ = 4♥
 3♦ = fit, denies 4♥
 3♥ = 5+♠-5+♥

2♠ = 5-9 value raise, 3fit usually
 2N = ART, any invite exact
 3m = OK hand, values
 3♠ = worst
 3N = max, looks good for 3NT
 4♠ = max, suit-oriented
 3♣/3♦/3♥ = natural slamtry (R asks to bid short [3N none] or suit with 5-5)
 3♠ = pree
 3N = to play based on running long ♠ and some side stops
 4♣/4♦/4♥ = void slamtry

2N = ART 10-11 value raise
 3♣ = ART, GF, no 5-5 or void
 3♦ = bad hand for slam, but suit-oriented (relays as below)
 3♥/3♠ = 3fit/4fit, good hand for slam
 step 1 = R asks n/h/m/l short
 step 2/3/4 = h/m/l short slamtry
 3N = 3fit bad hand, no-trump oriented, NF
 3♦ = ART counter-invite, or will show hearts/5-5
 3♥ = accepts, with 4♥
 3♠ = declines (4m = 5-5 slamtry, 4♥ = 4+♥ c.o.g.)
 3N = accepts, notrump-oriented (4m = 5-5 slamtry)
 4♠ = accepts, suit-oriented but bad for slam
 3♥ = 5-5 slamtry (3♠ = ♥ flag, 3N+ = cues for S)
 3♣/4♠ = to play
 3N = c.o.g.
 4♣/4♦/4♥ = void slamtry

3♣ = 4fit 6-9
 3♦ = ART invit to game
 3♣/4♠ = to play
 3♥ = GF asks short n/h/m/l short

3N/4♣/4♦ = slamtry h/m/l short
 3♦ = 12+ HCP splinters, any void, or any singleton except ♣
 3♥ = R without void, asks short
 3♠ = any 12+ void SPL (3N asks h/m/l)
 3N/4♠ = H/D sing, 12+ value
 3♠/3N/4♠ = h/m/l void (cues now)
 4♠ = really bad hand
 3♥ = long ♥ invite NF
 3♠ = pree
 3N = any 9-11 void SPL (R asks h/m/l)
 4♠ = ♣ splinter singleton, 12+ value
 4♦ = ART long ♥, like a 4♥ pree response
 4♥ = ART 5fit 8-11 BAL
 4♠ = pree, wider-ranging NV

Passed Hand Adjustments:

2♣ = 3fit max hand
 2♦ = ART, countertry
 2♥ = nat, F1
 2♠ = signoff
 2N+ = as over 1♠-2♠
 2♦ = 4fit good hand but not supermax
 2♥ = ART, counter-try
 2♠ = bad hand
 2N+ = as over 1♠-2♠
 2♥ = nat, good hand, NF
 2♠ = worse than Drury
 2N = SuperDury (4+fit max) (as over 1♠-2N)
 3m = 6+suit max passed hand, but wrong for original preempt, NF
 3♥ = mixed raise
 3♠ = pree
 3N+ = original raise structure but amazing hands

Handling Interference

(X)

XX = 9+ no fit usually (BPH: more like 1NT response) (later X's takeout but optional)

1N = ♣, suit or lead
 2♣ = ♦, suit or lead
 2♦ = ♥, suit or lead
 2♥ = normal raise (BPH: 8-11 3fit)
 2♠ = weak raise, never doubleton
 2N = invit+ raise
 3♣ = mixed raise
 3♦ = pree
 3♥ = pree
 3♠ = pree

4m = fit-showing
4♥ = to play
4♠ = pree

(1N)

X = cards (later X's = takeout)
2♣ = to play
2♦ = 5+♦-4+♥
2♥ = to play
2♠ = to play
2N = serious limit raise
3lower = pree

(2♣)

X = 5+♥ 7+ HCP
2♦ = ART, like negative double
2♥ = ART, 5+♦ invit+
2♠ = raise
2N = lim+ raise
3♣ = mixed raise
3♦/3♥ = pree
3♠ = pree
4♣ = slamtry ♠, without short ♣
4♦ = good ♠ raise, short ♣

(2♦)

X = 5+♥ 7+ HCP
2♥ = ART, like negative double
2♠ = raise
2N = invit+ raise
3♣ = 5+♣ GF
3♦ = mixed raise
3♥ = pree
3♠ = pree raise
4♣ = ART slamtry raise, not short in ♦
4♦ = splinter
4♥ = to play
4♠ = wide-range

(2♥)

X = negative
2♠ = raise
2N = invit+ raise
3♣ = 5+♦ invit+
3♦ = 5+♣ GF

3♥ = mixed raise
3♠ = pre-emptive raise
4♣ = ART slamtry ♠, not short in ♥
4♦ = ART slamtry ♠, sing ♥
4♥ = ♥ void
4♠ = wide-range

(2♠ = Michaels)

X = cards
2N = invit+ raise
3♣ = 5+♦ invit+
3♦ = 5+♣ GF
3♥ = mixed raise
3♠ = competitive
4♣ = ART slamtry ♠ not short ♥
4♦ = ART slamtry ♠, sing ♥
4♥ = void
4♠ = wide-range

(3♣)

X = GF
3♦ = 5+♥ GF (3♥ = short ♥, 3♠ = doubleton ♥, 4♣ = ♥ fit not short ♣, 4♦ = ♥ fit short ♣)
3♥ = 5+♦ GF
3♠ = constructive
3N = to play, less flexible than X
4♣ = ART slamtry ♠, not short ♣
4♦ = ART slamtry ♠, short ♣
4♥ = to play
4♠ = wide-range

(3♦)

X = 5+♥ GF
3♥ = points without fit or 5♥ (can back into 4-4 ♥ fit later if needed)
3♠ = constructive
3N = to play, less flexible than 3♥
4♣ = ART ♠ slamtry, not short ♦
4♦ = ♠ raise, short ♦
4♥ = to play

(3♥)

X = GF
3♠ = constructive
3N = to play, less flexible than X
4♣ = ART slamtry ♠ without short ♥
4♦ = ART slamtry ♠, short ♥

4♥ = void ♥

4♠ = wide-range

(4♣)

X = general GF

4♦ = ART: long ♥, or ♠ slamtry

4♥ = 5♥ GF, pd should pull with short ♥

4♠ = wide-range

1N Responses (all but 9-12)

2♣ = Stayman, but possibly weak 4y-6m or inv with 5+♠, or signoff in 3♣

(X) the idea is to put the doubler on lead

Pass = ♣ stop (XX = asks continue with transfers as below)

2♦ = 4♥, denies 4♠, no ♣ stop (2♥ = to play, 3♣ = general GF, 3♥ = invite, 4♥ = to play)

2♥ = 4♠, denies 4♥, no ♣ stop (2♠ = to play, 3♣ = general GF, 3♠ = invite, 4♠ = to play)

2♠ = no M, no ♣ stop

2N/3♣ = 4-4 majors as normal, no ♣ stop

2♦ = no 4M

2♥ = majors no game

2♠ = wide-range invite, 5+♠, NF (2N = max 2fit NF [3m to play])

2N = puppet to 3♣ - 5+m unbal GF, ♣ signoff scramble

3♣ = forced

Pass = weak, long ♣

3♦ = 5+m-sing/void om, typically (43)(51)

3♥ = R (3♠ = short ♣ 5+♦, 3N = short ♦ 5+♠ NF)

3♥ = 5+♣ short ♥ GF

3♠ = 5+♣ short ♠ GF

3N/4♣ = 5♣ (332) or (24)25 bad/good slamtry

3♣ = 5+♦ GF

3♦ = R

3M = 5+♦ short M, often with 4oM

3N/4♣ = 5(332) or (24)52 bad/good slamtry

3M = Smolen

3N = to play, promises a 4M

2♥ = 4/5♥, without 4♠

2♠ = 5+♠ wide-range invite (2N = max 2fit NF [3m = to play])

2N = 5+♣, mb weak

3♣ = forced

Pass = 6+♣, may have 4♠

3♦ = 6+♣ short ♦ GF, or 4315

3♥ = 6+♣ short ♥ GF

3♠ = 6+♣ short ♠ GF

3N/4♣ = 5♣ (332) or 4225 bad/good slamtry

3♣ = 5+♦, mb weak

3♦ = forced

Pass = 6♦ weak, may have 4♠

3M = 6+♦ short M GF

3N/4♣ = 5♦ (332) or 4252 bad/good slamtry

3♦ = minor suit Stayman

3♥ = no minor (3♠ = looking for 5 hearts, 4m = 6+crds sets m as trumps)

3♠ = 4♣

3N = 4♦

3♥ = BAL GF ♥ Raise, interest in slam or notrump

3N = likes notrump

3♠/4♣ = good hand for slam
 4♥ = bad hand, suit oriented
 3♠ = 6+♦ short ♣ GF, or 4351 exact
 4m = SPL for ♥
 3N = does not promise 4♠ (may have been seeking minor vs NT)
 4♥ = to play
 2♠ = 4/5♠, without 4♥
 2N = 5+♣, mb weak
 3♣ = forced
 Pass = 6+♣ weak, often with 4♥
 3♦ = 6+♣ short ♦ GF, or 3415
 3M = 6+♣ short M GF
 3N/4♣ = 5♣ (332)/2452 bad/good slamtry
 3♣ = 5+♦, mb weak
 3♦ = forced
 Pass = 6+♦ weak, often with 4♥
 3M = 6+♦ short M, GF
 3N/4♣ = 5♦ (332) or 2452 bad/good slamtry
 3♦ = minor suit Stayman
 3♥ = no minor (3♠ = asks for 5 spades, 4m = 6+crds sets m trump)
 3♠ = 4♣
 3N = 4♦
 3♥ = 6+♦ short ♣ GF, or 3451
 3♠ = GF BAL raise, interest in slam or 3NT not out of the question
 3N = good for notrump
 4♣ = nice hand bad for NT
 4♠ = bad hand, suit-oriented
 3N = does not promise 4♥ (may have been seeking minor vs NT)
 4♣/4♦/4♥ = SPL for ♠
 4♠ = to play
 2N/3♣ = 4-4 majors BAL, min/max
 Pass/3♣ = long ♣ signoff, no 4M
 3red = transfer fit
 3M = as requested
 Pass = weak, often with a 6m
 step 1 = BAL slamtry
 step 2/3/4 = h/m/l short slamtry
 3N = to play, does not promise a major

 2♦ = 5+♥, or 4♥ invite
 (X) Pass = doubleton ♥
 XX = 3+fit, wants pd to declare
 2♥ = 3+fit, wants to declare
 2♠+ = as if no double
 2♥ = normal, if fit then minimum
 2♠ = 4+♥ invit exact, denies 4♠, forcing

2N = declines, no 4fit
 3m = 5♥-4m NF
 3♥ = 6♥ invite
 3♣ = accepts, 3 or 4 hearts
 3♦ = 4♥ GF, suit-oriented
 3♥ = 5♥ really bad invite, NF
 3♠ = 5♥ GF, but interest in 3NT with 5-3 fit
 3N = 4♥, notrump oriented
 4♥ = 5+♥ to play
 3♥ = declines, 4fit, bad hand
 3N = accepts, doubleton heart
 2N = 4/5♥-4♠ invite, NF
 3♣ = 5+♥-4+♣ GF
 3♦ = 5+♥-4+♦ GF
 3♥ = 6+♥, slamtry UNBAL
 3♠ = R asks h/m/l short
 3N = suggests contract with doubleton ♥ and all side stops
 4♥ = really bad for slam
 3♠ = 6♥(322) GF or better (3N = suggests playing, 4♣ = good ♥ raise, 4♥ = bad for slam)
 3N = c.o.g. 5♥(332) or similar
 4m = void SPL slamtry
 4♥ = signoff
 4N = quant 5♥(332)
 2♠ = tripleton ♥, max
 2N = bad invite with 4♥ (3♥ = to play, 3♠ = GF with 4♠, 3N = GF without 4♠)
 3♣ = ART, counter-invite with 5+♥
 3♦ = retransfer to 3♥, then Pass/4♥, or bid n/h/m/l short slamtry
 3♠ = 4♠-4♥ check back for ♠ fit (3N = no)
 3N = to play, good invite with 4♥ without 4♠
 2N = 4fit max
 3♣ = ART counter-invite
 3♦ = retransfer to 3♥, then Pass/4♥ or bid n/h/m/l short slamtry
 3N = suggests contract with just 4♥, original good invite
 3♥ = 4fit medium
 Pass/4♥ = to play
 3♠+ = slamtry n/h/m/l short

 2♥ = 4+♠, including invite with 4♠ (not invite with 5♠)
 (X) Pass = doubleton ♠
 XX = 3+fit, wants pd to declare
 2♠ = 3+fit, wants to declare
 2N+ = as if no double
 2♠ = normal
 2N = invite with 4♠ exact
 3♥ = accepts game with 4♠ but notrump oriented (3N/4♠ to play)
 3♠ = bad hand 4fit to play

3N/4♠ = accept
 3♣ = 5+♠-4+♣ GF
 3♦ = 5+♠-4+♦ GF
 3♥ = 6+♠ UNBAL slamtry
 3♠ = R asks h/m/l sing
 3N = xx spades, suggesting contract, bad cards for slam
 4♠ = really bad for slam
 3♠ = 6(322) GF or better (3N = suggests contract, 4♣ = good hand for ♠ slam, 4♠ = bad)
 3N = 5(332) c.o.g. or similar
 4♣/4♦/4♥ = void SPL
 4♠ = to play, was probably sniffing for a superaccept
 2N = max 4fit
 3♣ = ART counter-invite
 3♥ = retransfer to spades, then Pass/4♠, or bid n/h/m/l short slamtry
 3N = suggests contract with just 4♠, original good invite
 3♣ = tripleton spade, max
 3♦ = counter-invite with 5+♠, or 5♠ c.o.g. (pull 3♠ to 3N)
 3♥ = retransfer to 3♠, then Pass/4♠, or bid n/h/m/l short slamtry
 3N = to play with just 4 spades
 3♠ = medium 4fit
 Pass/4♠ = to play
 3N+ = slamtry n/h/m/l short

 2♠ = invite in NT or minors, or weak ♦ or GF minors
 - note: with 6♦-4M weak, use 2♣ instead, just in case M fit
 2N/3♣/3♦ = min/max/max with clear ♦ pref
 Pass/3♣ = NT/minors
 3♦(Pass) = weak ♦
 3♥ = short ♥, 5+-4+ minors GF, 2 or 3 spades
 3♠ = 4crd suggests Moysian
 3♠ = short ♠, 5+-4+ minors GF, 2 or 3 hearts (4♥ = suggests to play, often with 5crd)
 3N (over 3m max) = to play

 2N = asks for a weak doubleton (Jx/xx)
 - use case: gambling long minor for game or slam (if xx fit then could go low)
 3♣ = no weak doubleton
 3♦ = weak doubleton ♦
 3♥ = weak doubleton ♥, 3 spades (3♠/4♠ = to play)
 3♠ = weak doubleton ♠, 3 hearts (3N/4♥ to play)
 3N = to play
 3♦ = weak ♦ doub
 3♥ = weak ♥ doub
 3♠ = weak ♠ doub
 3N = weak ♣ doub

 3♣ = asks 5M, but includes 5-5 majors GF, 5M-3oM GF, 5M mild unbal GF

3♦ = no 5M

3♥ = 5♠ GF, mildly unbal

3♠ = rare, v strong hand for ♠ slam

3N = doubleton ♠ usually

4♠ = most hands with ♠

3♣ = 5♥ GF, mildly unbal (as above)

3N = was just looking for 5M

4♣ = 5-5 majors slam interest

4♦ = 5-5 majors no slam interest

3♥ = 5♥ (3♠ = 5♠ wanting 3fit, 3N = was just looking for 5♠, 4♣ = slamtry ♥, 4♥ = to play)

3♠ = 5♠ (3N = was just looking for 5♥, 4♣ = ART slamtry ♠, 4♦ = transfer to 4♥, 4♠ = to play)

3N = to play if partner has 5-5 majors, so very weak majors, very strong minors

3♦ = 44(14) or 44(50), GF

3♥ = R

3♠ = short ♣

3N = short ♦ NF

4♣ = short ♦ F

3♥ = 4144/40(54) GF

3♠ = 1444/04(54) GF

3N = to play

4♣ = 6+♥, no slam or slam force

4♦ = really wants pd to play it

4♥ = most hands

4♦ = 6+♠, no slam or slam force

4♥ = really wants pd to play it

4♠ = most hands

4♥ = 6+♣ slamtry (to play opposite 12-14)

4♠ = 6+♦ slamtry (to play opposite 12-14)

Handling Interference

(X = art) ignore, systems on, but XX = cards

(X = cards)

Pass = weak, prepares scramble

Pass = (4333)

XX = not (4333)

Pass = to play, ok to play 1N-XX

2♣ = 4♣-4♠, or any (4333), or 4♦-4♠ (will run to 2♦ if doubled)

Pass = most hands

2♦ = hates ♣, p/c

2♦ = 4♦-4♥

2♥ = 4♥-4♠

2y = good 5suit

XX = business, we have at least 21 HCP (later X both sides 2-level still takeoutish)

2♣ = to play, or any (4441) (with short ♣, XX when doubled)
2♦+ = all natural to play

(balancing X = ART or cards - either way assume we are getting penalized)

Pass = denies 5suit

(Pass)

XX = SO♠, like some 4-4

2m = to play

XX = any 5crd suit, any strength

Pass = wanted to shoot it out

2♣ = p/c for suit

(2♣ = majors)

Pass then 2♠ = to play

X = cards

2♦ = to play

2♥ = invite minors takeout

2♠ = weak minors takeout

2N = weak 6m

3m = nat invite

3M = minors GF, short M

3NT = says nothing about major stops but has never been broke in both, no pen interest

(nat 2bid) Transfer Lebensohl

Neg X (2y = 4crd, 3y = 5crd, 2N = default)

1N Responses - 10(9)-12 NT

2♣ = any invite, or random weak hand

2♦ = no 4M

Pass = anything, just trying to get in way of opponents (can XX later as SOS)

2♥ = 5+♥ invite, may have 4♠

2♠ = 5+♠ invite, may have 4♥

2N = invite

2M = nat (2N/3m/3M = invite, 3 other major = nat invite)

2♦ = GF R

2♥ = 4+♥, without 4♠

2♠ = 5+♠

2N = waiting, no 5m

3m = 5+m

3♥ = ♥ flag, interest in slam or notrump

3N = suggests contract

4♠ = good hand for slam, ART

4♥ = suit-oriented but really bad for slam

3♠/4m = void SPL for ♥

3N/4♥ = to play

2♠ = 4+♠, without 4♥

2N = waiting, no 5suit or fit

3m = 5+m

3♥ = 5+♥

3♠ = ♠ flag, interest in slam or notrump

3N = suggests contract

4♠ = good hand for slam, ART

4♠ = bad hand for slam, suit-oriented

4m/4♥ = void SPL for ♠

3N/4♠ = to play

2N = no M

3y = 5+crds, mb 2/3 suiter

3m = 6crd

3N = 4-4 majors

2M = to play, but raisable

2N = invite to 3NT

3y = to play, mb 5 cards

4M = to play

Handling Interference: same as after strong notrump

2♣ Responses

2♦ = R

2♥ = 5+♥ or 4♥-5+m, may have 4♠

2♠ = R, no 4fit

2N = 5+♥, with 1 (or 2) side suits

3♣ = R no ♥ fit

3♦ = 4+♣ 2-suiter

3♥ = 4+♦ 2-suiter

3♠ = 4♠ 2-suiter

3N = 0544

4♣ = 4504

4♦ = 4540

3♦ = 6+♦

3♥ = 3fit ♥, ok hand usu BAL

3♠ = 6+♠

4m = 3fit ♥, SPL, 3+ HCP

4♠ = 3fit ♥, double negative

3♣ = 4♥-5♣ or 4414 or 1444

3♦ = R

3♥ = 1444

3♠ = 4414

3N = 3415

4♣ = 1435

4♦ = 0445

4♥ = 4405

3♠ = 6+♠

3♦ = 4♥-5♦ or 4441

3♥ = R

3♠ = 4crd ♠

3N = 3451

4♣ = 1453

4♦ = 0454

3♠ = 6+♠

3♥ = 6+♥ 1-suiter UNBAL (3♠ = 6+♠, 4♣+ = ♥ fit)

3N = 6(322) c.o.g. (4♣/D/H = for ♥, 4♠ = to play)

3♥ = 4fit

3♠/4m = 4fit SPL for ♥, good hand

4♥ = double-negative 4fit

2♠ = 4+crds, could have 5m or 4144

2N = most hands no 4fit

3♣ = 5+♠ 2/3 suiter

3♦ = R no ♠ fit

3♥ = 4+♣ 2-suiter

3♠ = 4+♦ 2-suiter

3N = 5♠-4♥ 2-suiter

4♣ = 5404

4♦ = 5440
 4♥ = 6♠-4♥
 4♠ = 5044
 3♥ = 6+♥
 3♠ = 3fit ok hand BAL
 4♣/4♦/4♥ = 3fit SPL, 4+ HCP
 4♠ = 3fit but worst hand
 3♦ = 4♠-5♣ or 4144/40(54)
 3♥ = R
 3♠ = 4144
 3N = 4315
 4♣ = 4135
 4♦ = 4045
 4♥ = 4054
 3♠ = 5+♥
 3♠ = 6+♠ 1-suiter UNBAL (4♣+ for S)
 3N = 6(322) c.o.g. (4♣+ = for S)
 4♥ = 5♠-5♥
 3♦ = nat was 0562 3 (4♦ = flag)
 4♣/4♦/4♥ = 4fit SPL, 3+ HCP
 4♠ = 4fit double negative, usu BAL
 2N = BAL or semiBAL, 23(+)->28, mb (4441) - continue as after 2N opening
 3♣ = 6+♣, or 5♣-4♦ (3♦ = asks 4M)
 3♦ = 6+♦, or 5♦-4♣, no 4M
 3M = 4M-6+♦
 3N = based on a long running minor and some side stops

 2M = 5+crds, 2/top 3
 3m = 6+crds, 2/top 3

2♦ Responses

2♥ = R, mostly looking for 4M, or to show a 6M

2N = side 4+suit

3♣ = R (3♦ = 4♣, 3♥ = 4♥, 3♠ = 4♠)

3M = 6+crds

3♣ = 2+crds both majors

3♦ = to play, was looking for 4M

3M = 6+crd invit

4M = to play

3♦ = short M 1suiter, min (3M = 6crd F1)

3M = short M 1suiter, max

2♠ = NF

2N = strong ask (later bid 3M = 5 crd exact forcing)

3♣ = medium

3♦ = minimum

3M = values, maximum

3♠ = NF (3M = values with ♣ fit, good hand)

3♦ = pree

3M = nat pree

4♦ = pree

games = to play

2♥ Responses

2♠/3m = NF

2N = R

3♣ = min UNBAL

3♦ = R asks h/m/l short (then 4♣ = ART slamtry ♥, 4♠ = to play if not short S)

3♥ = NF but raiseable

3♠ = 6+♠ F

3♥ = min BAL (4♣ = ART slamtry H)

3♠ = max UNBAL (3N asks h/m/l short, 4♦ = to play 4♥ if pd not short ♥ else 4♠)

3N = max BAL (4♣ = ART slamtry H)

4♥ = to play

2♠ Responses

2N = R

3♣ = min, UNBAL

(X) Pass = R for short

(3♥) Pass = BAL likely

4♣ = intended SPL raise for ♠

3♦ = R for h/m/l short (then 4♣ = ART slamtry ♠, 4♥ to play if not short H)

3♥ = was 1633 16, likely F (4♥ = had nice fit)

3♠/4♠ = to play

4N = RKC ♠

3♦ = max short m (3♥ asks h/l short)

3♥ = max, short ♥ (4♣ = ART slamtry S)

3♠ = min, BAL (4♣ = ART slamtry S)

3N = max, BAL (4♣ = ART slamtry S)

3♣ = NF

3♦ = NF

3♥ = NF

2N Responses

- 3♣ = Puppet Stayman, may have 5♠-4♥ but not 5♥-4♠
- 3♦ = 1 or both majors - including (54)22
 - 3♥ = 4♠ not 4♥, or 4-4 majors slamtry
 - 3♠ = ♠ fit (4♣+ = for S)
 - 3N = 4♥ not 4♠ (4♣+ = slamtry ♥ with both majors)
 - 3♠ = 4♥ not 4♠ (3N = 4♠ not 4♥)
 - 3N = no interest in 4M (Pass = may have 5-4 majors oh well)
 - 4♣ = minor suit stayman, no major interest (4♦ = 4+♣, 4♥ = 4+♦, 4N = no minor)
 - 4♦ = 4-4 majors no slam
- 3♥ = no 4M
 - 3♠ = 5♠ (and 4+♥)
 - 3N = to play
 - 4m = 3suiter with this m, slamtry
 - 4♥ = 5♠-5♥ to play
 - 5♥ = 5♠-5♥ slamtry
 - 4♣+ = for ♠
 - 3N = to play
 - 4♣ = minor suit stayman (4♦ = 5♣, 4♥ = 5♦, 4♠ = 4-4 minors, 4N = 4m333)
 - 3♠ = 5♠ (4♣+ = for spades)
 - 3N = 5♥ (4♣ = ART ♥ slamtry, 4♦ = transfer to 4♥)
- 3♦ = 5+♥, including 5♥-4♠
 - 3♥ = tripleton ♥
 - 3♠/3N/4♣/4♦ = n/h/m/l short slamtry
 - 4♥ = to play
 - 3♠ = 4+♠, no 3♥ (3N = to play, 4♣ = ART ♠ slamtry, 4♦ = 4+♦ slamtry, 4M = to play)
 - 3N = no 3♥, no 4♠
 - 4m = nat slamtry (4♥ = to play with good doubleton)
 - 4♥ = to play, probably not too bad, else would have used 4♣ direct?
 - 4♣ = 4+♥ good for slam (4♦ retrans)
 - 4♥ = 4+♥ bad for slam
- 3♥ = 5+♠, denies ♥
 - 3♠ = tripleton ♠
 - 3N/4♣/4♦/4♥ = n/h/m/l short slamtry
 - 4♠ = to play
 - 3N = less than 3♠
 - 4m = nat slamtry (4♠ = to play with good doubleton S)
 - 4♠ = to play
 - 5N = pick a slam, like 5(332)
 - 4♣ = 4fit ♠, ok+ for slam
 - 4♦ = ART counter-slamtry ♠ (4♠ = no, 4N = yes RKC)
 - 4♥ = retransfer
 - 4♠ = 4fit ♠, bad for slam
- 3♠ = slamtry in minors
- 4♣/♦ = 6+♥/♠ - to play or slam force, forces 4M
- 4♥/♠ = 6+♣/♠ slamtry

3♣ Responses

3♦ = puppet to 3♥ (to play, or GF ♠, or optional 3NT, or 5-5 majors)

3♥ = forced

Pass = signoff ♥

3♠ = GF with ♠

3N = optional, needs a good ♣ suit

4♣ = invit raise

4♦ = 5-5 majors

3♥ = nat GF

3♠ = NF

3N = pd must pass

4♣ = pree

4♦ = ART ♣ slamtry

4M = to play

3♦ Responses

3M = NF

4♣ = inv+ ♦ raise

games = to play

3♥ Responses

3♠ = NF

4♣ = ART ♥ slamtry

4♦ = c.o.g. for ♥ or ♠ (think 1♥-6♠)

games = to play

3♠ Responses

4♣ = ART ♠ slamtry

4♦ = c.o.g. for ♥ or ♠ (think 1♠-6♥)

games = to play

3N Responses - SOL major

Pass = to play, side suits covered or gambling

4♣ = ART serious slamtry

4♦ = ART mild slamtry

4M = p/c

6M = p/c

Slam Bidding

4NT = RKC 1430 (no Kickback)

5♣/5♦ = 14/30

- trumps = to play, does not care about Queen
- step 1 (not trumps) = asks Q of trumps
 - cheap trumps = no Q
 - step 1 (not trumps) = Queen, good hand
 - step 2 (not trumps) if available = Queen, bad hand
 - jump to 6 of trumps (major) = Q but no extras
- step 2 (not trumps) = has Queen or 10fit, serious grand try
- step 3 (not trumps) = has Queen or 10fit, nonserious grand try

5♥/5♠ = 2/5 no/yes Queen of trumps

- trumps = to play
- step 1 (not trumps) = grand try, serious if there is room
- step 2 (not trumps) = grand try, nonserious if there is room

5N = even keys + void if already showed a splinter

6 new suit = odd keys + void this suit (if already splintered, can just bid 6♣)

6 trumps = odd keys + void unshowable suit

if 4NT doubled, ignore

Voidwood

- must be a jump, or if splinter-shower bids 5 of the short suit

Minorwood

- must be a jump in known minor in GF auction, RKC 1430

Free raise to 5M = needs good trumps for slam, NF

5NT pick-a-slam often

Cue-bids:

- if M trump already
 - Last Train (lttc) always (4M-1 = ART better than 4M)
- if 3NT possibly to play, or in many other situations
 - 4♣ = ART serious slamtry M (or if lttc not available, the only slamtry M)
 - 4M = worst
 - 4M-1 = better but can't demand RK♣
 - (4M-2 if available = even better than 4M-1 [now 4M-1 = lttc])
 - 4M-1 = ART medium slamtry M
 - (4M-2 if available = even better than 4M-1, but not as good as 4♣
 - now 4M-1 = lttc)
 - 4M = slam impossible or too hard to find
- if 3NT impossible as suggestion to play, 3NT = serious, higher = nonserious cues/lttc
 - cue-bids are first or second round control (never short in partner's known suit)
- non-jump to new suit above 4M = cue, more concerned about controls than keycards

- if m trump already
 - going past 3NT quickly shows a better hand than waiting with a 3-level bid
 - 4♣ (when ♦ trumps) = cue
 - 4m = last train, less confident than higher cue direct (now cues as below)
 - 4M (or 4♦ over clubs) = cue-bid, and serious if bypassing last train
 - EXCEPT: if this is partner's 5crd suit this suggests contract, bad for m slam
 - EXCEPT: if there was no lttrc available earlier, 4♠ = lttrc (bypassing is stronger)
 - 4N = optional special RKC for minor
 - 5m = declines (5m+1 = demand RKC 1430)
 - 5om = accepts, odd # keycards
 - 5♥/5♠ = accepts, even # keycards no/yes Queen of trumps
 - NOTE: you can have multiple last trains, it's all in context
 - NOTE: if one hand already BAL, we are probing a m fit, fast 4N scurry is to play

Flags:

- often if there are 2 possible trump suits and we are at the 3-level, but no suit is set yet
 - if major and minor:
 - if 3M is available
 - impossible 3M = interest in minor
 - possible 3M = natural
 - if we are at 3♠/3NT already
 - 4♣ = slamtry for major
 - 4♦ = slamtry for minor
 - 4M = bad M raise
 - if both majors
 - 3-level may be scrambling/seminatural
 - 4♣ = ART good ♥ raise
 - 4♦ = ART good ♦ raise
 - 4M = clear fit but bad hand for slam
 - if both minors
 - 3-level bids = still looking for 3NT potentially, not great for slam
 - 3N = negative
 - 4m = natural good slamtry
- if the level is 4♣ and we have major-minor as possible suits
 - 4♦ = ART slamtry major
 - 4oM = ART slamtry minor
 - 4M = to play, even doubleton sometimes

SPECIAL OFFENSE DOUBLES

After a typical 1M-(blah)-4M competitive jump to game, X by non-preempter = "I want to bid one more"

- Similarly, after a preempt is raised, preempter's double is "I want to bid one more" - e.g. lots of extra distribution (void in their suit, or 11 crds 2 suits)

X/XX of an ART bid is often "have offense, want to bid more if you want to"

- Double of opps' artificial bids are takeout of their real suit(s)
 - even of a SPL or a cue-bid of your own suit
 - double of (1N)-(2red transfer) = takeout of the major
 - exception: X of Drury is clubs
- Double of opp's artificial bid after we have a fit is "I want to raise if you want to but can't myself", assuming it is not maximal
- Double if takeout no longer makes sense is an optional raise - wish to compete