

# MOX-NT (Major Orientated Transfers)

(Bridge Bidding System)

Motto: The system makes sense only if you can reach better contracts, but the perfect is enemy of the good...

Author: **Mihail Filipov Nedyalkov (mishovnbG)**, Varna, Bulgaria

phone: +359 52 759661, GSM: +359 897 966704

Email: [mishovnbG@gmail.com](mailto:mishovnbG@gmail.com)

**Feel free to use the ideas in this system for your own needs, but please refer to the author and send him your own remarks, ideas, systems...**

## **Special thanks to:**

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## **Introduction**

**Strategy:** The Bridge is partnership war game of information. The winning strategy is giving to the partner most useful information for winning decisions and same time giving less useful information to the opponents for their winning decisions.

**Theory:** The technology itself is nothing, without right theory behind it. Behind the technology of MOX stay my new theory of "Useful Predicted Bids" (UPB) - tactical implementation of winning strategy above.

**Methods:** The methods used in MOX discover first useful major length(MAF), second shortage with FG, else hide distribution showing only nonforcing or invitational+ values going to details like stoppers only on partner's request.

**Technology:** Transfer bids for length in majors, transfer bids for shortages, unclear nonforcing and forcing bids else. Such technology allow wide range of checkable predicted useful bids - invaluable information in hard missfit, competitive or slam auction.

**Practice:** There are lot of precise relay systems, which are actually not useful. Just because the bidding space and the capacity of player are not unlimited. And because real need of such information is rare. And because...

In MOX complicate precise sequences are rare and all of them are same or similar, even in competition.

**Learning MOX:** All sequences in MOX go to methods. All methods are described with examples in appendixes. If you like to learn MOX fast, you must begin from learning and most important - understanding methods.

**Versatility:** Most of players overstate first bids - openings and overcalls. They are important of course, but are definitely not "system", only first bids. Much more important are methods of responding and methods of continuations and details of their continuations. In MOX methods are few, but they are well developed and detailized. One can use these methods after any opening or overcall, nevermind strong club system, strong pass system or pure natural system, changing only needed strength and length for responses and continuations.

**Luck:** The luck is only thing you need to win. I wish you the best of luck, playing MOX!

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# LEGEND

<b>M</b>	= Major; <b>m</b> = minor; <b>OM</b> = Other Major(unbidded); <b>Om</b> = Other minor(unbidded)
<b>SOL</b>	= Solid suit; <b>S-SOL</b> = Semi Solid Suit; <b>S</b> = Suit; <b>SS</b> = side suit
<b>S/O</b>	= Sign Off; <b>NF</b> = Passable; <b>F1</b> = Forcing 1 round
<b>D-INV</b>	= Distributional Inviting Game
<b>INV</b>	= Inviting Game; <b>INV+</b> = Inviting Game or more;
<b>FG</b>	= Forcing to Game; <b>FG+</b> = Forcing to Game or more; <b>S/T</b> = Slam Try
<b>MAX</b>	= Maximum hand; <b>MIN</b> = Minimum hand
<b>BAL</b>	= Balanced Hand; <b>UNBAL</b> = Unbalanced Hand; <b>SBAL</b> = deny 5+-5+, 6+ or <b>FIT</b>
<b>OS</b>	= One suiter; <b>TS</b> = Two suiter;
<b>FIT</b>	= Shows FIT in suit x
<b>SNG</b>	= Singleton or Void in x; <b>VOID</b> = Void in x;
<b>ART</b>	= Artificial bid; <b>SPL</b> = Splinter; <b>TRF</b> = Transfer
<b>ST?</b>	= Asks for stop in x; <b>ST</b> = Stop in suit x; <b>NST</b> = No stop in suit x
<b>R3L</b>	= Rebids 3 level without major fit
<b>CTS</b>	= Continuations after 2 suiters
<b>C2F</b>	= Continuations after raise to 2 of partners major
<b>C2I</b>	= Continuations after game invitational bid at 2 level
<b>CNF</b>	= Continuations after 2NT invitational+ raise of partners major
<b>CND</b>	= Continuations after 2NT Distributional Invite for Game
<b>C3F</b>	= Continuations after 3 level raise of partners major
<b>C3L</b>	= Continuations after 3 level stopper and 3NT
<b>SSPL</b>	= Smart Splinters – responses/continuations by hands with limited HCP
<b>REL</b>	= ask for distribution or/and strength;
<b>Hi</b>	= Highest <b>SNG</b> or in partner's <b>M</b> , if partner bidded <b>M</b> .
<b>Mi</b>	= Middle <b>SNG</b> , depends of <b>Hi</b> and <b>Lo</b> .
<b>Lo</b>	= Lowest <b>SNG</b> or in <b>Om</b> , if partner bidded <b>m</b> .
<b>PHOENIX</b>	= Method of Handling Opponents Intervention
<b>DBL</b>	= Double; <b>RDBL</b> = Redouble; <b>T/O</b> = Take Out Double; <b>PEN</b> = Penalty Double
<b>OPN</b>	= Opener; <b>RESP</b> ; = Responder; <b>PD</b> = Partner;
☺	= Good Suit (CHHxx+ or CHxxxx+)
☹	= Not a good suit
➡	= Bidding goes over to partner
➔	= Developments?
♣*	= Preempt

# OPENINGS

1♣ = (10)11-22(23) HCP, 2+♣

Distributions included : a) Balanced (11)12-13(14) HCP ⇒ 4333, 4432, 5m332, 5M⊕332  
 b) Balanced (17)18-22(23) HCP ⇒ 4333, 4432, 5m332, 5M⊕332  
 c) One-suited (10)11-22(23) HCP ⇒ 6+♣  
 d) Two-suited (10)11-22(23) HCP ⇒ 5+♣-4+  
 e) Three-suited (10)11-22(23) HCP ⇒ 4♣-4-4-1♦

1♦ = (10)11-22(23) HCP, 4+♦

Distributions included : a) One-suited (10)11-22(23) HCP ⇒ 6+♦  
 b) Two-suited (10)11-22(23) HCP ⇒ 5+♦-4+  
 c) Three-suited (10)11-22(23) HCP ⇒ 4♦-4-4-1

1♥ = (10)11-22(23) HCP, 5+♥

Distributions included : a) Balanced (10)11-13(14) HCP ⇒ 5♥-3-3-2  
 b) Balanced (17)18-22(23) HCP ⇒ 5♥-3-3-2  
 c) Two-suited (10)11-22(23) HCP ⇒ 5+♥-4+  
 d) One-suited (10)11-22(23) HCP ⇒ 6+♥

1♠ = (10)11-22(23) HCP, 5+♠

Distributions included : a) Balanced (10)11-13(14) HCP ⇒ 5♠-3-3-2  
 b) Balanced (17)18-22(23) HCP ⇒ 5♠-3-3-2  
 c) Two-suited (10)11-22(23) HCP ⇒ 5+♠-4+  
 d) One-suited (10)11-22(23) HCP ⇒ 6+♠

1NT = (14)15-16(17) HCP, **BAL**

Distributions included : ⇒ 4-3-3-3  
 ⇒ 4-4-3-2  
 ⇒ 5m-3-3-2  
 ⇒ 5m⊕-4-2-2  
 ⇒ 6m⊕-3-2-2  
 ⇒ 5M-3-3-2  
 ⇒ 5M⊕-4-2-2  
 ⇒ 4-4-4-H

2♣ = a) (5)6-9(10) HCP, 5+M-4+M

b) FG+, any distribution

2♦ = a) (5)6-9(10) HCP, 5+♥-4+m

b) 13+ HCP, 4- losers, 4♠⊕-6+m⊕

2♥ = a) (5)6-9(10) HCP, 5+♠-4+m

b) 13+ HCP, 4- losers, 4♥⊕-6+m⊕

2♠ = a) (5)6-9(10) HCP, 6+♣⊕

b) 13+ HCP, 4- losers, 5+♥⊕-5+♦⊕

c) 13+ HCP, 4- losers, 5+♥⊕-5+♠⊕

2NT = a) (5)6-9(10) HCP, 5+♣-5+♦

b) 13+ HCP, 4-losers, 6+♥⊕-4♠⊕

c) 13+ HCP, 4-losers, 6+♠⊕-4♥⊕

3♣ = a) (5)6-9(10) HCP, 6+♦⊕

b) 13+ HCP, 4- losers, 5+♣⊕-5+♥⊕

c) 13+ HCP, 4- losers, 5+♣⊕-5+♠⊕

3♦ = a) (5)6-9(10) HCP, 6+♥⊕

b) 13+ HCP, 4- losers, 5+♦⊕-5+♣⊕

c) 13+ HCP, 4- losers, 5+♦⊕-5+♠⊕

3♥ = a) (5)6-9(10) HCP, 6+♠  
b) 13+ HCP, 4- losers, 6+♦-4+♣  
c) 13+ HCP, 4- losers, 6+♣-4+♦

3♠ = AKQxxxx+, any suit, few side values (like Gambling)

3NT = Preempt  
Distributions included : a) 7+♣  
b) 7+♦

4♣ = 4-losers, 6+♥ **S-SOL**

4♦ = 4-losers, 6+♠ **S-SOL**

4♥ = Preempt, 7+♥

4♠ = Preempt, 7+♠

4NT = Preempt, 5+♣-5+♦

5♣ = Preempt, 8+♣

5♦ = Preempt, 8+♦

5♥ = Preempt, 8+♥

5♠ = Preempt, 8+♠

5NT = Preempt, 6+♣-6+♦

# 1♣ OPENING

- 1♣ ⇒ 1♦ = 3+ HCP, 4+♥
- ⇒ 1♥ = 3+ HCP, 4+♠
- ⇒ 1♠ = 3+ HCP, 3-♥/♠
- ⇒ 1NT = 10-12 HCP, INV, 3-♥/♠
- ⇒ 2♣ = 8+ HCP, INV+, 5+♥
- ⇒ 2♦ = 8+ HCP, INV+, 5+♠
- ⇒ 2♥ = 8+ HCP, INV+, 5+♠-4+♥ → CTS
- ⇒ 2♠ = a) 8-11 HCP, INV, 3-♥/♠, UNBAL → C2I  
b) 12-15 HCP, FG, 3-♥/♠, w/o SNG/VOID → C2I  
c) PH = INV, 5+♣-5+♦
- ⇒ 2NT = a) 0-7 HCP 5+♣, ♠<sup>\*</sup>  
b) 0-7 HCP 6+♦, ♠<sup>\*</sup>  
c) 15+ HCP, S/T, w/o SNG/VOID
- ⇒ 3♣ = 12+ HCP, FG+, 1-♠, 3-♥ (PH = INV, 6+♣)
- ⇒ 3♦ = 12+ HCP, FG+, 1-♥, 2-3♠ (PH = INV, 6+♦)
- ⇒ 3♥ = 12+ HCP, FG+, 6+♦, 1-♣, 2-3♥/♠
- ⇒ 3♠ = 12+ HCP, FG+, 6+♣, 1-♦, 2-3♥/♠ → CUE
- ⇒ 3NT = 12-15 HCP, NAT, NF → C3L
- ⇒ 4♣ = 8+ HCP, 5-L, S/T, 7+♥ ☺ → CUE
- ⇒ 4♦ = 8+ HCP, 5-L, S/T, 7+♠ ☺ → CUE
- ⇒ 4♥ = PRE, 7+♥, ♠<sup>\*</sup> → CUE
- ⇒ 4♠ = PRE, 7+♠, ♠<sup>\*</sup> → CUE

1♣ ⇒ 1♦

- 1♣ ⇒ 1♦
- 1♥ = a) 11-14 HCP, BAL, 2-3♥  
b) 10-14 HCP, 5+♣-3♥, 3-♠
- 1♠ = 10-23 HCP, 4+♣-4+♠, 3-♥, F1 → CTS
- 1NT = a) 10-14 HCP, 5+♣-4♥  
b) 14-17 HCP, 5+♣, 3-♥  
c) 20-23 HCP, 3-♥
- 2♣ = 10-14 HCP, 5+♣, 2-♥
- 2♦ = 14-17 HCP, 6+♣ ☺-4+♦ ☺ → CTS
- 2♥ = 11-14 HCP, FIT 4♥, BAL or 4414 → C2F
- 2♠ = 14-17 HCP, 6+♣ ☺-4+♠ ☺ → CTS
- 2NT = 14+ HCP, FIT 4♥, INV+ → CNF
- 3♣ and above = 17-20 HCP, R3L → C3L

- 1♣ ⇒ 1♦
- 1♥ ⇒ 1♠ = 5+HCP, 4♥-4♠, F1
- ⇒ 1NT = 5-10 HCP, NF
- ⇒ 2♣ = 5-10 HCP, 4♥-5+♣ → CTS
- ⇒ 2♦ = 5-10 HCP, 4♥-5+♦ → CTS
- ⇒ 2♥ = 5-10 HCP, 5+♥, NF → SSPL
- ⇒ 2♠ = 10+ HCP, INV+, ART → C2I
- ⇒ 2NT = 8-11 HCP, D-INV → CND
- ⇒ 3♣ and above = 12+ HCP, FG+, R3L → C3L

- 1♣ ⇒ 1♦
- 1♥ ⇒ 1♠
- 1NT = 12-14 HCP, 3-♥, 3-♠
- 2♣ = 10-14 HCP, 5+♣
- 2♦ and above = SSPL

- 1♣ ⇒ 1♦
- 1♥ ⇒ 1♠
- 1NT ⇒ 2♣ = 5-10, 4♥-4♠-1-♦-4+♣, NF → SSPL

⇒ 2♦ = 5-10, 4♥-4♠-4+♦-1-♣, NF → SSPL  
 ⇒ 2♥ = 5-10, 5+♥-4♠, NF → SSPL  
 ⇒ 2♠ = INV+, ART → C2I  
 ⇒ 2NT = 8-11 HCP, D-INV → CND  
 ⇒ 3♣ = 12+ HCP, 4414, FG+ → C3L  
 ⇒ 3♦ = 12+ HCP, 4441, FG+ → C3L  
 ⇒ 3♥ = 12+ HCP, 4405, FG+ → C3L  
 ⇒ 3♠ = 12+ HCP, 4450, FG+ → C3L  
 ⇒ 3NT = NAT → C3L

1♣ ⇒ 1♦  
 1♥ ⇒ 1♠  
 2♣ ⇒ 2♦ = 5-10 HCP, 5+♦, NF → SSPL  
 ⇒ 2♥ = 5-10 HCP, 5+♥, NF → SSPL  
 ⇒ 2♠ = 10+ HCP, INV+, ART → C2I  
 ⇒ 2NT = 8-11 HCP, D-INV → CND  
 ⇒ 3♣ = 12+ HCP, 4414, FG+ → C3L  
 ⇒ 3♦ = 12+ HCP, 4441, FG+ → C3L  
 ⇒ 3♥ = 12+ HCP, 4405, FG+ → C3L  
 ⇒ 3♠ = 12+ HCP, 4450, FG+ → C3L  
 ⇒ 3NT = NAT → C3L

1♣ ⇒ 1♦  
 1♥ ⇒ 1NT  
 2♣ = 10-14 HCP, 5+♣-3♥, NF → SSPL  
 2♦ and above = 12-14 HCP, SSPL

1♣ ⇒ 1♦  
 1NT ⇒ 2♣ = 3-8 HCP  
 ⇒ 2♦ = 9(8)+ HCP, FG vs 15(14)+ HCP  
 ⇒ 2♥ = 3-8 HCP, 5+♥  
 ⇒ 2♠ = 3-8 HCP, 4♥-5+♦-1-♣ → CTS  
 ⇒ 2NT and above = 6-8 HCP, SSPL

1♣ ⇒ 1♦  
 1NT ⇒ 2♣  
 2♦ = 14-17 HCP, 5+♣-3♥ → C2I  
 2♥ = 10-14 HCP, 5+♣-4♥, S/O → C2F  
 2♠ = 14-17 HCP, 6+♣☺, D-INV → C2I  
 2NT = 14-17 HCP, 6+♣-5+♦, D-INV → CTS  
 3♣ and above = 20-23, R3L → C3L

1♣ ⇒ 1♦  
 1NT ⇒ 2♦  
 2♥ = 10-14 HCP, 5+♣-4♥ → C2F  
 2♠ = 20-23 HCP → 2NT auto → R3L  
 2NT = 12-14 HCP, 5+♣-4♥, D-INV → C2F  
 3♣ and above = 14-17, R3L → C3L

1♣ ⇒ 1♦  
 1NT ⇒ 2♥  
 2♠ = 10-14, 5+♣-4♥, D-INV → C2F  
 2NT = 14-17, D-INV, include FIT 3♥ → CND  
 3♣ and above = 20-23, R3L → C3L

1♣ ⇒ 1♦  
 2♣ ⇒ 2♦ = 3-10 HCP, 5+♦, NF → SSPL  
 ⇒ 2♥ = 3-10 HCP, 5+♥, NF → SSPL  
 ⇒ 2♠ = INV+, ART → C2I  
 ⇒ 2NT = 8-11 HCP, D-INV → CND  
 ⇒ 3♣ and above = 12+ HCP, FG+, R3L → C3L

1♣ ⇒ 1♥

1♣ ⇒ 1♥  
 1♠ = a) 11-14 HCP, BAL, 2-3♠  
 b) 10-14 HCP, 5+♣-3♠



1NT = a) 10-14+ HCP, 5+♣-4♠  
       b) 14-17 HCP, 5+♣, 3-♠  
       c) 20-23 HCP, 3-♠  
 2♣ = 10-14 HCP, 5+♣, 2-♠  
 2♦ = 14-17 HCP, 6+♣⊙-4♦⊙ → CTS  
 2♥ = 14-17 HCP, 6+♣⊙-4+♥⊙ → CTS  
 2♠ = 11-14 HCP, FIT 4♠, BAL or 4414 → C2F  
 2NT = 14+ HCP, FIT 4♠, INV+ → CNF  
 3♣ and above = 17-20 HCP, R3L → C3L

1♣ ⇒ 1♥  
 1♠ ⇒ 1NT = 5-10 HCP, NF  
       ⇒ 2♣ = 5-10 HCP, NF, 4♠-5+♣ → SSPL  
       ⇒ 2♦ = a) 3-10 HCP, 4♠-5+♦  
               b) 10+ HCP, INV+  
       ⇒ 2♥ = 3-10 HCP, NF, 5+♠-4+♥ → SSPL  
       ⇒ 2♠ = 3-10 HCP, 5+♠, NF → SSPL  
       ⇒ 2NT = 8-11 HCP, D-INV → CND  
       ⇒ 3♣ and above: FG+, R3L → C3L

1♣ ⇒ 1♥  
 1♠ ⇒ 1NT  
 2♣ = 10-12 HCP, 5+♣-3♠, NF → SSPL  
 2♦ and above = 12-14 HCP, SSPL

1♣ ⇒ 1♥  
 1♠ ⇒ 2♦  
 2♥ = 11-12 HCP, BAL → C2I (but 3♦ = S/O)  
 2♠ = 10-12 HCP, 5+♣-3♠ → C2I (but 3♦ = S/O)  
 2NT = 12-14 HCP, FG vs. INV+, 2♠ → C2I (but 3♦ = S/O)  
 3♣ = 12-14 HCP, FG vs. INV+, 5+♣-3♠ → C2I (but 3♦ = S/O)  
 3♦ = 12-14 HCP, FG vs. INV+, BAL, 3♠ → C2I

1♣ ⇒ 1♥  
 1NT ⇒ 2♣ = 3-8 HCP  
       ⇒ 2♦ = 9(8)+ HCP, FG vs 15(14)+ HCP  
       ⇒ 2♥ = 3-8 HCP, 5+♠-4+♥ → CTS  
       ⇒ 2♠ = 3-8 HCP, 5+♠  
       ⇒ 2NT and above = 6-8 HCP, SSPL

1♣ ⇒ 1♥  
 1NT ⇒ 2♣  
 2♦ = 14-17 HCP, 5+♣-3♠, D-INV → C2I  
 2♥ = 14-17 HCP, 6+♣⊙, D-INV → C2I  
 2♠ = 10-14 HCP, 5+♣-4♠ → C2F  
 2NT = 14-17 HCP, 6+♣-5+♦, D-INV → CTS  
 3♣ and above = 20-23, R3L → C3L

1♣ ⇒ 1♥  
 1NT ⇒ 2♦  
 2♥ = 20-23, w/o FIT → 2♠ auto → 2NT and above = 20-23, R3L  
 2♠ = 10-14 HCP, 5+♣-4♠ → C2F  
 2NT = 12-14 HCP, 5+♣-4♠, D-INV → C2F  
 3♣ and above = 14-17, FG, R3L → C3L

1♣ ⇒ 1♥  
 1NT ⇒ 2♠  
 2NT = 14-17 HCP, D-INV include FIT 3♠ → CND  
 3♣ and above = 20-23, R3L → C3L

1♣ ⇒ 1♥  
 2♣ ⇒ 2♦ = a) 3-10 HCP, 4♠-5+♦  
               b) 10+ HCP, INV+  
       ⇒ 2♥ = 3-10 HCP, 5+♠-4+♥, NF  
       ⇒ 2♠ = 3-10 HCP, 5+♠, NF  
       ⇒ 2NT = 8-11 HCP, D-INV → CND  
       ⇒ 3♣ and above = FG+, R3L

1♣ ⇒ 1♥  
 2♣ ⇒ 2♦  
 2♥ = 10-12 HCP, 1-♠ → C2I (but 3♦ = S/O)  
 2♠ = 10-12 HCP, 2♠ → C2I (but 3♦ = S/O)  
 2NT = 12-14 HCP, FG vs. INV+, 1-♠ → C2I (but 3♦ = S/O)  
 3♣ = 12-14 HCP, FG vs. INV+, 1-♠ → C2I (but 3♦ = S/O)  
 3♦ = 12-14 HCP, FG vs. INV+, 2♠ → C2I  
 3♥ and above = SSPL

1♣ ⇒ 1♠

1♣ ⇒ 1♠  
 1NT = a) 11-14 HCP, BAL  
       = b) 11-14 HCP, 4414  
 2♣ = 10-14 HCP, 5+♣  
 2♦ = a) 15(14)-17 HCP  
       b) 21(20)-23 HCP  
 2♥ = 14-17 HCP, 6+♣-4♥ → CTS  
 2♠ = 14-17 HCP, 6+♣-4♠ → CTS  
 2NT and above = 17-20 HCP, R3L → C3L

1♣ ⇒ 1♠  
 1NT ⇒ 2♣ = 5-10 HCP, 4+♣-4♦, NF  
       ⇒ 2♦ = 3-10 HCP, 5+♦, NF  
       ⇒ 2♥ = 10+HCP, INV+, better ♥ than ♠ → C2I  
       ⇒ 2♠ = 10+HCP, INV+, better ♠ than ♥ → C2I  
       ⇒ 2NT = 8-10 HCP, D-INV, 6+♣ → C3L  
       ⇒ 3♣ = 8-10 HCP, D-INV, 5+m-4+m → CTS  
       ⇒ 3♦ = 8-10 HCP, D-INV, 6+♦ → C3L  
       ⇒ 3♥ = FG+, 1TH♠ → C3L  
       ⇒ 3♠ = FG+, 1TH♥ → C3L  
       ⇒ 3NT = NAT → C3L

1♣ ⇒ 1♠  
 2♣ ⇒ 2♦ = 3-10 HCP, 5+♦ → SSPL  
       ⇒ 2♥ = 10+HCP, INV+, better ♥ than ♠ → C2I  
       ⇒ 2♠ = 10+HCP, INV+, better ♠ than ♥ → C2I  
       ⇒ 2NT and above = SSPL

1♣ ⇒ 1♠  
 2♦ ⇒ 2♥ = 9(8)+ HCP, FG+  
       ⇒ 2♠ = 3-8 HCP  
       ⇒ 2NT and above = 6-8 HCP, SSPL

1♣ ⇒ 1♠  
 2♦ ⇒ 2♥  
 2♠ = 21(20)-23 HCP → 2NT auto → R3L → C3L  
 2NT and above = 15(14)-17 HCP, FG, R3L → C3L

1♣ ⇒ 1♠  
 2♦ ⇒ 2♠  
 2NT = 15(14)-17 HCP → SSPL  
 3♣ and above = 21(20)-23 HCP, FG, R3L → C3L

1♣ ⇒ 1NT

1♣ ⇒ 1NT  
 2♣ = 10-13 HCP, NF, 5+♣ → SSPL  
 2♦ = a) 14(13)-16(17) HCP  
       b) 20(19)-23 HCP  
 2♥ = 11-13 HCP, 6+♣-4♥, D-INV → CTS  
 2♠ = 11-13 HCP, 6+♣-4♠, D-INV → CTS  
 2NT and above = 17(16)-19(20) HCP, R3L → C3L

1♣ ⇒ 1NT  
 2♦ ⇒ 2♥ auto  
 2♠ = 21(20)-23 HCP → 2NT auto → R3L → C3L  
 2NT and above = 15(14)-17 HCP, FG, R3L → C3L

1♣ ⇒ 2♣

1♣ ⇒ 2♣  
 2♦ = a) 10-13, 1-♥  
       b) 16+ HCP, w/o FIT ♥  
 2♥ = 10-13 HCP, 2+♥  
 2♠ = 13-16 HCP, FG, 5+♣-4♣, 2-♥ → CTS  
 2NT = 12+ HCP, INV+, FIT 3+♥ → CNF  
 3♣ and above = (13)14-15(16) HCP, FG, R3L → C3L

1♣ ⇒ 2♣  
 2♦ ⇒ 2♥ = 8-11 HCP, NF, 6+♥  
       ⇒ 2♠ = 8+ HCP, INV+, 5+♥-4♣ → CTS  
       ⇒ 2NT = 8-11 HCP, D-INV  
       ⇒ 3♣ and above = 12+ HCP, FG+, R3L → C3L

1♣ ⇒ 2♣  
 2♦ ⇒ 2♥  
 2♠ = 16+ HCP, 5+♣-4♣ → CTS  
 2NT = 11-13 HCP, D-INV  
 3♣ and above = 16+ HCP, FG+, R3L

1♣ ⇒ 2♣  
 2♥ ⇒ 2♠ = 8+ HCP, 5+♥-4♣ → CTS  
       ⇒ 2NT = 8-11 HCP, D-INV  
       ⇒ 3♣ and above = 12+ HCP, FG+, R3L → C3L

1♣ ⇒ 2♦

1♣ ⇒ 2♦  
 2♥ = a) 10-13, 1-♠  
       b) 16+ HCP, w/o FIT ♠  
 2♠ = 10-13 HCP, 2+♠  
 2NT = 12+ HCP, INV+, FIT 3+♠ → CNF  
 3♣ and above = (13)14-15(16) HCP, FG, R3L

1♣ ⇒ 2♦  
 2♥ ⇒ 2♠ = 8-11 HCP, NF, 6+♠  
       ⇒ 2NT = 8-11 HCP, D-INV  
       ⇒ 3♣ and above = 12+ HCP, FG+, R3L

1♣ ⇒ 2♦  
 2♥ ⇒ 2♠  
 2NT = 11-13 HCP, D-INV  
 3♣ and above = 16+ HCP, FG+, R3L, C3L

1♣ ⇒ 2♦  
 2♠ ⇒ 2NT = 8-11 HCP, D-INV  
       ⇒ 3♣ and above = 12+ HCP, FG+, R3L → C3L

1♣ ⇒ 2♠

1♣ ⇒ 2♠  
 2NT = 10-13 HCP → C2I

3♣ and above = 14(13)+ HCP, FG+, R3L

1♣ ⇔ 2NT

1♣ ⇔ 2NT  
3♣ = 9-17 HCP, S/O vs PRE  
3♦ and above = 17+ HCP, FG+ vs PRE, R3L(SNG/VOID with any OPN suit)

1♣ ⇔ 2NT  
3♣ ⇔ Pass = PRE, 6+♣  
3♦ = PRE, 6+♦  
3♥ = 15+ HCP, S/T, 5+♣, w/o SNG/VOID → C3L  
3♠ = 15+ HCP, S/T, 5+♦, w/o SNG/VOID → C3L  
3NT = 15+ HCP, S/T, w/o SNG/VOID → C3L  
4♣ = 15+ HCP, S/T, Trump ♣, w/o SNG/VOID → CUE  
4♦ = 15+ HCP, S/T, Trump ♦, w/o SNG/VOID → CUE

1♣ ⇔ 3♣

1♣ ⇔ 3♣  
3♦ = REL, w/o S/T  
3♥ = S/T, 3+♣  
3♠ = S/T, 3+♦  
3NT = NF → C3L  
4♣ = S/T, Trump ♣ → CUE  
4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♣  
3♦ ⇔ 3♥ = S/T, 5+♣ → C3L  
3♠ = S/T, 5+♦ → C3L  
3NT = NF → C3L

1♣ ⇔ 3♣  
3♦ ⇔ 3♥  
3♠ = 4+♦  
3NT = NF, 2♣, 3♦ → C3L  
4♣ = S/T, Trump ♣ → CUE  
4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♣  
3♦ ⇔ 3♥  
3♠ ⇔ 3NT = NF → C3L  
4♣ = S/T, Trump ♣ → CUE  
4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♣  
3♦ ⇔ 3♠  
3NT = NF → C3L  
4♣ = S/T, Trump ♣ → CUE  
4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♣  
3♦ ⇔ 3♠  
3NT ⇔ 4♣ = S/T, Trump ♣ → CUE  
4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♣  
3♥ ⇔ 3♠ = S/T, 5+♦  
3NT = NF → C3L  
4♣ = S/T, Trump ♣ → CUE  
4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♣  
3♥ ⇔ 3♠

3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♣  
 3♠ ⇔ 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♦

1♣ ⇔ 3♦  
 3♥ = a) REL, w/o S/T  
       b) S/T, 3+♣  
 3♠ = S/T, 3+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♦  
 3♥ ⇔ 3♠ = S/T, 5+♦  
       3NT = NF → C3L  
       4♣ = S/T, Trump ♣ → CUE  
       4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♦  
 3♥ ⇔ 3♠  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♦  
 3♠ ⇔ 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♥

1♣ ⇔ 3♥  
 3♠ = S/T  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♥  
 3♠ ⇔ 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

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## INTERFERENCE OVER 1♣ OPENING = Phoenix

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# 1♦ OPENING

- 1♦ ⇒ 1♥ = 3+HCP, 4(3)+♥  
 ⇒ 1♠ = 3+HCP, 4(3)+♠  
 ⇒ 1NT = 5-11 HCP, NAT, NF  
 ⇒ 2♣ = 8+ HCP, INV+, 5+♥  
 ⇒ 2♦ = 8+ HCP, INV+, 5+♠  
 ⇒ 2♥ = 8+ HCP, INV+, 5+♠-4+♥ → CTS  
 ⇒ 2♠ = 8+HCP, INV+, 3-♥, 3-♠ (PH = INV, 5+♣-5+♦)  
 ⇒ 2NT = a) 0-7 HCP 4+♦, ♠  
           b) 0-7 HCP 6+♣, ♠  
           b) S/T, w/o SNG/VOID  
 ⇒ 3♣ = FG+, 1-♠, 3-♥ (PH = INV, 6+♣)  
 ⇒ 3♦ = FG+, 1-♥, 3-♠ (PH = INV, 6+♦)  
 ⇒ 3♥ = FG+, 6+♣, 1-♦, 2-3♥/♠  
 ⇒ 3♠ = FG+, 6+♦, 1-♣, 2-3♥/♠ → CUE  
 ⇒ 3NT = 12-15 HCP, NAT, NF → C3L  
 ⇒ 4♣ = 8+ HCP, 5-L, S/T, 7+♥ ☺ → CUE  
 ⇒ 4♦ = 8+ HCP, 5-L, S/T, 7+♠ ☺ → CUE  
 ⇒ 4♥ = PRE, 7+♥, ♠ → CUE  
 ⇒ 4♠ = PRE, 7+♠, ♠ → CUE

1♦ ⇒ 1♥

- 1♦ ⇒ 1♥  
 1♠ = 10-23 HCP, 4+♦-4+♠, F1 → CTS  
 1NT = a) 10-14 HCP, 5+♦-2-♥  
       b) 14-17 HCP, w/o FIT/4+♠  
       c) 20-23 HCP, w/o FIT/4+♠  
 2♣ = 10-14 HCP, 5+♦-4+♣ → CTS  
 2♦ = 10-14 HCP, 5+♦-3♥ → R3L  
 2♥ = 10-14 HCP, FIT 4♥ → C2F  
 2♠ = 14-17 HCP, 6+♦ ☺-4♠ ☺ → CTS  
 2NT = 14+ HCP, INV+, FIT 4+♥ → CNF  
 3♣ and above = 17-20 HCP, FG, R3L

- 1♦ ⇒ 1♥  
 1NT ⇒ 2♣ = 9(8)+ HCP, FG vs 15+ HCP  
 ⇒ 2♦ = 3-8 HCP, 2+♥  
 ⇒ 2♥ = 3-8 HCP, 5+♥  
 ⇒ 2♠ = 3-8 HCP, 4♥, 1-♦, 5+♣ → CTS  
 ⇒ 2NT and above = 6-8 HCP, SSPL

- 1♦ ⇒ 1♥  
 1NT ⇒ 2♣  
 2♦ = 10-14 HCP, 5+♦-2-♥ → R3L  
 2♥ = 14-17 HCP, 5+♦-3♥ → C2I  
 2♠ = 20-23 HCP → 2NT auto → R3L  
 2NT = 12-14 HCP, D-INV → CND  
 3♣ and above = 14-17 HCP, FG, R3L

- 1♦ ⇒ 1♥  
 1NT ⇒ 2♦  
 2♥ = 14-17 HCP, 5+♦-3♥, D-INV → C2I  
 2♠ = 14-17 HCP, 6+♦ ☺, D-INV → C2I

2NT = 14-17 HCP, 5+♦-5+♣, **D-INV** → CTS  
 3♣ and above = 20-23 HCP, **FG, R3L** → C3L

1♦ ⇒ 1♥  
 1NT ⇒ 2♥

2♠ = 14-17 HCP, 6+♦☺, **D-INV** → C2I  
 2NT = 14-17 HCP, **D-INV** include **FIT 3♥** → CND  
 3♣ and above = 20-23 HCP, **FG, R3L**

1♦ ⇒ 1♠

1♦ ⇒ 1♠  
 1NT = a) 10-14 HCP, 5+♦-2-♠  
       b) 14-17 HCP, w/o **FIT**  
       c) 20-23 HCP, w/o **FIT**  
 2♣ = 10-14 HCP, 4+♦-4+♣ → CTS  
 2♦ = 10-14 HCP, 5+♦-3♠ → R3L  
 2♥ = 14-17 HCP, 6+♦☺-4♥☺ → CTS  
 2♠ = 10-14 HCP, **FIT 4♠** → C2F  
 2NT = 14+ HCP, **FIT 4+♠** → CNF  
 3♣ and above = 17-20 HCP, **FG, R3L**

1♦ ⇒ 1♠  
 1NT ⇒ 2♣ = 9(8)+ HCP, **FG** vs 15+ HCP  
       ⇒ 2♦ = 3-8 HCP, 2+♦  
       ⇒ 2♥ = 3-8 HCP, 5+♠-4+♥ → CTS  
       ⇒ 2♠ = 3-8 HCP, 5+♠  
       ⇒ 2NT and above = 6-8 HCP, **SSPL** (but 3♣ = 3-8 HCP, 4♠, 1-♦, 5+♣ → CTS)

1♦ ⇒ 1♠  
 1NT ⇒ 2♣  
 2♦ = 10-14 HCP, 5+♦, 2-♠ → R3L  
 2♥ = 20-23 HCP → 2♠ auto → R3L  
 2♠ = 14-17 HCP, **FG**, 5+♦-3♠ → R3L  
 2NT = 12-14 HCP, **D-INV**  
 3♣ and above = 14-17HCP, **FG, R3L**

1♦ ⇒ 1♠  
 1NT ⇒ 2♦  
 2♥ = 14-17 HCP, 6+♦☺, **D-INV** → C2I  
 2♠ = 14-17 HCP, 5+♦-3♠, **D-INV** → C2I  
 2NT = 14-17 HCP, 5+♦-5+♣, **D-INV** → CTS  
 3♣ and above = 20-23 HCP, **FG, R3L**

1♦ ⇒ 1♠  
 1NT ⇒ 2♠  
 2NT = 14-17 HCP, **D-INV** include **FIT 3♠** → CND  
 3♣ and above = 20-23HCP, **FG, R3L**

1♦ ⇒ INT

1♦ ⇒ INT  
 2♣ = a) 14-17 HCP  
 b) 20-23 HCP  
 2♦ = 10-14 HCP, 5+♦, NF → SSPL  
 2♥ = 14-17 HCP, 6+♦⊖-4♥⊖ → CTS  
 2♠ = 14-17 HCP, 6+♦⊖-4♠⊖ → CTS  
 2NT and above = 17-20 HCP, FG, R3L

1♦ ⇒ INT  
 2♣ ⇒ 2♦ = MIN, 2+♦  
 ⇒ 2♥ = MAX  
 ⇒ 2♠ = MIN, 6+♣, 1-♦ → C2I  
 ⇒ 2NT and above = MIN, SSPL

1♦ ⇒ INT  
 2♣ ⇒ 2♦  
 2♥ = 14-17 HCP, 5+♦⊖-5+♣⊖, D-INV → CTS  
 2♠ = 14-17 HCP, 6+♦⊖, D-INV, → C2I  
 2nt and above = 20-23 HCP, FG, R3L

1♦ ⇒ INT  
 2♣ ⇒ 2♥  
 2♠ = 20-23 HCP → 2NT auto → R3L  
 2NT and above = 14-17 HCP, FG, R3L

1♦ ⇒ 2♣

1♦ ⇒ 2♣  
 2♦ = a) 10-13, 1-♥  
 b) 16+ HCP  
 2♥ = 10-13 HCP, 2+♥  
 2♠ = 14(13)+ HCP, FG, 5+♦-4♠, 2-♥ → CTS  
 2NT = 12+ HCP, INV+, FIT 3+♥ → CNF  
 3♣ and above = (13)14-15(16) HCP, FG, R3L

1♦ ⇒ 2♣  
 2♦ ⇒ 2♥ = 8-11 HCP, NF, 6+♥  
 ⇒ 2♠ = 8+ HCP, INV+, 5+♥-4♠ → CTS  
 ⇒ 2NT = 8-11 HCP, D-INV  
 ⇒ 3♣ and above = 12+ HCP, R3L

1♦ ⇒ 2♣  
 2♦ ⇒ 2♥  
 2♠ = 16+ HCP, 5+♦-4♠ → CTS  
 2NT = 11-13 HCP, D-INV  
 3♣ and above = 16+ HCP, R3L

1♣ ⇒ 2♣  
 2♥ ⇒ 2♠ = 8+ HCP, 5+♥-4♠ → CTS  
 ⇒ 2NT = 8-11 HCP, D-INV  
 ⇒ 3♣ and above = 12+ HCP, FG+, R3L

1♦ ⇒ 2♦



1♦ ⇒ 2♦  
 2♥ = a) 10-13, 1-♠  
       b) 16+ HCP  
 2♠ = 10-13 HCP, 2+♣  
 2NT = 12+ HCP, **INV+**, **FIT 3+♠** → **CNF**  
 3♣ and above = (13)14-15(16) HCP, **FG**, **R3L**

1♦ ⇒ 2♦  
 2♥ ⇒ 2♠ = 8-11 HCP, **NF**, 6+♣  
       ⇒ 2NT = 8-11 HCP, **D-INV**  
       ⇒ 3♣ and above = 12+ HCP, **FG+**, **R3L**

1♦ ⇒ 2♦  
 2♥ ⇒ 2♠  
 2NT = 11-13 HCP, **D-INV**  
 3♣ and above = 16+ HCP, **R3L**

1♦ ⇒ 2♦  
 2♠ ⇒ 2NT = 8-11 HCP, **D-INV**  
       ⇒ 3♣ and above = 12+ HCP, **FG+**, **R3L**

1♦ ⇒ 2♠

1♦ ⇒ 2♠  
 2NT = 11-13 HCP → **C2I**  
 3♣ and above = 14(13)+ HCP, **FG+**, **R3L** (**SNG/VOID** any **OPN** suit)

1♦ ⇒ 2NT

1♦ ⇒ 2NT  
 3♣ = 10-17 HCP, **S/O** vs **PRE**  
 3♦ and above = 17+ HCP, **FG+** vs **PRE**, **R3L** (**SNG/VOID** any **OPN** suit)

1♦ ⇒ 2NT  
 3♣ ⇒ Pass = **PRE**, 6+♣  
       3♦ = **PRE**, 3+♦  
       3♥ = 15+ HCP, **S/T**, 5+♣, w/o **SNG/VOID** → **C3L**  
       3♠ = 15+ HCP, **S/T**, 4+♦, w/o **SNG/VOID** → **C3L**  
       3NT = 15+ HCP, **S/T**, w/o **SNG/VOID** → **C3L**  
       4♣ = 15+ HCP, **S/T**, Trump ♣, w/o **SNG/VOID** → **CUE**  
       4♦ = 15+ HCP, **S/T**, Trump ♦, w/o **SNG/VOID** → **CUE**

1♦ ⇒ 3♣

1♦ ⇒ 3♣  
 3♦ = **REL**, w/o **S/T**  
 3♥ = **S/T**, 4+♣  
 3♠ = **S/T**, 3+♦, 3-♣  
 3NT = **NF** → **C3L**  
 4♣ = **S/T**, Trump ♣ → **CUE**  
 4♦ = **S/T**, Trump ♦ → **CUE**

1♦ ⇒ 3♣  
 3♦ ⇒ 3♥ = **S/T**, 6+♣, 3-♦  
       3♠ = **S/T**, 4+♦  
       3NT = **NF** → **C3L**

1♦ ⇒ 3♣  
 3♦ ⇒ 3♥

3♠ = 5+♦  
 3NT = NF, 2-♣, 4♦ → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♦ ⇔ 3♣  
 3♦ ⇔ 3♥  
 3♠ ⇔ 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♦ ⇔ 3♣  
 3♦ ⇔ 3♠  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♦ ⇔ 3♣  
 3♦ ⇔ 3♠  
 3NT ⇔ 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♦ ⇔ 3♣  
 3♥ ⇔ 3♠ = S/T, 4+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♦ ⇔ 3♣  
 3♥ ⇔ 3♠  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♦ ⇔ 3♣  
 3♠ ⇔ 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♦ ⇔ 3♦

1♦ ⇔ 3♦  
 3♥ = a) REL, w/o S/T  
           b) S/T, 4+♣  
 3♠ = S/T, 3+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♦  
 3♥ ⇔ 3♠ = S/T, 5+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♦  
 3♥ ⇔ 3♠  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♣ ⇔ 3♦  
 3♠ ⇔ 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♦ ⇒ 3♥

1♦ ⇒ 3♥

3♠ = S/T

3NT = NF → C3L

4♣ = S/T, Trump ♣ → CUE

4♦ = S/T, Trump ♦ → CUE

1♣ ⇒ 3♥

3♠ ⇒ 3NT = NF → C3L

4♣ = S/T, Trump ♣ → CUE

4♦ = S/T, Trump ♦ → CUE

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## INTERFERENCE OVER 1♦ OPENING = Phoenix

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# 1♥ OPENING

- 1♥ ⇒ 1♠ = 3+ HCP, F1, 4+♠  
 ⇒ 1NT = 5-10 HCP, NF  
 ⇒ 2♣ = 5+ HCP, F1, 5+♠  
 ⇒ 2♦ = 8+ HCP, INV+, 2-♥, 3-♠ (PH = MAX Pass, FIT ♥)  
 ⇒ 2♥ = 6-10 HCP, FIT 3+♥ → C2F (PH = MIN Pass, FIT ♥)  
 ⇒ 2♠ = a) 8-11 HCP, INV, 2-♥, 3-♠, UNBAL  
           b) 16+ HCP, S/T, 2♥, 2-3♠, w/o SNG/VOID  
           c) PH = INV, 5+♣-5+♦  
 ⇒ 2NT = 10+ HCP, INV+, FIT 3+♥ → CNF  
 ⇒ 3♣ = 12+ HCP, FG+, 1-♥, 3-♠ (PH = INV, 6+♣)  
 ⇒ 3♦ = 12+ HCP, FG+, 1-♠, 2♥ (PH = INV, 6+♦)  
 ⇒ 3♥ = 0-7 HCP, FIT 4+♥, ♠\* → C3F  
 ⇒ 3♠ = a) 12+ HCP, FG+, 7+♣, 1-♦, 2♥, 2-3♠  
           b) 12+ HCP, FG+, 7+♦, 1-♣, 2♥, 2-3♠  
 ⇒ 3NT = FG+, FIT 4+♥, TRF SPL ♣ → CUE  
 ⇒ 4♣ = FG+, FIT 4+♥, TRF SPL ♦ → CUE  
 ⇒ 4♦ = FG+, FIT 4+♥, TRF SPL ♠ → CUE  
 ⇒ 4♥ = 0-9 HCP, FIT 4+♥, ♠\* → CUE  
 ⇒ 4♠ = PRE, 7+♠, ♠\* → CUE

1♥ ⇒ 1♠

- 1♥ ⇒ 1♠  
 1NT = 11-14 HCP, NAT  
 2♣ = a) 10-14 HCP, 5+♥-4+♣, w/o FIT ♠  
           b) 15(14)-17 HCP, w/o FIT ♠  
           c) 21(20)-23 HCP, w/o FIT ♠  
 2♦ = 10-14 HCP, 5+♥-4+♦, NF → CTS  
 2♥ = 10-14 HCP, 6+♥, NF → R3L  
 2♠ = 10-14 HCP, 5+♥-4♠ → C2F  
 2NT = 14+ HCP, FIT 4+♠, INV+ → CNF  
 3♣ and above = 18(17)-20 HCP, FG, R3L

- 1♥ ⇒ 1♠  
 1NT ⇒ 2♣ = a) 3-10 HCP, 4♠-5+♣  
           b) 10+ HCP, INV+, ART  
 ⇒ 2♦ = 3-10 HCP, 4♠-5+♦, NF → CTS  
 ⇒ 2♥ = 3-10 HCP, 2+♥, NF → C2F  
 ⇒ 2♠ = 3-10 HCP, 5+♠, NF → C2F  
 ⇒ 2NT = 8-11 HCP, D-INV → CND  
 ⇒ 3♣ and above = 12+ HCP, FG, R3L

- 1♥ ⇒ 1♠  
 1NT ⇒ 2♣  
 2♦ = MAX → C2I (3♣ = S/O)  
 2♥ = MIN → C2I (3♣ = S/O)  
 2♠ = MIN, 3♠ → C2I (3♣ = S/O)

- 1♥ ⇒ 1♠  
 2♣ ⇒ 2♦ = 9(8)+ HCP, FG vs 15+ HCP  
 ⇒ 2♥ = 3-8 HCP, 2+♥  
 ⇒ 2♠ = 3-8 HCP, 5+♠, 1-♥  
 ⇒ 2NT = 3-8 HCP, 4♠-4+♦-4+♣-1-♥ → CTS  
 ⇒ 3♣ = 3-8 HCP, 4♠-6+♣ → CTS  
 ⇒ 3♦ = 3-8 HCP, 4♠-6+♦ → CTS

⇒ 3♥ and above: 6-8 HCP, SSPL

1♥ ⇒ 1♠  
2♣ ⇒ 2♦  
2♥ = 10-14 HCP, 5+♥-4+♣ → CTS  
2♠ = 20-23 HCP → 2NT auto → R3L  
2NT = 12-14 HCP, 5+♥-4+♣, D-INV  
3♣ and above = 14-17 HCP, FG, R3L

1♥ ⇒ 1♠  
2♣ ⇒ 2♥  
2♠ = 14-17 HCP, 5+♥-3♠, D-INV  
2NT = 14-17 HCP, D-INV  
3♣ and above = 20-23 HCP, FG, R3L

1♥ ⇒ 1♠  
2♣ ⇒ 2♠  
2NT = 14-17 HCP, D-INV include FIT 3♠ → CND  
3♣ and above = 20-23 HCP, FG, R3L

1♥ ⇒ INT

1♥ ⇒ INT
2♣ = a) 10-14 HCP, 5+♥-4+♣ b) 15(14)-17 HCP c) 21(20)-23 HCP
2♦ = 10-14 HCP, 5+♥-4+♦, NF → CTS
2♥ = 10-14 HCP, 6+♥, NF → C2F (2NT = S/O, PUP)
2♠ = 14-17 HCP, 6+♥-4♠ → CTS
2NT and above = 18(17)-20 HCP, FG, R3L

1♥ ⇒ INT  
2♣ ⇒ 2♦ = 9(8)-10 HCP, FG vs 15+ HCP  
⇒ 2♥ = 3-8 HCP, 2+♥  
⇒ 2♠ = 3-8 HCP, 1-♥  
⇒ 2NT = 3-8 HCP, 5+♣-5+♦ → CTS  
⇒ 3♣ = 3-8 HCP, 6+♣ → C3L  
⇒ 3♦ = 3-8 HCP, 6+♦ → C3L  
⇒ 3♥ and above: 6-8 HCP, SSPL

1♥ ⇒ INT  
2♣ ⇒ 2♦  
2♥ = 10-14 HCP, 5+♥-4+♣, NF → CTS  
2♠ = 20-23 HCP → 2NT auto → R3L  
2NT = 12-14 HCP, 5+♥-4+♣, D-INV → CTS  
3♣ and above = 14-17 HCP, FG, R3L

1♥ ⇒ INT  
2♣ ⇒ 2♥  
2♠ = 14-17 HCP, 6+♥, D-INV → C2F  
2NT = 14-17 HCP, D-INV → CND  
3♣ and above = 20-23 HCP, FG, R3L

1♥ ⇒ INT  
2♣ ⇒ 2♠  
2NT = 14-17 HCP, D-INV → CND  
3♣ and above = 20-23 HCP, FG, R3L

1♥ ⇒ 2♣

1♥ ⇒ 2♣
2♦ = a) 15(14)-17 HCP, w/o FIT b) 21(20)-23 HCP, w/o FIT
2♥ = 10-14 HCP, NF, PREF ♥

2♠ = 10-14 HCP, 2+♠, NF  
 2NT = 14+ HCP, FIT 3+♠, INV+ → CNF  
 3♣ and above = 18(17)-20 HCP, FG, R3L

1♥ ⇒ 2♣  
 2♦ ⇒ 2♥ = 3-9 HCP, 2♥  
 ⇒ 2♠ = 3-9 HCP, preference ♠  
 ⇒ 2NT = 7-9 HCP, D-INV → CND  
 ⇒ 3♣ and above = 9(8)+ HCP, R3L, FG+ → C3L

1♥ ⇒ 2♣  
 2♦ ⇒ 2♥  
 2♠ = 14-17 HCP, PREF ♠  
 2NT = 14-17 HCP, D-INV → CND  
 3♣ and above = 20-23 HCP, FG, R3L

1♥ ⇒ 2♣  
 2♦ ⇒ 2♠  
 2NT = 14-17 HCP, D-INV  
 3♣ and above = 20-23 HCP, FG, R3L

1♥ ⇒ 2♣  
 2♥ ⇒ 2♠ = 3-10 HCP, preference ♠, S/O  
 ⇒ 2NT = 8-11 HCP, D-INV → CND  
 ⇒ 3♣ and above = 12+ HCP, FG+, R3L

1♥ ⇒ 2♣  
 2♠ ⇒ 2NT = 8-11 HCP, D-INV → CND  
 ⇒ 3♣ and above = 12+ HCP, FG+, R3L

1♥ ⇒ 2♦

1♥ ⇒ 2♦  
 2♥ = 10-13 HCP  
 2♠ = 16+HCP → 2NT auto → R3L  
 2NT = 11-13 HCP, D-INV → CND  
 3♣ and above = 13-16 HCP, FG, R3L

1♥ ⇒ 2♦  
 2♥ ⇒ 2♠ = 8-11 HCP, 5+♣-5+♦, D-INV → CTS  
 ⇒ 2NT and above = C2I

1♥ ⇒ 2♠

1♥ ⇒ 2♠  
 2NT = 10-13 HCP  
 3♣ and above = 13+ HCP, FG+, R3L

1♥ ⇒ 2♠  
 2NT ⇒ 3♣ = 8-11 HCP, INV, 6+♣  
 ⇒ 3♦ = 8-11 HCP, INV, 6+♦  
 ⇒ 3♥ = 15+ HCP, S/T, 5+♣, w/o SNG/VOID → C3L  
 ⇒ 3♠ = 15+ HCP, S/T, 5+♦, w/o SNG/VOID → C3L  
 ⇒ 3NT = 15-18 HCP, S/T, NF, w/o SNG/VOID → C3L  
 ⇒ 4♣ = S/T, Trump ♣ → CUE  
 ⇒ 4♦ = S/T, Trump ♦ → CUE

1♥ ⇒ 2♠  
 2NT ⇒ 3♥  
 3♠ = 4+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♥ ⇒ 2♠  
 2NT ⇒ 3♥

3♠ ⇒ 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♥ ⇒ 2♠  
 2NT ⇒ 3♠  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♥ ⇒ 3♣

1♥ ⇒ 3♣  
 3♦ = a) REL w/o S/T  
       b) S/T, missfit  
 3♥ = S/T, 3+♣  
 3♠ = S/T, 3+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♥ → CUE  
 4♦ = S/T, Trump ♣ → CUE  
 4♥ = NF → CUE  
 4♠ = S/T, Trump ♦ → CUE

1♥ ⇒ 3♣  
 3♦ ⇒ 3♥ = S/T, 5+♣  
       3♠ = S/T, 5+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE

1♥ ⇒ 3♣  
 3♦ ⇒ 3♥  
 3♠ = 3+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♠ → CUE  
 4♥ = NF → CUE  
 4♠ = NF → CUE

1♥ ⇒ 3♣  
 3♦ ⇒ 3♥  
 3♠ ⇒ 3NT = NF → C3L  
       4♣ = S/T, Trump ♣ → CUE  
       4♦ = S/T, Trump ♦ → CUE  
       4♥ = NF → CUE

1♥ ⇒ 3♣  
 3♦ ⇒ 3♠  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♠ → CUE  
 4♦ = S/T, Trump ♦ → CUE  
 4♥ = NF → CUE  
 4♠ = NF → CUE

1♥ ⇒ 3♣  
 3♥ ⇒ 3♠ = S/T, 6+♦  
       3NT = NF → C3L  
       4♣ = S/T, Trump ♣ → CUE  
       4♦ = S/T, Trump ♦ → CUE  
       4♥ = NF → CUE

1♥ ⇒ 3♣  
 3♥ ⇒ 3♠  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE  
 4♥ = NF → CUE  
 4♠ = NF → CUE

1♥ ⇒ 3♣  
 3♠ ⇒ 3NT = NF → C3L  
       4♣ = S/T, Trump ♣ → CUE  
       4♦ = S/T, Trump ♦ → CUE  
       4♥ = NF → CUE

1♥ ⇒ 3♦

1♥ ⇒ 3♦  
 3♥ = a) S/T 3+♣  
       b) S/T, missfit  
 3♠ = S/T 3+♦  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♥ → CUE  
 4♦ = S/T, Trump ♣ → CUE  
 4♥ = NF → CUE  
 4♠ = S/T, Trump ♦ → CUE

1♥ ⇒ 3♦  
 3♥ ⇒ 3♠ = S/T, 5+♦-5♣  
       3NT = NF → C3L  
       4♣ = S/T, Trump ♣ → CUE  
       4♦ = S/T, Trump ♦ → CUE  
       4♥ = NF → CUE

1♥ ⇒ 3♦  
 3♥ ⇒ 3♠  
 3NT = NF → C3L  
 4♣ = S/T, Trump ♣ → CUE  
 4♦ = S/T, Trump ♦ → CUE  
 4♥ = NF → CUE  
 4♠ = S/T, Trump ♣+♦ → CUE

1♥ ⇒ 3♦  
 3♠ ⇒ 3NT = NF → C3L  
       4♣ = S/T, Trump ♣ → CUE  
       4♦ = S/T, Trump ♦ → CUE  
       4♥ = NF → CUE

1♥ ⇒ 3♠

1♥ ⇒ 3♠  
 3NT = NF  
 4♣ = S/T, REL  
 4♦ = S/T, Trump ♥ → CUE  
 4♥ = NF → CUE

1♥ ⇒ 3♠  
 3NT ⇒ 4♣ = S/T, Trump ♣ → CUE  
       4♦ = S/T, Trump ♦ → CUE  
       4♥ = NF → CUE

1♥ ⇒ 3♠  
 4♣ ⇒ 4♦ = Trump ♣ → CUE (4♥ = NF)  
       4♥ = NF, Trump ♦ → CUE  
       4♠ = S/T, Trump ♦ → CUE

1♥ ⇒ 3♠  
 4♦ ⇒ 4♥ = NF → CUE  
       4♠ and above = CUE



## **INTERFERENCE OVER 1 ♥ OPENING → Phoenix**

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# 1♠ OPENING

- 1♠ ⇒ 1NT = 5-10 HCP, NF
- ⇒ 2♣ = 3+ HCP, F1, 5+♥
  - ⇒ 2♦ = 8+ HCP, INV+, 4♥, 2-♠ (PH = MAX Pass, FIT ♠)
  - ⇒ 2♥ = 8+ HCP, INV+, 3-♥, 2-♠ (PH = INV, 5+♣-5+♦)
  - ⇒ 2♠ = 8-10 HCP, NF, CONST, FIT 3+♠ → C2F (PH = MIN Pass, FIT ♠)
  - ⇒ 2NT = 10+ HCP, FIT 3+♠, INV+ → CNF
  - ⇒ 3♣ = 12+ HCP, FG+, 1-♠, 3-♥ (PH = INV, 6+♣)
  - ⇒ 3♦ = 12+ HCP, FG+, 1-♥, 2♠ (PH = INV, 6+♦)
  - ⇒ 3♥ = a) 12+ HCP, FG+, 7+♣, 1-♦, 2-3♥, 2♠  
b) 12+ HCP, FG+, 7+♦, 1-♣, 2-3♥, 2♠
  - ⇒ 3♠ = PRE, FIT 4+♠, ♠ → C3F
  - ⇒ 3NT = FG+, FIT 4+♠, TRF SPL ♣ → CUE
  - ⇒ 4♣ = FG+, FIT 4+♠, TRF SPL ♦ → CUE
  - ⇒ 4♦ = FG+, FIT 4+♠, TRF SPL ♥ → CUE
  - ⇒ 4♥ = PRE, 7+♥, ♠ → CUE
  - ⇒ 4♠ = PRE, FIT 4+♠, ♠ → CUE

1♠ ⇒ INT

- 1♠ ⇒ 1NT
- 2♣ = a) 10-14 HCP, 5+♠-4+♣  
b) 15(14)-17 HCP  
c) 21(20)-23 HCP
- 2♦ = 10-14 HCP, 5+♠-4+♦ → CTS
- 2♥ = 10-14 HCP, 5+♠-4+♥ → CTS
- 2♠ = 10-14 HCP, 6+♠ → C2F (2NT = S/O, PUP)
- 2NT and above = 18(17)-20 HCP, FG, R3L

- 1♠ ⇒ 1NT
- 2♣ ⇒ 2♦ = 9(8)-10 HCP, FG vs 15+ HCP
- ⇒ 2♥ = 3-8 HCP, 4♥
  - ⇒ 2♠ = 3-8 HCP, 3-♥, 2(1)♠
  - ⇒ 2NT = 3-8 HCP, 5+♣-5+♦ → CTS
  - ⇒ 3♣ = 3-8 HCP, 6+♣ → C3L
  - ⇒ 3♦ = 3-8 HCP, 6+♦ → C3L
  - ⇒ 3♥ and above: 6-8 HCP, SSPL

- 1♠ ⇒ 1NT
- 2♣ ⇒ 2♦
- 2♥ = 21(20)-23 HCP → 2♠ auto → R3L
- 2♠ = 10-14 HCP, 5+♠-4+♣ → SSPL
- 2NT and above = 14-17 HCP, FG, R3L (2NT = 5+♠-4+♥ → CTS)

- 1♠ ⇒ 1NT
- 2♣ ⇒ 2♥
- 2♠ = 10-17 HCP, NF
- 2NT = 14-17 HCP, D-INV, include FIT 4♥ → CND
- 3♣ and above = 20-23 HCP, FG, R3L

- 1♠ ⇒ 1NT
- 2♣ ⇒ 2♠
- 2NT = 14-17 HCP, D-INV → CND
- 3♣ and above = 20-23 HCP, FG, R3L

1♠ ⇒ 2♣

1♠ ⇒ 2♣  
 2♦ = a) 15(14)+ HCP, w/o **FIT** ♥  
       b) 21(20)-23 HCP, w/o **FIT** ♥  
 2♥ = 11-14 HCP, 2+♥  
 2♠ = 11-14 HCP, **PREF** ♠  
 2NT = 14+ HCP, **INV+**, **FIT** 3+♥ → **CNF**  
 3♣ and above = 18(17)-20 HCP, **FG**, **R3L**

1♠ ⇒ 2♣  
 2♦ ⇒ 2♥ = 3-8 HCP, 5+♥  
       ⇒ 2♠ = 3-8 HCP, 5+♥, 2♠, **PREF** ♠  
       ⇒ 2NT = 6-8 HCP, 5+♥, **D-INV** → **CND**  
       ⇒ 3♣ and above = 9(8)+ HCP, **FG+**, **R3L**

1♠ ⇒ 2♣  
 2♦ ⇒ 2♥  
 2♠ = 14-17 HCP, **PREF** ♠ → **SSPL**  
 2NT = 14-17 HCP, **D-INV**  
 3♣ and above = 20-23 HCP, **FG**, **R3L**

1♠ ⇒ 2♣  
 2♦ ⇒ 2♠  
 2NT = 14-17 HCP, **D-INV** → **CND**  
 3♣ and above = 20-23 HCP, **FG**, **R3L**

1♠ ⇒ 2♣  
 2♥ ⇒ 2♠ = 8-11 HCP, 2♠  
       ⇒ 2NT = 8-11 HCP, **D-INV**  
       ⇒ 3♣ and above: 12+ HCP, **FG+**, **R3L**

1♠ ⇒ 2♣  
 2♥ ⇒ 2♠  
 2NT and above = **SSPL**, **FIT** 3♥

1♠ ⇒ 2♣  
 2♠ ⇒ 2NT = 8-11 HCP, **D-INV**  
       ⇒ 3♣ and above: 12+ HCP, **FG+**, **R3L**

1♠ ⇒ 2♦

1♠ ⇒ 2♦  
 2♥ = a) 10-13 HCP, w/o **FIT** ♥, w/o 6+♠  
       b) 16+ HCP, w/o **FIT** ♥  
 2♠ = 10-13 HCP, 6+♠, w/o **FIT** ♥  
 2NT = 10+ HCP, **INV+**, **FIT** 4+♥ → **CNF**  
 3♣ and above = 13-16 HCP, **FG**, **R3L**

1♠ ⇒ 2♦  
 2♥ ⇒ 2♠ = 8-11 HCP, **NF**  
       ⇒ 2NT = 8-11 HCP, **D-INV**  
       ⇒ 3♣ and above = 12+ HCP, **FG+**, **R3L**

1♠ ⇒ 2♦  
 2♥ ⇒ 2♠  
 2NT = 11-13 HCP, **D-INV** → **CND**  
 3♣ and above = 16+ HCP, **FG+**, **R3L**

1♠ ⇒ 2♥

1♠ ⇨ 2♥  
 2♠ = 10-13 HCP, NF  
 2NT = 10-13 HCP, **D-INV**  
 3♣ and above = 13+ HCP, FG+, **R3L**

1♠ ⇨ 2♥  
 2♠ ⇨ 2NT = 16+ HCP, S/T, w/o SNG/VOID → **R3L**  
 3♣ and above = **C2I**

1♠ ⇨ 3♣

1♠ ⇨ 3♣  
 3♦ = a) **REL** w/o S/T  
       b) S/T, missfit  
 3♥ = S/T, 3+♣  
 3♠ = S/T, 3+♦  
 3NT = NF → **C3L**  
 4♣ = S/T, Trump ♠ → **CUE**  
 4♦ = S/T, Trump ♣ → **CUE**  
 4♥ = S/T, Trump ♦ → **CUE**  
 4♠ = NF → **CUE**

1♠ ⇨ 3♣  
 3♦ ⇨ 3♥ = S/T, 5+♣  
       3♠ = S/T, 5+♦  
 3NT = NF → **C3L**  
 4♣ = S/T, Trump ♣ → **CUE**  
 4♦ = S/T, Trump ♦ → **CUE**

1♠ ⇨ 3♣  
 3♦ ⇨ 3♥  
 3♠ = 3+♦  
 3NT = NF → **C3L**  
 4♣ = S/T, Trump ♣ → **CUE**  
 4♦ = S/T, Trump ♥ → **CUE**  
 4♥ = NF → **CUE**  
 4♠ = NF → **CUE**

1♠ ⇨ 3♣  
 3♦ ⇨ 3♥  
 3♠ ⇨ 3NT = NF → **C3L**  
       4♣ = S/T, Trump ♣ → **CUE**  
       4♦ = S/T, Trump ♦ → **CUE**  
       4♠ = NF → **CUE**

1♠ ⇨ 3♣  
 3♦ ⇨ 3♠  
 3NT = NF → **C3L**  
 4♣ = S/T, Trump ♥ → **CUE**  
 4♦ = S/T, Trump ♦ → **CUE**  
 4♥ = NF → **CUE**  
 4♠ = NF → **CUE**

1♠ ⇨ 3♣  
 3♥ ⇨ 3♠ = S/T, 6+♦  
 3NT = NF → **C3L**  
 4♣ = S/T, Trump ♣ → **CUE**  
 4♦ = S/T, Trump ♦ → **CUE**  
 4♠ = NF → **CUE**

1♠ ⇨ 3♣  
 3♥ ⇨ 3♠  
 3NT = NF → **C3L**  
 4♣ = S/T, Trump ♣ → **CUE**  
 4♦ = S/T, Trump ♦ → **CUE**  
 4♥ = NF → **CUE**

4♠ = NF → CUE

1♠ ⇒ 3♣

3♠ ⇒ 3NT = NF → C3L

4♣ = S/T, Trump ♣ → CUE

4♦ = S/T, Trump ♦ → CUE

4♠ = NF → CUE

1♠ ⇒ 3♦

1♠ ⇒ 3♦

3♥ = a) S/T 3+♣

b) S/T, missfit

3♠ = S/T 3+♦

3NT = NF → C3L

4♣ = S/T, Trump ♥ → CUE

4♦ = S/T, Trump ♣ → CUE

4♥ = S/T, Trump ♦ → CUE

4♠ = NF → CUE

1♠ ⇒ 3♦

3♥ ⇒ 3♠ = S/T, 5+♦-5♣

3NT = NF → C3L

4♣ = S/T, Trump ♣ → CUE

4♦ = S/T, Trump ♦ → CUE

4♠ = NF → CUE

1♠ ⇒ 3♦

3♥ ⇒ 3♠

3NT = NF → C3L

4♣ = S/T, Trump ♣ → CUE

4♦ = S/T, Trump ♦ → CUE

4♥ = NF → CUE

4♠ = NF → CUE

1♠ ⇒ 3♦

3♠ ⇒ 3NT = NF → C3L

4♣ = S/T, Trump ♣ → CUE

4♦ = S/T, Trump ♦ → CUE

4♠ = NF → CUE

1♠ ⇨ 3♥

1♠ ⇨ 3♥

3♠ = S/T, REL

3NT = NF

4♣ = S/T, Trump ♠, □ CUE ♣ → CUE

4♦ = S/T, Trump ♠, □ CUE ♦, w/o CUE ♣ → CUE

4♥ = NF → CUE

4♠ = NF → CUE

1♠ ⇨ 3♥

3♠ ⇨ 4♣ = S/T, Trump ♣ → CUE (4♠ NF)

4♦ = S/T, Trump ♦ → CUE (4♠ NF)

1♠ ⇨ 3♥

3NT ⇨ 4♣ = S/T, Trump ♣ → CUE

4♦ = S/T, Trump ♦ → CUE

4♠ = NF → CUE

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## INTERFERENCE OVER 1♠ OPENING → Phoenix

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# 1NT OPENING

- 1NT ⇒ 2♣ = a) S/O, 4+♠-4+♥  
 b) INV, 5+♠-5+♥  
 c) S/O, 4M-5+m  
 d) INV, 5+♠  
 e) INV+, SBAL
- ⇒ 2♦ = a) S/O, 5+♥  
 b) INV+, 5♥  
 c) INV+, 4♥-5+m
- ⇒ 2♥ = a) S/O, 5+♠  
 b) FG+, 5+♠  
 c) INV+, 4♠-5+m
- ⇒ 2♠ = a) S/O, 5+m-5+m  
 b) FG+, 6+♣, w/o SING/VOID  
 c) FG+, 6+♦, w/o SING/VOID  
 d) FG+, 5m-4m, w/o SING/VOID, weak M
- ⇒ 2NT = a) S/O, 6+♣  
 b) S/O, 6+♦  
 c) FG+, 4+♥-4+♠
- ⇒ 3♣ = FG+, 1-♠, 3-♥  
 ⇒ 3♦ = FG+, 1-♥, 3-♠  
 ⇒ 3♥ = FG+, 1-♦, 6+♣, 3-♥/♠  
 ⇒ 3♠ = FG+, 1-♣, 6+♦, 3-♥/♠
- ⇒ 3NT = NF
- ⇒ 4♣ = S/T, 6+♥, SPL ♠  
 ⇒ 4♦ = S/T, 6+♠, SPL ♥  
 ⇒ 4♥ = S/O, 6+♥  
 ⇒ 4♠ = S/O, 6+♠  
 ⇒ 4NT = RBW

1NT ⇒ 2♣

- 1NT ⇒ 2♣  
 2♦ = 3-♥/♠  
 2♥ = 4♥  
 2♠ = 4♠, 3-♥

- 1NT ⇒ 2♣  
 2♦ ⇒ 2♥ = S/O, 4+♥-4+♠ → CTS  
 ⇒ 2♠ = INV, 5+♠ → C2I  
 ⇒ 2NT = INV, SBAL → C2I  
 ⇒ 3♣ = NF, 4M-5+♣ → C3L  
 ⇒ 3♦ = NF, 4M-5+♦ → C3L  
 ⇒ 3♥ = INV, 5+♠-5+♥ → CTS  
 ⇒ 3♠ = S/T, SBAL → C3L  
 ⇒ 3NT = NAT, NF

- 1NT ⇒ 2♣  
 2♥ ⇒ 2♠ = INV, 5+♠ → C2I  
 ⇒ 2NT = INV, SBAL → C2I  
 ⇒ 3♣ = NF, 4♠-5+♣ → CTS  
 ⇒ 3♦ = NF, 4♠-5+♦ → CTS  
 ⇒ 3♥ = INV, FIT 4♥, SBAL → C3F

- ⇒ 3♠ = a) S/T, SBAL  
b) FIT 4+♥, TRF SPL ♣
- ⇒ 3NT = NF → C3L
- ⇒ 4♣ = S/T, FIT 4+♥, TRF SPL ♦
- ⇒ 4♦ = S/T, FIT 4+♥, TRF SPL ♠
- ⇒ 4♥ = S/O
- ⇒ 4NT = RKCB, FIT 4♥

- 1NT ⇒ 2♣
- 2♠ ⇒ 2NT = INV, SBAL
- ⇒ 3♣ = NF, 4♥-5+♣ → CTS
- ⇒ 3♦ = NF, 4♥-5+♦ → CTS
- ⇒ 3♥ = S/T, SBAL → C3L
- ⇒ 3♠ = INV, FIT 4♠, SBAL → C3F
- ⇒ 3NT = NF
- ⇒ 4♣ = S/T, FIT 4+♠, TRF SPL ♦
- ⇒ 4♦ = S/T, FIT 4+♠, TRF SPL ♥
- ⇒ 4♥ = S/T, FIT 4+♠, TRF SPL ♣
- ⇒ 4♠ = S/O
- ⇒ 4NT = RKCB, FIT 4♠

1NT ⇒ 2♦

- 1NT ⇒ 2♦
  - 2♥ = 2-3♥
  - 2♠ = MAX, FIT 4+♥, values ♠ → C2F
  - 2NT = MAX, FIT 4+♥333 → C2F
  - 3♣ = MAX, FIT 4+♥, values ♣ → C2F
  - 3♦ = MAX, FIT 4+♥, values ♦ → C2F
  - 3♥ = MIN, FIT 4+♥ → C3F

- 1NT ⇒ 2♦
- 2♥ ⇒ 2♠ = INV, 5+♥, F1 → C2I
- ⇒ 2NT = INV, 4♥-5+m → C2I
- ⇒ 3♣ and above = FG+, R3L

1NT ⇒ 2♥

- 1NT ⇒ 2♥
  - 2♠ = 2-3♠
  - 2NT = MAX, FIT 4+♠333 → C2F
  - 3♣ = MAX, FIT 4+♠, values ♣ → C2F
  - 3♦ = MAX, FIT 4+♠, values ♦ → C2F
  - 3♥ = MAX, FIT 4+♠, values ♥ → C2F
  - 3♠ = MIN, FIT 4+♠ → C3F

- 1NT ⇒ 2♥
- 2♠ ⇒ 2NT = INV, 4♠-5+m → CND
- ⇒ 3♣ and above = FG+, R3L

1NT ⇒ 2♠

- 1NT ⇒ 2♠
  - 2NT = no m preference
  - 3♣ = preference ♣
  - 3♦ = preference ♦

- 1NT ⇒ 2♠
- 2NT ⇒ 3♣ = NF, 5+♣-4+♦ → CTS
- ⇒ 3♦ = NF, 5+♦-4+♣ → CTS
- ⇒ 3♥ = S/T, 6+♣, w/o SING/VOID → CUE



- ⇒ 3♠ = S/T, 6+♦, w/o SING/VOID → CUE
- ⇒ 3NT = S/T, 5m-4m-2-2 → CTS
- ⇒ 4♣ = S/T, Trump ♣, w/o SING/VOID → CUE
- ⇒ 4♦ = S/T, Trump ♦, w/o SING/VOID → CUE
- ⇒ 4♥ = S/T, 5m-4m-2-2, A♥, w/o A♠ → CTS
- ⇒ 4♠ = S/T, 5m-4m-2-2, A♠, w/o A♥ → CTS

- 1NT ⇒ 2♠
- 3♣ ⇒ 3♦ = FG+, 5m-4m-2-2 → C3L
- ⇒ 3♥ = FG+, 6+♣, w/o SING/VOID → C3L
- ⇒ 3♠ = FG+, 6+♦, w/o SING/VOID → C3L
- ⇒ 3NT = S/T, 5m-4m-2-2 → CTS
- ⇒ 4♣ = S/T, Trump ♣, w/o SING/VOID → CUE
- ⇒ 4♦ = S/T, Trump ♦, w/o SING/VOID → CUE
- ⇒ 4♥ = S/T, 5m-4m-2-2, A♥, w/o A♠ → CTS
- ⇒ 4♠ = S/T, 5m-4m-2-2, A♠, w/o A♥ → CTS

- 1NT ⇒ 2♠
- 3♦ ⇒ 3♥ = FG+, 6+♣, w/o SING/VOID → C3L
- ⇒ 3♠ = FG+, 6+♦, w/o SING/VOID → C3L
- ⇒ 3NT = S/T, 5m-4m-2-2 → CTS
- ⇒ 4♣ = S/T, Trump ♣, w/o SING/VOID → CUE
- ⇒ 4♦ = S/T, Trump ♦, w/o SING/VOID → CUE
- ⇒ 4♥ = S/T, 5m-4m-2-2, A♥, w/o A♠ → CTS
- ⇒ 4♠ = S/T, 5m-4m-2-2, A♠, w/o A♥ → CTS

*INT* ⇒ *2NT*

- 1NT ⇒ 2NT
- 3♣ auto ⇒ Pass = S/O, 6+♣
- ⇒ 3♦ = S/O, 6+♦
- ⇒ 3♥ = FG+, 5+♠, 4+♥ → CTS
- ⇒ 3♠ = FG+, 5+♥, 4+♠ → CTS
- ⇒ 3NT = NF, 4♥-4♠ → CTS
- ⇒ 4♣ = FG+, 5+♥, 5+♠, 1-♦ → CTS
- ⇒ 4♦ = FG+, 5+♥, 4+♠, 1-♣ → CTS
- ⇒ 4♥ = NF, 6+♥, 4♠ → CTS
- ⇒ 3♠ = NF, 6+♠, 4♥ → CTS

*INT* ⇒ 4♣

- 1NT ⇒ 4♣
- 4♦ = a) re TRF
- = b) S/T, even KC
- 4♥ = S/O

*INT* ⇒ 4♦

- 1NT ⇒ 4♦
- 4♥ = a) re TRF
- = b) S/T, even KC
- 4♠ = S/O

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## INTERFERENCE OVER 1NT → Phoenix

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## 2♣ OPENING

2♣ ⇒	2♦	= REL, any strength
⇒	2♥/♠	= PREF, S/O, if not FG
⇒	2NT	= a) S/O, PUP, if not FG b) FG+, missfit
⇒	3♣	= INV+, FIT 4+♥, if not FG
⇒	3♦	= INV+, FIT 4+♠, if not FG
⇒	3♥/♠	= PRE, FIT 4+♥/♠, if not FG
⇒	3NT	= NF, if not FG
⇒	4♣	= S/T, FIT 4+♥, 1-♠, if not FG
⇒	4♦	= S/T, FIT 4+♠, 1-♥, if not FG
⇒	4♥/♠	= PRE, FIT 4+♥/♠, if not FG
⇒	4NT	= RBW

2♣ ⇒ 2♦

2♣ ⇒	2♦	
2♥		= 5+♥-4+♠
2♠		= 5+♠-4+♥
2NT		= FG+, SBAL
3♣/♦/♥/♠		= FG+, 5+♣/♦/♥/♠
3NT		= NF
4♣/♦		= S/T, 6+♣/♦ S-SOL
4♥/♠		= NF, 6+♥/♠ S-SOL
4NT		= RBW

2♣ ⇒	2♦	
2♥ ⇒	2♠	= INV, 3♠, 2-♥ → C2I
⇒	2NT	= INV, 2-♠, 2-♥ → C2I
⇒	3♣ and above	= CTS

2♣ ⇒	2♦	
2♠ ⇒	2NT	= INV, 2-♠, 2-♥ → C2I
⇒	3♣ and above	= CTS

2♣ ⇒ 2♥

2♣ ⇒	2♥	
2♠		= NF, 6+♠-4+♥ → CTS
2NT		= FG+, SBAL
3♣/♦/♠		= FG+, 5+♣/♦/♠
3♥		= INV, 6+♥-4+♠
3NT		= NF
4♣/♦		= S/T, 6+♣/♦ S-SOL
4♥/♠		= NF, 6+♥/♠ S-SOL
4NT		= RBW

2♣ ⇒ 2♠

2♣ ⇒	2♠	
2NT		= FG+, SBAL
3♣/♦/♥		= FG+, 5+♣/♦/♥
3♠		= INV, 6+♠-4+♥
3NT		= NF

4♣/♦	= S/T, 6+♣/♦ S-SOL
4♥/♠	= NF, 6+♥/♠ S-SOL
4NT	= RBW

2♣ ⇒ 2NT

2♣ ⇒	2NT
3♣	= Auto
3♦	= FG+, SBAL
3♥/♠	= FG+, 5+♥/♠
3NT	= NF
4♣/♦	= S/T, 6+♣/♦ S-SOL
4♥/♠	= NF, 6+♥/♠ S-SOL
4NT	= RBW

2♣ ⇒ 2NT

3♣(a) ⇒ Pass = S/O, 6+♣

⇒ 3♦ = S/O, 6+♦

⇒ 3♥ = FG+, ST♣, ST?♦, missfit → CTS

⇒ 3♠ = FG+, ST♦, ST?♣, missfit → CTS

⇒ 3NT = S/T, missfit → CTS

⇒ 4♣/♦ = S/T, 6+♣/♦ S-SOL → CUE

⇒ 4♥/♠ = S/T, 5+♣-5+♦, 2♥/♠ → CTS

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## INTERFERENCE OVER 2♣ → Phoenix

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## 2♦ OPENING

- 2♦ ⇒ 2♥ = S/O vs 5+♥  
 ⇒ 2♠ = P/C vs 5+♥  
 ⇒ 2NT = a) S/O, PUP vs 5+♥  
           b) FG+, missfit vs 5+♥  
 ⇒ 3♣ = INV+, 5+♠ vs 5+♥  
 ⇒ 3♦ = INV+, FIT 3+♥ vs 5+♥  
 ⇒ 3♥ = PRE vs 5+♥  
 ⇒ 3NT = NF vs 5+♥

2♦ ⇒ 2♥

- 2♦ ⇒ 2♥  
 2♠ = 4L, 4♠-6+♣ → CTS  
 2NT = 4L, 4♠-6+♦ → CTS  
 3♣ = 3L, 4♠-6+♣ → CTS  
 3♦ = 3L, 4♠-6+♦ → CTS  
 3♥ = INV, 6+♥  
 3♠ = F1, PUP 3NT  
 3NT = NF  
 4♣/♦ = 2-L, S/T, 4♠-6+♣/♦ S-SOL → CTS  
 4NT = RBW

2♦ ⇒ 2♠

- 2♦ ⇒ 2♠  
 2NT = 4L, 4♥-6+♣ → CTS  
 3♣ = 4L, 4♥-6+♦ → CTS  
 3♦ = 3L, 4♥-6+♣ → CTS  
 3♥ = 3L, 4♥-6+♦ → CTS  
 3♠ = INV, 6+♠  
 3NT = NF  
 4♣/♦ = 2-L, S/T, 4♥-6+♣/♦ S-SOL → CTS  
 4NT = RBW

## 2♥ OPENING

- 2♥ ⇒ 2♠ = S/O, P/C  
 ⇒ 2NT = a) S/O, PUP → 3♣/3♦  
           b) FG+, missfit → 3♥=♣/3♠=♦, above NAT  
 ⇒ 3♣ = INV+, 5+♠ → CTS

- ⇒ 3♦ = INV+, FIT 3+♥ → C3F
- ⇒ 3♥ = PRE, FIT 3+♥ → C3F
- ⇒ 3♠ = S/T, FIT 4+♥, TRF SPL ♣
- ⇒ 3NT = NAT
- ⇒ 4♣ = S/T, FIT 4+♥, TRF SPL ♦
- ⇒ 4♦ = S/T, FIT 4+♥, TRF SPL ♠
- ⇒ 4♥ = PRE
- ⇒ 4♠ = PRE, 6+♠

## 2♠ OPENING

- 2♠ ⇒ 2NT = a) S/O, PUP → 3♣/♦/♥
- ⇒ = b) FG+, missfit → 3♠=ST? ♥, above NAT
- ⇒ 3♣ = S/O, P/C
- ⇒ 3♦ = INV+, 5+♥ → C2I
- ⇒ 3♥ = INV+, FIT 3+♥ → C3F
- ⇒ 3♠ = PRE, FIT 3+♥ → C3F
- ⇒ 3NT = NAT
- ⇒ 4♣ = S/T, FIT 4+♥, TRF SPL ♦
- ⇒ 4♦ = S/T, FIT 4+♥, TRF SPL ♣
- ⇒ 4♥ = PRE, 6+♥
- ⇒ 4♠ = PRE

## 2NT/3♣/3♦/3♥ OPENING

Accepting TRF = S/O vs PRE →

New suit at 3 level = FG+ vs PRE, at least ST in new suit → CTS NAT

3NT = NAT vs PRE → CTS NAT

New suit at 4 level = FG+ vs PRE, at least CUE in new suit → CTS NAT

Superaccept TRF = Continue preempt vs PRE → CTS NAT

2NT/3♣/3♦/3♥ ⇒ Accepting TRF

Each 2 steps show strong 2 suiter, next 2 steps with 1 loser less, beginning with 4 losers. Bidding suits is naturally if possible, if not remain step show remaining suit. If both steps doesn't contain natural bid, then 1 step is low suit, next is high suit. → CTS

## 3♠ OPENING

- 3♠ ⇒ 3NT = NAT
- ⇒ 4♣ = S/O, P/C
- ⇒ 4♦ = FG+ → NAT
- ⇒ 4♥ = NAT, 6+♥, To play
- ⇒ 4♠ = NAT, 6+♠, To play
- ⇒ 4NT = Asking for length and quality of suit → NAT 5 w/o J; 5NT w/ J → 6/7♣ P/C; NAT 6 w/ 8 suit
- ⇒ 5♣ = PRE, P/C

## 3NT OPENING

- 3NT ⇒ 4♣ = S/O, P/C
- ⇒ 4♦ = FG+ → 4♥=♣; 4♠=♦
- ⇒ 4♥ = NAT, 6+♥, To play
- ⇒ 4♠ = NAT, 6+♠, To play
- ⇒ 4NT = RBW → Suit = To play; 5NT = P/C
- ⇒ 5♣ = PRE, P/C

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## 4♣ OPENING

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4♣ ⇒ 4♦ = a) re TRF  
⇒ b) S/T, even KC  
⇒ 4♥ = S/O, To play  
⇒ 4♠ and above = CUE, odd KC

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## 4♦ OPENING

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4♦ ⇒ 4♥ = a) re TRF  
⇒ b) S/T, even KC  
⇒ 4♠ = S/O, To play  
⇒ 4NT and above = CUE, odd KC

# APPENDIXES

## R3L

Rebids 3+ level missfit either Opener or Responder

*Note: Doesn't include all other continuations, like raise of major, two suiters or other separately developed system sequences...*

- ...3♣ a) w/o 5+S♠, SNG/VOID Mi/Lo  
b) 5+S♠, w/o SNG/VOID  
c) Two SNG/VOID
- ...3♦ = SNG/VOID Hi and if two good side suits possible, then good one of them
- ...3♥ = 5+S♠, SNG/VOID Mi
- ...3♠ = 5+S♠, SNG/VOID Lo
- ...3NT = w/o 5+S♠, w/o SNG/VOID SS → C3L
- ...4m a) RESP M = Trump M, TRF SPL → CUE  
b) RESP SNG/VOID M = Trump M, SNG/VOID Om → CUE  
c) RESP SNG/VOID m = Trump m → CUE  
d) Otherwise = 6+ S-SOL, TRF SPL → CUE
- ...4M a) M = To play → CUE  
b) OM (RESP M) = Trump M, Two SNG/VOID SS → CUE  
c) OM (in RESP SNG/VOID M) = ♣ + ♦ → CTS  
d) Otherwise = 6+ S-SOL, TRF SPL → CUE
- ...3♣ ⇒ 3♦ = REL  
3♥ = ST Lo → C3L  
3♠ = ST Hi, ST? Lo → C3L  
3NT = NF → C3L
- ...4m a) M = Trump M, SNG/VOID Om → CUE  
b) m = Trump m → CUE  
c) Otherwise = 6+ S-SOL, TRF SPL → CUE
- ...4M a) M = To play → CUE  
b) OM (RESP M) = Trump M, Two SNG/VOID SS → CUE  
c) OM (in RESP SNG/VOID M) = ♣ + ♦ → CTS  
d) Otherwise = 6+ S-SOL, TRF SPL → CUE
- ...3♣ ⇒ 3♦(REL)
- 3♥ = w/o 5+S♠, SNG/VOID Hi SS
- 3♠ = w/o 5+S♠, SNG/VOID Lo SS
- 3NT = 5+S♠, w/o SNG/VOID → C3L
- 4S = Two SNG/VOID SS → CTS
- ...3♣ ⇒ 3♦(REL)
- 3♥ ⇒ 3♠ = 4+Om → CUE  
3NT = NF → C3L  
4m = Trump m → CUE  
4Om = Trump M → CUE  
4M = To play → CUE  
4OM = ♣ + ♦ → CTS
- ...3♣ ⇒ 3♦(REL)
- 3♠ ⇒ 3NT = NF → C3L  
4m = Trump m → CUE  
4Om = Trump M → CUE  
4M = To play → CUE  
4OM = ♣ + ♦ → CTS
- ...3♦ ⇒ 3♥ = REL  
3♠ = S/T, 1- PD S  
3NT = NF → C3L  
4m = Trump m → CUE  
4Om = Trump M (Trump Om if M not possible) → CUE  
4M = To play → CUE

4OM = ♣+♦ → CTS

...3♦ ⇒ 3♥(REL)  
3♠ = 5+S⊙, (low, if two SS possible)  
3NT = w/o 5+S⊙(5+S⊙ high, if two SS possible → C3L)  
4S = 6+S⊙, CUE → CUE

...3♦ ⇒ 3♥(REL)  
3♠ ⇒ 3NT = NF → C3L  
4m = Trump m → CUE  
4Om = Trump M (Trump Om if M not possible) → CUE  
4M = To play → CUE  
4OM = ♣+♦ → CTS

...3♦ ⇒ 3♠(S/T, 1- PD S)  
3NT = NF → C3L  
4m = Trump m → CUE  
4Om = Trump M (Trump Om if M not possible) → CUE  
4M = To play → CUE  
4OM = ♣+♦ → CTS

## Examples of R3L

1♥-1♠-?  
3♣= a)FG, 5+♥⊙, SNG/VOID SS  
b)FG, 5+♥⊙, w/o SNG/VOID  
3♦=FG, 1-♠  
3♥=FG, 5+♥⊙, 1-♦  
3♠=FG, 5+♥⊙, 1-♣  
3NT=NF, 5+♥⊙, w/o SNG/VOID  
4♣=S/T, FIT 4♠, TRF SPL ♦  
4♦=S/T, FIT 4♠, TRF SPL ♣  
4♥=To play  
4♠=To play  
4NT=RBW

1♣-2♣(5+♥), 2♦(1-♥/16+HCP, 2-♥)-?  
3♣= a)FG, 5+♥⊙, SNG/VOID SS  
b)FG, 5+♥⊙, w/o SNG/VOID  
3♦=FG, 1-♠  
3♥=FG, 5+♥⊙, 1-♣  
3♠=FG, 5+♥⊙, 1-♦  
3NT=NF, 5+♥⊙, w/o SNG/VOID  
4♣= S/T, 6+♥ S-SOL, TRF SPL ♦  
4♦= S/T, 6+♥ S-SOL, TRF SPL ♠  
4♥= S/T, 6+♥ S-SOL, TRF SPL ♣, NF  
4♠= S/T, 6+♥ S-SOL, TRF SPL ♣  
4NT=RBW

1♣-2♠(INV+, 3-♥,3-♠)-?  
3♣= a)FG, 5+♣⊙, SNG/VOID SS  
b)FG, 5+♣⊙, w/o SNG/VOID  
3♦=FG, 1-♠  
3♥=FG, 5+♣⊙, 1-♥  
3♠=FG, 5+♣⊙, 1-♦  
3NT=NF, w/o 5+♣⊙, w/o SNG/VOID  
4♣= S/T, 6+♣ S-SOL, w/o SNG/VOID  
4♦= S/T, 6+♣ S-SOL, TRF SPL ♥  
4♥= S/T, 6+♣ S-SOL, TRF SPL ♠  
4♠= S/T, 6+♣ S-SOL, TRF SPL ♦  
4NT= RBW, w/o SNG/VOID

1♥-1♠, 1NT-?  
3♣= a)FG, w/o 5+♣/♦⊙, SNG/VOID SS  
b)FG, 5+♣/♦⊙, w/o SNG/VOID  
3♦=FG, 5+♣/♦⊙, 1-♥  
3♥=FG, 5+♣⊙, 1-♦  
3♠=FG, 5+♦⊙, 1-♣  
3NT=NF, w/o 5+♣/♦⊙, w/o SNG/VOID SS



4♣=S/T, Trump ♣  
4♦=S/T, Trump ♦  
4♥=To play  
4♠=To play  
4NT=RBW

1♣-1♥(4+♠), 2♣(15-HCP, 5+♣, 2-♠)-?  
3♣= a)FG, w/o FIT♣/5+♦♣, SNG/VOID SS  
b)FG, FIT♣/5+♦♣, w/o SNG/VOID  
3♦=FG, 1-♥, FIT♣/5+♦♣  
3♥=FG, 5+♦♣, 1-♣  
3♠=FG, FIT♣, 1-♦  
3NT=NF, w/o FIT♣/5+♦♣, w/o SNG/VOID SS  
4♣=S/T, Trump ♣  
4♦=S/T, Trump ♦  
4♥=To play, Choice of games  
4♠=To play  
4NT=RBW

1♣-1♠, ?  
3♣= a)FG, w/o 5+♣♣, SNG/VOID ♥/♦  
b)FG, 5+♣♣, w/o SNG/VOID  
3♦=FG, 1-♠  
3♥=FG, 5+♣♣, 1-♥  
3♠=FG, 5+♣♣, 1-♦  
3NT=NF, w/o 5+♣♣, w/o SNG/VOID  
4♣= S/T, 6+♣ S-SOL, w/o SNG/VOID  
4♦= S/T, 6+♣ S-SOL, TRF SPL ♥  
4♥= S/T, 6+♣ S-SOL, TRF SPL ♠  
4♠= S/T, 6+♣ S-SOL, TRF SPL ♦  
4NT= RBW, w/o SNG/VOID

1♥-1♠, 3♣(FG, may have SNG/VOID m)-?  
3♦=REL  
3♥=ST ♣  
3♠=ST ♦  
3NT=NF  
4♣=Trump ♥  
4♦=Trump ♠  
4♥=To play  
4♠=To play  
4NT=RBW

1♣-2♣(5+♥), 2♦(13-/16+ HCP)-3♥(1-♣), ?  
3♠=4+♦  
3NT=NF  
4♣=Trump ♣  
4♦=Trump ♥  
4♥=To play  
4NT=RBW

1♣-2♠(INV+, 3-♥,3-♠), 3♥(1-♥)-?  
3♠=4+♦  
3NT=NF  
4♣=Trump ♣  
4♦=Trump ♦  
4♥= ♣+♦, A♥, w/o A♠  
4♠= ♣+♦, A♠, w/o A♥  
4NT=RBW

1♣-2♣(5+♥),2♦(missfit)-3♣(FG),3♦(REL)?  
3♥= 5+♥♣, 1-♦  
3♠= 5+♥♣, 1-♣  
3NT=5+♥♣, w/o SNG/VOID  
4♣=5♥♣, 6+♣, 1-♠, 1-♦  
4♦=5♥♣, 6+♦, 1-♠, 1-♣

1♥-1♠, 1NT-3♣(FG), 3♦(REL)-?  
3♥= w/o 5+♣♣, 1-♦

3♠ = w/o 5+♦♣, 1-♣  
3NT = 5+♣/♦♣, w/o SNG/VOID  
4♣ = 7+♣, 4♠, 1-♥, 1-♦  
4♦ = 7+♦, 4♠, 1-♥, 1-♣

1♣-1♥(4+♠), 2♣-3♦(FG, 1-♥), 3♥(REL)?  
3♠ = 1-♥, 5+♦♣, w/o 4+♣  
3NT = 1-♥, w/o 5+♦♣  
4♣ = 1-♥, 4+♣, 5+♦♣  
4♦ = 1-♥, 6+♦ S-SOL, w/o 4+♣

# CTS

## Continuations after 2 suiters

### By responder to TS:

1NT = NAT, NF → see development

- 2♣ a) In bid suit = NAT, NF → CTS  
b) In unbid suit = INV+, ART → CTS
- 2♦ a) In bid suit = NAT, NF → CTS  
b) In unbid suit = INV+, ART → CTS
- 2♥ a) In bid suit = NAT, NF → CTS  
b) In unbid suit = INV+, ART → CTS
- 2♠ a) In bid suit = NAT, NF → CTS  
b) In unbid suit = INV+, ART → CTS
- 2NT a) S/O, PUP (pass or continue 3 in bid suit) → CTS  
b) FG+, missfit (3 in unbid suit, 3NT and above) → CTS

If 2NT is available:

- 3♣ a) In TS = D-INV, FIT, short in other suit of TS → CTS  
b) In unbid low/high suit of TS = INV+, FIT in low/high suit of TS → CTS
- 3♦ a) In TS = D-INV, FIT, short in other suit of TS → CTS  
b) In unbid low/high suit of TS = INV+, FIT in low/high suit of TS → CTS
- 3♥ a) In TS = D-INV, FIT, short in other suit of TS → CTS  
b) In unbid low/high suit of TS = INV+, FIT in low/high suit of TS → CTS
- 3♠ a) In TS = D-INV, FIT, short in other suit of TS → CTS  
b) In unbid low/high suit of TS = INV+, FIT in low/high suit of TS → CTS
- 3NT = NAT
- 4♣ a) In TS = S/T, FIT, short in other suit of TS → CTS  
b) Out of TS = S/T, FIT in M suit of TS (♥ if both M), short in other suit of TS → CTS
- 4♦ a) In TS = S/T, FIT, short in other suit of TS → CTS  
b) Out of TS = S/T, FIT in M suit of TS (♠ if both M), short in other suit of TS → CTS
- 4♥ a) In TS or rebidding of suit = → To play → CTS  
b) Out of TS and not rebidding of suit = FIT in m suit of TS (♣ if both m), short in other suit of TS → CTS
- 4♠ a) In TS or rebidding of suit = → To play → CTS  
b) Out of TS and not rebidding of suit = FIT in m suit of TS (♦ if both m), short in other suit of TS → CTS
- 4NT = RBW

If 2NT isn't available:

- 3♣ a) In TS = → S/O → CTS  
b) In unbid low/high suit of TS = INV+, FIT in low/high suit of TS → CTS
- 3♦ a) In TS = → S/O → CTS  
b) In unbid low/high suit of TS = INV+, FIT in low/high suit of TS → CTS
- 3♥ a) In TS = → S/O → CTS  
b) In unbid low/high suit of TS = INV+, FIT in low/high suit of TS → CTS
- 3♠ a) In TS = → S/O → CTS  
b) In unbid low/high suit of TS = INV+, FIT in low/high suit of TS → CTS
- 3NT = NAT
- 4♣ a) In TS = → S/T, range check → Return in other suit of TS if MIN, else → CTS  
Note: S/O if limited TS and not already FG and cheaper S/O is not available  
b) Out of TS = S/T, CUE K try → Return in cheap suit of TS if K doesn't work, else → CTS
- 4♦ a) In TS = → S/T range check → Return in other suit of TS if MIN, else → CTS  
Note: S/O if limited TS and not already FG and cheaper S/O is not available  
b) Out of TS = S/T, CUE K try → Return in cheap suit of TS if K doesn't work, else → CTS
- 4♥ a) In TS or rebidding of suit = → To play → CTS  
b) Out of TS = S/T, CUE K try → Return in cheap suit of TS if K doesn't work, else → CTS
- 4♠ a) In TS or rebidding of suit = → To play → CTS  
b) Out of TS = S/T, CUE K try → Return in cheap suit of TS if K doesn't work, else → CTS
- 4NT = RBW

### By bidder of TS:

- 2♣ a) In bid suit = NAT, NF → CTS  
b) In unbid suit = INV+, ART → CTS
- 2♦ a) In bid suit = NAT, NF → CTS  
b) In unbid suit = INV+, ART → CTS
- 2♥ a) In bid suit = NAT, NF → CTS  
b) In unbid suit = INV+, ART → CTS
- 2♠ a) In bid suit = NAT, NF → CTS  
b) In unbid suit = INV+, ART → CTS
- 2NT = a) D-INV → CTS

If 2NT is available:

- 3♣ a) In TS = FG+, +1 in suit → CTS  
b) Out of TS = FG+, shortage in other side suit of TS → CTS
  - 3♦ a) In TS = FG+, +1 in suit → CTS  
b) Out of TS = FG+, shortage in other side suit of TS → CTS
  - 3♥ a) In TS = FG+, +1 in suit → CTS  
b) Out of TS = FG+, shortage in other side suit of TS → CTS
  - 3♠ a) In TS = FG+, +1 in suit → CTS  
b) Out of TS = FG+, shortage in other side suit of TS → CTS
- 3NT = NAT
- 4♣ a) In TS = S/I, +1 in both suits of TS, 1-1 in outside suits → CTS  
b) Out of TS = S/I, +1 in both suits of TS, VOID in other outside suit of TS → CTS
  - 4♦ a) In TS = S/I, +1 in both suits of TS, 1-1 in outside suits → CTS  
b) Out of TS = S/I, +1 in both suits of TS, VOID in other outside suit of TS → CTS
  - 4♥ a) In TS = S/I, +1 in both suits of TS, 1-1 in outside suits → CTS  
b) Out of TS = S/I, +1 in both suits of TS, VOID in other outside suit of TS → CTS
  - 4♠ a) In TS = S/I, +1 in both suits of TS, 1-1 in outside suits → CTS  
b) Out of TS = S/I, +1 in both suits of TS, VOID in other outside suit of TS → CTS
- 4NT = RBW

If 2NT isn't available:

- 3♣ a) In TS = INV, +1 in suit → CTS  
b) Out of TS = INV+, shortage in other side suit of TS → CTS
  - 3♦ a) In TS = INV, +1 in suit → CTS  
b) Out of TS = INV+, shortage in other side suit of TS → CTS
  - 3♥ a) In TS = INV, +1 in suit → CTS  
b) Out of TS = INV+, shortage in other side suit of TS → CTS
  - 3♠ a) In TS = INV, +1 in suit → CTS  
b) Out of TS = INV+, shortage in other side suit of TS → CTS
- 3NT = NAT
- 4♣ a) In TS = INV, +1 in suit → CTS  
b) Out of TS = S/T, shortage in other side suit of TS → CTS
  - 4♦ a) In TS = INV, +1 in suit → CTS  
b) Out of TS = S/T, shortage in other side suit of TS → CTS
  - 4♥ a) In TS = To play → CTS  
b) Out of TS = S/T, shortage in other side suit of TS → CTS
  - 4♠ a) In TS = To play → CTS  
b) Out of TS = S/T, shortage in other side suit of TS → CTS
- 4NT = RBW

## Next bids by responder to TS:

Game/Slam = To play → CTS

In TS, already FG+, 4m = S/T, range check → CTS

In TS 5M = S/T, superfit, shortage in other suit of TS → CTS

4NT(w/o jump): S/T, superfit (m), shortage in other suit of TS → CTS

Out of TS = S/T, CUE K try, in shown short suit = CUE A try, in shown 2-3 suit = 1<sup>st</sup> control → CTS

## Next bids by bidder of TS:

Game/Slam = To play → CTS

In TS, already FG+, 4m = S/T, range check → CTS

In TS 5M = S/T, +1 M (superfit) w/o Q → CTS

4NT(w/o jump): S/T, +1 FIT (m) (superfit) w/o Q → CTS

Out of TS = S/T, in shown short suit = VOID, in shown 2-3 suit = 1<sup>st</sup> control → CTS

## Examples of CTS

3♦-3♥, 3NT(4L, 5♦-5♣)-?

4♣/♦ = S/O

4♥/♠ = S/T, K♥/♠

4NT = S/T, superfit

5♣/♦ = To play

5♥/♠ = grand S/T, superfit ♣/♦, short ♦/♣

5NT = Pick up slam

1♣-2♥(8+ HCP, 5♠+4♥), ?

2♠ = NAT, NF

2NT = S/O, PUP or FG, missfit  
3♣/♦ = INV+, FIT ♥/♠  
3♥/♠ = INV, FIT ♥/♠, short ♠/♥  
3NT = To play  
4♣/♦ = S/T, FIT ♥/♠, short ♠/♥  
4♥/♠ = To play  
4NT = **RBW**

1♥-1♠, 3♠(FG, 5+♥-5+♦)-?  
3NT = To play  
4♣ = S/T, K ♣  
4♦ = Range check  
4♥/♠ = To play  
4NT = **RBW**  
5♣ = S/T, superfit ♦ w/o Q  
5♦ = To play

# C2F

## Continuations after raise to 2 of partners major

2NT = **FG+** → **CNF**

2-3 outside suit = **INV**, long suit, need filler

3 in bidded suit = **COMP**, not **INV**

3NT and above = **S/T**, **TRF SPL**

## Examples of C2F

1♠-2♠, -?

2NT = **FG+** → **CNF**

3♣/♦/♥ = **INV**, long suit, need filler

3NT = **S/T**, **TRF SPL** ♣

4♣ = **S/T**, **TRF SPL** ♦

4♦ = **S/T**, **TRF SPL** ♥

4♠ = To play

4NT = **RKCB**

1♦-1♥, 2♥-?

2♠/3♣ = **INV**, long suit, need filler

2NT = **FG+** → **CNF**

3♦/3♥ = **COMP**, not **INV**

3NT = To play, choice of contracts

3♠ = **S/T**, **TRF SPL** ♣

4♣ = **S/T**, **TRF SPL** ♦

4♦ = **S/T**, **TRF SPL** ♠

4♥ = To play

4NT = **RKCB**

1♣-1♦, 1♥-1♠, 2♠-?

2NT = **FG+** → **CNF**

3♣/3♦ = **INV**, long suit, need filler

3♥/♠ = **COMP**, not **INV**

3NT = To play, choice of contracts

4♣ = **S/T**, **TRF SPL** ♦

4♦ = **S/T**, **TRF SPL** ♣

4♥/♠ = To play

# C2I

## Continuations after game invitational bid at 2 level

Any bid up to 3♦(3♣) = Doesn't accept INV, NAT, NF  
3♥/♠ = Accept INV, FG, ST in low/high unbid suits  
3NT = Accept INV, To play

Rebids of player who invite:

Any bid up to 3♦ = S/O → SSPL

3♥/♠ = FG, ST in low/high unbid suits → C3L

3NT = To play → C3L

Above 3NT = S/T → C3L

## Examples of C2I

1♣-1♦, 1♥-2♠(INV+, ART), ?  
2NT = Doesn't accept INV, NAT, NF  
3♣/♦ = Doesn't accept INV, NAT, NF  
3♥ = FG, ST♦, ST?♠  
3♠ = FG, ST♠, ST?♦  
3NT = To play

1♣-1♦, 1♠-2♣, 2♥(INV+, ART)-?  
2♠/2NT/3♣ = Doesn't accept INV, NF  
3♦ = FG, ST?♦  
3♥ = FG, 5+♥  
3♠ = FG, 3♠  
3NT = To play

1♦-1♥, 2♦-2♠(INV+, ART), 2NT-?  
3♣/♦ = NAT, NF  
3♥ = FG, ST♣, ST?♠  
3♠ = FG, ST♠, ST?♣  
3NT = To play

# CNF

## Continuations after 2NT invitational+ raise of partners major

Note: 2NT doesn't contain any splinter hands, because one can use direct transfer splinter bids, having range check of splinters by accepting transfer in short suit

3♣ = a) Doesn't accept INV  
b) FG+, deny +1 trump or side 5+ suit

3♦ = FG+, +1 trump

3♥ = FG+, 5+♣

3♠ = FG+, 5+♦

3NT = FG+, +1 trump, TRF SPL ♣

4♣ = FG+, +1 trump, TRF SPL ♦

4♦ = FG+, +1 trump, TRF SPL OM

4♥ = a) FIT ♥ = To play

b) FIT ♠ = FG+, 5+♥

4♠ = FIT ♠ = To play

2NT ⇒ 3♣

3♦ = FG+, REL

3 FIT = INV only, NF → C3F

3 OM = FG+, 5+♣ → Accept = Range check, other = CUE → CUE

Note: If 2NT is rebid of opener, then 6+ in opener's suit

3NT = To play, choice of contracts → CUE

4♣ = FG+, 5+♦ → Accept = Range check, other = CUE → CUE

Note: If 2NT is rebid of opener, then then then 5+ in opener's suit, TRF SPL OM

4♦ = FG+, 5+ OM → Accept = Range check, other = CUE → CUE

Note: If 2NT is rebid of opener, then then 5+ in opener's suit, TRF SPL Om

4 FIT = To play → CUE

2NT ⇒ 3♣

3♦ ⇒ 3♥ = Deny +1M → 3♠ = REL; Other = CUE

⇒ 3♠ = w/o SNG/VOID → CUE

⇒ 3NT = +1M, TRF SPL ♣ → CUE

⇒ 4♣ = +1M, TRF SPL ♦ → CUE

⇒ 4♦ = +1M, TRF SPL OM → CUE

⇒ 4 FIT = +1M, w/o SNG/VOID → CUE

2NT ⇒ 3♣

3♦ ⇒ 3♥

3♠ ⇒ 3NT = TRF SPL ♣ → CUE

⇒ 4♣ = TRF SPL ♦ → CUE

⇒ 4♦ = TRF SPL OM → CUE

⇒ 4 FIT = w/o SNG/VOID → CUE

2NT ⇒ 3♦

3 FIT = S/T, range check → CUE

3 OM = S/T, 5+♣ → Accept = Range check, other = CUE → CUE

Note: If 2NT is rebid of opener, then 6+ in opener's suit

3NT = To play, choice of contracts → CUE

4♣ = S/T, 5+♦ → Accept = Range check, other = CUE → CUE

Note: If 2NT is rebid of opener, then then then 5+ in opener's suit, TRF SPL OM

4♦ = S/T, 5+ OM → Accept = Range check, other = CUE → CUE

Note: If 2NT is rebid of opener, then then 5+ in opener's suit, TRF SPL Om

4 FIT = To play → CUE

2NT ⇒ 3♥/♠

3 FIT = S/T, range check → CUE

3NT = To play, choice of contracts → CUE

4m = S/T, range check (if 3 FIT available as range check, then CUE m) → CUE

4Om = S/T, 1-m → CUE

4♥/♠ FIT = To play → CUE

4♥/♠ not in FIT = CUE → CUE



2NT      ⇒   3NT/4♣/4♦  
 Accept   = S/T, range check → CUE  
 4♥/♠ FIT = To play → CUE  
 Other     = CUE

## Examples of CNF

1♠-2NT, ?  
 3♣ = a) Doesn't accept INV  
       b) FG+, deny 6+♠/5+♣/♦/♥  
 3♦ = FG+, 6+♠  
 3♥ = FG+, 5+♣  
 3♠ = FG+, 5+♦  
 3NT = FG+, 6+♠, TRF SPL ♣  
 4♣ = FG+, 6+♠, TRF SPL ♦  
 4♦ = FG+, 6+♠, TRF SPL ♥  
 4♠ = To play  
 4NT=RKCB

1♣-1♦, 2NT-?  
 3♣ = a) Doesn't accept INV  
       b) FG+, deny 5+♥/♣/♦/♠  
 3♦ = FG+, 5+♥  
 3♥ = FG+, 5+♣  
 3♠ = FG+, 5+♦  
 3NT = FG+, 5+♥, TRF SPL ♣  
 4♣ = FG+, 5+♥, TRF SPL ♦  
 4♦ = FG+, 5+♥, TRF SPL ♠  
 4♥ = To play  
 4NT=RKCB

1♥-2NT, 3♣-?  
 3♦ = FG+, REL  
 3♥ = NF  
 3♠ = FG+, 5+♣  
 3NT = NF  
 4♣ = FG+, 5+♦  
 4♦ = FG+, 5+♠  
 4♥ = To play  
 4NT=RKCB

# CND

## Continuations after 2NT Distributional Invitation for Game

- 3♣ = Doesn't accept INV, if ♣ → NAT
- 3♦ = Doesn't accept INV, if ♦, accept INV if ♣ → NAT
- 3♥ = a) If ♥ bidded suit = doesn't accept INV, if ♥, accept INV if ♣/♦ → NAT  
b) If ♥ unbidden suit = FG → NAT
- 3♠ = a) If ♠ bidded suit = doesn't accept INV, if ♠, accept INV if ♣/♦/♥ → NAT  
b) If ♠ unbidden suit = FG → NAT
- 3NT = To play, accept INV → NAT
- 4♣ = D-INV, FIT ♣ and bidded M, short ♦ → NAT
- 4♦ = D-INV, FIT ♦ and bidded M, short ♣ → NAT
- 4♥ = FG, sort in unbidden M → NAT
- 4♠ = FG, sort in unbidden M → NAT

## Examples of CND

- 1♠-2♥, 2NT(D-INV)-?
- 3♣ = Doesn't accept INV if ♣
- 3♦ = Doesn't accept INV if ♦, accept if ♣
- 3♥ = FG
- 3♠ = Doesn't accept INV if ♠, accept if ♣/♦
- 3NT = To play
- 4♣ = FG, FIT ♣, FIT 2♠, short ♦
- 4♦ = FG, FIT ♦, FIT 2♠, short ♣
- 4♥ = FG, FIT ♦, FIT ♣, FIT 2♠, short ♥
- 4♠ = To play

- 1♥-2♣, 2♥-2NT(D-INV), ?
- 3♣ = Doesn't accept INV if ♣
- 3♦ = Doesn't accept INV if ♦, accept if ♣
- 3♥ = Doesn't accept INV, 6+♥, NF
- 3♠ = Doesn't accept INV if ♠, accept if ♣/♦
- 3NT = To play
- 4♣ = FG, FIT ♣, FIT 2♠, short ♦
- 4♦ = FG, FIT ♦, FIT 2♠, short ♣
- 4♥ = To play
- 4♠ = To play

- 1♣-1♦, 1NT-2♦, 2NT(D-INV)-?
- 3♣ = Doesn't accept INV if ♣
- 3♦ = Doesn't accept INV if ♦, accept if ♣
- 3♥ = Doesn't accept INV
- 3♠ = FG
- 3NT = To play
- 4♣ = FG, FIT ♣, FIT 3♥, short ♦
- 4♦ = FG, FIT ♦, FIT 3♥, short ♣
- 4♥ = To play
- 4♠ = FG, FIT ♦, FIT ♣, FIT 3♥, short ♠

# C3F

## Continuations after 3 level raise of partners major

- 3♠ = S/T, ask for short suit → TRF SPL → CUE
- 3NT
  - a) FIT ♥ → S/T, TRF SPL ♣ → CUE
  - b) FIT ♠ = S/T, ask for short suit → TRF SPL → CUE
- 4♣ = S/T, TRF SPL ♦ → CUE
- 4♦ = S/T, TRF SPL OM → CUE
- 4♥
  - a) FIT ♥ → To play
  - b) FIT ♠ = S/T, TRF SPL ♣ → CUE
- 4♠ = FIT ♠ To play

# C3L

## Continuations 3 level ST?, ST or 3NT

...3♥/♠(ST)

3♠ = ST? High → C3L

3NT = NF → C3L

4ST? = SNG/VOID ST? → CTS

4ST = Trump ST → CUE

4m = Trump m → CUE

4M = Trump M → CUE

4OM = ♣+♦ → CTS

3NT(To play) ⇔ 4m = Trump m → CUE

4Om = Trump M → CUE

4M = To play → CUE

4OM = Om → CTS

## Examples of C3L

1♣-1♥(♠), 3♣(FG)-3♥(ST♦, ST?♥), ?

3♠ = semi ST♥

3NT = To play

4♣ = Trump♣

4♦ = Trump♦

4♥ = SNG/VOID♥

4♠ = To play

4NT = RBW

1♣-2♦(5♠), 2♥-3♣(FG), 3♠(ST♥, ST?♦)-?

3NT = To play

4♣ = Trump♣

4♦ = SNG/VOID♦

4♥ = To play

4♠ = To play

4NT = RBW

1♣-2♦(5♠), 3NT-?

4♣ = Trump♣

4♦ = Trump♠

4♥ = Trump♦

4♠ = To play

4NT = QUANT

# SSPL

## Smart Splinters – responses and continuations by hand with limited HCP

Raise	= <b>FIT</b> , deny shortness
Jump raise	= super <b>FIT</b> , deny shortness
NT	= <b>FIT</b> , <b>VOID</b> → ♣ = <b>REL</b>
Jump NT	= super <b>FIT</b> , <b>VOID</b> → ♣ = <b>REL</b>
Suit	= <b>FIT</b> , values in suit, <b>SNG</b>
Jump suit	= super <b>FIT</b> , values in suit, <b>SNG</b>
Rebid of suit	= To play
Jump rebid of suit	= super <b>FIT</b> , both <b>SNG</b>
<b>DBL/RBL</b>	= Lead directing in side suit, <b>FIT</b> or own suit or strong
<b>CUE</b>	= <b>FIT</b> , <b>SNG</b>
Jump <b>CUE</b>	= super <b>FIT</b> , <b>SNG</b>

## Examples of SSPL

1♣-1♦, 2♣-2♦(S/O), ?  
2♥ = **FIT** ♦, values ♥, **SNG** ♠  
2♠ = **FIT** ♦, values ♠, **SNG** ♥  
2NT = **FIT** ♦, **VOID** → 3♣ **REL**  
3♣ = To play  
3♦ = **FIT**, deny shortage  
3♥ = super **FIT** ♦, values ♥, **SNG** ♠  
3♠ = super **FIT** ♦, values ♠, **SNG** ♥  
3NT = super **FIT** ♦, **VOID** → 4♣ **REL**  
4♣ = super **FIT** ♦, **SNG** ♥ and ♠  
4♦ = super **FIT**, deny shortage

1♣-1♦, 1NT-?(2♦=FG; 2♣-2♠ = bad hands)  
2NT = 6-8 HCP, **FIT** ♣, **VOID** → 3♦ **REL**  
3♣ = 6-8 HCP, **FIT** ♣, deny shortage  
3♦ = **FIT** ♣, values ♦, **SNG** ♠  
3♥ = 6-8HCP, 6+♥ good suit  
3♠ = **FIT** ♣, values ♠, **SNG** ♦  
3NT = 6-8 HCP, super **FIT** ♣, **VOID** → 4♦ **REL**  
4♣ = 6-8 HCP, super **FIT** ♣, deny shortage  
4♦ = super **FIT** ♣, values ♦, **SNG** ♠  
4♥ = super **FIT** ♣, **SNG** ♠ and ♦  
4♠ = super **FIT** ♣, values ♠, **SNG** ♦

P-(1♦)-2♣-(DBL), ?  
**RDBL** = Lead directing side suit  
2♥ = **FIT** ♣, values ♥, side **SNG**  
2♠ = **FIT** ♣, values ♠, side **SNG**  
2NT = **FIT** ♣, **VOID** → 3♦ **REL**  
3♣ = **FIT** ♣, deny shortage  
3♦ = super **FIT** ♣, side **SNG**  
3♥ = super **FIT** ♣, values ♥, side **SNG**  
3♠ = super **FIT** ♣, values ♠, side **SNG**  
3NT = super **FIT** ♣, **VOID** → 4♦ **REL**  
4♣ = super **FIT** ♣, deny shortage

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# SLAM CONVENTIONS

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**RBW** = Roman Blackwood (not Keycard). Ask for Aces.

A jump to 4NT is **RBW**, if no **FIT**.

Step-responses: 0/3 A, 1/4 A, 2 A no K, 2 A + 1 K...

The next ask is the cheapest suit (Hoit), for K.

Step-responses: 0 K, 1K...

The next ask is again the cheapest suit, for Q.

Step-responses: 0 Q, 1Q...

Sign offs: any non-cheap suit, or 5NT and above.

*Note: After a NAT 3NT, 4NT is quantitative.*

**EBW** = Exclusionary Roman Blackwood. Asks for A's outside the jump suit.

A double-jump is **EBW**, if 4NT would be **RBW**.

Answer as to **RBW**, but don't count the A in the jump suit.

Sign offs: a non-cheap suit.

**RKCB** = Roman Key Card Blackwood. Asks for KC.

Note: If a **FIT** in 2 suits, then 6 KC's: 4A + kings of both suits.

A jump to 4N is **RKCB**, after establishing (giving) a **FIT**.

Answers by steps: 0/3 A, 1/4 A, 2/5 A no Q trump, 2 A + Q

Next ask is the cheapest suit, for the Q of trumps, if unknown.

Answers by steps: no trump Q, yes trump Q

Note: If a **FIT** in 2 suits, then the major trump Q is resolved first.

Next ask is the cheapest suit, for side K's, with all other bids asking for Q or **DOUB** in the bid suit.

Answer: 6 of trumps no, other bids yes.

Sign offs: Any bid of the trump suit.

**ERKCB** = Exclusionary Roman Key Card Blackwood. Asks for **KC** outside the jump suit.

Answers as to **RKCB**, but don't count the A in the jump suit.

Sign offs: as **RKCB**.

**CUE** = Cue bids. Shows any control after a **FIT** - A, K, **SNG** or **VOID**.

Use a **CUE** after **NAT** bids to show control in the side suit.

Principles before **KC** limitation:

-Skipping a suit denies control in it.

-Continuing to **CUE** after a skipped suit shows a control in it.

-Continuing to **CUE** doesn't guarantee a **MAX**.

-Bidding 4 in a **FIT** with no skipped controls shows a **MIN**.

-a **CUE** in a previously skipped suit show a Q or **DOUB**.

-Jumping to 5NT shows a **VOID** in a side suit, even # **KC**.

-Jump in a suit shows a **VOID** in the side suit, odd # **KC**.

**KC** limitation (parity of # of **KC**'s held by one player, aka **TURBO**):

-cheapest bid: 4NT (without a jump), bid in shown **SNG/VOID** or 4 in **FG+** fitted minor is a **CUE** showing an even # **KC**; Next such bid show Q trump.

-Skipping this 4NT **CUE**, bid in shown **SNG/VOID** or 4 in **FG+** fitted minor shows an odd # **KC**.

Note: After a **FIT** at the 5 level use 5NT just like 4NT.

-Continuing to **CUE** after **KC** limitation below the 5-level of trumps shows enough **KC** for slam, but missing the Q trump or equivalent, or is a **CUE** for grand slam. With the Q of trump **PD** continues to **CUE** for a possible grand slam.

-Continuing to **CUE** after **KC** limitation above the 5-level of trumps shows enough **KC** for grand slam and the Q of trump or equivalent.

Note: If **CUE** after **KC** limitation below 5 in **FIT** isn't available, then 5NT cue show enough **KC** for slam, but missing Q trump or equivalent.

Sign offs: Any bid in trumps = missing a control in a skipped suit or not enough **KC** or Q trump (after 4N).

**TRF SPL** = Transfer Splinter. Slam try with a **FIT**, shortness in side suit.

Use a **TRF SPL** if nothing wasted in the short suit makes slam possible.

Splinters are: a jump in a side suit after a fit, OR a double jump in an unbid suit without having previously raised, setting trumps in the process.

Principles: same as with **CUE**. Accepting **TRF** is range check.

Sign offs: Any bid in trumps.

Note: Any unusual jump in a usual **NAT** bid is also a **TRF SPL**.

## Slam conventions after opponent intervention:

Note: After intervention of 4NT or higher: pass - even **KC/A**; **DBL** - odd **KC/A**

### Over cue bids:

**DBL**:

returning to trumps: no control in opponent's suit.

Pass: Queen in opponent's suit.

Other bids: **K/SNG** in opponent's suit.

**RDBL**: **A/VOID** in opponent's suit.

Suit/NT:

Pass: no control in opponent's suit.

**DBL**: **A/VOID** in opponent's suit.

Other bids: **K/SNG** in opponent's suit.

Suit/NT after **KC** limitation:

Pass: no trump Queen (or enough **KC** for grand slam).

**DBL**: to play

Other bids: **CUE**, enough **KC** for grand slam.

### Over asking bids:

**DBL**:

Pass: no control in opponent's suit.

Other bids show control in opponent's suit: **RDBL** - 1 step, cheapest bid: 2 step...

Note: If no suit is shown Pass - 1 step, **RDBL** - 2 step, cheapest bid - 3 step...

After ... (**DBL**)-Pass-(Pass)-**RDBL**: asks to continue answers, and shows a control in opponent's suit.

Suit/NT:

Pass: no control in opponent's suit.

Other bids show control in opponent's suit: **DBL** - 1 step, cheapest bid - 2 step...

Note: If no suits are shown pass - 1 step, **DBL** - 2 step, cheapest bid: 3 step...

After ... (opponent's suit)-Pass-(Pass)-**DBL**: to play, no control in opponent's suit; cheapest bid: asks to continue answers with a control in opponent's suit.

### Over answers to asking bids:

**DBL**:

Pass: no control in opponent's suit.

**RDBL**: control in opponent's suit, next ask.

Other bids: to play.

Note: If no suits are shown Pass - next ask.

After ... (**DBL**)-Pass-(Pass)-**RDBL**: control in opponent's suit; other bids: to play.

After ... (**DBL**)-Pass-(Pass)-**RDBL**-(Pass)-cheapest bid: next ask.

Suit/NT:

Pass: next ask.

**DBL**: to play.

Other bids: to play.

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# Phoenix

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## Method of handling opponents intervention when HCP are not limited yet

### DOUBLE

Our doubles are generally all T/O at all levels at least when doubler has not shown length in the suit. We use the PEN at low levels only when one of us has shown given a penalty pass. In penalty situations when we know we have balanced hands and we hold a certain majority of the points we utilize the double to suggest partner pass with length in the suit. One doesn't make a double if one doesn't want partner to convert to penalty.

### PENALTY DOUBLE ( PEN )

Despite the many T/O doubles there are standard situations in which doubles are penalty :

- a) Partner has opened a preempt
- b) We have made a Penalty Pass over a T/O double of a suit or NT bid higher than 1NT
- c) The double of a suit in which the doubler has shown 5+ cards
- d) We have already made a PEN
- e) The double of a side suit when P has doubled T/O.
- f) The doubler has passed already OPPT bid in same suit – trap pass.
- g) The doubler has simple raised/reraised suit (FIT).

### DOUBLE WHEN WE HAVE FOUND A FIT

The double shows extra strength or good defensive cards and normally denies SNG/VOID.

After two "PASSES" the double can be necessary with many types of special hands if one want to give partner the chance to convert to penalty.

### COMPETITIVE AUCTION AT 4 LEVEL WITHOUT A FIT

- 4 major game in possible major = To play
- **RDBL** = Slam try without control in opponent's suit (To play, if final contract).
- **DBL** = a) Take out double, if at least 1 suit remain unbid, else penalty double.  
b) Slam try without control in opponent's suit.
- 4 minor or impossible to play major = Like **DBL** above, if **DBL** possible, then only b).
- 4NT = F1, **C OPPT S**, even **KC**;
- 5 level bids = **F1, C OPPT S**, odd **KC** (possible contracts NF );
- 5NT = 1<sup>st</sup> **C OPPT S**, even **KC**;
- Other 6 level bids = 1<sup>st</sup> **C OPPT S**, odd **KC**(possible contracts NF );

#### **Responses to all F1 4 level bids, which can be S/T w/o C OPPT S:**

- Cheapest game bids in possible contracts = denies **C OPPT S**;
- 4NT = **C OPPT S**, even **KC**;
- Other 4-5 level bids = **C OPPT S**, odd **KC** (possible contracts NF );
- 5NT = 1<sup>st</sup> **C OPPT S**, even **KC**;
- Other 6 level bids = 1<sup>st</sup> **C OPPT S**, odd **KC**;

### COMPETITIVE AUCTION AT 5 LEVEL BEFORE LIMITATION OF KEY CARDS

- Pass = Even **KC**
- **DBL/RDBL** = Odd **KC** (To play, if our final contract).
- 5NT = 1<sup>st</sup> **C OPPT S**, even **KC**;
- Other bids = 1<sup>st</sup> **C OPPT S**, odd **KC**;

### *Notes:*

- The strenght of all bids cover at least level of possible contracts, if not specified
- After OPPT NT(NAT or ART), we play same/similar like after their opening 1NT, excluding the length in OPPT shown long suits. - After OPPT two suiter intervention we play Unusual vs. Unusual convention. If OPPT two suiter show only one of suits in two suiter, then we play just like after OPPT intervention in shown suit.
- After OPPT TRF intervention, we play just like intervention in real suit, where our bid in their real suit(CUE) show both majors, 4OM or if no M unbid - both minors.



# Responses

RDBL OPN 1♣ = PUP  
RDBL OPN 1♦ = COMP+, 4+♥  
RDBL OPN 1♥ = COMP+, 4+♠  
RDBL OPN 1♠ = COMP+, 4+♥  
RDBL OPN 1NT = PUP  
RDBL OPN 2♣ = PUP

OPN: 1♣÷1♠ - OPPT: DBL÷1♠

## 1♣-(1♦)-?

Pass = NF, Possible trap-pass

DBL = COMP+, 4+♥

1♦ = COMP+, 4+♥

1♥ = COMP+, 4+♠

1♠ a) INV+, 3-M  
b) FG, w/o SNG SS

1NT = NF

2♣ = COMP+, 5+♥

2♦ = COMP+, 5+♠

2♥ = COMP+, 4♠, 5+♣

2♠ = COMP+, 4♥, 5+♣

2NT a) PRE, 3-M, 6+♣

b) S/T, 3-M

3♣ = INV+, 5+♠, 4+♥

3♦ = FG+, 1-♠, 3-♥

3♥ = FG+, 1-♥, 3-♠

3♠ = FG+, 1-♦, 3-♥, 3-♠

3NT = NF, To play

4♣ = FG+, 6+♥ S-SOL

4♦ = FG+, 6+♠ S-SOL

4♥/♠ = PRE

## OPN m – OPPT M

Pass = NF, Possible trap-pass

DBL = COMP+, 4+OM

1♠ a) INV+, 3-M  
b) FG, w/o SNG SS

1NT = NF

2♣ = COMP+, 5+OM

2♦ a) OPPT ♥ = COMP+, 6+♠  
b) OPPT ♠ = INV+, 3-OM

2♥/♠ a) OPPT M = COMP+, 4OM, 5+m  
b) OM = COMP+, 3-OM

2NT a) PRE, 3-M

b) S/T, 3-M

3♣ = INV+, 5+OM, 4+m/OM

3♦ = FG+, 1-♠, 3-OM

3♥ = FG+, 1-♥, 3-OM

3♠ = FG+, 1-OM, FIT m, 3-OM

3NT = NF, To play

4♣/♦ a) m = FG+, 5+OM, 5+m  
b) Om = FG+, 6+ OM S-SOL

4♥ a) OM=PRE

b) M = S/T, FIT m, 1-OPPT M, 3-OM

## 1♥-(1♠)-?

Pass = NF, Possible trap-pass

DBL = INV+, w/o FIT

1NT = NF

2♣ = COMP, 4+♣-4+♦, w/o FIT

2♦ = CONST, FIT ♥  
 2♥ = COMP, FIT ♥  
 2♠ a) INV, 6+m♣, w/o FIT  
       b) S/T, w/o SNG, w/o FIT  
 2NT = INV+, FIT  
 3♣ = FG+, 1-♠, 2♥  
 3♦ = FG+, 1-♦, 2♥  
 3♥ = PRE  
 3♠ = FG+, 1-♣, 2♥  
 3NT = FG+, FIT ♥, TRF SPL ♣  
 4♣ = FG+, FIT ♥, TRF SPL ♦  
 4♦ = FG+, FIT ♥, TRF SPL ♠  
 4♥ = PRE

OPN: 1♣÷2♣ - OPPT: 2♣÷2♠

## No M

**Pass** = NF, Possible trap-pass  
**DBL** a) OPPT 2♣ = COMP+, 4+♥, 4+♠  
       b) OPPT 2♦ = COMP+, 4+♥  
 2♦ = COMP+, 4+♥  
 2♥ = COMP+, 4+♠  
 2♠ = INV+, 3-M  
 2NT a) COMP m, 3-M  
       b) S/T, 3-M  
 3♣ = INV+, 5+♠, 4+♥  
 3♦ = INV+, 5+♥  
 3♥ = INV+, 5+♠  
 3♠ = FG+, 1-OPPT m, 3-♥, 3-♠  
 3NT = NF, To play  
 4♣ = FG+, 6+♥ S-SOL  
 4♦ = FG+, 6+♠ S-SOL  
 4♥/♠ = PRE

## OPN m - OPPT M

**Pass** = NF, Possible trap-pass  
**DBL** = COMP+, 4+OM  
 2♠ = INV+, 3-OM  
 2NT a) COMP m, 3-M  
       b) S/T, 3-M  
 3♣ COMP+, 5+OM  
 3♦ a) OPPT 2♥ = INV+, 5+OM-4+m  
       b) OPPT 2♠ = INV+, 3-OM  
 3♥/♠ a) OPPT M = INV+, 1-OPPT M, 4OM  
       b) OM=INV+, 1-OPPT M, 3-OM  
 3NT = NF, To play  
 4♣/♦ a) Om = FG+, 6+OM S-SOL  
       b) m = FG+, 5+OM, 5+m  
 4♥/♠ a) OM = PRE, 6+OM  
       b) OPPT M = FG+, 1- OPPT M, FIT m, 3- OM

## OPN M - OPPT m

**Pass** = NF, Possible trap-pass  
**DBL** = COMP+, 4+OM  
 2♦ = CONST, FIT M  
 2♥/♠ a) M = COMP, FIT M  
       b) OM = INV+, w/o FIT  
 2NT = INV+, FIT M  
 3♣ = COMP+, 5+ OM  
 3♦ = INV+, 1-OPPT m, 4OM, 2M  
 3♥/♠ a) M = PRE, FIT M  
       b) OM= FG+, 1-OPPT m, 3-OM, 2M  
 3NT = FG+, FIT M, TRF SPL ♣  
 4♣ = FG+, FIT M, TRF SPL ♦  
 4♦ = FG+, FIT M, TRF SPL OM  
 4♥/♠ = PRE

## Bid OPN M - OPPT M

Pass = NF, Possible trap-pass

DBL = INV+, w/o FIT

2♠ = COMP, FIT M

2NT = INV+, FIT M

3♣ = COMP+, 1-OPPT M, 2M

3♦ = COMP+, 1-♦, 2M

3♥/♠ a) M = COMP, FIT M

b) OPPT M = COMP+, 1-♣, 2M

3NT = FG+, FIT M, TRF SPL ♣

4♣ = FG+, FIT M, TRF SPL ♦

4♦ = FG+, FIT M, TRF SPL OM

4♥/♠ a) M = PRE

b) OPPT M = FG+, 5+♣-5+♦

OPN: 1♣÷2♣ - OPPT: 3♣÷3♠

## No M

Pass =NF, Possible trap-pass

DBL a) OPPT 3♣=4+♥-4+♠

b) OPPT 3♦=4+♥

3♦ = 4+♥

3♥ = 4+♠

3♠ = FG+, 3-M

3NT = NF, To play

4♣ = FG+, 5+♥

4♦ = FG+, 5+♠

4♥/♠ = NF, To play

## OPN m - OPPT M

Pass =NF, Possible trap-pass

DBL a) OPPT 3♥=4+♠

b) OPPT 3♠=FG+

3♠ = FG+, 3-M

3NT = NF, To play

4♣ = FG+, 5+OM

4♦ = FG+, Trump ♣

4♥/♠ a) OM=NF, To play

b) OPPT M = FG+, Trump ♦

## OPN M - OPPT m

Pass =NF, Possible trap-pass

DBL = 4+OM

3♦ = CONST, FIT M

3♥/♠ a) M = COMP, FIT M

b) OM = FG+, w/o FIT

3NT = NF, To play

4♣ = FG+, FIT M

4♦ = FG+, 5+OM

4♥/♠ = NF, To play

## OPN M - OPPT M

Pass =NF, Possible trap-pass

DBL =FG+, w/o FIT

3♠ M = COMP, FIT M

3NT NF, To play

4♣ FG+, FIT M

4♦ FG+, ♣

4♥/♠ a) M=NF, To play

b) OM = FG+, ♦

## Rebids

*Note: If partner passed, then rebids are similar to overcalls*

**1♣/1♦/1NT/2♣ - (DBL÷2♠) - DBL÷2♠ - (DBL÷2♠)**

**P** To OPPT DBL = ST+  
**RDBL** w/o ST  
**DBL** COMP+, T/O

### No M

1♥ = NF, 3♥  
 1♠ a) PD TRF = NF, 3♠  
           b) PD not TRF = F1, 4♠  
 1NT a) OPPT/PD 1♠ = NF  
           b) REL, System on  
 2♣/♦ a) Om, OPPT/PD 1♠ = REL, System on  
           b) NF  
 2♥/♠ = CONST, NF

### PD M

1♥ = NF, 3♥  
 1♠ a) PD TRF = NF, 3♠  
           b) PD not TRF = F1, 4♠  
 1NT a) OPPT/PD 1♠ = NF  
           b) REL, System on  
 2♣ a) Om, OPPT/PD 1♠ = REL, System on  
           b) NF  
 2♦ a) Om, OPPT/PD 1♠ or CUE = REL, System on  
           b) NF  
 2♥/♠ a) FIT = NF  
           b) OM = CONST, NF

### OPPT M

1♥ = NF, 3♥  
 1♠ a) TRF = NF, 3♠  
           b) not TRF = F1, 4♠  
 1NT a) OPPT/PD 1♠ = NF  
           b) REL, System on  
 2♣ a) Om, OPPT/PD 1♠ = REL, System on  
           b) NF  
 2♦ a) Om, OPPT/PD 1♠ or CUE = REL, System on  
           b) NF  
 2♥/♠ a) OM = CONST, NF  
           b) OPPT M = CONST, F1

### PD M - OPPT M

1♥ = NF, 3♥  
 1♠ a) PD TRF = NF, 3♠  
           b) PD not TRF = F1, 4♠  
 1NT a) OPPT/PD 1♠ = NF  
           b) REL, System on  
 2♣ a) Om, OPPT/PD 1♠ = REL, System on  
           b) NF  
 2♦ a) Om, OPPT/PD 1♠ or CUE = REL, System on  
           b) NF  
 2♥/♠ a) FIT = NF  
           b) OPPT M = CONST, F1

**1♥/1♠ - (DBL÷2♠) - DBL÷2♠ - (DBL÷2♠)**

**P** =To OPPT DBL = ST+  
**RDBL** = w/o ST  
**DBL** = COMP+, T/O

### No M

1♠ = NF, 3♠  
 1NT = NF  
 2♣ = REL, System on  
 2♦/♥/♠ = NF

### PD M

1♠ = NF, 3♠  
 1NT = NF  
 2♣ = REL, System on  
 2♦/♥/♠ = NF

### OPPT M

1NT = NF  
 2♣ = REL, System on  
 2♦ = NF  
 2♥/♠ a) M = NF  
 b) OPPT M = CONST, F1

*Note: 2NT and above = System on with sensible nuances*

$$1♣/1♦/1NT/2♣ - (3♣÷3♠) - DBL÷3♠ - (DBL÷3♠)$$

Pass = To OPPT DBL = ST+  
 RDBL = w/o ST  
 DBL = COMP+, T/O

### No M

3♦ = COMP, NF  
 3♥/♠ = F1, ST?  
 3NT = NF  
 4m = S/T, 6+m S-SOL  
 4Om = S/T, 6+m S-SOL, TRF SPL ♥  
 4♥ = S/T, 6+m S-SOL, TRF SPL ♠  
 4♠ = S/T, 6+m S-SOL, TRF SPL Om

### PD M

3♦ = COMP, NF  
 3♥/♠ a) FIT = NF w/o FIT  
 b) not FIT = F1, ST?  
 3NT = NF  
 4♣ = FG+, FIT M  
 4♦ = FG+, Trump m (♣)  
 4♥/♠ a) FIT = COMP, FIT M  
 b) OM = FG+, Trump Om (♦)

### OPPT M

3♦ = COMP, NF  
 3♥/♠ = F1, ST?  
 3NT = NF  
 4m = S/T, 6+m S-SOL  
 4Om = S/T, 6+m S-SOL, TRF SPL ♥  
 4♥ = S/T, 6+m S-SOL, TRF SPL ♠  
 4♠ = S/T, 6+m S-SOL, TRF SPL Om

### PD M - OPPT M

3♦ = COMP, NF  
 3♥/♠ a) FIT = NF w/o FIT  
 b) not FIT = F1, ST?  
 3NT = NF  
 4♣ = FG+, FIT M  
 4♦ = FG+, Trump m (♣)  
 4♥/♠ a) FIT = COMP, FIT M  
 b) OM = FG+, Trump Om (♦)

$$1\heartsuit/1\spadesuit - (3\clubsuit\div 3\spadesuit) - \text{DBL}\div 3\spadesuit - (\text{DBL}\div 3\spadesuit)$$

**P** = To **OPPT DBL** = ST+  
**RDBL** = w/o ST  
**DBL** = COMP+, T/O

### No M

3♦ = FG+, ST? OPPT S  
 3♥/♠ a) M = NF, COMP  
           b) OM = FG+, ST? OPPT S  
 3NT = NF  
 4♣ = FG+, Trump M  
 4♦ = FG+, Trump m (♣)  
 4♥/♠ a) M = NF, To play  
           b) OPPT M = FG+, Trump Om (♦)

### PD M

3♦ = FG+, ST? OPPT S  
 3♥/♠ = NF, COMP  
 3NT = NF  
 4♣ = FG+, Trump ♥  
 4♦ = FG+, Trump ♠  
 4♥/♠ = NF, To play

### OPPT M

3♦ = FG+, ST? OPPT S  
 3♥/♠ a) M = NF, COMP  
           b) OM = FG+, ST? OPPT S  
 3NT = NF  
 4♣ = FG+, Trump M  
 4♦ = FG+, Trump m (♣)  
 4♥/♠ a) M = NF, To play  
           b) OM = FG+, Trump Om (♦)

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# OVERCALLS

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## GENERAL PRINCIPLES FOR THE COMPETITIVE AUCTION

We don't aim our bidding towards PEN, instead we give defensive information, sacrifice information and valuable information about high competitive auction. We use DBL rebid as "willing to play more", except one passed or didn't made offensive bid previous round hands, in which cases we use PEN. According to our strategy, we try to show offensive hands early, esp. majors.

## SUIT OVERCALL

5+ suit, 3-17 HCP; If 3-8 HCP, then 6+ suit or 5 suit -4-3-1 distribution at least, suit normally led by T. If 2+ level, then we like to avoid **OPPT PEN**, so we have needed tricks (longer suits with, better suit or more HCP). If 8+ HCP, we don't care about suit quality of M - our overcalls are not necessary lead directing in such case. Overcall can be made with 4 cards, but with very good suit and at least opening strength.

## RESPONSES TO OVERCALLS

If second OPP continue to compete, we use **SSPL**. If not, we use **RF** stepping bids: (skip impossible/useless steps):

1NT	= NF, NAT → C2I
1 step	= COMP+, 5+♥ → C2I
2 step	= COMP+, 5+♠ → C2I
3 step	= CONST, FIT M → C2F
Raise 2	= PRE of M, CONST of m → C2F
Free step available	= S/O, 6+OM → SSPL
4 step	= INV+, denies M FIT or 5+ OM → C2I
2NT	= a) INV+ raise of M → CNF b) PRE/FG+ raise of m w/o SNG/VOID → R3L
Raise 3	= PRE of M, CONST of m → C3F
5+ step 3 level	= INV+, side Hi/Mi/Lo SNG, w/o FIT M, w/o 5+ OM → C3L
3NT	= To play → C3L
Raise 4	= PRE of m, To play of M → CUE
4M	= To play, PRE → CUE
4♣	= FG+, FIT → CUE
4OPPT S/Om	= FG+, FIT, SPL OPPT S → CUE
4NT	= RBW

## EXAMPLES OF RESPONSES TO OVERCALLS

(1♦)-1♠-(p)-?

1NT	= CONST, NF
2♣	= COMP+, 5+♥
2♦	= CONST, FIT ♠
2♥	= INV+, w/o FIT/5+♥
2♠	= COMP, FIT ♠
2NT	= INV+, FIT ♠
3♣	= INV+, 1-♥, w/o FIT
3♦	= INV+, 1-♦, w/o FIT/5+♥
3♥	= INV+, 1-♣, w/o FIT/5+♥
3♠	= PRE, FIT ♠
3NT	= To play
4♣	= FG+, FIT, w/o SPL ♦
4♦	= FG+, FIT, SPL ♦
4♥	= To play, PRE
4♠	= To play, PRE

(1♠)-2♣-(p) ?

2♦	= COMP+, 5+♥
2♥	= S/O, 6+♥
2♠	= CONST+, w/o 5+♥
2NT	= a) PRE, FIT ♣ b) INV+, FIT ♣
3♣	= COMP, FIT ♣

3♦ = INV+, 1-♠, w/o 5+♥  
 3♥ = INV+, 1-♥  
 3♠ = INV+, 1-♦, w/o 5+♥  
 3NT = To play  
 4♣ = PRE  
 4♦ = FG+, FIT ♣, w/o SPL ♠  
 4♥ = To play, PRE  
 4♠ = FG+, FIT ♣, SPL ♠, w/o 5+♥

(1♠)-2♥-(p)-?  
 2♠ = CONST+, w/o FIT ♥  
 2NT=CONST+, FIT ♥  
 3♣ = INV+, 1-♠, w/o FIT ♥  
 3♦ = INV+, 1-♦, w/o FIT ♥  
 3♥ = COMP, FIT ♥  
 3♠ = INV+, 1-♣, w/o FIT ♥  
 3NT = To play  
 4♣ = FG+, FIT, w/o SPL ♠  
 4♦ = FG+, FIT, SPL ♠  
 4♥ = To play, PRE

## REBIDS AFTER OVERCALL

We use general principles of system without competition, when it is possible(6+-4+ **R3L**), else switch to **C3L**. If **OPPT** continue to compete, we use **SSPL**, **DBL/RDBL** show strength, willing to compete to next level. By passed or raised to game hand **PEN**.

## EXAMPLES OF REBIDS AFTER OVERCALL

(1♦)-1♠-(p)-1NT, (p) - ?  
 2♣ = a) 3-11 HCP, 5+♠-4+♣  
           b) 11-14 HCP  
 2♦ = 3-11 HCP, 5+♠-4+♦  
 2♥ = 3-11 HCP, 5+♠-4+♥  
 2♠ = 3-8 HCP, 6+♠  
 2NT = 11-14 HCP, **D-INV**  
 3♣ = FG+, 5+♠☺ or SNG SS  
 3♦ = FG+, 1-♥  
 3♥ = FG+, 5+♠☺, 1-♦  
 3♠ = FG+, 5+♠☺, 1-♣  
 3NT = To play  
 4♣ = FG+, 6+♠ **S-SOL**, TRF SPL ♦  
 4♦ = FG+, 6+♠ **S-SOL**, TRF SPL ♥  
 4♥ = FG+, 6+♠ **S-SOL**, TRF SPL ♣  
 4♠ = To play

(1♠)-2♣-(p)-2♠, (p) - ?  
 2NT = Doesn't accept INV  
 3♣ = FG+, 5+♠☺ or SNG SS  
 3♦ = FG+, 1-♠  
 3♥ = FG+, 5+♠☺, 1-♥  
 3♠ = FG+, 5+♠☺, 1-♦  
 3NT = To play  
 4♣ = S/T, 6+♣ **S-SOL**  
 4♦ = S/T, 6+♣ **S-SOL**, TRF SPL ♥  
 4♥ = S/T, 6+♣ **S-SOL**, TRF SPL ♠  
 4♠ = S/T, 6+♣ **S-SOL**, TRF SPL ♦

(1♥)-2♦-(p)-2♥(5+♠), (p)-2♠-(p)-?  
 2NT = **D-INV**  
 3♣ = FG+, 5+♠☺ or SNG SS  
 3♣ = FG+, 1-♥  
 3♣ = FG+, 5+♠☺, 1-♦  
 3♣ = FG+, 5+♠☺, 1-♣  
 3NT = To play  
 4♣ = FG+, FIT ♣  
 4♦ = FG+, Trump ♠



4♥ = FG+, Trump ♠, 1-♥  
4♠ = To play

## **SUIT PREEMPT**

We use 2 level constructive preempts = opening hand, 6+ good suit. We use 3+ level destructive preempts, with not solid suit and some side def. 3th position preempt use as basis max passed balanced hand of partner, so he must not raise preempt, except with superfit and shortage.

## **CONTINUATIONS AFTER SUIT PREEMPT**

Like after preempt openings

## Take out double

Our **T/O** guarantee 3 cards support in unbid suits with **MIN**. We also double with strong NT hands, because we use 1NT raptor, in which case **T/O** can be offshape and we use **ELC** to handle partner's negative response in short suit. Our **T/O** normally doesn't include wild distributions like 7+, 5-5 or 6-4 – with such hands we use direct bids, revealing such distribution early.

- T/O** =
- a) 8+ HCP, 2+QT, 4+ cards in all unbid suits
  - b) 11+ HCP, 2+QT, 3+ cards in all unbid suits
  - c) 14+ HCP, **BAL**
  - d) 18+ HCP, trap pass, any distribution

### RESPONSES TO TAKE OUT DOUBLE

We use modified "Mini cue bid of Solle"/"Reversed Lebensohl" convention - cheapest suit responses are negative, cheap NT bid is positive response, jump NT and 3NT bids are **NAT**.

#### (OPPT1) - DBL -?

- Suit = **NF**, not **INV**, 4(3)+ suit
- Suit w/ jump = **INV**, 5+ suit
- 1NT/2NT w/o jump = **INV+**, **F1**, any distribution
- 2NT w/ jump/3NT = **NAT**
- CUE** <3NT = **INV+**, 4+**M**-5+**m**
- CUE** w/ jump <3NT = **INV+**, 5+**M**-5+**m**
- 4♣ = **FG+**, 4**OM**-6+**Om**
- 4♦ = **FG+**, 5+**OM**-5+
- 4♥/♠ a) **CUE** = **FG+**, 5+♣-5+♦  
b) **OM** = To play

## EXAMPLES OF RESPONSES TO TAKE OUT DOUBLE

#### (1♦)-DBL-(p)-?

- 1♥/♠/2♣ = 0-8 HCP, 4(3)+♥/♠/♣
- 1NT = 8+HCP, **F1**
- 2♦ = 8+HCP, 4**M**-5+♣
- 2♥ = 8-11 HCP, 5+♥
- 2♠ = 8-11 HCP, 5+♠
- 2NT = 12-13 HCP, **NAT**
- 3♣ = 8-11 HCP, 5+♣
- 3♦ = 8+ HCP, 5+♥-5+♠
- 3♥ = 8-11 HCP, 6+♥
- 3♠ = 8-11 HCP, 6+♠
- 3NT = To play
- 4♣ = **FG+**, 4**M**-6+♣
- 4♦ = **FG+**, 5+**M**-5+♣
- 4♥ = To play
- 4♠ = To play

#### (1♠)-DBL-(p) ?

- 2♣/♦/♥ = 0-8 HCP, 4(3)+♣/♦/♥
- 1NT = 8+HCP, **F1**
- 2♠ = 8+HCP, 4♥-5+**m**
- 2NT = 12-13 HCP, **NAT**
- 3♣ = 8-11 HCP, 5+♣
- 3♦ = 8-11 HCP, 5+♦
- 3♥ = 8-11 HCP, 5+♥
- 3♠ = 8+ HCP, 1-♠, 3-♥
- 3NT = To play
- 4♣ = **FG+**, 4♥-6+**m**
- 4♦ = **FG+**, 5+♥-5+**m**
- 4♥ = To play
- 4♠ = **FG+**, 5+♦-5+♣

#### (2♠)-DBL-(p)-?

- 2NT = 8+HCP, **F1**
- 3♣/♦/♥ = 0-8 HCP, 4(3)+♣/♦/♥
- 3♠ = 8+HCP, 4♥-5+**m**

3NT = To play  
 4♣ = FG+, 4♥-6+m  
 4♦ = FG+, 5+♥-5+m  
 4♥ = To play  
 4♠ = FG+, 5+♦-5+♣

## REBIDS AFTER TAKE OUT DOUBLE

After NT positive response we use special continuations and rebids.

After other bids we use general principles of system without competition, when it is possible - C2I, C3L.

### EXAMPLES OF REBIDS AFTER TAKE OUT DOUBLE

(1♦)-DBL-(p)-1♠, (p)-?  
 1NT = 18-21 HCP, NAT  
 2♣ = 14-17 HCP, 4+♣-4+♥  
 2♦ = a) 14+HCP, 4♠  
       b) FG+, any  
 2♥ = 18-21 HCP, 5+♥  
 2♠ = 11-14 HCP, 4+♠  
 2NT = 21-23 HCP, NAT  
 3♣ = 18-21 HCP, 5+♣  
 3♦ = 18-21 HCP, 6+♦ (strong trap)  
 3♥ = 18-21 HCP, 6+♥  
 3♠ = 18-21 HCP, 5+♠  
 3NT = To play

(1♠)-DBL-(p) – 1NT, ?  
 2♣ = 8-13 HCP, 3+ cards in unbid suits, NF  
 2♦ = 8+HCP, 5+♥, F1  
 2♥ = INV+, 4+♥  
 2♠ = INV+, 3-♥, w/o ST ♠  
 2NT = INV, 3-♥, ST ♠  
 3♣ = FG+, 5+♣  
 3♦ = FG+, 5+♦  
 3♥ = FG+, 5+♥  
 3♠ = S/T, 6+♠ (strong trap)  
 3NT = To play

(2♥)-DBL-(p)-2NT, (p)-?  
 3♣ = 11-13 HCP, 3+ cards in unbid suits, NF  
 3♦ = 11+ HCP, 5+♠, F1  
 3♥ = FG+, w/o ST ♥  
 4♠ = FG+, 4+♠, ST ♥  
 3NT = To play, 3-♥, ST ♠  
 4♣ = S/T, 5+♣  
 4♦ = S/T, 5+♦  
 4♥ = NF, 6+♥ (strong trap)  
 4♠ = NF, 6+♠

## TAKE OUT DOUBLE CONTINUATIONS - SECOND OPPT CONTINUE TO COMPETE

Because both OPPT bid and HCP are limited, we normally use SSPL bids. However T/O itself doesn't show suit, so we use same responses, but they don't promise HCP - competitive(+), using established by OPPT upper limit. An exception is OPPT raise of suit, because it can be done with distribution and doesn't establish HCP limit (OBAR), in which case our bids are constructive.

(OPPT1)-DBL-OPPT2-?

<b>DBL</b>	a) To OPPT raise = <b>CONST</b> , responsive, 8+ HCP
	b) To OPPT side suit = <b>PEN</b>
Suit	= <b>COMP</b> , 5(4)+S
Suit w/ jump	a) To OPPT raise = <b>INV</b> , 5+S
	b) To OPPT side suit = <b>COMP</b> , 6+ suit
1NT/2NT w/o jump	= <b>INV+</b> , <b>F1</b> , any distribution
2/3NT w/ jump	= <b>NF</b> , <b>NAT</b>

**CUE cheap <3NT** = **COMP+**, 4+**M**-5+**m**  
**Bid in TRF real S** = **COMP+**, 4+**M**-5+**m**  
**CUE expensive <3NT**= **COMP+**, 5+**M**-5+**m**  
4♣ = **FG+**, 4**OM**-6+**Om** (Smart Michaels)  
4♦ = **FG+**, 5+**OM**-5+ (Smart Michaels)  
4♥/♠ a) **CUE** = **FG+**, 5+♣-5+♦  
b) **OM** = To play

## EXAMPLES OF TAKE OUT DOUBLE CONTINUATIONS - SECOND OPPT CONTINUE TO COMPETE

(1♦)-**DBL**-(2♦)-?  
**DBL** = 8+ HCP, **RESP**  
2♥ = **COMP**, 5+♥  
2♠ = **COMP**, 5+♠  
2NT= **INV**, **NAT**  
3♣ = **COMP**, 5+♣  
3♦ = **COMP+**, 4**M**-5+♣  
3♥ = **INV**, 5+♥  
3♠ = **INV**, 5+♠  
3NT = To play  
4♣ = **FG+**, 4**M**-6+♣  
4♦ = **FG+**, 5+**M**-5+♣  
4♥ = To play  
4♠ = To play

(1♠)-**DBL**-(2♠)-?  
**DBL** = 8+ HCP, **RESP**  
2NT= **INV**, **NAT**  
3♣ = **COMP**, 5+♣  
3♦ = **COMP**, 5+♦  
3♥ = **COMP**, 5+♥  
3♠ = **INV+**, 4♥-5+**m**  
3NT = To play  
4♣ = **FG+**, 4**M**-6+♣  
4♦ = **FG+**, 5+**M**-5+♣  
4♥ = To play  
4♠ = To play

(1♠)-**DBL**-(2♦)-?  
**DBL** = **PEN**  
2♥ = **COMP**, 5+♥  
2♠ = **COMP+**, 4♥-5+♣  
2NT= 8+ HCP, **RESP**  
3♣ = **COMP**, 5+♣  
3♦ = **COMP+**, 5+♥-5+♣  
3♥ = **COMP**, 6+♥  
3♠ = **FG+**, 4♥-5+♣  
3NT = To play  
4♣ = **FG+**, 4♥-6+♣  
4♦ = **FG+**, 5+♥-5+♣  
4♥ = To play

(1♦)-**DBL**-(1♠)-?  
**DBL** = **PEN**  
1NT = 8+ HCP, **RESP**  
2♣ = **COMP**, 5+♣  
2♦ = **COMP+**, 4♥-5+♣  
2♥ = **COMP**, 5+♥  
2♠ = **COMP+**, 5+♥-5+♣  
2NT= **INV**, **NAT**  
3♣ = **COMP**, 6+♣  
3♦ = **INV+**, 4♥-5+♣  
3♥ = **COMP**, 6+♥  
3♠ = **INV+**, 5+♥-5+♣  
3NT = To play

4♣ = FG+, 4♥-6+♣  
4♦ = FG+, 5+♥-5+♣  
4♥ = To play

(1♦)-DBL-(RDBL)-?

1♥ = NEG, 4(3)+♥  
1♠ = NEG, 4(3)+♠  
1NT = 8+ HCP, RESP  
2♣ = NEG, 5+♣  
2♦ = COMP+, 4M-5+♣  
2♥ = COMP, 5+♥  
2♠ = COMP, 5+♠  
2NT = INV, NAT  
3♣ = COMP, 6+♣  
3♦ = COMP+, 5+M-5+♣  
3♥ = COMP, 6+♥  
3♠ = COMP, 6+♠  
3NT = To play  
4♣ = FG+, 4M-6+♣  
4♦ = FG+, 5+M-5+♣  
4♥ = To play  
4♠ = To play

(1♠)-DBL-(RDBL)-?

1NT = 8+ HCP, RESP  
2♣ = NEG, 4(3)+♣  
2♦ = NEG, 4(3)+♦  
2♥ = NEG, 4(3)+♥  
2♠ = COMP+, 4♥-5+m  
2NT = INV, NAT  
3♣ = COMP, 6+♣  
3♦ = COMP, 6+♦  
3♥ = COMP, 6+♥  
3♠ = COMP+, 5+♥-5+m  
3NT = To play  
4♣ = FG+, 4♥-6+m  
4♦ = FG+, 5+♥-5+m  
4♥ = To play  
4♠ = FG+, 5+♦-5+♣

(1♠)-DBL-(2♣=♦)-?

DBL = PEN  
2♦ = COMP+, 4♥-5+♣  
2♥ = COMP, 5+♥  
2♠ = COMP+, 5+♥-5+♣  
2NT = 8+ HCP, RESP  
3♣ = COMP, 5+♣  
3♦ = INV+, 4♥-5+♣  
3♥ = COMP, 6+♥  
3♠ = INV+, 5+♥-5+♣  
3NT = To play  
4♣ = FG+, 4♥-6+♣  
4♦ = FG+, 5+♥-5+♣  
4♥ = To play

(1♠)-DBL-(2♥=FIT♠)-?

DBL = PEN  
2♠ = COMP+, 4♥-5+m  
2NT = 8+ HCP, RESP  
3♣ = COMP, 5+♣  
3♦ = COMP, 5+♦  
3♥ = COMP, 5+♥  
3♠ = COMP+, 5+♥-5+m  
3NT = To play  
4♣ = FG+, 4♥-6+m  
4♦ = FG+, 5+♥-5+m  
4♥ = To play  
4♠ = FG+, 5+♦-5+♣

## Overcalling 1-2NT Raptor

We use 1/2NT Raptor bid (4M-5+m) with opening to unlimited strength according to our strategy to bid any offensive hands early. It also include 5+ lower-5+ higher suits, wich distribution is almost same, but 1+ card in M and allow to use exact 2 suiters, like Ghestem.

1NT or 2NT w/o jump = a) 10+ HCP, 5+Om-4OM  
b) 10+ HCP, 5+ high suit – 5+ low suit

### RESPONSES TO 1-2NT Raptor

When bid show unknown suit, we use paradox responses in possible unknown suits – skipping unknown suit show raise to next level of it. Raises of shown suit are like raises of overcall.

1-2NT Raptor - ?

♣/♦/♥/♠ a) In shown suit = S/O  
b) In unknowns suit = Paradox bid  
c) CUE = a) PUP, SO in suit of responder  
b) INV+, missfit

2NT a) If known suit is m = a) PRE, FIT m  
b) FG+, FIT m  
b) If known suit is M = INV+, FIT M

3NT = NAT

♣/♦/♥/♠ w/ jump a) In shown suit a) FIT m = INV  
b) FIT M = PRE  
b) In unknowns suit = Paradox bid  
c) CUE = FG+ , shortage in OPPT suit

### REBIDS OF 1-2NT Raptor

1-2NT – S/O in shown m suit, ?

CUE = 10-14 HCP, 5+Om-5+high  
2OM = 14-17 HCP, 4OM  
2NT = a) 14-17 HCP, D-INV  
= b) FG+

Reraise of shown m = PRE  
OM w/ jump = 18-21 HCP, 4OM  
CUE w/ jump = 14+ HCP, INV+, 5+Om-5+high  
3NT = To play

## EXAMPLES OF RESPONSES TO 1-2NT Raptor

(1♦)-1NT -(p)-?

2♣ = S/O  
2♦ = PUP  
2♥ = NF, Paradox  
2♠ = NF, Paradox  
2NT = PRE/FG+, FIT ♣  
3♣ = INV, FIT ♣  
3♦ = INV+, 4+♥-4+♠  
3♥ = INV, Paradox  
3♠ = INV, Paradox  
3NT = To play

(1♠)-1NT -(p) – ?

2♣ = NF, Paradox  
2♦ = NF, Paradox  
2♥ = S/O  
2♠ = PUP  
2NT = INV+, FIT ♥  
3♣ = INV, Paradox  
3♦ = INV, Paradox  
3♥ = PRE  
3♠ = FG+, deny FIT ♥  
3NT = To play

(2♥)-2NT-(p)-?

3♣ = NF, Paradox

3♦ = NF, Paradox  
 3♥ = FG+  
 3♠ = NF, S/O  
 3NT = To play  
 4♣ = INV, Paradox  
 4♦ = INV, Paradox  
 4♥ = PRE  
 4♠ = To play

## EXAMPLES OF REBIDS OF 1-2NT Raptor

(1♦)-1NT-(p)-2♣, (p)-?  
 2♦ = **F1**, 5+♠-5+♣  
 2♥ = 14-17 HCP, 5+♣-4♥  
 2♠ = 14-17 HCP, 5+♣-4♠  
 2NT = **D-INV/FG+**  
 3♣ = **PRE**  
 3♦ = 4-L, 5+♠-5+♣  
 3♥ = 18-21, 5+♣-4♥  
 3♠ = 18-21, 5+♣-4♠  
 3NT = To play

(1♠)-1NT-(p)-2♣, (p)-?  
 2♦ = **NF**, 5+♦-4♥  
 2♥ = 14-17 HCP, 5+♣-4♥  
 2♠ = **F1**, 5+♥-5+♣  
 2NT = **D-INV/FG+**  
 3♣ = **PRE**  
 3♦ = 18-21 HCP, 5+♦-4♥  
 3♥ = 18-21 HCP, 5+♣-4♥  
 3♠ = **FG+**, 5+♥-5+♣  
 3NT = To play

(2♥)-2NT-(p)-3♣, (p)-?  
 3♦ = **NF**, 5+♦-4♠  
 3♥ = **INV**, 5+♦-4♠/**FG**, **ST?**♥  
 3♠ = **INV**, 5+♣-4♠  
 3NT = To play  
 4♣ = **INV**, 5+♣-5+♠  
 4♦ = **INV**, 5+♦-5+♠  
 4♥ = **FG+**, 6+♦-4♠  
 4♠ = **FG+**, 6+♣-4♠

## Overcalling Two Suiters

We use exact 2 suiters, like Ghestem – CUE for 2 highest and jump 2NT for 2 lowest (include OPPT suit, if it is ART). We use 1NT Raptor for highest-lowest 2 suiter (rebidding CUE). We show 2 suiters with opening values only, two have chance to play final contract. With less values and 2 suiter we overcall in one of 2 suits, usually major, but can be lead directing shorter suit.

CUE at 2 level = 8+HCP, 5+-5+ highest

2NT with jump = 8+HCP, 5+-5+ lowest

### RESPONSES AND CONTINUATIONS AFTER TWO SUITERS

Exactly same like system – CTS

## Overcalling One suiter

We use 2 methods, depending of strength and type of hand. With stronger and less offensive hand we use T/O and rebid the suit (not cheapest). With offensive hands we use jump cue, initially taken for solid suit, asking for stopper, but continue with stronger hand. Responder continue after jump CUE using paradox responses, CUE=FG.

## The opponent's NAT NT opening, overcall or response any level

After reponsive, raise or F1 NT play just like after NAT NT OPPT opening, excluding OPPT suits (cue in OPPT suit = 5+OM-5+Om).

- DBL**
- a) 5+m (Pass to m or rebid of m)
  - b) 4+M-4+M (Pass to M or rebid of M)
  - c) **BAL** = 18+ HCP (Pass to NT or rebid of NT)
- ♣ = 4+♣-4+ (CTS)
- ♦ = 4+♦-4+M (CTS)
- 2♥/♠ = 5+♥/♠

NT and above = Opening 2NT and above with more distribution or/and strength than cheap overcalls.

### RESPONSES AND CONTINUATIONS OF OUR OVERCALL AFTER OPPT NT

Like after system 2 and above openings.

## The opponent's two suiter

We use Unusual vs Unusual convention and continue like after our overcall in suit.



## The opponent's artificial 1♣

If **OPPT** 1♣ include strong variant **F1** (Polish Club, Swedish club, Precision...) we use **HUM** method of alternative **TS**, any HCP, but very strong hand – we pass then and bid overcall later.

(1♣ ART) - ?

DBL = 4+♣-4+♦ or 4+♥-4+♠

1♦ = 4+♣-4+♥ or 4+♦-4+♠

1♥ = 4+♥

1♠ = 4+♠

1NT = 4+♣-4+♠ or 4+♦-4+♥

2♣ = 5+♣

2♦ = 5+♦

2♥ = 5+♥

2♠ = 5+♠

2NT = 5+♣-5+♦

Above = **PRE**, **NAT**

### RESPONSES

We use "I know" responses = either better fit in worse combination or own 5+ suit, depending of guess. NT = **F1**, show FIT in any combination and possibility to play at level of jump or strong hand.

### REBIDS

If overcaller continue, then he show better distribution **NAT**, NT for strong hand.

## The opponent's transfer bids

We use T/O DBL of real suit, bid in real suit as Raptor (if CUE is at same level) or 2 suiter (if cue is at next level) and pass with any strength Trap Pass - 100% **PD** protect passed out transfers. If HCP are already limited (passed hand, **OPPT** strong opening...), then **DBL** is **PEN**, other bids remain same.

## The opponent's multi bids

We use "Multi vs Multi" convention – generally if they can have or don't have a suit, then our **DBL** is **T/O** or **PEN**, depending of what they have. Other bids remain same, but include artificial suit. Our responses are not based of "I know" principle, instead we use "Better bid from worse variant" paradox responses.

### EXAMPLES OF Multi vs Multi

(1♦ catch all)-?

**DBL** = T/O or 5+♦

1♥ = 5+♥

2♠ = 5+♠

1NT= Raptor, include ♦

2♦ = 5+♥-5+♠

2♥ = **PRE**

2♠ = **PRE**

2NT = 5+♦-5+♣

3♣ = **PRE**

3♦ = Any solid 1 suiter, include ♦

3♥ = **PRE**

3♠ = **PRE**

3NT = To play

(2♦ multi)-?

**DBL** = T/O or 5+♦

2♥ = **COMP**, 5+♥

2♠ = **COMP**, 5+♠

2NT= Raptor, include ♦

3♣ = 5+♣

3♦ = **F1**, Any solid 1 suiter, include ♦

3♥ = **CONST**, 6+♥

3♠ = **CONST**, 6+♠

3NT = To play

4♣ = **FG+**, 6+m-4M

4♦ = **FG+**, 5+M-5+m

4♥ = To play

4♠ = To play

4NT = **FG+**, 5+♣-5+♦

(2♦ multi)-p-(2♠ P/C)-?

**DBL** = T/O or 5+♠

2NT= Raptor, include ♦ and ♠

3♣ = 5+♣

3♦ = 5+♦

3♥ = 5+♥

3♠ = Any solid 1 suiter, include ♠

3NT = To play

4♣ = **FG+**, 6+m-4M, include ♦ and ♠

4♦ = **FG+**, 5+M-5+m, include ♦ and ♠

4♥ = To play

4♠ = To play

4NT = **FG+**, 5+♣-5+♦

## Smart Splinters – when HCP are limited

When HCP are limited by our or OPPT bids we use new Smart Splinters convention – we show FIT + SNG and VOID and if possible values in side suit. We accept Smart Splinters convention as extension and evolution of Robson-Segal methods of “Suit+fit” bids, but unlike them we declare not side suit, but rather side shortness and we declare it exact.

### Smart Splinters:

- DBL/RDBL** = a) **FIT** + lead in side suit (most common)
- b) Own suit without fit to compete/lead there
- = c) Unexpected by bidding strength (generally strong NT or more)
- FIT** = **FIT**
- Jump FIT** = Super **FIT**
- Side suit** = **FIT** + **SNG** (in side suit if choice is possible) + values in bidded suit (if choice is possible)
- Jump Side Suit** = Super **FIT** + **SNG** in side suit + values in bidded suit)
- 1/2NT w/o jump** = At least Txx **FIT** without shortness
- Jump NT/3+NT** = Super **FIT** + **VOID** in side suit → ♣ **REL**
- CUE** = **FIT** + **SNG** without side values available to bid
- Jump CUE** = Super **FIT** + **SNG** without side values available to bid

## EXAMPLES OF Smart Splinters

(1♦)-2♣-(DBL)-?

**RDBL** = Side lead, **FIT** or own suit

2♦ = **FIT** ♣, any **SNG**

2♥ = **FIT** ♣, **SNG** ♦/♠, ♥ values

2♠ = **FIT** ♣, **SNG** ♦/♥, ♠ values

2NT = At least Txx **FIT** ♣

3♣ = **FIT** ♣

3♦ = **FIT** 4+♣, any **SNG**

3♥ = **FIT** 4+♣, **SNG** ♦/♠, ♥ values

3♠ = **FIT** 4+♣, **SNG** ♦/♥, ♠ values

3NT = **FIT** 4+♣, any **VOID**

4♣ = **FIT** 4+♣

4♦ = **FIT** 5+♣, any **SNG**

4♥ = **FIT** 5+♣, **SNG** ♦/♠, ♥ values

4♠ = **FIT** 5+♣, **SNG** ♦/♥, ♠ values

4NT = **FIT** 5+♣, any **VOID**

(1♣ prec)-1♠-(2♥)-?

**DBL** = Side lead, **FIT** or own suit

2♠ = **FIT** ♠

2NT = At least Txx **FIT** ♠

3♣ = **FIT** ♠, **SNG** ♦/♥, values ♣

3♦ = **FIT** ♠, **SNG** ♣/♥, values ♦

3♥ = **FIT** ♠, any **SNG**

3♠ = 4+**FIT** ♠

3NT = 4+**FIT** ♠, any **VOID**

4♣ = 4+**FIT** ♠, **SNG** ♦/♥, values ♣

4♦ = **FIT** ♠, ♣/♥ **SNG**, values ♦

4♥ = **FIT** ♠, any **SNG**

4♠ = 5+ **FIT** ♠

(1♠)-2♥-(2♠)-3♣SSPL, (3♠)-?

**DBL** = 14-17 HCP

3NT = any **VOID**

4♣ = **SNG** ♦/♥

4♦ = **SNG** ♣

4♥ = To play

## Balancing

### Overcalling from 4<sup>th</sup> position

Like direct overcalls with constructive bids, instead of useless preempts. **T/O DBL** = 8+ HCP.

### Balancing of Opener

**DBL** = 11-14, **T/O** or 20-23 HCP, any  
Rebid and non reverse suit = 14-17, **NAT**  
Reverse, jump and CUE = 17-20 HCP, **NAT**

### Balancing of Responder from 4th position

**DBL** = a) **COMP**, **T/O** with same or longer high unbid suit  
b) **FG+**, any  
**1NT** = **NAT**  
**2NT** = **COMP**, **T/O** with longer lower unbid suit  
Rebid and non reverse suit = **COMP**, **NF**  
Reverse, jump and CUE = **FG+**, **NAT**, offensive

### Balancing of Passed player

**DBL** = a) **COMP**, **T/O** with same or longer high unbid suit  
b) **Trap pass** with length in passed out suit and support in unbid suits  
**NT** = **NAT**, missing support in side suit for **T/O**  
**Suit** = a) **COMP**, **NAT**  
b) **Trap pass**, **TS** with length in passed out suit  
**Suit with jump** = 4- losers, **Trap pass**, **TS** with length in passed out suit and suit bid  
**CUE in passed S** = **Trap pass**, **6+ S-SOL suit** in passed out suit, if with jump, then 5 losers  
**CUE in second OPPT S** = 4- losers, **Trap pass**, three suiter with shortage in second **OPPT** suit

Note: After **DBL** or **Suit** balancing, **RESP** use "I know" method, identifying trap pass or not by HCP and length in passed **OPPT** suit in his own hand. and bidding accordingly.

### Continuations after balancing:

To **COMP(+)/INV(+)** bids → **C2L**, **C2I**  
To **FG(+)** bids → **C3L**, **CTS**

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Style 1 level: 3÷17 HCP, 5(4) + suit (if 3÷7 HCP then 6+ OR 5+-4+)
Style 2+ level <b>VUL</b> : Rule 18÷17 HCP, 6(5) + suit
Responses by steps: -♥, ♠, 1NT <b>NF</b> , <b>CONST FIT M</b> , <b>INV+</b> w/o <b>M</b> , <b>NAT NF FIT M</b> , 2NT raise <b>INV+</b> of <b>M (PRE/S/T of m)</b> , 3 level raise <b>PRE</b> of <b>M (CONST of m)</b> , 3 level other: <b>TRF SNG</b> w/o <b>M [6]</b>
2 way competitive: "SMART SPLINTERS" [7]
Reopening: Rule 18÷17 HCP, same distribution
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
8+ HCP, 4+ <b>OM</b> -5+ <b>Om</b> , include 5+-5+ highest and lowest suits [4]
Responses: <b>P/C</b> for unknown suit (skipped <b>m</b> better <b>FIT</b> )
<b>PRE</b> raise of known <b>M</b> , <b>CONST</b> raise of known <b>m</b>
2NT = <b>PRE</b> OR <b>S/T</b> raise of known <b>m</b> , <b>INV+</b> raise of known <b>M</b>
<b>CUE/DBL/RDBL</b> = <b>PUP</b> , own suit
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Opening hand jumps at 2 level, 6+ good suit, <b>CONST</b> , <b>NF</b>
Undisciplined preempts 3+ level
2/4 level Unusual NT: 8+ HCP, 5+-4+ lowest suits, <b>CONST</b>
Reopen: Opening hand , 6+ good suit, <b>CONST</b> , <b>NF</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 level <b>CUE</b> = 8+ HCP, 5+-5+ highest suits, <b>CONST</b>
Responses: <b>UNUSUAL</b> vs <b>UNUSUAL</b> , 2NT <b>PUP</b> ; Reopen = same
3 level <b>CUE</b> = 9+ HCP, 6+ <b>S-SOL</b> any suit, <b>CONST</b>
Responses: <b>P/C</b> for unknown suit (skipped better <b>FIT</b> )
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>VS.</b> any <b>OPPT</b> NT bid, include responses and artificial raises = same
<b>DBL</b> = 5+ <b>Om</b> /4+-4+ <b>OM</b> : Responses: <b>P/C</b> (skipped better <b>FIT</b> )
2♣/♦ = 4+♣-4+upper: Responses: <b>P/C</b> (skipped better <b>FIT</b> )
2♥/♠ = 5+♥/♠; <b>CUE</b> = 5+ <b>OM</b> -5+ <b>Om</b> : Responses = like openings
2NT and above = <b>CONST</b> , like openings
vs. Weak/Mini NT: Rule 18 overcalls
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>DBL</b> = <b>T/O</b> ; if <b>TRF PRE</b> = <b>T/O</b> of real suit; if multi = multi <b>DBL</b>
4♣ = 4 <b>OM</b> -5+ <b>Om</b> ; 4♦ = 5+ <b>OM</b> -5+ <b>Om</b> ; <b>CUE</b> 4M = 5+♣-5+♦
Bid in real suit of <b>TRF PRE</b> = 4+ <b>OM</b> -5+ <b>Om</b>

1. LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	<b>OBVIOUS SHIFT UDCA</b>	<b>STD, MUD</b>	
NT	<b>OBVIOUS SHIFT UDCA</b>	<b>STD, MUD</b>	
Subseq	<b>OBVIOUS SHIFT UDCA</b>	<b>STD, MUD</b>	
Other: 2 <sup>nd</sup> for <b>OBVIOUS SHIFT UDCA</b> , but if unclear then 1 <sup>st</sup>			
Lowest if not <b>OBVIOUS SHIFT UDCA</b> , NOT always 4 <sup>th</sup> or 3/5 <sup>th</sup>			
<b>2. LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+),AKJ10(+),A(+)	AK(+),Ax(+)	
King	KQ(+),KQ109(+),K(+)	AKJ10(+),KQ109(+)	
Queen	AQJ(+),KQ(+),QJ(+),Q(+)	AQJ(+),KQ(+),QJ(+),Q(+)	
Jack	J10(+),J(+),AJ10(+),KJ10(+)	J10(+),J(+),AJ10(+),KJ10(+)	
10	A109(+),K109(+),Q109(+)	A109(+),K109(+),Q109(+)	
9	109x(x) OR 9xx(x)	109x(x) OR 9xx(x)	
Hi-X	<b>OBVIOUS SHIFT UDCA</b>	<b>OBVIOUS SHIFT UDCA</b>	
Lo-X	<b>NOT OBVIOUS SHIFT</b>	<b>NOT OBVIOUS SHIFT</b>	
<b>3. SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	<b>OBVIOUS SHIFT</b>	<b>SMITH'S SIGNAL</b>	Attitude
Suit 2	<b>LAVINTHAL</b>	<b>STD LAVINTHAL</b>	<b>STD LAVINTHAL</b>
3	Count	Count	Count
1	<b>OBVIOUS SHIFT</b>	<b>SMITH'S SIGNAL</b>	Attitude
NT 2	<b>STD LAVINTHAL</b>	<b>STD LAVINTHAL</b>	<b>STD LAVINTHAL</b>
3	Count	Count	Count
Signals (including Trumps): <b>UDCA</b>			
<b>OBVIOUS SHIFT UDCA</b> : Hi-X = change lead, Lo-X = up to partner			
<b>SMITH'S SIGNAL UDCA</b> : Hi-X = change lead, Lo-X = up to partner			
<b>1. DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: <b>T/O</b> any level until at least one suit remain unbid			
Light <b>T/O</b> if 4+ in all unbid <b>M</b> s, else w/o wild distribution			
Responses: NT <b>REVERSED LEBENSOHL</b> ; <b>CUE</b> = <b>INV+</b> , 4 <b>OM</b> -5+ <b>Om</b>			

1. W B F CONVENTION CARD	
<b>MOX (MAJOR ORIENTATED XFERS)</b>	
<b>CATEGORY: RED</b>	
<b>NCBO:</b>	
<b>EVENT: ALL EVENTS</b>	
<b>PLAYERS:</b>	
1. SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
<b>OPN</b> : Rule 18÷ <b>FG</b> , 5+ <b>M</b> , 5(4)+♦ <b>UNBAL</b> , 2+♣ (2÷3 if <b>BAL</b> ) [1]	
<b>RESP</b> : Lot of transfers for long and short (3+ level) suits [2]	
Rebids: <b>REL</b> some <b>STR</b> , 2NT and above <b>FG</b> template rebids [3]	
<b>OPN</b> 3 seat: Very light 4(3)+ cards lead directing OR System on	
<b>PRE</b> 1/2 seat: 2L 5+ <b>TS</b> ; 3L 2way <b>TRF</b> 6+ OR <b>STR TS</b> [1]	
<b>PRE</b> 3/4 seat: undisciplined, 2L 5+, 3L 6+ OR <b>STR TS</b> [1]	
Overcall: Very light, 1/2NT <b>RAPTOR</b> , <b>CONST</b> exact <b>TS</b> [4]	
1NT: 14+÷17-HCP, <b>BAL</b> , may have 5M, 6m or <b>SNG H</b> [1]	
4. SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣: 10÷23HCP, <b>NF</b> , 5(4)+ ♣ OR 11÷14 <b>BAL</b> OR 20÷23 <b>BAL</b> [1]	
2♣: 17+÷20- <b>BAL</b> , may have 5M, 6m or <b>SNG H</b> [1]	
2♦: 5-11 HCP, 5+♠-4+♥ OR <b>FG+</b> , any distribution [1]	
2NT: 5-11 HCP, 6+♣ OR 13+ HCP, 4- losers, 5+♥-5+♦/♠ [1]	
3♣: 5-11 HCP, 6+♦ OR 13+ HCP, 4- losers, 5+♣-5+♥/♠ [1]	
3♦: 5-11 HCP, 6+♥ OR 13+ HCP, 4- losers, 5+♦-5+♣/♠ [1]	
3♥: 5-11 HCP, 6+♠ OR 13+ HCP, 4- losers, 6+♠-5+♥ [1]	
3♠: AKQxxx+ any suit, few side <b>H</b> (like <b>GAMBLING</b> )	
3NT: <b>PRE</b> , <b>NF</b> , 7+m, bad suit; 4♣/♦: <b>NAMYATS</b>	
<b>RESP</b> : Lot of transfers, transfer <b>SNG</b> s 3+ level [2]	
Rebids: 3 level <b>FG</b> transfer <b>SNG</b> [3]	
Overcall 1/2 NT <b>RAPTOR</b> : 8+ HCP, 4+ <b>OM</b> -5+ <b>Om</b> [4]	
Overcall unusual jump 2NT: 8+HCP, 5+-4+ in lowest suits [4]	
Overcall <b>CUE</b> 2 level: 8+HCP, 5+-4+ in highest suits [4]	
Overcall <b>CUE</b> 3 level: 9+HCP, 6+ <b>S-SOL</b> suit [4]	

<b>5.</b>	<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = 4+♣-4+♦ OR 4+♥-4+♠; Responses: NF guessed; NT = FIT	
♦ = 4+♣-4+♥ OR 4+♦-4+♠; Responses: NF guessed; NT = FIT	
NT = 4+♣-4+♠ OR 4+♦-4+♥; Responses: NF guessed; NT = FIT	
<b>7.</b>	<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
OPPT DBL real suit: Pass = To play; RDBL = TRF (4+ OM)	
OPPT DBL ART OPN: Pass = To play; RDBL = PUP, missfit	
OPPT DBL ART RESP: Pass = ST+ ART; RDBL = w/o ST ART	

Reopening: Right shape 8+ HCP (No more values if opener) OR strong hand	
<b>1.</b>	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
Transfer responsive to opening T/O, guarantee 4+ in TRF M (OM) [5]	
Responsive side suit PEN DBL after partner's T/O of opponent's opening	
Lead directing side suit DBL/RDBL after partner's overcall in suit, PUP	
PUP, S/O RDBL after artificial partner's opening	
Denies stopper RDBL after artificial partner's response	
ODD A (KC) DBL after opponent's intervention above 4NT	

<b>6.</b>	<b>SPECIAL FORCING PASS SEQUENCES</b>
Passing doubled artificial opening = To play, NF	
Passing doubled artificial response = at least stopper in suit, NF	
Redouble when PD passed doubled artificial suit = Choice, NF	
<b>8.</b>	<b>IMPORTANT NOTES</b>
Despite lot of T/O and competitive doubles, double by limited by previous bid hand (like pass, limit raise or reraise...) is penalty.	
PSYCHICS: Rare	

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	1.			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	2	7♦	Rule 18÷FG, 4+♣ OR 11-14 BAL OR 20-23, BAL	F1: 1♦=4+♥; 1♥=4+♠; 1♠=3-M; INV(+): 1NT NF 2♣=5+♥; 2♦=5+♠; 2♥=5+♠-4+♥; 2♠=3-M... [2]	REL: 1NT to 1♦/♥ RESP; 2♦ to 1♠/NT 3 level FG TRF SNG template rebids [3]	MAX: 1NT, 2♣/♦/♥ = same distr. INV: 2♠=♣+♦; 3♠=6+♣; 3♦=6+♦
1♦		4	7♣	Rule 18÷FG, 4+♦, UNBAL	INV+: 2♣=5+♥; 2♦=5+♠; 2♥=5+♠-4+♥; 2♠=3-M; 3 level FG, 3-M, TRF SNG... [2]	REL: 1NT to 1♥/♠ RESP; 2♣ to 1NT 3 level FG TRF SNG template rebids [3]	MAX: 2♣/♦/♥ = same distr. INV: 2♠=♣+♦; 3♠=6+♣; 3♦=FIT♦
1♥		5	7♦	Rule 18÷FG, 5+♥	F1: 2♣=5+♠; INV+: 2♦=w/o FIT ♥, 3-♠; 2♠: INV, 6+♣/♦ OR S/T, w/o FIT/4♠/SNG... [2]	REL: 2♣ to 1♠/NT RESP; 3 level FG TRF SNG template rebids [3]	PRE: 2♥ FIT♥; MAX: 2♦ FIT♥ INV: 2♠=♣+♦; 3♠=6+♣; 3♦=6+♦
1♠		5	7♦	Rule 18÷FG, 5+♠	F1: 2♣=5+♥; INV+: 2♦=4♥, w/o FIT; 2♥=INV+, w/o FIT OR S/T, w/o FIT/4♥/ SNG [2]	REL: 2♣ to 1NT RESP; 3 level FG TRF SNG template rebids [3]	PRE: 2♠ FIT♠; MAX: 2♦ FIT♠ INV: 2♥=♣+♦; 3♠=6+♣; 3♦=6+♦
INT		BAL	7♦	14+÷17-, 14 freq., 17 rare, BAL may have 5M, 6m, SNG H	2♣=STAY; 2♦=4+♥; 2♥=4+♠; 2♠=S/O 5+4+m OR S/T w/o 4M; 2NT=S/O 6+m OR FG 5+4+M [2]	Doesn't accepted M transfer = 4+FIT M [2]	Same
2♣	Yes	BAL	7♦	17+÷20-, 17 freq., 20 rare, BAL may have 5M, 6m, SNG H	2♦=S/O NT OR 4+♥; 2♥=4+♠; 2♠=S/O 5+4+m OR S/T w/o 4M; 2NT=S/O 6+m OR FG 5+4+M [2]	Doesn't accepted M transfer = 4+FIT M [2]	Same
2♦	Yes	-	-	5÷11, PRE, 5♠-4+♥ OR FG+, any distribution	All responses vs. PRE: 2M=S/O; 2NT=PUP, missfit 3♣=INV+, 4+♥; 3♦=INV+, 4+♠; 3M=PRE; [2]	Raise of preferred M and DBL = COMP Other = FG+, NAT [2]	Same
2♥		5+		5÷11, PRE, 5+♥-4+any	2♠=P/C; 2NT=PUP, missfit; 3♣=INV+, 5+♠; 3♦=INV+, FIT♥; 3♥=PRE, FIT♥; [2]	Responsive DBL = PEN DBL by opener = more distribution	Same
2♠		5+		5-11, PRE, 5+♠-4+any	2NT=PUP, missfit; 3♣=P/C; 3♦=INV+, 5+♥; 3♥=INV+, FIT♠; 3♠=PRE, FIT♠; [2]	Responsive DBL = PEN DBL by opener = more distribution	Same
2NT	Yes			5-11, PRE, HHxxxx+♣ OR 13+, 4- losers, 5+♥-5+♦/♠	All responses vs. PRE: Accept TRF=S/O, NF; 3 lev. SS=FG+, ST+; 4 lev. SS=CUE; raise=PRE [2]	Rebid of PRE and DBL=PRE, more distr. Other=STR, steps Lo-Hi SS, next -1 los.	Same
3♣	Yes			5-11, PRE, HHxxxx+♦ OR 13+, 4- losers, 5+♣-5+♥/♠	All responses vs. PRE: Accept TRF=S/O, NF; 3 lev. SS=FG+, ST+; 4 lev. SS=CUE; raise=PRE [2]	Rebid of PRE and DBL=PRE, more distr. Other=STR, steps Lo-Hi SS, next -1 losers	Same
3♦	Yes			5-11, PRE, HHxxxx+♥ OR 13+, 4- losers, 5+♣-5+♦/♠	All responses vs. PRE: Accept TRF=S/O, NF; 3 lev. SS=FG+, ST+; 4 lev. SS=CUE; raise=PRE [2]	Rebid of PRE and DBL=PRE, more distr. Other=STR, steps Lo-Hi SS, next -1 losers	Same

3♥	Yes		5-11,PRE, HHxxxx+♠ OR 13+, 4- losers, 6+♠-5+♥	All responses vs. PRE: Accept TRF=S/O, NF; 4 level SS=CUE; raise=PRE [2]	Rebid of PRE and DBL=PRE, more distr. Other=STR, steps, next -1 losers	Same
3♠	Yes		9-12, AKQxxxx any suit	4♣=P/C; 4♦=FG+, REL for suit; 4M=To play; 4NT=REL for length and quality of suit	DBL by opener = more distribution Responsive DBL = PEN	Same
3NT	Yes		5-11,PRE, 7+m, bad suit	4♣=P/C; 4♦=FG+, REL for suit; 4M=To play; 4NT=REL for length and quality of suit	DBL by opener = more distribution Responsive DBL = PEN	Same
4♣	Yes		8+, 9+ tricks, 7+♥ S-SOL	4♦=S/T; Accept TRF=S/O; DBL = PEN;		
4♦	Yes		8+, 9+ tricks, 7+♠ S-SOL	4♥=S/T; Accept TRF=S/O; DBL = PEN;		
<b>9. HIGH LEVEL BIDDING</b>						
4♥			PRE	DBL = PEN	DBL OR other waiting bid=w/o S/T OR S/T w/o C in OPPT suit	
4♠			PRE	DBL = PEN	4NT=S/T, even KC(4A+K trump),C in OPPT suit,unknown trump,P/C	
4NT			PRE, 5+♣-5+♦	DBL = PEN	5SS=S/T, odd KC(4A+K trump),C in OPPT suit,NF	
5♣			PRE	DBL = PEN	5CUE=S/T, odd KC(4A+K trump),C in OPPT suit, two places to play,P/C	
5♦			PRE	DBL = PEN	5NT=GS/T, even KC(4A+K trump),1C in OPPT suit,unknown trump,P/C	
5♥			PRE	DBL = PEN	6SS=GS/T, odd KC(4A+K trump),C in OPPT suit,NF	
5♠			PRE	DBL = PEN	6CUE=GS/T, odd KC(4A+K trump),1C in OPPT suit, two places to play,P/C	