

ambrar

VERSION 2.6

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INTRODUCTION

In Ambra, Benito Garozzo has solved the dilemma on what to open with 16 HCP and a 5card major in a balanced hand. Many partnerships open 1NT nowadays with 5M-3-3-2 distribution, but in Ambra we open 1♠/♥ and we can control the bidding with the many relays available.

Outlay of the system is basically Dutch Doubleton, 2-over-1 (2/1) system:

- 1♣: 2+ card, 10-22 HCP
- 1♦: 4+ card, 10-22 HCP
- 1♥♠: 5+ card, 10-21 HCP
- 1N: 15-17, balanced, 5card minor possible
- 2♣: 20+, GF without 5card major
- 2♦: a) weak 2♥
b) GF with 5+ card ♥
- 2♥: a) weak 2♠
b) GF with 5+ card ♠
- 2N: 21-22, balanced, 5card major possible
- 3N: gambling

Ambra also solves the well known 2/1 dilemma: is 2/1 GF or GF unless responder rebids his suit. In Ambra a 2/1 (e.g. 1♥-2♣) is GF unless responder rebids his suit. You might ask "how should responder bid with a GF hand and a long ♣ suit?". Initially responder bids 2♣ and on his second round he has many relays available to force the auction.

In Ambra practically all 2♣, 2♦ and 2NT bids have artificial meanings. In practice these 3 contracts are very unpopular as end contracts, so we might as well use them for relays etc.

But the main "selling point" for Ambra is it's slam bidding. Very often a Slam Invite (SI) can be established at a very low level. Slam bidding specifically is an area where the Italian top players excell and the Dutch top players have been criticised.

1§ opening

With two or three 4card suits, the lowest suit is opened.

Over 1♣ we play the Walsh convention: responder bids a 4card major bypassing a 4+ ♦ suit and 5-9 HCP. With 10+ HCP a 4+card ♦ suit is bid first.

The 1NT response is weaker than in most agreements: 5-10 HCP with 4/5 ♣ or 4/5 ♦ (with 6 ♦ the response is 1♦).

2♣ is inverted minor: 4+♣ and 11+ HCP.

2♦♥ are similar to the 2♦♥ opening: transfer and either weak (2-7) or strong (12+).

2♠ shows 5♠, 2NT shows 6♠ and 2-6 HCP, 3♣ also shows 6♣ but stronger: 8-10 HCP.

3♦ is preemptive: 7+♦, 3-8 HCP. 3♥♠ are splinters with 5-4 in the minors, GF.

3NT is natural: 12-14 HCP and 3-3-3-4 distribution.

Let us look at the development after 1♣-1♦:

Opener's rebid is all natural with the exception of the cheapest reverse bid: 2♥ in this case. 2♥ has 3 possible meanings:

- a) 5+♣ - 4♥, 17+ HCP, a normal reverse
- b) 6+♣ and 17+ HCP
- c) 5+♣ - 4♦, 17+ HCP, a strong ♦ raise

This principle of giving multiple meaning to the lowest strong bid occurs frequently in Ambra. It has the advantage of keeping other bids very simple and with relays responder has plenty of room to find out which hand opener has.

That means that the rebid of 3♣♦ can be weaker now: 13-16 HCP and 6♣ or 4♦ support respectively.

Double jumps by opener are splinters, showing 4-4-4-1 distribution and 18-22 HCP (3NT is singleton ♦).

1♣-1♦, 2♥-2♠ is a GF relay, opener rebids natural in the context of the bidding thusfar:

- 2N: 5+♣-4♥ (3♣=GAR, see below)
- 3♣: 6+♣
- 3♦: 5♣-4♦
- 3♥: 6♣-5♥
- 3♠: 5♣-4♥-4♠

GAR is a convention used widely in the system. Whenever opener or responder shows a 5-4 distribution, 2NT is relay asking clarification. Responses are: 3♣ shows 5-4, 3♦ shows 6-4. In case 5-5 and 5-4-4 distributions are still possible

too: 3♥ shows 5-5 and high singleton, 3♠ shows 5-5 and low singleton and 3NT shows 5-4-4. After the responses of 3♣ and 3♦, partner can bid:

1st step: a further general relay

2nd step: fixes the higher suit, relay

The responses to these relays are: 1st step: 2-2 in remaining suits, 2nd step: high singleton, 3rd step: low singleton.

After the sequence above: 1♣-1♦, 2♥-2♠, 2N GAR cannot be invoked with 2N, so we must use 3♣ and all subsequent bidding is 1 step higher.

When opener has not limited his hand yet, the GAR convention works a bit different:

3♣: 5-4, 11-15

3♦: 6-4, 11-21

3♥: 5-4-2-2, 16-21

3♠: 5-4, high singleton, 16-21

3N: 5-4, low singleton, 16-21

After the 3♦ response, 3♥ is a further relay:

3♣: min, high sin

3N: min, low sin

4♣: max, high sin

4♦: max, low sin

Keep in mind that the 2NT bidder is attempting game, opposite a minimum a partscore is still possible. I am not sure what 'GAR' means, possibly something Italian, but it would be a suitable abbreviation for 'Game Attempt Relay'.

Transfers are used after a 2NT rebid by opener. Let us say the bidding started 1♣-1♥, 2N promising 18-20 HCP and forcing. The bid below responder's suit is now transfer: 3♦. Opener must bid 3♥ and responder continues natural: passing with 5♥ and 4-5 HCP. Other bids by responder are SI. When opener's suit is not ♣, there is room for transfers to both our suits:

1♦-1♥, 2N-3♣: transfer to ♦

-3♦: transfer to ♥

Ambra also uses an extended Checkback convention after a 1NT rebid by opener. Let's say the auction started 1♣-1♥, 1N. Responder's 2♣ is now a puppet to 2♦ and used for hands with weak ♦ or any game invite. 2♦ over 1N is a relay with any GF hand. That results in the following response structure after 1♣-1♥, 1N:

2♣: puppet to 2♦

2♦: Checkback, GF

2♥: 5+♥, 7-10 HCP

2♠: 4♥-4♠, 10-12 HCP

2N: puppet to 3♣, see below

3♣♦: 5+ suit, GI

3♥: good 6+ card, GF

3♠: 6♥-5♠, GF

3N: to play

4♣: Gerber

Bidding after the 2♣ puppet is natural: responder passes with weak ♦ and other bids are GI.

Over the GF Checkback, opener is required to show: a 4card on the other major, 3card support for responder's major, rebid a 6card suit, show a 5-4 hand or bid 2NT, in this order.

This puppet and Checkback is also used after 1♣-1♦, 1N and 1♥-1♠, 1N.

After opener rebids on the 1-level, 2♣ by responder is a relay, this is known in the USA as the x-y-z convention. For details, see the 2♣Relay discussion later. A beautiful slam example from a practice game follows here:

Axxx	Kxx
AJ	KQxx
9xxx	AKQx
A10x	xx
1♦	1♥
1♠	2♣:r, GI+
2♥:min,NO ♥ supp	2♠:r, SI
2nt	3♦:agrees ♦
3♥:q	3♠:q
3nt	4♦:turbo, 2 keycards
6♦:good controls	pas

Support structure.

As is common nowadays, over a 1♥/♠ opening, responder has many ways for raising partner. Let us say partner opened 1♥:

With 3 card support or a 4card and bad (=4-3-3-3) distribution:

- 3-7 HCP: bid 2♦ first, artificial (can also be GF with ♦ suit) and pass if opener rebids 2♥
- 8-9 HCP: raise to 2♥
- 10-11 HCP: bid 3♣, artificial
- 12+ HCP: bid your own suit first and support ♥ later

With a 4 or 5card card support:

- 0-5 HCP: preempt with 3♥ (4card) or 4♥ (5card)
- 6-9 HCP: bid 3♦, artificial
- 10-13 HCP with a singleton: bid 3♠, artificial, with a singleton in any suit
- 10-11 HCP no singleton: bid 3♣
- 12-13 HCP no singleton: 2N, artificial GF
- 12+ HCP with any singleton: 2N
- 12-15 HCP and a void: splinter with 3NT (♠ void), 4♣ or 4♦

The 2N response is an artificial GF with 4card support and opener rebids 3♦ with any minimum. With a non-minimum opener can show a distributional hand with 4+card suit on the 3 level:

3♥: 4+♣, 6-4 or 5-5

3♠: 4+♦, 6-4 or 5-5

3N: 4+♠, 6-4 or 5-5

or opener can show a void by bidding that suit on the 4level (4♥ shows ♠ void).

Lacking extra distribution and a void, e.g. 5-3-3-2, 5-4-3-1, 6-3-2-2, 6-3-3-1 distributions, opener must rebid 3♣ showing a non-minimum.

1♥	10-22	5+card
1♥-2N	12+	4card support
1♥-2N-3♣	14+	non-minimum, no void, no side suit
1♥-2N-3♦	10-13	any minimum
1♥-2N-3♥	14+	4+♣, 6-4 or 5-5
1♥-2N-3♠	14+	4+♦
1♥-2N-3N	14+	4+♠
1♥-2N-4♣	14+	♣ void
1♥-2N-4♦	14+	♦ void
1♥-2N-4♥	14+	♠ void

(Note that Garozzo does not use high shortage first here, unfortunately.)

After 1♥-2N, 3♣ responder has 2 relays available: 3♦ asks for a singleton with SI, while 3♥ shows responder thinks game is the limit with his hand, i.e. about 12-16 HCP. When opener thinks slam is still possible, he can ask for responder's singleton with a relay of 3♠:

1♥	10-22	5+card
1♥-2N	12+	4card support
1♥-2N-3♣	14+	no void or side suit
1♥-2N-3♣-3♥	12-15	"I don't think it is slam"
1♥-2N-3♣-3♥-3♠		"but I think it is, show me your singleton?"
1♥-2N-3♣-3♥-3♠-3N		no singleton
1♥-2N-3♣-3♥-3♠-4♣		singleton ♣ (high shortage first!)
1♥-2N-3♣-3♥-3♠-4♦		singleton ♦
1♥-2N-3♣-3♥-3♠-4♥		singleton ♠

Note that when game seems to be the maximum achievable, no singletons are shown! This is a clever way to conceal the hands for the defenders. After 1♥-2N, 3♣/♦ responder can also introduce his own 5+ card suit. So to summarise: with 3card support and a 5card suit, responder first bids his suit and with 4card support and a 5card suit, responder first bids 2NT.

After 1♥-2N, 3♣-3♦, (SI relay) opener shows his singleton in the same way: 3♥ shows no singleton and asks responder in turn to show his singleton. I am sure you can work out the answers by now (remember: high shortage first).

Game tries

Ambra has a clever way of using game tries. Say the auction starts: 1♥-2♥. Opener now bids 2♣ saying: "show me your cheapest suit in which you would have accepted a help suit game try?". Responder then bids a suit in which he has honour strength or he declines with 3♥ with an absolute minimum. An example:

K Q x	x x
A Q x x x	K x x
x	K J x x
A x x x	J x x x
1♥	2♥
2♠	3♦
3♥	p

3♦ is not what opener wanted to hear and he signs off in 3♥. With the minors reversed, opener would bid the excellent ♥ game.

The whole idea of this general game try is of course to conceal declarer's hand. Note that responder would have bid 2N with ♠ honours.

Opener can also show his hand with a short suit game try:

1♥	10-22	5+card
1♥-2♥	8-10	3card support or 3433
1♥-2♥-2♠		show me an accept suit
1♥-2♥-2N		singleton ♠
1♥-2♥-3♣		singleton ♣ (again no high-shortage-first here)
1♥-2♥-3♦		singleton ♦
1♥-2♥-3♥		asking for trump quality
1♥-2♥-3♠		6♥-5♠, SI
1♥-2♥-3N		natural, choice of games
1♥-2♥-4♣		5♣, SI
1♥-2♥-4♦		5♦, SI

2-over-1 bidding

An important principle in Ambra 2/1 bidding is that opener shows a minimum with or without 4card in the other major. 1♥-2♣, 2♦ shows 11-15 without a 4card ♠ and 1♥-2♠, 2♥ shows 11-21 HCP with a 4card ♠ suit. Also 1♠-2♣, 2♦: 11-15 no 4♥ and 1♠-2♠, 2♥: 11-21 with 4♥.

After 1♥-2♦, there is no room for this distinction and opener's 2♥ shows a minimum with or without 4card ♠.
Other rebids by opener show 16-21 HCP hands:

1♥	10-21	5+card
1♥-2♣	9+	usually 4+♣
1♥-2♣-2♦	10-15	no 4♣
1♥-2♣-2♥	10-21	4♣
1♥-2♣-2♠	16-21	4+♦!
1♥-2♣-2N	16-22	no side suit
1♥-2♣-3♣	16-21	5♥-4♣
1♥-2♣-3♦	16-21	6♥-4♣!
1♥-2♣-3♥	16-21	5♥-5♣, singleton ♠
1♥-2♣-3♠	16-21	5♥-5♣, singleton ♦
1♥-2♣-3N	16-21	5♥-4♣-4♦

Opener's jump rebids might look strange at first, but we will see the same bids a couple of times in the GAR convention.

After a 1♠ opening the schema is very much the same:

1♠	10-21	5+card
1♠-2♣	9+	3+♣
1♠-2♣-2♦	11-15	no 4♥
1♠-2♣-2♥	11-21	4♥
1♠-2♣-2♠	16-21	4+♦!
1♠-2♣-2N	16-21	5+♥ no side suit
1♠-2♣-3♣	16-21	5♠-4♣
1♠-2♣-3♦	16-21	6♠-4♣!
1♠-2♣-3♥	16-21	5♠-5♣, singleton ♥
1♠-2♣-3♠	16-21	5♠-5♣, singleton ♦
1♠-2♣-3N	16-21	5♠-4♦-4♣

If responder wants to check for a 4card ♥ with opener, he should bid 2♣! rather than a 4card ♦ suit he might have. That is the reason why after 1♠ the 2♣ response can be as short as a 3card: e.g. with ♠ Kx ♥ Axxx ♦ AQxx ♣xxx responder can bid 2♣.

1♥	10-21	5+card
1♥-2♦	9+	5+♦ or 3-7 with 3card ♥ support
1♥-2♦-2♥	11-15	4♣ still possible
1♥-2♦-2♠	16-21	5+♥-4+♠
1♥-2♦-2N	16-21	5♥, no side suit
1♥-2♦-3♣	16-21	4+♣
1♥-2♦-3♦	16-21	4+♦
1♥-2♦-3♥	16-21	6+♥
1♥-2♦-3♠		6♥-5♠, 4/5 losers

Note that 1♥-2♦, 2N shows 5-3-3-2 distribution, while 1♥-2♠, 2N can be a 5 or 6 card ♥ suit.

After a 1♠ opening the 2♦ and 2♥ responses are swapped around! The reason for this is to have more room for game investigation when responder has a ♥ suit. 2/1 responses to 1♠ are:

1♠	10-21	5+card
1♠-2♣	12+	3+♣, GF
	9-11	6+♣
1♠-2♦	10+	5+♥ !!, GF
	8-10	6+♥ !!
1♠-2♥	12+	5+♦ !!, GF
	3-7	3/4 ♠
	9-11	6+♦ !!

Rebids by opener after 1♠-2♦ are focussed on ♥ support. Because of the extra room created, opener can show his minimum and ♥ support below 2♣: 1♠-2♦, 2♥ shows 2-4 ♥ support and 10-13 HCP; 1♠-2♦, 2♣ shows a minimum without ♥ support. Other bids show 15+ as follows:

1♠	10-21	5+card
1♠-2♦	9+	5+♥
1♠-2♦-2♥	10-13	2-4 ♥
1♠-2♦-2♣	10-15	0-1 ♥
1♠-2♦-2N	15+	2+♥
1♠-2♦-3♣	16-21	4+♣, short ♥
1♠-2♦-3♦	16-21	4+♦, short ♥
1♠-2♦-3♥	13-15	3♥ or 5-4-2-2
1♠-2♦-3♠	16-21	6♠, short ♥
1♠-2♦-3N	11-13	4+♥, singleton ♦
1♠-2♦-4♣	11-13	4+♥, singleton ♣
1♠-2♦-4♦	11-14	5♥, singleton ♦
1♠-2♦-4♥	11-14	5♥, singleton ♣

Bidding after 1♠-2♥ is natural, with 2♠ showing a minimum and other bids showing 16-21 HCP.

Now we come to the question how responder bids with a strong minor suit. With the above agreements, responder has several bids available without a natural meaning, e.g. 1♥-2♣, 2♦-2♥ is not required to show ♥ support as responder would bid 3♥ with ♥ support. Some examples:

1♥-2♣, 2♦-2♥: relay, SI

1♥	10-21	5+card
1♥-2♣	9+	4+♣
1♥-2♣-2♦	10-15	any distribution without 4♣
1♥-2♣-2♦-2♥	17+	relay, SI
1♥-2♣-2♦-2♠	12-16	relay, GF
1♥-2♣-2♦-2N	12+	6+♣, GF+
1♥-2♣-2♦-3♣	9-11	6+♣, not forcing
1♥-2♣-2♦-3♦	12-16	6♣-4♦, not SI

Responder has: ♠ Axx ♥ Kx ♦ Qx ♣ AKJ10xx and opener opened 1♥. Responder has an old-fashioned SI 3♣ response. In Ambra responder bids 2♣ and when opener shows a minimum with 2♦, responder bids 2♥: relay with slam interest. Opener's rebids are similar to his 2nd round maximum bids:

- 2♠: 5+♥-4+♦ !
- 2N: 5+♥, no side suit
- 3♣: 5♥-4♣
- 3♦: 6♥-4♣
- 3♥: 5♥-5♣, singleton ♠
- 3♠: 5♥-5♣, singleton ♦
- 3N: 5♥-4♦-4♣

The development after 1♥-2♣, 2♥ is:

- 2♣: relay, no fit in ♠
- 2N: relay with fit in ♠
- 3♣: 9-11, 4♣, not forcing
- 3♦: 6+♣, GF+

And after 1♥-2♣, 2♥-2♣ relay:

- 2N: 6♥-5♠ or 5440 a 3♣r a 3♦: 5440 min a 3♥r a 3♠: void ♦
- 3♣: 5-4 a 3♥: 6-5 a 3N: void ♣
- 3♦: 6-4 a 3♠: 544 void ♦
- 3♥: 5-4 sin ♦, 16+ a 3N: 544 void ♣
- 3♠: 5-4 sin ♣, 16+

You should start to see the patterns in the relays by now, so you can work it out at the table.

An example from a practice game:

Kxx Axx
AKJxx Qxx
x AKx
J10xx Qxxx

1♥ 2♣
2♦:min 2♠:r,GF
3♣ 3♥:max, light invite
3♠:q 3nt:turbo, even (2) keycards
4♦:q 4♥:SO, no ♣ control
pas

1M-Reverse Relay (1MRR)

The bidding in this section applies to the opening of 1 major followed by a 2♣ rebid by opener, so these situations:

- 1♥-1♠, 2♣
- 1♥-1NT, 2♣
- 1♠-1NT, 2♣

As usual in Ambra, these 2♣ rebids have multiple meaning: either natural or a “reverse” hand (17+ HCP).

Responder can bid 2♦ - relay - with 8+ HCP and when opener show a reverse, the bidding is GF.

Over this 2♦ relay, opener bids as follows:

1M-1♠/NT-2♣	11-21	natural or 17+ reverse (or 17+ and ♠ support for pd)
1M-1♠/NT-2♣-2♦	8+	1M-reverse relay
1M-1♠/NT-2♣-2♦-2M	MIN	5M-3+♣
1M-1♠/NT-2♣-2♦-2NT	16-17	BAL, 5-3-3-2
1M-1♠/NT-2♣-2♦-3♣	17+	5M-4♣
1M-1♠/NT-2♣-2♦-3♦	17+	5M-4♦
1M-1♠/NT-2♣-2♦-3M	17+	6+M
1M-1♠/NT-2♣-2♦-3NT	18-20	BAL, 5-3-3-2

This is the basic scheme, but there are a few extras, as opener’s rebid in the other major has no natural meaning:

1. 1♥-1N, 2♣-2♦, 2♠ = “impossible ♠”: 5+minor, 17+ HCP
2. 1♠-1N, 2♣-2♦, 3♥ = 4+♥, 17+ HCP
3. 1♠-1N, 2♣-2♦, 2♥ = “impossible ♥”: 4+♣, 15-16 HCP

After 1♥-1♠-2♣, opener shows ♠ support – 3+card – by bidding 2♠. Responder then has a 2NT relay available:

1M-1♠-2♣-2♦-2♠	17+	3+♠ support
1M-1♠-2♣-2♦-2♠-2NT		support relay
1M-1♠-2♣-2♦-2♠-2NT-3♣	17+	3-5-1-4, 3card support, high sin
1M-1♠-2♣-2♦-2♠-2NT-3♦	17+	3-5-4-1, 3card support, low sin
1M-1♠-2♣-2♦-2♠-2NT-3♥	17+	6♥-3♠
1M-1♠-2♣-2♦-2♠-2NT-3♠	17+	4-5-2-2
1M-1♠-2♣-2♦-2♠-2NT-3NT	17-20	BAL, 3-5-(3-2)
1M-1♠-2♣-2♦-2♠-2NT-4♣	17+	splinter, 4card support, sin ♣
1M-1♠-2♣-2♦-2♠-2NT-4♦	17+	splinter, 4card support, sin ♦

(Again Garozzo does not use high-shortage-first here.)

1m-Reverse Relay (1mRR)

As was discussed in the section about the 1♣ opening, after 1♣-1♥, opener has a general reverse available with 2♦, showing a real reverse with 5♣-4♦ or 6+♣ with 17+ HCP or a hand with ♥ support and 17+ HCP. Responder's rebid in the 4th suit is again a relay (1mRR):

1♣-1♥-2♦	17+	with 4♦, 6♣ or ♥ support
1♣-1♥-2♦-2♠		1mRR
1♣-1♥-2♦-2♠-2NT	17+	5+♣-4♦
1♣-1♥-2♦-2♠-3♣	17+	6+♣
1♣-1♥-2♦-2♠-3♦	17+	6♣-5♦, 3-4½ losers
1♣-1♥-2♦-2♠-3♥	18-20	4♥, BAL
1♣-1♥-2♦-2♠-3♠	17+	5♣-4♥-4♠ (so you can be void for 2♦ bid!)
1♣-1♥-2♦-2♠-4♣	17+	5♣-4♥, sin ♠
1♣-1♥-2♦-2♠-4♦	17+	5♣-4♥, sin ♦

After 1♣-1♥-2♦-2♠-2NT, 3♣ is a further relay and opener bids:

3♦: 6♣-4♦
 3♥: 3♥
 3♠: St? ♠
 3nt: to-play

After the 1♦ opening, opener's rebid of 2♣ is the false reverse and the 1mRR in the 4th suit works much the same (see the main diagrams for details). An important principle to remember is: when the 4th suit is available at the 2-level, other bids on the 2-level are weak and bids on the 3-level are 9/11 (when opener can still have 11-16 HCP). Therefore, also 2nt is not natural, but shows a weak hand that cannot be expressed otherwise. See for example the sequence 1♣-1♥-2♦-2nt: 4♦!, 5/7 HCP.

3rd suit forcing relay (3SF)

A rebid by responder in the cheapest 3rd suit is forcing and a relay. The following sequences apply:

- 1♣-1♦, 2♣-2♥
- 1♣-1♥, 2♣-2♦
- 1♣-1♠, 2♣-2♦
- 1♦-1♥, 2♦-2♠
- 1♦-1♠, 2♦-2♥

In all these sequences opener rebids his suit and responder bids the cheapest 3rd suit. This bid is forcing and opener responds in much the same manner as in Checkback: showing support for responder and his strength.

Assuming the bidding starts 1x-1y, 2x-2w: opener's rebids are quite natural:

2y = 3card support (6card in opener's own suit), MIN
 2z = MIN or MAX, either 4card w or 4card z if still possible
 2NT = MAX without support
 3x = MIN without support

See the next chapters for specific examples of this relay.

After 1♣-1♦, 2♣-2♥ the rebids are similar:

2♠ = "impossible ♠", MIN, 3♦

2NT = MAX, no 3♦

3♣ = MIN, no 3♦

3♦ = MAX, 3♦

When opponents intervene

This chapter deals with the situation where opponent overcall our opening bid. The Italians like to play a lot of transfers in those situations and Garozzo has implemented them into Ambra. In principle the double is a transfer to the next suit and so are other responses. A cue bid shows a good 5-5. Jumps to the 2 level are GF with a good 6card suit (no transfers). Jumps to 2NT and 3 level are transfers with a good 6card suit and invitational strength. Let us work out the table after 1♣-(1♦):

1♣-(1♦)		
1♣-(1♦)-X	6+	4+♥ (but see 2♥ and 3♠ below)
1♣-(1♦)-1♥	6+	4+♠
1♣-(1♦)-1♠	8-10	balanced
	11+	without biddable suit on 1 level
1♣-(1♦)-1N	3-7 12+	5+♣
1♣-(1♦)-2♣	8-11	(4)5+♣
1♣-(1♦)-2♦	8+	5♥-5♠
1♣-(1♦)-2♥	12+	6+♥
1♣-(1♦)-2♠	12+	6+♠
1♣-(1♦)-2N	9+	6+♣
1♣-(1♦)-3♣	12+	5+♣, singleton ♦, GF
1♣-(1♦)-3♦	9-11	6+♥
1♣-(1♦)-3♥	9-11	6+♠
1♣-(1♦)-3♠	12+	balanced, transfer to 3NT
1♣-(1♦)-3N	12-15	to play

1♣-(1♥)		
1♣-(1♥)-X	6+	4+♠ (but see 2♣ and 3♥ below)
1♣-(1♥)-1♠	8-10	balanced
	11+	without biddable suit on 1 level
1♣-(1♥)-1N	3-7 12+	5+♣
1♣-(1♥)-2♣	3-7 12+	5+♦
1♣-(1♥)-2♦	8-10	5+♠
1♣-(1♥)-2♥	8+	5♠-5m
1♣-(1♥)-2♠	12+	6+♠
1♣-(1♥)-2N	9+	6+♣
1♣-(1♥)-3♣	9+	6+♦
1♣-(1♥)-3♦	12+	5+♠, singleton ♥, GF
1♣-(1♥)-3♥	9-11	6+♠
1♣-(1♥)-3♠	12+	balanced, transfer to 3NT
1♣-(1♥)-3N	12-15	to play

After 1♣-(1♠), we need the negative double to show a 4card ♥, so 1NT is natural, but from 2♣ onwards the transfer system is in operation again.

So what is the difference between 1♣-(1♥)-2♣ and 1♣-(1♥)-3♣ as both are transfer to ♦? With a weak hand or a GF hand with exactly 5♦ we would transfer with 2♣, passing of course with the weak variety and bidding on with the GF hand. With a 6♦ suit and 9+ HCP we would transfer with 3♣, passing with 9-11 and bidding on with 12+.

OPENINGS

1♣ = 2+♣ 10/22 HCP

Distributions included :	a) Balanced 12/14 HCP or 18/20 HCP] 4♣-3-3-3
] 4♣-4♦-3-2
] 4♣-4♥-3-2
] 4♣-4♠-3-2
] 4♥-3-3-3
] 4♠-3-3-3
] 4♥-4♠-3-2
	b) Semi-balanced 12/14 HCP or 18/20 HCP] 5♣-3-3-2
	c) One-suited 11/22 HCP] 6+♣
	d) Two-suited 11/22 HCP] 5+♣-4x
	e) Two-suited with 3/5 losers] 6+♣-5x
	f) Three-suited 11/22 HCP] 4♣-4-4-1

1♦ = 4+♦ 10/22 HCP

Distributions included :	a) Balanced 12/14 HCP or 18/20 HCP] 4♦-3-3-3
] 4♦-4♥-3-2
] 4♦-4♠-3-2
	b) Semi-balanced 12/14 HCP or 18/20 HCP] 5♦-3-3-2
	c) One-suited 11/22 HCP] 6+♦
	d) Two-suited 11/22 HCP] 5+♦-4x
] 5+♦-5♣
	e) Two-suited with 3/5 losers] 6+♦-5x
	f) Three-suited with 11/22 HCP] 4♦-4-4-1♣

1♥ = 5+♥ 10/21 HCP

Distributions included :	a) Semi-balanced 12/20 HCP] 5♥-3-3-2
	b) Two-suited 11/21 HCP] 5+♥-4+x
	c) Two-suited with more than 5 losers] 5+♥-5+minor
	d) Two-suited with 4/5 losers] 6+♥-5+x
	e) One-suited 11/21 HCP 5+ losers] 6+♥

1♠ = 5+♠ 10/21 HCP

Distributions included :	a) Semi-balanced 12/20 HCP] 5♠-3-3-2
	b) Two-suited 11/21 HCP] 5+♠-4+x
	c) Two-suited with more than 5 losers] 5+♠-5+x
	d) Two-suited with 4/5 losers] 6+♠-5+x
	e) One-suited 11/21 HCP 5+ losers] 6+♠

Int = 15/17 HCP

Distributions included :] 4-3-3-3
] 4-4-3-2
] 5m-3-3-2
] 5m-4-2-2
] 6mL-3-2-2

2♣ = GF generally 20+ HCP

Distributions included :] BAL 23+ HCP
] 6+m GF
] 4M-5+m GF
] 4-4-4-1 GF

2♦ = a) 6♥ 5/10 HCP

b) 5+♥ GF

2♥ = a) 6♠ 5/10 HCP
b) 5+♠ GF

2♠ = a) 5+m-4+om 5/10 HCP
b) 5+m-4+om 4 losers or less

2NT = 21/22 HCP possibly even a 5^a major

3♣ = 7♣ Preempt in 3^a and 4^a position perhaps only 6♣

3♦ = 7♦ Preempt in 3^a and 4^a position perhaps only 6♦

3♥ = 7♥ Preempt

3♠ = 7♠ Preempt

3NT = Gambling
Distributions included : a) One-suited] 7/8♣ with AKQ
] 7/8♦ with AKQ

4♣ = a) In 1^a and 2^a position $\hat{U}\hat{U}\hat{U}\hat{U}$ 8/8 ½ tricks in ♥, one-suited with 7+♥ solid or semisolid
b) In 3^a and 4^a position $\hat{U}\hat{U}\hat{U}\hat{U}$ 8+♣ Preempt

4♦ = a) In 1^a and 2^a position $\hat{U}\hat{U}\hat{U}\hat{U}$ 8/8 ½ tricks in ♠, one-suited with 7+♠ solid or semisolid
b) In 3^a and 4^a position $\hat{U}\hat{U}\hat{U}\hat{U}$ 8+♦ Preempt

4♥ = 8♥ Preempt in 3^a and 4^a position perhaps only 7♥

4♠ = 8♠ Preempt in 3^a and 4^a position perhaps only 7♠

4NT = ?

5♣ = 9+♣ Preempt

5♦ = 9+♦ Preempt

LEGEND

GF	= Forcing to Game
GF+	= Forcing to Game or more
SO	= Sign Off
NSI	= Not inviting Slam
SI	= Inviting Slam
GI	= Inviting Game
GI+	= Inviting Game or more
NF	= Passable
F1	= Forcing 1 round
MAX	= Maximum hand
MIN	= Minimum hand
RELAY	= RELAY asking for more information
CHKBCK	= Checkback Stayman
GAR	= GAR continuations
1mRR	= 1 minor Reverse Relay
1MRR	= 1 Major Reverse Relay
3SF	= 3 rd Suit Forcing relay
4S3344	= relay after opener shows support
mCHK	= minors Check
2ntT	= 2ntT continuations
4thSUIT	= See Gadgets
FIT	= Shows FIT in suit x
St?	= Asks for stop in x
St	= Stop in suit x
NSt	= No stop in suit x
SGL	= Singleton in x
BAL	= Balanced Hand
UNBAL	= Unbalanced Hand
TO	= Take Out Double
PD	= Penalty Double
2x+	= All bids higher than 2x
ã	= Conventional
®	= Relay
J	= Good Suit
L	= Bad Suit
I	= Bidding goes over to partner
Ú	= Developments?
M	= Preempt

GENERAL PRINCIPLES FOR THE COMPETITIVE AUCTION

DOUBLE

Our doubles are generally all TO at all levels at least when doubler has not shown length in the suit. We use the PD 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 (PD)

Despite the many TO 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 TO 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 PD

DOUBLE WHEN WE HAVE FOUND A FIT

When we are in a forcing situation the double of an enemy suit shows a SGL in that suit . If this happens beyond the 3-level of our suit then double is invitation to slam. When the opponents bid their suit under the level of our cheapest competitive raise then the double shows extra strength or good defensive cards.

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.

1§ OPENING

- 1♣] 1♦ = a) 4♦ 10+ HCP
 b) 5♦ 9+ HCP if **MIN** then is **UNBAL**
 c) 6♦ 5+ HCP
-] 1♥ = 4+♥ 5+ HCP possibly 5+♦ with 5/9 HCP
-] 1♠ = 4+♠ 5+ HCP possibly 5+♦ with 5/9 HCP
-] 1nt = a) 4/5♣ 5/10 HCP
 b) 4/5♦ 5/10 HCP
-] 2♣ = 4+♣ 11+ HCP generally without 4^c major on the side(possibly only with 5+♣)
-] 2♦ = a) 6+♥ 2/(7) HCP **M** with decent ♥
 b) 6+♥ **J** 12+ HCP possibly a 4card on the side
-] 2♥ = a) 6+♠ 2/(7) HCP **M** with decent ♠
 b) 6+♠ **J** 12+ HCP possibly a 4card on the side
-] 2♠ = a) 5+♣ **J** most probably 4♦ (6)/9 HCP
 b) 5+♣-4♦ SGL M GF+
 c) 6+♣ GF+ with SGL not SI
-] 2nt = 6♣ 2/6 HCP **M**
-] 3♣ = 6♣ with 2 top honors 8/10 HCP
-] 3♦ = 7+♦ 4/8 HCP
-] 3♥ = 7+♥ 4/8 HCP
-] 3♠ = 7+♠ 4/8 HCP
-] 3nt = 4♣-3-3-3 with 0/3 controls 12/14 HCP

1§] 1^{..}

- 1♣] 1♦
 1♥ = 4+♣-4♥ 11/16 HCP
- 1♠ = 4+♣-4♠ 11/16 HCP
- 1nt = 5♣-3-3-2 / 4♣-3-3-3 / 4♣-4♦-3-2 / 4♥-3-3-3 / 4♠-3-3-3 / 4♥-4♠-3-2 12/14 HCP
- 2♣ = 6+♣ 11/16 HCP
- 2♦ = 4+♣-4♦ 11/14 HCP
- 2♥ = a) 5+♣-4♥ 17+ HCP
 b) 6+♣ 17+ HCP
 c) 5+♣-4♦ 17+ HCP
- 2♠ = 5+♣-4♠ 17+ HCP
- 2nt = 18/20 HCP **BAL**
- 3♣ = 6+♣ **J** 13/16 HCP
- 3♦ = 5+♣-4♦ 14/16 HCP
- 3♥ = 4♣-4♦-4♠-1♥ 18/22 HCP
- 3♠ = 4♣-4♦-4♥-1♠ 18/22 HCP
- 3nt = 4♣-4♥-4♠-1♦ 18/22 HCP

1♣] 1♦
 1♥] 1♠ = 4+♦-4♠ **F1**
] 1nt = 9/11 HCP
] 2♣ = RELAY GI+ÚÚÚÚÚ See **GADGETS**
] 2♦ = 6+♦ 5/9 HCP
] 2♥ = 4+♦-4♥ GI without **SGL**
] 2♠ = 4COLORE SI with 5+♦-4♣ ÚÚÚÚÚ] 2nt = GAR
] 2nt = 2ntT 4+♥ **SGL** or 6+♦-5♥/♠
] 3♣ = 5♦-4/5♣ 9/11 HCP
] 3♦ = 6+♦ 9/11 HCP
] 3♥ = 4+♦-4♥ GI strength without **SGL**
] 3♠ = 5+♦-4♥ **SGL** ♠ light SI
] 4♣ = 5+♦-4♥ **SGL** ♣ light SI

1♣] 1♦
 1♥] 1♠
 1nt = 4+♣-4♥ **MIN**
 2♣ = 6♣-4♥ **MIN**
 2♦ = a) 5♣-4♥-3♦-1♠ 14/16 HCP
 b) 4♣-4♦-4♥-1♠ **MIN**
 2♥ = 6♣-4♥ **MAX**
 2♠ = 4♣-4♥-4♠-1♦ **MIN**
 2nt = 5♣-4♥ **MAX**
 3♣ = 6♣ J -4♥ 13/16 HCP
 3♦ = 4♣-4♦-4♥-1♠ 15/17 HCP
 3♠ = 4♣-4♥-4♠-1♦ 15/17 HCP

1♣] 1♦
 1♥] 1♠
 1nt] 2♣ = RELAY SI ÚÚÚÚ Natural Continuations
] 2♦ = 6♦-4♠ 9/11 HCP
] 2nt = **LIM**
] 3♣ = 5♦-4♠-3♣-1♥ 10/11 HCP
] 3♦ = 6♦-4♠ GF

1♣] 1♦
 1♥] 1♠
 2♣] 2♦ = 6♦-4♠ 10/11 HCP
] 2♥ = 5♦-4♠-3♥-1♣ 10/11 HCP
] 2♠ = RELAY for **SGL** ÚÚ answer in steps ÚÚÚÚÚÚ] 2nt= **SGL** ♠
] 2nt = **LIM** without FIT in ♣ 10/11 HCP] 3♣ = **SGL** ♦

1♣] 1♦
 1♥] 1♠
 2♦] 2♠ = RELAY for **MIN** and **MAX** and distribution ÚÚÚÚÚÚ] 2nt= **MAX** 14 HCP
] 2nt = 4♦-4♠ 10/11 HCP] 3♣ = 5♣-4♥-3♦-1♠ **MAX** 13/14 HCP
] 3♦ = 5♦-4♠ 10/11 HCP] 3♦ = 3+♦ **MIN**

1♣] 1♦
 1♥] 1♠
 2♥] 2♠ = RELAY for **SGL** ÚÚ answer in steps ÚÚÚÚÚÚ] 2nt= **SGL** ♠
] 2nt = 4+♦-4♠ 10/11 HCP with 0/2♣] 3♣ = **SGL** ♦
] 3♣ = 4+♦-4♠-3♣ GF
] 3♦ = 6♦-4♠ GF

1♣] 1♦
 1♥] 1nt
 2♣ = 6♣-4♥ **MIN**
 2♦ = a) 5♣-4♥-3♦-1♠ 11/13 HCP
 b) 4♣-4♦-4♥-1♠ 11/13 HCP
 2♥ = 6♣-4♥ **MAX**
 2♠ = 4♣-4♥-4♠-1♦ 15/17 HCP
 2nt = 5♣-4♥ **MAX**
 3♣ = 6♣-4♥ AKQ / AKJ / AQJ / AKT 13/16 HCP
 3♦ = 4♣-4♥-4♦-1♠ 15/17 HCP

1♣] 1♦
 1♥] 2♦
 2♥ = 6♣-4♥ 15/16 HCP
 2♠ = 5♣-4♥ 16 HCP NSt ♠ but no SGL ♠
 2nt = 5♣-4♥ 16 HCP FE ♠
 3♣ = 6♣ J -4♥ 15/16 HCP
 3♦ = 4/5♣-4♥-3/4♦-1♠ 15/16 HCP

1♣] 1♦
 1♠] 1nt = 9/11 HCP with 4/5 ♦
] 2♣ = RELAY at least invitational
] 2♦ = 6+♦ 5/9 HCP
] 2♥ = 4COLORE SI with 5+♦ -4+♣ ÚÚÚÚÚÚÚÚ] 2nt = GAR
] 2♠ = 4+♦-4♠ bad invite
] 2nt = 2ntT ÚÚÚÚ See developments
] 3♣ = 5♦-4/5♣ 9/11 HCP
] 3♦ = 6+♦ 9/11 HCP
] 3♥ = 5♦-4♠ SGL ♥ light SI
] 3♠ = 4+♦-4♠ GI strength without SGL
] 4♣ = 5♦-4♠ SGL a ♣ light SI

1♣] 1♦
 1♠] 1nt
 2♣ = 6♣-4♠ MIN
 2♦ = a) 4♣-4♠-4♦-1♥ 11/13 HCP
 b) 5♣-4♠-3♦-1♥ 11/13 HCP
 2♠ = 6♣-4♠ MAX
 2nt = 5♣-4♠ MAX
 3♣ = 6♣ J -4♠
 3♦ = 4♣-4♦-4♠-1♥ 15/17 HCP

1♣] 1♦
 1nt] 2♣ = CHKBACK1
] 2♦ = CHKBACK2
] 2♥ = 4♦-4♥ 10/12 HCP
] 2♠ = 4♦-4♠ 10/12 HCP
] 2nt = 2ntT ÚÚÚÚÚÚÚÚÚÚÚÚ] 3♣ = Forced ÚÚÚÚÚÚÚÚ] 3♦ = 5♦-5♣ GF+
] 3♣ = 4♦-5+♣ 9/11 HCP LIM] 3♥ = 6♦-5♥ GF+
] 3♦ = 6+♦ GF] 3♠ = 6♦-5♠ GF+
] 3♥ = 5♦-4♠ SGL ♥ GF] 3nt = 6+♦ SI
] 3♠ = 5♦-4♥ SGL ♠ GF] cue = 6+♦ SI+

1♣] 1♦
 2♣] 2♦ = 6+♦ SO
] 2♠ = 5+♦-4♠ GFÚÚÚÚÚÚÚÚÚÚÚÚ] 2nt = RELAY ÚÚÚ GAR
] 2nt = 2ntT ÚÚÚ See developments
] 3♣ = LIM 9/11 HCP
] 3♦ = 6♦ 10/11 HCP
] 3♥ = 3+♣ GF with SGL ♥
] 3♠ = 3+♣ GF with SGL ♠
] 2♥ = RELAY ÚÚÚÚÚÚÚÚÚÚÚÚ] 2♠ = MIN with 3♦ ÚÚÚÚÚÚÚÚÚÚÚÚ] 3♦ = 9/11 HCP
] 2nt = MAX without 3♦
] 3♣ = MIN without 3♦ ÚÚÚÚÚÚ] 3♥ = St? ♥
] 3♦ = MAX with 3♦] 3♠ = St? ♠

1♣]	1♦	
2♦]	2♠ = 5+♦-4♠ GF	ÚÚÚÚÚÚÚÚ] 2nt= RELAY ÚÚÚ GAR
]	2nt	= 2ntT ÚÚÚÚ See developments
]	3♣	= 5+♦-4♣ 9/11 HCP
]	3♦	= M
]	3♥	= 4+♦ SGL ♥ GF
]	3♠	= 4+♦ SGL ♠ GF
]	2♥	= RELAY ÚÚÚÚÚÚÚÚ] 2♠ = 5+♣-4♦ MIN with SGL ÚÚÚÚ] 2nt = GAR
]	4/5♦	= M] 2nt= BAL
] 3♣ = 5♣-4♦ MAX ÚÚÚÚÚÚ] 3♦ = RELAY ÚÚÚÚ GAR

The only non-forcing bid after 1♣] 1♦] 2♦] 2♥] 2♠/2nt is 3♦ which shows an invitational hand with 4+♦

1♣]	1♦	
2♥]	2♠ = RELAY GF	ÚÚÚÚÚÚÚÚ] 2nt= 5+♣-4♥ ÚÚÚÚÚÚ] 3♣ = RELAY ÚÚÚÚ GAR
]	2nt	= 6+♦ GF] 3♣ = 6+♣ 17+ HCP ÚÚÚÚ See 1♣] 1♦] 3♣
]	3♦	= 6+♦ and less than 7 HCP] 3♦ = 5+♣-4♦ 17+HCP
]	3♥	= 6♦-5♥ GF] 3♥ = 6♣-5♥ 3/4 losers
]	3♠	= 6♦-5♠ GF] 3♠ = 5♣-4♥-4♠ 17+ HCP

1♣]	1♦	
2♥]	3♦	
3♥	= St?	♥	
3♠	= St?	♠	

1♣]	1♦	
2♠]	2nt	= RELAY GF ÚÚÚÚÚÚ GAR
]	3♣	= SO less than 7 HCP
]	3♦	= 6+♦ SO less than 7 HCP
]	3♥	= 6♦-5♥ GF

1♣]	1♦	
2nt]	3♣	= TEXAS to 3♦ ÚÚÚÚÚÚÚÚ] pass= 6♦ 4/5 HCP
]	3♦	= 4♦-4♥ SI] 3♥ = 5+♦-4♥ SI
]	3♥	= 4♦-4♠ SI] 3♠ = 5+♦-4♠ SI
]	3♠	= 4♦-4♣ SI] 3nt= 5♦ SI
]	3nt	= SO] 4♣ = 5+♦-4♣ SI
]	4nt	= 4♦-3-3-3 SI] 4♦ = 6+♦ SI

1♣]	1♦	
3♣]	3♦	= 5+♦ SI ÚÚÚÚÚÚÚÚ] 3♥ = St? a ♥
]	3♥	= St? a ♥] 3♠ = St? a ♠
]	3♠	= St? a ♠] 3nt= I have two stops
] 4♣ = Cue Bid with 3♦

1§] 1©

1♣]	1♥
1♠	=	4♠ 11-16 HCP
1nt	=	5♣-3-3-2 / 4♣-3-3-3 / 4♣-4♦-3-2 / 5♣-4♦-2-2 / 5♣-4♦-3♠-1♥ 11/14 HCP
2♣	=	a) 6+♣ 11/16 HCP b) 5♣-4♦-3♠-1♥ 15/16 HCP
2♦	=	a) 5+♣-4♦ 17+ HCP b) 6+♣ 17+ HCP c) 5♣-4♥ with SGL 17+ HCP d) 4♥ 18/20 HCP BAL
2♥	=	a) 4♥ 11/14 HCP BAL b) 5♣-4♥ 11/13 HCP c) 5♣-4♦-3♥-1♠ 11/15 HCP d) 4♣-4♦-3♥-2♠ 11/14 HCP with small cards in ♠
2♠	=	5+♣-4♠ 17+ HCP
2nt	=	18/20 HCP BAL
3♣	=	6+♣ J 13/16 HCP
3♦	=	4♣-4♥-4♠-1♦ 18/22 HCP
3♥	=	4+♣-4♥ 14/16 HCP
3♠	=	4♣-4♦-4♥-1♠ 18/22 HCP
3nt	=	4♣-4♦-4♠-1♥ 18/22 HCP
4♣	=	6♣-4♥ 13/16 HCP SGL ♠
4♦	=	6♣-4♥ 13/16 HCP SGL ♦

1♣]	1♥
1♠]	1nt = Natural
]	2♣ = RELAY GI+
]	2♦ = 4thSUIT GF 5♥-4+♣ ÚÚÚÚÚÚÚÚÚÚ] 2nt= GAR
]	2♥ = 6♥ (7)-(10) HCP
]	2♠ = 4+♥-4♠ 5/9 HCP
]	2nt = 2ntT ÚÚÚÚÚÚ See developments
]	3♣ = 5♥-4+♣ 9/11 HCP
]	3♦ = 5♥-5♦ 9/11 HCP
]	3♥ = 6♥ 10/11 HCP
]	3♠ = 4+♥-4♠ 9/11 HCP
]	3nt = Natural
]	4♣ = 4+♥-4♠ SGL ♣ small SI
]	4♦ = 4+♥-4♠ SGL ♦ small SI

1♣]	1♥
1♠]	1nt
2♣	=	6♣-4♠ MIN
2♦	=	a) 4♣-4♠-4♦-1♥ 15/17 HCP b) 5♣-4♠-4♦ 15/16 HCP
2♥	=	5♣-4♠-3♥-1♦ 14/16 HCP
2♠	=	6♣-4♠ MAX
2nt	=	5♣-4♠-3♦-1♥ 15/16 HCP
3♣	=	6♣ J -4♠ 13/16 HCP

1♣]	1♥
1nt]	2♣ = CHKBACK
]	2♦ = CHKBACK
]	2♥ = 5+♥ not so many points, if 6♥ then ♥ are L
]	2♠ = 5♥-4♠ GF
]	2nt = 2ntT ÚÚÚ See developments
]	3♣ = 4♥-5+♣ LIM
]	3♦ = 5♥-4♣ SGL ♦ GF
]	3♥ = 6♥ GF with ♥ not great but not horrible
]	3♠ = 5♥-4♣ SGL ♠ GF
]	3nt = SO

1♣] 1♥
 2♥] 2♠
 2nt = 4♥ with SGL MIN or MAX ÚÚÚÚÚÚÚÚ] 3♣ = RELAY ÚÚÚÚÚ] 3♦ = MIN with SGL ♠
 3♣ = 3♥ MIN ÚÚÚÚÚÚÚÚ] 3♦ = St? ♦] 3♥ = MIN with SGL ♦
] 3♥ = SO] 3♠ = MAX with SGL ♠
] 3♠ = St? ♠] 3nt = MAX with SGL ♦
] 3nt = SO
 3♦ = 3♥ MAX ÚÚÚÚÚÚÚÚ] 3♥ = St? ♦
 3♥ = 4♥ MIN without SGL] 3♠ = St? ♠
 3♠ = 4♠ MAX without SGL

1♣] 1♥
 2♠] P = 3/4♠ 4/5 HCP
] 2nt = RELAY, GF, GAR
] 3♣ = SO
] 3♦ = 5♥-5♦ 7+ HCP GF
] 3♥ = 6+♥ 8+ HCP GF
] 3♠ = 4♠ 5/7 HCP

1♣] 1♥
 2nt] 3♣ = 5♥-4♦ SI
] 3♦ = TEXAS to 3♥ ÚÚÚÚ _ 3♥ ÚÚÚÚÚÚÚÚ] P = 5♥ 4/5 HCP
] 3♥ = 4♥-4♠] 3♠ = 5♥-4♠
] 3♠ = 4♥-4♣ SI] 4♣ = 5♥-4♣ SI
] 3nt = SO] 4♦ = Cue bid 6+♥ SI
] 4♣ = Cue bid with 5+♥ SI] 4♥ = 6+♥ SI
] 4♦ = Cue bid with 5+♥ SI
] 4♥ = 6+♥ SO

1♣] 1♥
 3♣] 3♦ = St? ♦
] 3♥ = 5+♥ GF ÚÚÚÚÚ] 3♠ = 2♥
] 3♠ = St? ♠] 3nt = 0/1♥
] 3nt = Natural] 4♣ = Cue Bid with 3♥

1§] 1^a

1♣] 1♠
 1nt = 4♣-3-3-3 / 4♣-4-3-2 without 4♠ / 5♣-3-3-2 / 5♣-4-2-2 / 5♣-4-3-1♠ / 4♣-4-4-1♠ 11/14 HCP
 2♣ = a) 6+♣ 11/16 HCP
 b) 5♣-4♦ 15/16 HCP
 c) 5♣-4♥ 15/16 HCP
 2♦ = a) 4♣-4♦ 15/17 HCP
 b) 6+♣ 17+ HCP
 c) 4+♣-4♠ 17+ HCP UNBAL
 d) 4♠ 18/20 HCP BAL
 e) 5+♣-4♦ 17+ HCP
 2♥ = 5+♣-4♥ 17+ HCP
 2♠ = a) 4♠ 11/14 HCP
 b) 5♣-4-3♠-1 11/14 HCP
 c) 5♣-4♠-2-2 11/14 HCP
 d) 4♣-4-3♠-2 11/14 HCP with worthless doubleton
 2nt = 18/20 HCP BAL
 3♣ = 6+♣ J 13/16 HCP
 3♦ = 4♣-4♥-4♠-1♦ 18/22 HCP
 3♥ = 4♣-4♦-4♠-1♥ 18/22 HCP
 3♠ = a) 5♣-4♠ 14/16 HCP
 b) 4♣-4♠-4-1 14/16 HCP
 3nt = 4♣-4♦-4♥-1♠ 18/22 HCP
 4♣ = 6♣-4♠ SGL ♥ 13/16 HCP
 4♦ = 6♣-4♠ SGL ♦ 13/16 HCP

1♣] 1♠
 1nt] 2♣ = CHKBACK
] 2♦ = CHKBACK
] 2♥ = 5+♠-4+♥ not many points
] 2♠ = 5+♠ not many points
] 2nt = 2ntT ÚÚÚ See developments
] 3♣ = 4♠-5+♣ LIM
] 3♦ = 5♠-4♣ SGL ♦ GF
] 3♥ = 5♠-4♣ SGL ♥ GF
] 3♠ = 6+♠ GF with not great ♠
] 3nt = SO

1♣] 1♠
 2♣] 2♦ = RELAY, 3SF ÚÚÚÚÚ] 2♥ = 4♦/♥ MIN or MAX ÚÚÚÚÚ] 2♠ = RELAY GFÚ See conts
] 2♥ = 5♠-4+♥ GF] 2♠ = 3♠ MIN] 3♣ = 2+♣ 9/11 HCP
] 2♠ = 6♠ 8/10 HCP] 2nt = MAX
] 2nt = 2ntT] 3♣ = MINÚÚÚÚÚÚÚÚÚÚ] 3♦ = St? ♦
] 3♣ = 2+♣ 9/11 HCP] 3♦ = 6♣-4♦ MAX] 3♥ = St? ♥
] 3♦ = 5♠-5♦ 9/11 HCP] 3♥ = 6♣-4♥ MAX] 3♠ = 6♠ GF
] 3♥ = 5♠-5♥ 9/11 HCP] 3♠ = 6♣-3♠ MAX
] 3♠ = 6+♠ 9/11 HCP

1♣] 1♠
 2♣] 2♦
 2♥] 2♠
 2nt = 5♣-4♥
 3♣ = 6♣-4♥ MIN ÚÚÚÚÚ] 3♦ = RELAY for SGL
 3♦ = 6♣-4♦ MIN ÚÚÚÚÚ] 3♥ = RELAY for SGL
 3♥ = 5♠-4♦-2-2 with worthless doubleton and honors concentrated in the minors
 3♠ = 5♣-4♦ SGL ♠
 3nt = 5♣-4♦ SGL ♥

1♣] 1♠
 2♣] 2♦
 2♠] 2nt = F1
] 3♣ = LIM
] 3♦ = St? ♦
] 3♥ = St? ♥
] 3♠ = 5♠ GI

1♣] 1♠
 2♦] 2♥ = RELAY GF, 1mRR ÚÚÚÚÚ] 2♠ = 4♣-4♦-4♥-1♠ 15/17 HCPÚÚÚÚÚ] 2nt = SO
] 2♠ = 5♠ 4/7 HCP] 2nt = 5+♣-4♦ 17+ HCP] 3♣ = SO
] 2nt = 4♦ 4/7 HCP] 3♣ = 6+♣ 17+ HCP] 3♦ = SO
] 3♣ = 2/4♣ 4/7 HCP] 3♦ = 6♣-5♦ 3/4 losers] 3♥ = Fixes ♥ GF
] 3♦ = 5♠-5♦ 7+ HCP GF] 3♠ = 4♠ bal 18/20 HCP
] 3♥ = 5♠-5♥ 7+ HCP GF] 4♣ = 5+♣-4♠ SGL ♥ 17+ HCP
] 3♠ = 6+♠ 8+ HCP GF] 4♦ = 5+♣-4♠ SGL ♦ 17+ HCP

1♣] 1♠
 2♦] 2♠
 2nt = LIM
 3♣ = LIM
 3♦ = 6♣-5♦ 3/4 losers NF
 3♥ = St? ♥
 3♠ = 4♠ bal 18 HCP
 4♣ = 6♣-4♠ SGL ♥ SI
 4♦ = 6♣-4♠ SGL ♦ SI

1§] Int

1♣]	Int				
2♣	=	6+♣ 11/14 HCP possibly a 4card on the side				
2♦	=	RELAY, MCHKÚÚÚÚÚÚÚÚÚÚÚÚÚÚÚÚ]	2♥ = MINÚÚÚÚÚÚÚÚÚÚ]	2♠ = RELAY see MAX
2♥	=	5+♣-4♥ 17+ HCP]	2♠ = 5♦	
2♠	=	5+♣-4♠ 17+ HCP]	2nt= 4♦-3-3-3 MAX	
2nt	=	a) Preempt asking for better minor b) 18/20 HCP bal lacking a stop]	3♣ = 4/5♣ MAX	
]	3♦ = 4♣-4♦ MAX	
3♣	=	6+♣ J 13/16 HCP				
3♦	=	6♣-5♦ 3-4 ½ losers				
3♥	=	6♣-5♥ 3-4 ½ losers				
3♠	=	6♣-5♠ 3-4 ½ losers				
3nt	=	Natural				

1§] 2§

1♣]	2♣			
2♦	=	a) BAL, 12-14 HCP b) 6+♣, 11/17 HCP c) 5+♣-4♦ 11/21 HCP d) 4441, 11-17 HCP			
2♥	=	5+♣-4♥ ÚÚÚÚÚÚÚÚÚÚ]	2nt= GAR	
]	3♣ = Passable 10/11 HCP	
2♠	=	5+♣-4♠ ÚÚÚÚÚÚÚÚÚÚ]	2nt= GAR	
]	3♣ = Passable 10/11 HCP	
2nt	=	18/20 HCP BALÚÚÚÚÚÚÚÚ]	See MIN: 1♣-2♣-2♦-2♥-2nt	
3♣	=	6+♣ 16+ HCP with SGL			
3♦	=	6+♣ 16+ HCP without SGL			
3♥	=	4♣-4♦-4♠-1♥ 18/22 HCP			
3♠	=	4♣-4♦-4♥-1♠ 18/22 HCP			
3nt	=	4♣-4♥-4♠-1♦ 18/22 HCP			

1§] 2©

1♣]	2♥
2♠	=	11/14 HCP
2nt	=	15+ HCP with at least 2♠ perhaps invitational to game
3♣	=	6+♣ 16/18 HCP not forcing
3♦	=	5+♣-4♦ 17+ HCP or perhaps only values in ♦
3♥	=	5+♣-4♥ 17+ HCP or perhaps only values in ♥
3♠	=	3+♠ M
3nt	=	SO
4♠	=	SO

1♣]	2♥
2♠]	2nt = 6+♠ GF
]	3♣ = 6♠-4♣ GF
]	3♦ = 6♠-4♦ GF
]	3♥ = 6♠-4♥ GF
]	3♠ = 7♠ fixes♠ asking for aces

1♣]	2♥
2nt]	3♣ = MAX without SGL ♥ ÚÚÚÚÚÚÚ] 3♦ = RELAY ÚÚÚ] 3♥ = SGL ♦
]	3♦ = MIN ÚÚÚÚÚÚÚ] 3♠ = SO] 3♠ = MAX without SGL
]	3♥ = MAX with SGL ♥] 3nt= SGL ♣
]	3♠ = Medium hand without SGL
]	3nt = AKQxxx in ♠
]	4♣ = 6♠-4♣ GF
]	4♦ = 6♠-4♦ GF

1§] 2^a

1♣]	2♠
2nt	=	Asking SGL ÚÚÚÚÚÚÚÚÚÚÚÚ] 3♣= 5+♣ MIN ÚÚÚÚÚ] 3♦ = RELAY ÚÚÚÚÚ] 3♥ = SGL ♠
3♣	=	SO] 3♦= 5+♣ SGL ♠ MAX] 3♠ = SGL ♥
3♦	=	St? ♦] 3♥= 5+♣ SGL ♥ MAX] 3nt= SGL ♦
3♥	=	St? ♥] 3♠= 5+♣ SGL ♦ MAX
3♠	=	St? ♠
4♣	=	M
5♣	=	M

1§] 2nt

1♣]	2nt
3♣	=	SO
3♦	=	St? ♦
3♥	=	St? ♥
3♠	=	St? ♠
4♣	=	M
5♣	=	M

INTERFERENCE OVER 1§ OPENING

INTERFERENCE IN 2^a POSITION

CASE A : Opponent doubles

N	E	S	W
1♣] X] XX	= 4+♦
] 1x-1	= 4+x
] 1♠	= 8/10 HCP bal or BAL GI+
] 1nt	= (4)5+♣ SO or GF
] 2♣	= (5)6+♦ SO or GF
] 2♦	= System ON

CASE B : Opponent bids one of a suit

N	E	S	W
1♣] 1x] X	= 4+y where y=x+1
] 1y	= 4+z where z=y+1 ÚÚÚÚ System ON
] 1♠	= 8/10 HCP balanced 11+ HCP without 4 biddable cards at the one-level
] 1nt	= 5+♣ Weak or GF+
] 2♣	= 5+♦
] 2♦	= 5+♥
] 2x	= 5-5 8+ HCP if x=♦ ÚÚÚÚ 5♥-5♠ if x=M ÚÚÚÚ 5OM-5m
] 2w	= 5+w Passable
] 2y	= 6y GF+
] 2nt	= 6+♣ GI+
] 3x-1	= 5+♣ GF+ SGL x denying 4M
] 3♣	= 6+♦ GI+
] 3♦	= 6+♥ GI
] 3♥	= 6+♠ GI
] 3♠	= bal GF wanting you to play 3nt
] 3nt	= SO

Exception :

N	E	S	W
1♣] 1♠] X	= 4♥ 8+ HCP or bal GF+
] 1nt	= 7/10 HCP Bal
] 2♣	= 5+♦
] 2♦	= 5+♥
] 2♥	= 5+♣ GI+
] 2♠	= 5♥-5♦ GI+
] 2nt	= 6+♣ GI+
] 3♣	= 6+♦ GI+
] 3♦	= 6+♥ GI+

CASE C : Opponent bids 1NT natural

N	E	S	W
1♣] 1nt] X	= PD
] 2x+	= Rubensohl ON

CASE D : Opponent jumps to the two-level showing a one-suiter with any amount of points

N	E	S	W
1♣] 2x] X	= TO
] 2y+	= Rubensohl ON

1♣ opening

	(1♦)	(1♥)	(1♠)	(1NT)	(2♦)
X	4+♥	4+♠	4♥, 8+ balGF	Penalty	TO
1♥	4+♠				
1♠	8/10 bal 11+	8/10, bal			
1NT	5+♣, w GF	5+♣, w GF	7/10 bal		
2♣	4/5♣, 9-12	5+♦	5+♦	5+♦	
2♦	5♥-5♠, 8+	4/5♣, 9-12	5+♥	5+♥	
2♥	6+♥, GF	5♠-5m, 8+	5+♣, GI+	5+♠	5+♥, F1
2♠	6+♠, GF	6+♠, GF	5♥-5m, 8+	5+♣, weak	5+♠, F1
2NT	6+♣, GI+	6+♣, GI+	6+♣, GI+		6+♣, GI+
3♣	5+♣, x♦, GF	6+♦, GI+	6+♦, GI+		5+♣, x♦, GF
3♦	6+♥, GI	5+♣, x♥, GF	6+♥, GI+		6+♥, GI
3♥	6+♠, GI	6+♠, GI	5+♣, x♠, GF		6+♠, GI
3♠	bal, trf	bal, trf	bal, trf		bal trf
3NT	SO	SO	SO		SO

CASE E : Opponent bids 2x or 3x as GHESTEM

N E S W
1♣] 2x] X = TO but if followed by X next round now penalty
]] Cuebid of their 1° suit = (4)5+♣ GI+
]] Cuebid of their 2° suit = 5+ in the fourth suit GF+
]] 2y = 5+y Competitive
]] 2nt = Natural GI
]] 3♣ = 5+♣ Competitive
]] 3y = 6y GI
]] 3w = 6w Competitive
]] Jump cue = (4)5+♣ SGL in the cue-bid suit

N E S W
1♣] 3x] X = TO
]] Cuebid of their 1° suit = 4+♣ GI+
]] Cuebid of their 2° suit = 5+ in the fourth suit GF+
]] 3y = 6y Competitive

CASE F : Opponent intervenes with a 3x preempt

N E S W
1♣] 3x] X = TO
]] 3y = 5+y F1
]] 3nt = SO
]] 4♣ = 5+♣ Competitive
]] 4x = 5w-5z in the other two suits GF+
]] 4y = 6+y weaker than 3y

INTERFERENCE IN 4th POSITION

CASE A : Opponent doubles

N E S W
1♣] P] 1x] X
XX = 3 cards in x or 16+ HCP hand
1nt = 18/20 HCP bal (can have 3 cards in x ?) ÚÚÚÚ System ON
2♣+ = System ON

CASE B : Opponent bids 1/2y

N E S W
1♣] P] 1x] 1/2y
X = 3 cards in x or 16+ HCP
1nt = 18/20 HCP bal (can have 3 cards in x ?) ÚÚÚÚ System ON
2♣+ = System ON
2nt = Good-Bad

CASE C : Opponent bids 1NT natural or artificial

N E S W
 1♣] P] 1x] 1nt
 X = PD if 1nt is natural , 3x or strong if 1nt is conventional
 2♣+ = System ON

CASE D : Opponent jumps to 2y

N E S O
 1♣] P] 1x] 2y
 X = Strong hand
 2nt = Good-Bad
 3♣+ = System ON
 3y = 4+♣-4x 16+ HCP or 6+♣ with 8 tricks St? y
 3nt = SO probably 6+♣ solid and St in y

1[♦] OPENING

1♦]	1♥ = 4+♥ 5+ HCP
]	1♠ = 4+♠ 5+ HCP
]	1nt = 4+♣ 5/10 HCP
]	2♣ = a) 4+♦ 11+ HCP GF+ b) 4+♣ 10+ HCP
]	2♦ = 4♦ 5/9 HCP no 4 ^e major on the side
]	2♥ = 6+♥ 3/(7) HCP with decent ♥
]	2♠ = 6+♠ 3/(7) HCP with decent ♠
]	2nt = 6+♣ 4/7 HCP
]	3♣ = 5♦ bal or UNBAL 7/9 HCP
]	3♦ = 4+♦ but generally 5♦ 0/5 HCP M
]	3♥ = 7+♥ 4/8 HCP
]	3♠ = 7+♠ 4/8 HCP
]	3nt = 4♦-3-3-3 12/14 HCP with less than 3 controls

1[♦]] 1[©]

1♦]	1♥
1♠		= 4+♦-4♠ 11/16 HCP
1nt		= 4♦-3-3-3 / 5♦-3-3-3 / 5♦-4♣L 11/14 HCP
2♣	=	a) 5♦-4+♣ 11/21 HCP b) 6+♦ 17+ HCP c) 4♥ bal 18/20 HCP d) 5+♦-4♥ 17+ HCP
2♦	=	6+♦ 11/16 HCP
2♥	=	4♥ 11/14 HCP or 3♥ with honors and a worthless doubleton
2♠	=	5+♦-4♠ 17+ HCP
2nt	=	18/20 HCP BAL
3♣	=	5+♦-5+♣ 5-5½ losers generally 13/16 HCP
3♦	=	6+♦J 13/16 HCP
3♥	=	a) 5♦-4♥ 14/16 HCP b) 4♦-4♥ with SGL ♠ 14/16 HCP
3♠	=	4♦-4♥-4♠-1♣ 18/22 HCP
3nt	=	7♦ solid with a stopper in ♣ and ♠ generally 8 tricks
4♣	=	6♦-4♥ 13/16 HCP SGL ♣
4♦	=	6♦-4♥ 13/16 HCP SGL ♠

1♦]	1♥
1♠]	1nt = Natural 4/5♥ 5/9 HCP
]	2♣ = RELAY at least invitational
]	2♦ = SO
]	2♥ = 6+♥ 7/10 HCP
]	2♠ = 4+♥-4♠ 7/9 HCP
]	2nt = 2ntT
]	3♣ = 4thSUIT 5+♥-4+♦ GF
]	3♦ = 4+♥-4+♦ 9/11 HCP suit-oriented
]	3♥ = 6+♥ 9/11 HCP
]	3♠ = 4+♥-4♠ 9/11 HCP

1♦] 1♥
 1♠] 1nt
 2♣ = 5♦-4♠-3+♣ 11/14 HCP
 2♦ = 6♦-4♠ 11/14 HCP
 2♥ = 5♦-4♠-3♥-1♣ 14/16 HCP
 2♠ = 6♦-4♠ 14/16 HCP
 2nt = 5♦-4♠-3♣ 15/16 HCP
 3♣ = 5♦-4♠-4♣ 15/16 HCP
 3♦ = 6♦ J-4♠ 13/16 HCP

1♦] 1♥
 1nt] 2♣ = CHKBCK
] 2♦ = CHKBCK
] 2♥ = 5+♥ 7/9 HCP SO
] 2♠ = 4♥-4♠ 10/12 HCP
] 2nt = 2ntT
] 3♣ = 4♥-5+♣ 9/11 HCP LIM
] 3♦ = 4♥-5+♦ 9/11 HCP LIM
] 3♥ = 6+♥ with ♥ J GF
] 3♠ = 5♥-4♦ SGL ♠ GF
] 3nt = SO

1♦] 1♥
 2♣] 2♦ = SO 2+♦ less than 9 HCP
] 2♥ = 5+♥ less than 9 HCP ÚÚÚÚÚÚÚÚÚÚ] 2♠/2nt/3♣/3♠/3nt/4♣/4♦ = As over 1♦] 1♥] 2♣] 2♦
] 2♠ = RELAY F1] 3♦ = SO
] 2nt = 4+♣ SO to 3♣ less than 8 HCP ÚÚÚÚÚÚÚÚ] 3♥ = GI
] 3♣ = 4+♥-4+♣ 9/11 HCP
] 3♦ = 4+♥-4+♦ 9/11 HCP
] 3♥ = 6♥ 9/11 HCP
] 3♠ = 6♥-5♠ GF

1♦] 1♥
 2♣] 2♦
 2♥ = 5♦-4♣-3♥-1♠ 15/16 HCP
 2♠ = 5♦-4♣ 17/19 HCP NST ♠ or 6+♦ 18+ HCP GF or 5+♦-4♣ 19+ HCP GF ÚÚ See developments
 2nt = 5♦-4♣ 17/19 HCP St ♠ ÚÚÚÚÚÚÚÚ] 3♦ = SO (the only one!!)
 3♣ = 5♦-5♣ 3-4 ½ losers] 3♣ = RELAY ÚÚÚÚÚÚ] 3♦ = 6♦
 3♦ = 6+♦ 17/18 HCP LIM
 3♥ = 4♥ 18/20 HCP bal
 3♠ = 5+♦-4♥ 17+ HCP SGL ♠
 4♣ = 5+♦-4♥ 17+ HCP SGL ♣

1♦] 1♥
 2♣] 2♦
 2♠] 2nt = St a ♠ MIN
] 3♣ = 4♣ MIN or MAX
] 3♦ = NST a ♠ MIN
] 3♥ = 5♥ MIN or MAX
] 3♠ = NST a ♠ MAX
] 3nt = St a ♠ MAX

1♦] 1♥
 2♣] 2♠
 2nt = 5+♦-4+♣ 17+ HCP ÚÚÚÚÚÚ] 3♣ = RELAY ÚÚÚÚÚÚ] 3♦ = 6♦
 3♣ = 5+♦-4♣ 11/16 HCP] 3♦ = 3/4♦ GF] 3♥ = 3♥
 3♦ = 6+♦ 17+ HCP] 3♥ = 6♥ GF] 3♠ = 5♦-4♣ St? ♠
 3♥ = 4♥ 18/20 HCP BAL] 3♠ = St? ♠] 4♣ = 5♦-5♣ 3-4 ½ losers
 3♠ = 5+♦-4♥ 17+ HCP SGL ♠
 4♣ = 5+♦-4♥ 17+ HCP SGL ♣

1^{..}] 1^a

1♦] 1♠
1nt	= 12/14 HCP bal / 11/14 HCP 5♦-4♥-1/2♠
2♣	= a) 5+♦-4+♣ 11/21 HCP
	b) 6+♦ 17/21 HCP
	c) 4♠ 18/20 HCP BAL
	d) 5+♦-4♠ 17/21 HCP UNBAL
2♦	= a) 6+♦ 11/16 HCP
	b) 5♦-4♥ 15/16 HCP
2♥	= 5+♦-4+♥ 17/21 HCP
2♠	= 4+♦-3+♠ 11/14 HCP
2nt	= 18/20 HCP BAL
3♣	= 5+♦-5+♣ 5-5 ½ losers
3♦	= 6+♦ J 13/16 HCP
3♥	= 4♦-4♥-4♠-1♣ 18/22 HCP
3♠	= 4+♦-4♠ 14/16 HCP
3nt	= 7+♦ solid with stoppers in ♥ and ♣
4♣	= 6♦-4♠ 13/16 HCP SGL ♣
4♦	= 6♦-4♠ 13/16 HCP SGL ♠

1♦] 1♠
1nt] 2♣ = CHKBACK
] 2♦ = CHKBACK
] 2♥ = 5+♠-4+♥ no game
] 2♠ = 5+♠ 7/9 HCP
] 2nt = NtT
] 3♣ = 4♠-5+♣ 9/11 HCP LIM
] 3♦ = 4♠-5+♦ 9/11 HCP LIM
] 3♥ = 5♠-4♦ SGL ♥ GF
] 3♠ = 6+♠ GF
] 3nt = SO

1♦] 1♠
2♣] 2♦ = 2+♦ not forcing ÚÚÚÚ See developments
] 2♥ = RELAY, 1mRR ÚÚÚÚÚÚÚÚÚÚ] 2♠ = 5+♦-4+♣ 11/16 HCP
] 2♠ = 5+♠ not Forcing] 2nt=5+♦-4♣ 17+ HCP ÚÚÚÚÚÚÚÚ] 3♣ = GAR
] 2nt = 4+♣ SO without 3♦] 3♣ = 5+♦-5+♣ 3-4 ½ losers
] 3♣ = 5♠-4+♣ 9/11 HCP] 3♦ = 6+♦ 17/21 HCP
] 3♦ = 5♠-3+♦ 9/11 HCP] 3♥ = 5+♦-4+♠ 17+ HCP SGL ♥
] 3♥ = 5♠-5♥ 9/11 HCP] 3♠ = 4+♦-4♠ 18/20 HCP BAL
] 3♠ = 6+♠ 9/11 HCP] 4♣ = 5+♦-4+♠ 17+ HCP SGL ♣

1♦] 1♠
2♣] 2♦
2♥	= 5+♦-4♣ 17/19 HCP St? ♥ or 5+♦-4♣ 19+ HCP GF or 6+♦ 19+ HCP GF ÚÚÚ See developments
2♠	= 5♦-4♣-3♠-1♥ 15/16 HCP
2nt	= 5♦-4♣ 17/18 HCP
3♣	= 5♦-5♣ 3-4 ½ losers GF
3♦	= 6♦ 17/18 HCP
3♥	= 5+♦-4♠ SGL ♥ SI
3♠	= 4+♦-4♠ 18/20 HCP BAL
3nt	= Natural
4♣	= 5+♦-4♠ SGL ♣ SI

- 1♦] 1♠
- 2nt] 3♣ = TEXAS 3♦ ÚÚÚÚÚÚÚÚ] Pass = 4♠-4♦ weak
-] 3♦ = 5♠-4+♥ GF] 3♠ = 5♠-4♦ SI
-] 3♥ = TEXAS 3♠ ÚÚÚÚÚÚÚÚÚÚÚÚÚÚ] Pass = 5♠ weak
-] 3♠ = 4♠-4♦ SI] 3nt= to play
-] 3nt = Natural] 4♣ = Cue with 6+♠ SI
-] 4♣ = Cue with 5♠ SI] 4♦ = Cue with 6+♠ SI
-] 4♦ = Cue with 5♠ SI] 4♥ = Cue with 6+♠ SI
-] 4♥ = Cue with 5♠ SI] 4♠ = 6+♠ SI

- 1♦] 1♠
- 3♦] 3♥ = 5+♠ GF ÚÚÚÚÚÚÚÚÚÚ] 3♠ = 2♠
-] 3♠ = St? ♥] 3nt= 0/1♠
-] 4♣/♦ = Cue Bid with 3♠

1 ..] Int

- 1♦] 1nt
- 2♣ = RELAY, MCHK, not absolutely GF
- 2♦ = 6+♦ SO
- 2♥ = 5+♦-4+♥ 17+ HCP
- 2♠ = 5+♦-4+♠ 17+HCP
- 2nt = Preempt ♣ or ♦ or 18/20 HCP bal lacking a stop ÚÚÚ Choose your better minor
- 3♣ = 5♦-5♣ 5-5 ½ losers
- 3♦ = 6+♦ J 13/16 HCP
- 3♥ = 6♦-5♥ 3/4 losers
- 3♠ = 6♦-5♠ 3/4 losers

- 1♦] 1nt
- 2♣] 2♦ = MIN ÚÚÚÚÚÚÚÚÚÚ] 2♥ = RELAY ÚÚÚÚÚ See MAX
-] 2♥ = 5+♣ MIN or MAX ÚÚÚÚÚÚÚÚ] 2♠ = RELAY ÚÚÚÚÚ] 2nt= MIN
-] 2♠ = 4♦-3-3-3 MAX] 3♣ = MAX
-] 2nt = 4♣-3-3-3 MAX] 3♦ = MAX without stoppers
-] 3♣ = 4♣-4♦ MAX] 3♥ = MAX with 3♦ and St? ♥
-] 3♠ = MAX with 3♦ and St? ♠

1 ..] 2§

- 1♦] 2♣
- 2♦ = a) 12/14, BAL
- b) 4-4-4-1, 12/16 HCP
- c) 6+♦, 11-15
- d) 5+♦-4+♣, 11/21
- 2♥ = 5+♦-4+♥ 11+ HCP ÚÚÚÚÚÚ] 2♠ = RELAY ÚÚÚÚÚ GAR
-] 2nt= RELAY with 4♥ ÚÚÚÚÚ GAR
-] 3♣ = 6+♣ GI
-] 3♦ = 3+♦ GI
- 2♠ = 5+♦-4+♠ 11+ HCP ÚÚÚÚÚÚ] 2nt= RELAY ÚÚÚÚÚ GAR
-] 3♣ = 6+♣ GI
-] 3♦ = 3+♦ GI
- 2nt = 18/20 HCP bal ÚÚÚÚÚÚ] 3♣ = RELAY ÚÚÚÚÚ See 1♦] 2♣] 2♦] 2♥] 2nt
- 3♣ = 6+♦ 16+ HCP with SGL
- 3♦ = 6+♦ 16+ HCP without SGL and without 3♣
- 3♥ = 6+♦ 16+ HCP with 3♣ St? ♥
- 3♠ = 6+♦ 16+ HCP with 3♣ St? ♠
- 3nt = 4-4-4-1♣ 17/19 HCP
- Cue = 4-4-4-1♣ 20/22 HCP

1♦]	2♥	
2nt]	3♣	= MAX without SGL with ♠ ÚÚÚÚÚÚÚÚ] 3♦ = RELAY ÚÚÚ] 3♥ = MAX without SGL
]	3♦	= MIN ÚÚÚÚÚÚÚÚ] 3♥ = SO] 3♠ = SGL ♦
]	3♥	= Mano media without SGL] 3nt = SGL ♣
]	3♠	= 6♥ MAX with SGL ♠
]	3nt	= AKQxxx

1♦] 2♠

1♦]	2♠	
2nt			= 15+ HCP with at least 2♠ used perhaps as a GI
3♣			= 5+♦-4+♣ 17+ HCP or perhaps only values in ♣
3♦			= 6+♦ 16/18 HCP not forcing
3♥			= 5+♦-4♥ 17+ HCP or perhaps only values in ♥
3♠			= 3+♠ M
3nt			= SO
4♠			= SO

1♦]	2♠	
2nt]	3♣	= MAX without SGL with ♥ ÚÚÚÚÚÚÚÚ] 3♦ = RELAY ÚÚÚ] 3♥ = SGL ♦
]	3♦	= MIN ÚÚÚÚÚÚÚÚ] 3♠ = SO] 3♠ = MAX without SGL
]	3♥	= MAX with SGL ♥] 3nt = SGL ♣
]	3♠	= Medium hand without SGL
]	3nt	= AKQxxx

1♦] 2nt

1♦]	2nt	
3♣			= SO
3♦			= SO we play better in ♦
3♥			= St? ♥
3♠			= St? ♠
4♣			= M
4♥			= 6♦-5♥ 3/4 ½ losers
4♠			= 6♦-5♠ 3/4 ½ losers
4nt			= Choose your longer minor
5♣			= M

1♦] 3§

1♦]	3♣	
3♦			= SO
3♥			= St? ♥ or advance Cue Bid with FIT in ♦ generally SGL
3♠			= St? ♠ or advance Cue Bid with FIT in ♦ generally SGL
3nt			= Natural
4♣			= Cue Bid SI generally SGL
5♦			= M
4♥			= 6♦-5♥ 3/4 ½ losers
4♠			= 6♦-5♠ 3/4 ½ losers

INTERFERENCE OVER 1st OPENING

INTERFERENCE IN 2nd POSITION

CASE A : Opponent doubles

N	E	S	W
1♦	X	XX	= 4+♥
		1♥	= 4+♠
		1♠	= 7/10 HCP adapted or BAL GI+
		1NT	= 5+♣
		2♣	= 4+♦ SO or GF+
		2♦	= (5)6+♥
		2♥	= (5)6+♠

CASE B : Opponent overcalls 1/2 of a suit cheaply

N	E	S	W
1♦	1/2x	X	= 4+y where y=x+1
		1♠	= 8/10 HCP bal or bal GI+
		1nt	= 5+♣
		2♣	= 4+♦ Weak or GF+
		2♦	= 5+♥
		2x	= 5OM-5m (generally ♣) 8+ HCP
		2w	= 6+w GF+
		2y	= 6y 3/7 HCP
		2nt	= 6+♣ GI+
		3x-1	= 5+♦ SGL x GF+
		3♣	= 6+♦ GI+
		3♦	= 6+♥ GI+
		3♥	= 6+♠ GI+
		3♠	= Wants you to play 3nt
		3nt	= SO

Exception :

N	E	S	W
1♦	1♠	X	= 4♥ 8+ HCP or bal GF+
		1nt	= 7/10 HCP Bal
		2♣	= 4+♦ Competitive or GF+
		2♦	= 5+♥
		2♥	= 4+♦ GI
		2♠	= 5♥-5♣ GI+
		2nt	= 6+♣ GI+
		3♣	= 6+♦ GI+
		3♦	= 6+♥ GI+

CASE C : Opponent bids 1nt Natural

N	E	S	W
1♦	1nt	X	= PD
		2x+	= Rubensohl ON

CASE D : Opponent jumps to 2x showing a one-suited hand, any strength

N	E	S	W
1♦	2x	X	= TO
		2y+	= Rubensohl ON

1♦ opening

	(1♥)	(1♠)	(1N)	(2♣)	(2♥)
X	4+♠	4♥ 8+ or bal GF	Pen	4+♦, w or GF	TO
1♠	8/10 bal or 11+				
1NT	5+♣	7/10, bal			
2♣	4+♦ weak or GF	4+♦, weak or GF	4+♦, weak		
2♦	4+♦, 9-12	5+♥	5+♥	4+♥	
2♥	5♠-5♣, 8+	4+♦, 9/12	5+♠	4+♠	
2♠	6+♠, GF	5♥-5♣, 8+	5+♣	bal, 10/12,	5+♠, F1
2NT	6+♣, GI+	6+♣, GI+		6+♣, GI+	6+♣, GI
3♣	5♦, weak	5+♦, weak		5+♦, GI	5+♦, GI
3♦	5+♦, x♥, GF	6+♥, GI+		6+♥, GI	5+♦, x♥, GF
3♥	6+♠, GI	5+♦, x♠, GF		6+♠, GI	6+♠, GI
3♠	bal, trf	bal, trf		bal trf	bal, trf
3NT	SO	SO		SO	SO

CASE E : Opponent bids 2x or 3x as GHESTEM

N	E	S	W
1♦]	2x]	X	= TO but if followed by X the next round now is penalty
			Cuebid of their 1° suit = 4+♦ GI+
			Cuebid of their 2° suit = 5+ in the other two suits GF+
		2y	= 5+y Competitive
		2nt	= Natural invitational
		3♦	= 4+♦ Competitive
		3y	= 6y GI
		3w	= 6w Competitive
			Jump cue = (4)5+♦ SGL in the suit cue-bid
		3nt	= SO

N	E	S	W
1♦]	3x]	X	= TO
			Cue-bid of their 1° suit = 4+♦ GI+
			Cue-bid of their 2° suit = 5+ in the other two suits GF+
		3y	= 6y Competitive

CASE F : Opponents preempts 3x

N	E	S	W
1♦]	3x]	X	= TO
		3y	= 5+y F1
		3nt	= SO
		4♦	= 5+♦ Competitive
		4x	= 5w-5z in the remaining suits GF+
		4y	= 6+y weaker than 3y

INTERFERENCE IN 4th POSITION

CASE A : Opponent doubles

N	E	S	W
1♦]	P]	1x]	X
			XX = 3 cards in x or 16+ HCP hand
			1nt = 18/20 HCP bal (can have 3 cards in x) ÚÚÚÚ System ON
			2♣+ = System ON

CASE B : Opponent bids 1/2y

N	E	S	W
1♦]	P]	1x]	1/2y
			X = 3 cards in x or 16+ HCP
			1nt = 18/20 HCP bal (can have 3 cards in x) ÚÚÚÚ System ON
			2♣+ = System ON
			2nt = Good-Bad

CASE C : Opponent bids 1nt natural or conventional

N	E	S	W
1♦]	P]	1x]	1nt

CASE D : Opponent jumps to 2y

N	E	S	W
---	---	---	---

$1\spadesuit$] P] $1x$] $2y$
 X = Strong hand
 $2nt$ = Good-Bad
 $3\clubsuit+$ = System ON
 $3y$ = $4+\spadesuit-4x$ $16+$ HCP or $6+\spadesuit$ with 8 tricks St? y
 $3nt$ = SO probably $6+\spadesuit$ solid and St in y

1[©] OPENING

1♥]	1♠ = 4+♠ 5+ HCP
]	1nt = 5/12 HCP with maximum 2♥
]	2♣ = a) RELAY GF generally with 4+♣ b) 6+♣ 9/11 HCP
]	2♦ = a) 5+♦ GF b) 3/4♥ 3/7 HCP
]	2♥ = 3/4♥ 8/10 HCP if with 4♥ then MAX and 4♥-3-3-3
]	2♠ = 6+♠ GF
]	2nt = 4+♥ GF+
]	3♣ = 3+♥ GI
]	3♦ = 4+♥ 6/9 UNBAL
]	3♥ = 4♥ 0/5 HCP M
]	3♠ = 7♠ M
]	3nt = 4+♥ GF+ void ♠
]	4♣ = 4+♥ GF+ void ♣
]	4♦ = 4+♥ GF+ void ♦
]	4♥ = 5♥ 0/5 HCP M

1[©]] 1^a

1♥]	1♠
1nt	=	5♥-3-3-2 12/14 HCP or 5♥-4♣/♦ with stop in 4 ^o suit
2♣	=	a) Natural 5♥-3+♣ 11/21 HCP b) All hands with 17+ HCP
2♦	=	5+♥-3+♦ 11/16 HCP
2♥	=	6+♥ 11/14 HCP
2♠	=	5♥-4♠ 11/14 HCP
2nt	=	6+♥-4 any; hands with 4/5 losers ÚÚÚ See 1♥] 1nt] 2nt
3♣	=	5+♥-5+♣ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 ½ losers
3♦	=	5+♥-5+♦ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 ½ losers
3♥	=	6+♥ 14/16 HCP
3♠	=	5♥-4♠ 14/16 HCP UNBAL
4♣	=	6♥-4♠ SGL ♣ 13/16 HCP
4♦	=	6♥-4♠ SGL ♦ 13/16 HCP

1♥]	1♠
1nt]	2♣ = CHKBCK1
]	2♦ = CHKBCK2
]	2♥ = SO
]	2♠ = 5+♠ 4/9 HCP
]	2nt = 2ntT
]	3♣ = 4♠-5+♣ 9/11 HCP GI
]	3♦ = 4♠-5+♦ 9/11 HCP GI
]	3♥ = 5+♠-3+♥ GF
]	3♠ = 6+♠ with good ♠ but not great, GF
]	3nt = SO

1♥] 1♠
 2♣] 2♦ = 1MRR, (7)8+ HCP if partner shows a reverse then we are GF
] 2♥ = 2/3♥ SO
] 2♠ = 5/6♠ short ♥ SO
] 2nt = 5+♦ SO short ♥
] 3♣ = 5+♣ SO short ♥
] 3♦ = 5♠-5♦ 8/10 HCP
] 3♥ = 4+♠-3♥ 9/11 HCP
] 3♠ = 6♠ 9/11 HCP

1♥] 1♠
 2♣] 2♦
 2♥ = 5+♥-3+♣ 11/16 HCP ÚÚÚÚÚÚÚÚÚÚ See developments
 2♠ = 5+♥-3+♠ 17+ HCP ÚÚÚÚÚÚÚÚÚÚ] 2nt = RELAY ÚÚÚÚÚÚÚÚÚÚ] 3♣ = 5♥-4♠-3♠-1♦ 17+ HCP
 2nt = 5♥-3-3-2 16/17 HCP bal ÚÚÚÚ See developments] 3♦ = 5♥-4♦-3♠-1♣ 17+ HCP
 3♣ = 5+♥-4+♣ 17+ HCP without 3♠] 3♥ = 6♥-3♠ 17+ HCP
 3♦ = 5+♥-4+♦ 17+ HCP without 3♠] 3♠ = 5♥-4♠-2-2 17+ HCP
 3♥ = 6+♥ 17+ HCP without 3♠] 3nt = 5♥-3♠-3-2 17/20 HCP BAL
 3nt = 5♥-3-3-2♠ 18/20 HCP BAL] 4♣ = 5♥-4♠ SGL ♣ SI
] 4♦ = 5♥-4♠ SGL ♦ SI

1♥] 1♠
 2♣] 2♦
 2♥] 2♠ = 4+♠ RELAY GF ÚÚÚÚÚÚÚÚÚÚ] 2nt = 5♥-3-3-2
] = Natural GI] 3♣ = 5-4
] 3♣ = SO] 3♦ = 6-4
] 3♦ = GF St? ♦] 3♥ = 5-5 SGL ♠
] 3♥ =] 3♠ = 5♥-3♠
] 3♠ = 6♠ GF] 3nt =

1♥] 1♠
 2♣] 2♦
 2nt] 3♣ = RELAY ÚÚÚÚÚÚÚÚÚÚÚÚÚÚÚÚ] 3♦ = St ♦
] 3♦ = 4♠-5+♦ 7/10 HCP GF] 3♥ = St ♣
] 3♥ = 4♠-5+♣ 7/10 HCP GF] 3♠ = 3♣
] 3♠ = 6+♠ GF] 3nt = St ♣ and ♦

1♥] 1♠
 2♦] 2♥ = SO
] 2♠ = 5+♠ SO
] 2nt = GI
] 3♣ = RELAY GF ÚÚÚÚÚÚÚÚÚÚÚÚÚÚÚÚ] 3♦ = Bid with no club stop or 5♦ ÚÚÚÚ] 3♥ = RELAY ÚÚÚÚ] 3♠ = NSt ♣
] 3♦ = GI] 3♥ = 6♥-4♦] 3♠ = 6♠] 3nt = 5♦
] 3♥ = GI] 3♠ = 3♠
] 3♠ = 6♠ GI] 3nt = St ♣
] 4m = 3+♥ SGL m SI

1♥] 1♠
 2♥] 2♠ = 5+♠ GI+
] 2nt = 4♠ GI
] 3♣ = GF perhaps without a 4° suit
] 3♦ = GF perhaps without a 4° suit
] 3♥ = GI
] 3♠ = 6+♠ GI
] 4m = 3+♥ SGL m SI

1♥] 1♠
 2♠] 2NT = RELAY ÚÚ] 3♣=4♠ with SGL MIN or MAX Ú] 3♦=RELAYÚÚ] 3♥ = MIN with SGL ♦
] 3♦ = 3♠ MIN ÚÚÚÚÚ] 3♥ = St?a ♣] 3♠ = MIN with SGL ♣
] 3♠ = SO] 3NT= MAX with SGL ♦
] 3NT=SO] 4♣ = MAX with SGL ♣
] 3♥ = 3♠ MAX ÚÚÚÚÚÚÚ] 3♠ = St? ♣
] 3♠ = 4♠ MIN without SGL
] 3SA= 4♠ MAX without SGL
] 3♣ = 4+♠ SGL ♣ GI
] 3♦ = 4+♠ SGL ♦ GI
] 4m = 5+♠ SGL m SI

1♥] 1♠
 2nt] 3♣ = RELAY GF ÚÚÚÚÚÚÚÚ] 3♦ = 6♥-4♠
] 3♦ = 5+♦-4♠ SO] 3♥ = 6♥-4♦
] 3♥ = SO] 3♠ = 6♥-4♣
] 3♠ = 6+♠ SO

1©] 1nt

1♥] 1nt
 2♣ = a) 5♥-3+♣ 11/16 HCP
 b) 5+♥ 17+ HCP any distribution without 4♠
 2♦ = 5+♥-4+♦ 11/16 HCP
 2♥ = 6+♥ 11/14 HCP
 2♠ = 5♥-4+♠ 17/20 HCP
 2nt = 6+♥-4 any hand with 4/5 losers but not more than (19)20 HCP
 3♣ = 5♥-5+♣ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 ½ losers
 3♦ = 5♥-5+♦ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 ½ losers
 3♥ = 6+♥ 14/16 HCP
 3♠ = 6♥-5♠ 4/5 losers not so many points
 4♣ = 6♥-5♣ 11/14 HCP
 4♦ = 6♥-5♦ 11/14 HCP
 4♥ = 7+♥ too strong for a preempt, generally 5 losers

1♥] 1nt
 2♣] 2♦ = 1MRR, (7)8+ HCP if partner has a reverse then we are GF
] 2♥ = 2♥ SO
] 2♠ = At least 5-4 minors SO short ♥
] 2nt = 5+♦ SO short ♥
] 3♣ = 5+♣ SO can have 2♥
] 3♦ = 6♦ 8/10 HCP
] 3♥ = 5+♣ 8/10 HCP SGL ♥
] 3♠ = 5+♣ 8/10 HCP SGL ♠

1♥] 1nt
 2♣] 2♦
 2♥ = 5+♥-3+♣ 11/16 HCPÚÚÚÚÚÚÚÚ] 2♠= 4+♣ 9/11 HCP
 2♠ = 5♥-5♣/♦ 17+ HCP] 2nt= 9/11 HCP BAL
 2nt = 5♥-3-3-2 16/17 HCP BAL] 3♣ = 5♣ 7/8 HCP
 3♣ = 5+♥-4♣ 17+ HCP] 3♦ = 6♦ 7/8 HCP
 3♦ = 5+♥-4♦ 17+ HCP
 3♥ = 6+♥ 17+ HCP
 3nt = 5♥-3-3-2 18/20 HCP BAL

1♥] 1nt
 2♣] 2♦
 2♠] 2nt = RELAY ÚÚÚÚÚ] 3♣ = 5+♥-5+♣ 17+ HCP
] 3♦ = 5+♥-5+♦ 17+ HCP

1♥] 1nt
 2♦] 2♥ = 2♥ SO
] 2♠ = 4+♦ 8/11 HCP
] 2nt = 9/11 HCP BAL

-] 3♣ = 6+♣ 5/8 HCP short ♥
-] 3♦ = 5+♦ 5/8 HCP
-] 3♠ = 5+♦ 8/10 HCP SGL ♠
-] 3nt = 5+♦ 8/10 HCP SGL ♥

- 1♥] 1nt
- 2♥] 2♠ = 5♣-5♦ SGL ♥
-] 2nt = 10/11 HCP with 1/2♥
-] 3♣ = 6+♣ 5/8 HCP SGL ♥
-] 3♦ = 6+♦ 5/8 HCP SGL ♥
-] 3♥ = 2♥ with an honor 9/11 HCP

- 1♥] 1nt
- 2nt] 3♣ = RELAY GF ÚÚÚÚÚÚÚÚ] 3♦ = 6♥-4♠
-] 3♦ = 6+♦ SO] 3♥ = 6♥-4♦
-] 3♥ = SO] 3♠ = 6♥-4♣

1©] 2§

- 1♥] 2♣
- 2♦ = 11/15 HCP without 4♠ ÚÚÚÚÚÚÚÚ] 3♥ = 3♥ with an honor, 5+♣ J SI
- 2♥ = 5+♥-4+♠ 11/21 HCP ÚÚÚÚÚÚÚÚ See developments
- 2♠ = 5+♥-4+♦ 16/21 HCP ÚÚÚÚÚÚÚÚ see MIN
- 2nt = 5+♥ 16/21 HCP ÚÚÚÚÚÚÚÚ see MIN
- 3♣ = 5♥-4♣ 16/21 HCP ÚÚÚÚÚÚÚÚ] 3♦ = Asking SGL almost always agrees ♣
-] 3♥ = Fixes♥ and asking for high trump honors
-] 3♠ = Fixes♥ and asking SGL
- 3♦ = 6♥-4♣ 16/21 HCP ÚÚÚÚÚÚÚÚ] 3♥ = Fixes♥ and asking for high trump honors
-] 3♠ = Fixes♥ and asking SGL
-] 4♣ = Fixes♣ SI
- 3♥ = 5♥-5♣ SGL a ♠ 16/21 HCP
- 3♠ = 5♥-5♣ SGL a ♦ 16/21 HCP
- 3nt = 5♥-4♣-4♦ 16/21 HCP

- 1♥] 2♣
- 2♦] 2♥ = RELAY SI
-] 2♠ = RELAY GF
-] 2nt = 6+♣ GF+
-] 3♣ = 6+♣ 9/11 HCP
-] 3♦ = 6♣-4♦ not SI

- 1♥] 2♣
- 2♦] 2♥
- 2♠ = 5+♥-4+♦ 11/15 HCP ÚÚÚÚÚÚÚÚ] 2nt= GAR
- 2nt = 5+♥ 11/15 HCP ÚÚÚÚÚÚÚÚ] 3♣ = RELAY fixes♥ ÚÚÚÚ] 3♦ = 6+♥ with SGL ÚÚÚÚ] 3♥ = Asking SGL
-] 3♦ = 5+♣ SI] 3♥ = 6+♥ without SGL
-] 3♥ = Fixes♥] 3♠ = 5♥ J
-] 3nt = 5♥ L
- 3♣ = 5♥-4♣ 11/15 HCP ÚÚÚÚÚÚ GAR
- 3♦ = 6♥-4♣ 11/15 HCP ÚÚÚÚ GAR
- 3♥ = 5♥-5♣ 11/15 HCP SGL with ♠
- 3♠ = 5♥-5♣ 11/15 HCP SGL with ♦
- 3nt = 5♥-4♣-4♦ 11/15 HCP

- 1♥] 2♣
- 2♥] 2♠ = RELAY nearly a certain FIT in ♥ ÚÚ See developments
-] 2nt = RELAY fixes ♠
-] 3♣ = 6+♣ 9/11 HCP
-] 3♦ = 6+♣ GF+

1♥] 2♣
 2♥] 2♠
 2nt = 6♥-5♠ or 5-4-4 ÚÚÚÚÚ] 3♣ = RELAY ÚÚ] 3♦ = 5-4-4 MIN ÚÚÚÚÚ] 3♥ = RELAY ÚÚÚÚÚ see MAX
 3♣ = 5-4] 3♥ = 6♥-5♠
 3♦ = 6-4] 3♠ = 5-4-4 VOID ♦
 3♥ = 5-4 SGL ♦ 16+ HCP] 3nt = 5-4-4 VOID ♣
 ...

1♣] 2♠

1♥] 2♦
2♥ = 11/14 HCP possibly perhaps 4♠
2♠ = 5+♥-4+♠ 16/21 HCP
2nt = 5♥ 16/21 HCP
3♣ = 5+♥-4+♣ 16/21 HCP
3♦ = 5+♥-4+♦ 16/21 HCP
3♥ = 6+♥ 16/21 HCP
3♠ = 6♥-5♠ 4/5 losers

1♥] 2♦
 2♥] 2♠ = 5+♦-4♠ GF
 2nt = RELAY ÚÚÚÚ GAR
 3♣ = 5+♥ St? ♣
 3♦ = 5+♥-3+♦ 11/15 HCP
 3♥ = 6+♥ very J 11/15 HCP

1♥] 2♦
 2♥] 2nt = 5+♦ GF+ ÚÚÚÚÚ Continuations natural
] 3♣ = 5+♦-4+♣ GF
] 3♦ = 6+♦ 9/11 HCP
] 3♥ = 3♥ with an honor with 5+♦ J SI

1♥] 2♦
 2♠] 2nt = GAR
] 3♣ = 4° suit (5♦ 12+ HCP)
] 3♦ = 6+♦ GF
] 3♥ = SO
] 3♠ = 5+♦-4♠ GF
] 4♣ = Cue Bid with FIT ♥
] 4♦ = Cue Bid with FIT ♥
] 4♥ = SO

1♥] 2♦
 2nt] 3♣ = 5+♦-(3)4+♣ GF or some values in ♣
] 3♦ = 5+♦ GF
] 3♥ = SO
] 3♠ = 6♦-5♠ GF
] 3nt = 5♦-3-3-2♥ MIN
] 4♣ = 6♦-5♣ GF
] 4♥ = SO

1♥] 2♥
 2♠ = Asking in which suit responder would accept a GI in opener's suit
 2nt = SGL ♠
 3♣ = SGL ♣
 3♦ = SGL ♦
 3♥ = Asking for good trumps for game
 3♠ = 6♥-5♠ SI
 3nt = choice of games
 4♣ = 5+♥-5+♣ SI
 4♦ = 5+♥-5+♦ SI

1♥] 2♥
 2♠] 2nt = Accepting if it is ♠

-] 3♣ = Accepting if it is ♣ but not if it is ♠
-] 3♦ = Accepting if it is ♦ but not if it is ♠ or ♣
-] 3♥ = no game ever
-] 3nt = choice of games

1♣] 2nt

- | | | | | | |
|--------------------|------------|-------------------|------------|--------------------------------|---------------|
| 1♥] | 2nt | | | | |
| 3♣ = Extras | ÚÚÚÚÚÚ] | 3♦ = RELAY SI | ÚÚÚÚ] | 3♥ = no SGL | ÚÚÚ] |
| | | | | 3♠ = I don't have a SGL either | |
| | | | |] 3♠ = SGL ♠ |] 3nt = SGL ♠ |
| | | | |] 3nt = SGL ♦ |] 4♣ = SGL ♦ |
| | | | |] 4♣ = SGL ♣ |] 4♦ = SGL ♣ |
| | |] 3♥ = GF limited | ÚÚÚÚ] | 3♠ = RELAY asking SGL | ÚÚÚ] |
| | |] 3♠ = 5+♠ GF+ | | 3nt = No SGL | |
| | |] 3nt = 5+♦ GF+ | |] 4♣ = SGL ♠ | |
| | |] 4♣ = 5+♣ GF+ | |] 4♦ = SGL ♦ | |
| | | | |] 4♥ = SGL ♣ | |
| 3♦ = MIN | ÚÚÚÚÚÚÚÚ] | 3♥ = RELAY SI | ÚÚÚÚÚÚÚÚ] | 3♠ = No SGL | |
| | |] 3♠ = 5+♥ GF+ | |] 3nt = SGL ♠ | |
| | |] 3nt = 5+♦ GF+ | |] 4♣ = SGL ♦ | |
| | |] 4♣ = 5+♣ GF+ | |] 4♦ = SGL ♣ | |
| 3♥ = 4+♣ normally | 6-4 or 5-5 | | | | |
| 3♠ = 4+♦ normally | 6-4 or 5-5 | | | | |
| 3nt = 4+♠ normally | 6-4 or 5-5 | | | | |
| 4x = VOID in x | | | | | |

1♣] 3§

- | | |
|-----------------------|----|
| 1♥] | 3♣ |
| 3♦ = Asking MAX or 4♥ | |
| 3♥ = SO | |
| 3♠ = SGL ♠ SI | |
| 3nt = SI bal | |
| 4m = SGL m SI | |

1♣] 3"

- | | |
|-----------------------|------------------------------|
| 1♥] | 3♦ |
| 3♥ = SO | |
| 3♠ = RELAY asking SGL | ÚÚÚÚÚ Normal method of steps |

INTERFERENCE OVER 1[♣] OPENING

INTERFERENCE IN 2nd POSITION

CASE A : Opponent doubles

N	E	S	W
1♥]	X]	XX = 4+♠	
		1♠ = 8/10 BAL or BAL GI+	
		1nt = 5+♣	
		2♣ = 5+♦	
		2♦ = 3/4♥ 8/10 HCP	
		2♥ = 3♥ 3/7 HCP	
		2♠ = 6+♠ GF+	
		2nt = 4+♥ GF+	
		3♣ = 3+♥ GI	
		3♦ = 4+♥ 6/9 HCP UNBAL	
		3♥ = 4♥ 0/4 HCP M	
		3♠ = 4+♥ 10/13 HCP UNBAL	
		3nt = good raise to 4♥ UNBAL	

CASE B : Opponent bids 2x

N	E	S	W
1♥]	2x]	X = TO or 5+♠ GF+	
		2y = 5+y passable	
		2nt = 5+♣ 9+ HCP GI+	
		3♣ = 5+♦ 9+ HCP GI+	
		3♦ = 4+♥ GI+	
		3x-1 = 3♥ GI+	
		3♥ = M	
		3♠ = 6+♠ GI	
		3nt = 2 natural stops, almost always a SGL ♥	

CASE C : Opponent bids 3♣+

N	E	S	W
1♥]	3m+]	3x = 5+x GF+	
		4♣ = 3+♥ GF+ without cue bid in their suit	
		4♦ = 3+♥ GF+ with a control in their suit	

CASE D : Opponent bids 1♠

N	E	S	W
1♥]	1♠]	X = 8+ HCP perhaps having a 7/10 HCP hand which would have replied 1NT	
		1nt = 5+♣	
		2♣ = 5+♦	
		2♦ = 3♥ 8/10 HCP	
		2♥ = 3/4♥ 3/7 HCP	
		2♠ = 5♣-5♦ GI+	
		2nt+ = As without interference	

1♥ opening

	(1♠)	(1N)	(2♣)	(2♦)	(2♠)
X	8+, BAL	penalty	neg or 5+♠, GF	neg or 5+♠ GF	TO
1NT	5+♣				
2♣	5+♦	5+♦			
2♦	3♥, 8/10	3♥, 8/10	5+♦, 9-11		
2♥	3/4♥, 3/7	3/4♥, 3/7	3/4♥, 3/9	3/4♥, 3/9	
2♠	5♣-5♦, GI+	6+♠, weak	5+♠, 9-11	5+♠, 9-11	
2NT	12+, 4♥		3♥, GI+	5+♣, GI+	5+♣, GI+
3♣	3+♥, GI		5+♦, GI+	3♥, GI+	5+♦, GI+
3♦	4+♥, 6/9, sin		4+♥, GI+	4+♥, GI+	4+♥, GI+
3♥	4♥, 0/5		4♥, 0/5	4♥, 0/5	4♥, 0/5
3♠	4+♥ 10/13sin		6+♠, GI	6+♠, GI	4♥, sin♠
3NT	SO		SO	SO	SO

INTERFERENCE IN 4th POSITION

CASE A : Opponent bids 2x over 1♠

N	E	S	W
1♥]	P]	1♠]	2x

X = 3 cards in ♠ or 16+HCP
 2nt = Good-Bad
 3x = 5+♥-4♠ GF+
 3w+ = System ON

CASE B: Opponent bids 2x over 1nt

N	E	S	O
1♥]	P]	1nt]	2x

X = Strong generally BAL
 2x+1 = System ON
 2nt = Good-Bad
 3x = 6+♥ 8 tricks St? x

N	E	S	W
1♥]	P]	1nt]	2x
P]	P]	X	= PD if can have the suit (if x = ♣/♦ X= PD ; if x = ♠ X= TO)

CASE C : Opponent doubles

N	E	S	W
1♥]	P]	1♠]	X

XX = 3 cards with ♠ or 16+ HCP
 1nt = 16/18 HCP BAL
 2♣+ = System ON

CASE D : Opponent preempts 3+x

N	E	S	W
1♥]	P]	1♠/1nt]	3x

X = Strong, generally a misfit

CASE E : Opponent bids 3x over our FIT

N	E	S	W
1♥]	P]	2nt]	3x

P = Nothing to say, or trap-pass
 X = SGL x
 3♥ = Ultra MIN
 3nt = 6♥ GF+
 4x = SGL x SI
 4♥ = Not too strong, average, no desire to penalize

1^a OPENING

1♠]	1nt = 5/12 HCP
]	2♣ = a) 3+♣ GF+
		b) 6+♣ 9/11 HCP
]	2♦ = a) 5+♥ 10+ HCP
		b) 6+♥ 8/10 HCP
]	2♥ = a) 5+♦ GF+
		b) 3/4♠ 3/7 HCP
		c) 6+♦ 9/11 HCP
]	2♠ = 3/4♠ 8/10 HCP no SGL
]	2nt = 4+♠ GF
]	3♣ = 3+♠ GI
]	3♦ = 4+♠ 6/9 HCP UNBAL
]	3♥ = 7♥ M
]	3♠ = 4♠ 0/5 HCP M
]	3nt = 4+♠ GF+ VOID ♥
]	4♣ = 4+♠ GF+ VOID ♣
]	4♦ = 4+♠ GF+ VOID ♦
]	4♥ = Good raise to 4♠ with defensive values in ♥
]	4♠ = 5♠ 0/5 HCP M

1^a] 1nt

1♠]	1nt
2♣	=	a) 5+♠-3+♣ 11/21 HCP
		b) 5+♠ 17+ HCP
2♦	=	5+♠-3+♦ 11/16 HCP
2♥	=	5+♠-4+♥ 11/14 HCP
2♠	=	6+♠ 11/14 HCP
2nt	=	6+♠-4 some hand with 4/5 losers, but not more than (19)20 HCP. See developments
3♣	=	5♠-5+♣ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 ½ losers
3♦	=	5♠-5+♦ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 ½ losers
3♥	=	5♠-5+♥ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 ½ losers
3♠	=	6+♠ 14/16 HCP
4♣	=	6♠-5♣ 11/14 HCP
4♦	=	6♠-5♦ 11/14 HCP
4♥	=	6♠-5♥ 11/14 HCP
4♠	=	7+♠ to strong for a preempt, generally 5 losers

1♠]	1nt		
2♣]	2♦ = 1MRR, (7)8+ HCP]	2♥ = 5♠-4+♣ 15/16 HCP
]	2♥ = 5♥ 5/9 HCP]	2♠ = 5♠-3+♣ 11/14 HCP
]	2♠ = 2♠ SO]	2nt = 5♠-3-3-2 16/17 HCP BIL
]	2nt = 5+♦ SO SGL ♠ possibly 4♣]	3♣ = 5+♠-4+♣ 17+ HCP
]	3♣ = 5+♣ SO possibly 4♦]	3♦ = 5+♠-4+♥ 17+ HCP
]	3♦ = 6♦ 8/10 HCP]	3♥ = 5+♠-4+♦ 17+ HCP
]	3♥ = 5+♣ 8/10 HCP SGL ♥]	3♠ = 6+♠ 17+ HCP
]	3♠ = 5+♣ 8/10 HCP SGL ♠]	3nt = 5♠-3-3-2 18/20 HCP

1♠]	1nt
2♣]	2♦
2♥]	2♠ = SO
]	2nt = GI

1♠] 1nt
 2♦] 2♥ = 5♥ 5/9 HCP
] 2♠ = 2♠ SO
] 2nt = 10/11 HCP BAL
] 3♣ = 6+♣ 4/7 HCP SO almost definitely a SGL ♠
] 3♦ = 4+♦ 9/11 HCP
] 3♥ = 5+♦ 9/11 HCP SGL ♥
] 3♠ = 5+♦ 9/11 HCP SGL ♠
] 3nt = 5+♦ 9/11 HCP SGL ♣

1♠] 1nt
 2♥] 2♠ = 2♠ SO
] 2nt = 9/11 HCP bal
] 3♣ = 6+♣ 4/7 HCP SO almost definitely SGL ♠
] 3♦ = 6+♦ 4/7 HCP SO almost for sure a SGL ♠
] 3♥ = 4+♥ 8/10 HCP
] 4♥ = Was too weak for direct response 2♥

1♠] 1nt
 2nt] 3♣ = RELAY GF ÚÚÚÚÚÚÚÚ] 3♦ = 6♠-4♥
] 3♦ = 6+♦ SO] 3♥ = 6♠-4♦
] 3♠ = SO] 3♣ = 6♠-4♣

1^a] 2§

1♠] 2♣
 2♦ = 11/15 HCP without 4♥ ÚÚÚÚÚÚÚÚ] 3♠ = 3♠ with an honor with 5+♣ J SI
 2♥ = 5+♠-4+♥ 11/21 HCP
 2♠ = 5+♠-4+♦ 16/21 HCP ÚÚÚÚÚÚÚÚ] See MIN
 2nt = 5+♠ 16/21 HCP ÚÚÚÚÚÚÚÚÚÚ] See MIN
 3♣ = 5♠-4♣ 16/21 HCP
 3♦ = 6♠-4♣ 16/21 HCP
 3♥ = 5♠-5♣ 16/21 HCP SGL ♥
 3♠ = 5♠-5♣ 16/21 HCP SGL ♦
 3nt = 5♠-4♦-4♣ 16/21 HCP

1♠] 2♣
 2♦] 2♥ = RELAY SI
] 2♠ = RELAY GF but not SI
] 2nt = 6+♣ GF+
] 3♣ = 6+♣ 9/11 HCP
] 3♦ = 6♣-4♦ not SI

1♠] 2♣
 2♦] 2♥
 2♠ = 5+♠-4+♦ 11/15 HCP ÚÚÚÚÚÚÚÚ] 2nt = RELAY ÚÚÚÚ GAR
] 3♣ = 6+♣ SI
 2nt = 5+♠ 11/15 HCP ÚÚÚÚÚÚÚÚÚÚ] 3♣ = RELAY ÚÚÚÚÚÚ] 3♦ = 6+♠ with SGL ÚÚÚ] 3♥ = Asking
 3♣ = 5♠-4♣ 11/14 HCP ÚÚÚÚÚÚ GAR] 3♥ = 6+♠ without SGL
 3♦ = 6♠-4♣ 11/14 HCP ÚÚÚÚ GAR] 3♠ = 5♠-3-3-2 with ♠ J
 3♥ = 5♠-5♣ 11/14 HCP SGL ♥] 3nt = 5♠-3-3-2 with ♠ L
 3♠ = 5♠-5♣ 11/14 HCP SGL ♦
 3nt = 5♠-4♣-4♦ 11/15 HCP

1♠] 2♣
 2♥] 2♠ = RELAY ÚÚÚÚ GAR
] 2nt = RELAY fixes♥ ÚÚÚÚ GAR
] 3♣ = 6+♣ 9/11 HCP
] 3♦ = 6♣-4♦

1^a] 2^{..}

1♠] 2♦
2♥	= 10/13 HCP with 2/4♥ not seeing game if has a MIN
2♠	= 5+♠ MIN and short ♥
2nt	= GF (all the other hands with reverse) 15+ HCP 2+♥
3♣	= 5+♠-4+♣ 16/21 HCP without 2♥
3♦	= 5+♠-4+♦ 16/21 HCP without 2♥
3♥	= 3/4♥ 13/15 HCP if 4♥ then 5-4-2-2
3♠	= 6+♠ 16/20 HCP without 2♥ GF+
3nt	= 5♠-4+♥ 11/13 HCP SGL ♦
4♣	= 5♠-4+♥ 11/13 HCP SGL ♣
4♦	= 5♠-5♥ 11/14 HCP SGL ♦
4♥	= 5♠-5♥ 11/14 HCP SGL ♣

1♠] 2♦
2♥] 2♠ = 5+♥-4♣ GF+ or 5+♥-3♠ SI
] 2nt = 5♥ GI
] 3♣ = 5+♥-4♦ GF+
] 3♦ = 6+♥ GI or SI generally BAL
] 3♥ = 5♥-5♣ GF+
] 3♠ = 5♥-5♦ GF+
] 3nt = Natural SO 5♥-3-3-2♠ 13/15 HCP
] 4m = 6+♥ SGL m SI
] 4♥ = 6+♥ SO
] 4♠ = SO

1♠] 2♦
2♠] 2nt = 5+♥ GI
] 3♣ = 5♥-4+♣ GF+ or values and 16+ HCP
] 3♦ = 5♥-4+♦ GF+
] 3♥ = 6+♥ GF
] 3♠ = 5+♥-3♠ GF+
] 3nt = Natural

1♠] 2♦
2nt] 3♣ = 5♥ UNBAL 10+ HCP or 5♥-3-3-2♠ 14+ HCP
] 3♦ = 6♥ 5/7 HCP or 12+ HCP
] 3♥ = 6♥ 8/11 HCP bal or SGL ♠
] 3♠ = 5+♥-3♠ SI
] 3nt = 5♥-3-3-2♠ 10/14 HCP
] 4♣ = 6+♥ 8/11 HCP SGL ♣
] 4♦ = 6+♥ 8/11 HCP SGL ♦

1♠] 2♦
2nt] 3♣
3♦	= RELAY ÚÚÚÚÚÚÚÚÚÚÚÚÚÚÚÚ] 3♥ = 5♥-4♦
3♥	= 5+♠-3+♥ GF] 3♠ = 5♥-4♣
3♠	= 6+♠ 17/21 HCP] 3nt = 5♥-3-3-2♠ 14/16 HCP
4m	= 5+♠-4+♥ 15+ HCP SGL m] 4m = 5♥-5m

1♠] 2♦
3♣] 3♦ = 5+♥ 8+ HCP GF+
] 3♥ = 6+♥ GF
] 3♠ = 5+♥-3♠ GF
] 3nt = 5+♥ 10/14 HCP St ♦
] 4♣ = 5+♥-4+♣ GF+

1♠]	2♦	
3♦]	3♥	= SO
]	3♠	= 5+♥-3♠ GF
]	3nt	= 5+♥ 10/14 HCP
]	4♣	= 5+♥ natural or 4° suit
]	4♦	= 5+♥-4♦ GF+
1♠]	2♦	
3♥]	3♠	= 5+♥ two top honors SI
]	3nt	= Cue Bid ♠ without 2 top honors
]	4♣	= Fixes♥ and Cue Bid a ♣
]	4♦	= Natural with 5+♦ or fixes ♥ and Cue Bid ♦
1♠]	2♦	
3♠]	3nt	= Natural
]	4♣	= Cue Bid with FIT ♠
]	4♦	= Cue Bid with FIT ♠

1^a] 2[©]

1♠]	2♥	
2♠			= 11/16 any distribution
2nt			= 5+♠ 17/20 HCP
3♣			= 5+♠-4+♣ 16/21 HCP
3♦			= 5+♠-4+♦ 16/21 HCP
3♥			= 5+♠-4+♥ 16/21 HCP
3♠			= 6+♠ 16/19 HCP
3nt			= 5♠-3-3♥-2 (18)19/20 HCP

1♠]	2♥	
2♠]	2nt	= 5+♦ GF+
]	3♣	= 5+♦-4+♥ GF
]	3♦	= 6+♦ 9/11 HCP
]	3♥	= 5♦-5♣ GF
]	3♠	= 3♠-5+♦ SI
]	3nt	= 5♦-3-3-2♠ not SI
]	4♣	= 6♦-5♣
]	4♥	= 6♦-5♥

1♠]	2♥	
2nt]	3♣	= 5+♦-4+♣ GF
]	3♦	= 5+♦ GF
]	3♥	= 5+♦-4♥ GF
]	3♠	= SO
]	3nt	= SO 5♦-3-3-2♠
]	4♣	= 6♦-5♣
]	4♥	= 6♦-5♥
]	4♠	= SO

1♠]	2♥	
3♣]	3♦	= 5+♦ SI
]	3♥	= 4° Suit GF
]	3♠	= SO
]	3nt	= Natural
]	4♣	= 5+♦-4+♣ SI
]	4♦	= Fixes♠ and Cue Bid ♦

1♠]	2♥	
3♦]	3♥	= Values in ♥ with 5+♦
]	3♠	= SO
]	4♣	= Fixes♠ and Cue bid ♣
]	4♦	= 5+♥-4+♦ SI

INTERFERENCE OVER 1^a OPENING

INTERFERENCE IN 2^a POSITION

CASE A : Opponent doubles

N	E	S	W
1♠]	X]	XX = 10+ HCP bal forcing to at least 2nt	
		1nt = 5+♣	
		2♣ = 5+♦	
		2♦ = 5+♥	
		2♥ = 3/4♠ 8/10 HCP	
		2♠ = 3/4♠ 3/7 HCP	
		2nt = 4+♠ GF	
		3♣ = 3+♠ GI	
		3♦ = 4+♠ 6/9 HCP UNBAL	
		3♥ = 4+♠ 10/13 HCP UNBAL	
		3♠ = 4♠ 0/4 HCP M	
		3nt = Good raise to 4♠	

CASE B : Opponent bids 2x

N	E	S	W
1♠]	2x]	2y = 5+y passable	
		2nt = 5+♣ 9+ HCP GI+	
		3♣ = 5+♦ 9+ HCP GI+	
		3♦ = (5)6+♥ GI+	
		3x-1 = 3♠ GI+	
		3♥ = 4+♠ GI+	
		3♠ = 4♠ M	
		3nt = To play	

CASE C : Opponent bids 3m+

N	E	S	W
1♠]	3m+]	3x = 5+x GF+	
		4♣ = 3+♠ GF+ without control in their suit	
		4♦ = 3+♠ GF+ with a control in their suit	

1♠ opening

	(1N)	(2♣)	(2♦)	(2♥)	(3♣)
X	penalties	neg or 5+♥ GF	neg or 5+♥ GF	neg, bal	TO
2♣	5+♦				
2♦	5+♥	5+♦, 9-11			
2♥	3+♠, 8/10	5+♥, 9-11	5+♥, 9-11		
2♠	3/4♠, 3/7	3/4♠, 3/9	3/4♠, 3/9	3/4♠, 3/9	
2NT	5+♣	3♠, GI+	5+♣, GI+	5+♣, GI+	
3♣		5+♦, GI+	3♠, GI+	5+♦, GI+	
3♦		6+♥, GI+	6+♥, GI	3♠, GI+	5+♦, GF
3♥		4+♠, GI+	4♠, GI+	4♠, GI+	5+♥, GF
3♠	4♠, 0/5	4♠, 0/5	4♠, 0/5	4♠, 0/5	3/4♠, GI
3NT		SO	SO	SO	SO

INTERFERENCE IN 4^a POSITION

CASE A : Opponents interfere with 2/3x

N	E	S	W
1♠]	P]	1nt]	2x]
X			
2x+1			
2nt			
3x			

X = Strong
2x+1 = System ON
2nt = Good-Bad
3x = 6+♠ 8 tricks St? x

N E S W
 1♠] P] 2♣] 2x
 X = PD
 2x+ = Natural

N E S W
 1♠] P] 2♦] 2/3x
 P = Interrogative, similar to the response of 2♥ without interference
 X = Shows exactly 3♥ or any reverse
 3♥ = 5♠-4♥

N E S W
 1♠] P] 2♥] 2/3x
 X = Strong
 P = Normally 11/15 HCP

N E S W
 1♠] P] 2♠] 3x
 X = GI generally BAL

N E S W
 1♠] P] 2nt] 3x
 P = Interrogative forcing or waiting to pass a reopening double
 X = SGL in x
 3♠ = Ultra MIN
 3nt = 6+♠ GF+
 4x = SGL in x good hand SI
 4♠ = To play, not too strong, but distributional

CASE B : Opponent preempts 3+x

N E S O
 1♠] P] 1nt] 3x
 X = Strong, generally balanced

INT OPENING

1nt]	2♣	= Puppet to 2♦
			a) 5+♦ 0+ HCP
			b) 5+♦ -4M, GF
			c) 4/5M, GI
			d) 6+♣, GI
]	2♦	= 5+♥ 0+ HCP
]	2♥	= 5+♠ 0+ HCP
]	2♠	= RELAY, asks for MIN/MAX, 8-9 HCP or SI with 6+M
]	2nt	= a) 6+♣ 0+ HCP or
			b) GF, 5+♣-4M or 5♣-4♦
]	3♣	= GF, sin ♦, 3-suited (4441 / 5440 / 5431) or 6+m and sin
]	3♦	= GF, sin ♥, 3-suited
]	3♥	= GF, sin ♠, 3-suited
]	3♠	= GF, sin ♣, 3-suited
]	3nt	= natural
]	4♣	= 6+♥ GF not SI
]	4♦	= 6+♠ GF not SI
]	4♥	= 6+♥ GF I am playing it!
]	4♠	= 6+♠ GF I am playing it!
]	4nt	= Quantitative 4-3-3-3 15/16 HCP

The INT complex is from Ron Klinger's: "Bid Better, Much Better" and is called "Keri over INT". We still follow the AMBRA rule that an impossible suit asks for a stopper.

Int] 2♠ (*Keri over Int*)

1nt]	2♣
2♦		= obligatory

1nt]	2♣	
2♦]	pas	= 5+♦ 0/7 HCP
]	2♥	= 4/5♥ 8/9 HCP
]	2♠	= 4/5♠ 8/9 HCP
]	2nt	= RELAY, GF, see developments
]	3♣	= 6♣ 7/8 HCP
]	3♦	= 6♦ 7/8 HCP
]	3♥	= 5+♦-4♥ GF
]	3♠	= 5+♦-4♠ GF
]	3nt	= 5♦-3-3-2, SI, passable

1nt]	2♣	
2♦]	2♥	
pas			= MIN, 3♥ or 4♥-3-3-3
2♠			= MIN, 2♥-4♠
2nt			= MIN, 2♥-3♠
3♣			= MIN, good values, 4♥
3♦			= MAX, any 4-3-3-3 ÚÚÚÚÚÚÚÚ] 3♥=4c ♥ supp?
3♥			= MAX, 3♥ and doubleton
3♠			= MAX, 2♥-4♠
3nt			= MAX, 2♥-3♠
4♥			= MAX, 4♥ and a doubleton

1nt] 2♣
 2♦] 2♠
 pas = MIN, 3/4♠
 2nt = MIN 2♠
 3♣ = MIN, good values, 3/4♠
 3♦ = MAX 4-3-3-3
 3♠ = MAX, 3♠ and doubleton
 3nt = MAX, 2/3♠
 4♠ = MAX, 4♠ and doubleton

1nt] 2♣
 2♦] 2nt
 3♣ = 5m or 4♣-4♦ ÚÚÚÚÚÚÚÚÚÚ] 3♦ RELAY ÚÚÚÚÚÚÚÚÚÚ] 3♥ = 5♣
] 3♠ = 5♦
] 3nt = 4♣-4♦
 3♦ = any 4-3-3-3 ÚÚÚÚÚÚÚÚÚÚ] 3♥/♠=4♥/♠-2-3-3
 3♥ = 4♥
 3♠ = 4♠

Int] 2^{..}

1nt] 2♦
 2♥] pas = 5+♥ 0/7
] 2♠ = 5+♥-4♠ GF
] 2nt = 5+♥-4m, GF!!! ÚÚÚÚÚÚÚÚÚÚ see developments
] 3m = 5+♥-5+m, GF
] 3♥ = 6+♥, GI

1nt] 2♦
 2♥] 2nt
 3♣ = 2♥, sin? ÚÚÚÚÚÚÚÚÚÚ] 3♦ = sin♦
] 3♥ = sin♣
] 3♠ = sin♠
] 3nt = 5-4-2-2, no SI
] 4♣ = 2-5♥-2-4♣, SI
] 4♦ = 2-5♥-4♦-2, SI
 3♦ = 3/4♥, SI? ÚÚÚÚÚÚÚÚÚÚ] 3♥ = 5♥-4♣, SI
] 3♠ = 5♥-4♦, SI
] 4♥ = no SI
 3♥ = MAX, 3/4♥, no 4m
 4♥ = MIN, 3/4♥

Int] 2[©]

1nt] 2♥
 2♠ pas= 2/4♠ MIN
 2nt = 5♠-4m, GF!!!! ÚÚÚÚÚÚÚÚÚÚ see developments
 3x = 5♠-5x, GF

N	E	S	W	
1nt] X] P		= Forces XX to show :
] XX		= forces 2♣ to show :
] 2♣		= 4+♣-4+♦/♥ weak
] 2♦		= 4+♦-4+♥ weak
] 2♥		= Natural, weak
] 2♠		= Natural, weak
] 2nt		= Two-suited somewhere 5-5 GF
] 3x		= Preempt

- a) Desire to play 1NT-XX
 b) 4+♠-4+♣/♦ weak
 c) One-suited GF forcing to the 3 level
 a) Weak one-suiter with ♣ or ♦
 b) 4+♥-4+♠ weak
 c) 4-4-4-1 with **SGL** in a minor
 d) One-suited GI, forcing to 3 level

NB : if the bidding goes like : 1nt] X] P] 2x opener doubles with 4♠ and something in their suit and can double 2♣ by the opponents with both minors
Weak 4-3-3-3 hands can be described as you please

CASE B : Opponent doubles for artificial TO, for example DONT or showing 2 unknown suits or something else!

N	E	S	W	
1nt] X] XX		= Always shows a weak hand with 5+x and forces opener to bid 2♣
] P		= Could be strong if followed by a double, which is TO
]]		Other bids are as per system (System ON)

CASE C : Opponent interferes with 2x (Natural or two-suiter)

N	E	S	W	
1nt] 2x] X		= TO
] 2y+		= RUBENSOHL ON

N	E	S	W	
1nt] 2x] P] P	
X				= TO almost certainly 2 small cards in x and a MAX

CASE D : Opponent interferes TEXAS style 2♦/2♥

N	E	S	W	
1nt] 2♦] X		= 4+♦ 7+ HCP if MIN then useful cards
] P		= Nothing to say, but if followed by X then penalty
] 2♥		= GF+ bal possibly 4♠
] 2♠+		= Rubensohl ON

N	E	S	W	
1nt] 2♥] X		= 5♥ 7+ HCP
] P		= Nothing to say, but if later X, it's penalty
] 2♠		= GF+ bal possibly 4♠
] 2nt+		= Rubensohl ON

CASE E : Opponent overcalls 2♦ Multi

N	E	S	W	
1nt] 2♦] P		= Nothing to say, else later penalty double
] X		= TO 8+ HCP
] 2♥+		= Rubensohl ON

INTERFERENCE IN 4th POSITION

CASE A : Opponent interferes with double over our 2♣ puppet showing ♣

N	E	S	W	
1nt] P] 2♣] X	
P				= 2♦
2♦				= 3+♦, MIN
XX				= 3+♦, MAX

CASE B : Opponent bids 2 of a suit over our 2♣ puppet

N	E	S	W	
1nt] P] 2♣] 2x	
X				= TO generally 4 cards in the other major

N	E	S	W
1nt]	P]	2♣]	2x
P]	P]	X = TO	
] 2y+ = 4/5y GI	
] 2nt = Invitational with a stop	

CASE C : After a Transfer 2♦/♥ and opponent doubles or bids a suit

Opener completes the transfer with a good fit if wants to play the hand or XX's with a good hand with fit but no interest in playing the hand

After X or interference of a suit, 2nt always shows a FIT + stop invitational to 3nt , whereas the double is TO and shows a FIT

CASE D : Opponent reopens with a double showing points, and other opponent sits for it

N	E	S	W
1nt]	P]	P]	X
P]	P]	XX = SOS generally 4-4	
] 2♣ = 5♣	
] 2♦ = 5♦	

CASE E : Opponent balances with a suit or two-suiter

N	E	S	W
1nt]	P]	P]	2x = Natural , two-suited
P]	P]	X = TO 5/7 useful HCP	

N	E	S	W
1nt]	P]	P]	2x = Landy or Texas
P]	2y]	X = TO 5/7 HCP useful HCP	

2§ OPENING

Possible hands : a) bal 23+ HCP
 b) 4M-5+m GF+
 c) 6+m GF+
 d) 4-4-4-1 GF+

2♣]	2♦	= RELAY
		2♥	= 5+♠
		2♠	= 5+♥
		2nt	= (5)6+♣
		3♣	= (5)6+♦
		3♦	= 5+♥-5+♠ 0+ HCP
		3♥	= 5m-4om SGL ♥ weak
		3♠	= 5m-4om SGL ♠ weak
		3nt	= 5+m-5+om weak
		4♣	= 7♥ with A or KJ or QJ10
		4♦	= 7♠ with A or KJ or QJ10

2♣] 2♦
 2♥ = a) 4♥-5+m
 b) 4-4-4-1 SGL M (high shortage 1st!)
 c) bal 25+ HCP
 2♠ = a) 4♠-5+m
 b) 4-4-4-1 SGL m
 2nt = bal 23/24 HCP ÚÚÚ See opening of 2nt
 3♣ = 6+♣ ÚÚÚÚÚÚÚÚ Continuations natural
 3♦ = 6+♦ ÚÚÚÚÚÚÚÚ Continuations natural
 3♥ = St? ♥ for 3nt
 3♠ = St? ♠ for 3nt
 3nt = 9/10 tricks with all stoppers

2♣] 2♦
 2♥] 2♠ = RELAY forcing !!
 2nt = bal 25+ HCP ÚÚÚ See opening of 2nt
 3m = 4♥-5+m ÚÚÚÚÚÚÚÚ Continuations natural
 3♥ = 4-4-4-1 SGL ♠
 3♠ = 4-4-4-1 SGL ♥

2♣] 2♦
 2♠] 2nt = RELAY practically forcing
 3m = 4♠-5+m ÚÚÚÚÚÚÚÚ Continuations natural
 3♥ = 4-4-4-1 SGL ♦
 3♠ = 4-4-4-1 SGL ♣

2♣] 2♥
 2♠ = RELAY with FIT ♠ ÚÚÚÚÚ Continuations natural
 2nt = RELAY without FIT ♠

2♣] 2♠
 2nt = RELAY ÚÚÚÚÚ Continuations natural

2^{♦♦} OPENING

Possible hands : a) 6♥ 5/10 HCP
b) 5+♥ 21+ HCP or 4- losers

2♦]	2♥	=RELAY, not forcing
]	2♠	=5+♠, not forcing
]	2nt	=RELAY, GI+
]	3♣	=6+♣, F1
]	3♦	=6+♦, F1
]	3♥	=M

2♦]	2nt			
3♣		=MAX, no sin ♠	♠♠♠♠	a	3♦ = relay ♠♠♠♠
3♦		=MIN		a	3♥ = no sin
3♥		=MED, no sin		a	3♠ = sin ♦
3♠		=MAX, sin ♠		a	3nt = sin ♣
3nt		=♥AKQxxx			
4♣		=6♥-4♣, GF			
4♦		=6♥-4♦, GF			

2^{♦♦}] 2[♣]

2♦]	2♥	
2♠]	=5♥-4x ♠♠♠	See developments
2nt]	=6+♥-4x	GI+
3♣]	=6+♥	
3♦]	=5♥-4♠	GF
3♥]	=5♥-5♣	GF
3♠]	=5♥-5♦	GF
3nt]	=9/10 winners with all suits stopped	

2♦]	2♥			
2♠]	2nt	=4+♣	♠♠♠♠♠♠♠♠]
]	3♣	=4+♦	♠♠♠♠♠♠♠♠]
]	3♦	=4+♠	♠♠♠♠♠♠♠♠]
]	3♥	=3♥ and at least one cover card		
]	3♣ = 3+♣
]	3♦ = 3+♦
]	3♠ = 3+♠

Completing the TEXAS always indicates at least 3 cards in the suit, and other bids are descriptive and show MAX 2 cards in the suit of partner

2[©] OPENING

Possible hands : a) 5+♠ GF
b) 6♠ 5/10 HCP

2♥]	2♠ =RELAY, not forcing
]]	2nt =RELAY, GI+
]]	3♣ =6+♣, F1
]]	3♦ =6+♦, F1
]]	3♥ =6+♥, F1
]]	3♠ =M

2♥]	2nt		
3♣]	=MAX, no sin	♥ ÚÚÚÚ	a 3♦ =relay ÚÚÚÚ
3♦]	=MIN		a 3♥ =no sin
3♥]	=MAX, sin	♥	a 3♠ =sin ♦
3♠]	=MED, no sin		a 3nt =sin ♣
3nt]	=♠AKQxxx		
4♣]	=6♠-4♣, GF		
4♦]	=6♠-4♦, GF		

2[©]] 2^a

2♥]	2♠
2nt]	=5+♠-4x ÚÚÚÚ See developments
3♣]	=6+♠
3♦]	=5♠-5♥ GF+
3♥]	=5♠-5♣ GF+
3♠]	=5♠-5♦ GF+
3nt]	=9/10 tricks with all suits stopped

2♥]	2♠		
2nt]	3♣]	=4+♦ ÚÚÚÚÚÚÚÚÚÚ]	3♦ =3+♦
]]	3♦]	=4+♥ ÚÚÚÚÚÚÚÚÚÚ]	3♥ =3+♥
]]	3♥]	=4+♣ ÚÚÚÚÚÚÚÚÚÚ]	3♠ =3+♣
]]	3♠]	=3♠ and at least one cover card	

2NT opening or overcall

2N a 3♣ = puppet Stayman, responder has 3/4 card M
 a 3♦ = transfer
 a 3♥ = transfer
 a 3♠ = transfer for ♣
 a 3N = 5♠-4♥, NF
 a 4♣ = transfer
 a 4♦ = transfer, SI
 a 4♥ = transfer, SI
 a 4N = 5♠-4♥, NF, SI

2NT _ 3§

2N a 3♣
 3♦ = 4c M ÚÚÚÚÚÚ see development
 3♥ = 5♥
 3♠ = 5♠
 3N = no 4/5 M ÚÚ a 4♣ = minors? ÚÚ a 4♦ = 5m ÚÚÚÚÚÚ a 4♥r ÚÚÚ a 4♠ = 5♣
 a 4♥ = 2-3-4-4 a 4nt = 5♦
 a 4♠ = 3-2-4-4
 a 4nt = 3-3-4-3 or 3-3-3-4 ÚÚÚ a 5nt = relay

2N a 3♣
 3♦ a 3♥ = 4♠
 a 3♠ = 4♥
 a 3N = no 4M
 a 4♣ = minors? ÚÚÚÚÚÚÚÚ a 4♦ = 4-3 minors ÚÚÚ a 4♥r ÚÚÚ a 4♠ = 4♣
 a 4♦ = 4♥-4♠ a 4♥ = 4♣-2♦ a 4nt = 4♦
 a 4♠ = 4♦-2♣
 a 4nt = no 4m

2NT _ 3¨

2N a 3♦
 3♥ = normal accept
 3♠ = 4♥, ♠ cue
 3N = 5♠-2♥ ÚÚÚÚÚÚÚÚÚÚÚÚÚÚ a 4♣ = ♠ OK, ♣ cue
 4♣ = 4♥, cue a 4♦ = re-transfer
 4♦ = 4♥, cue a 4♥ = transfer to ♠
 a 4N = ♠ OK, turbo

2NT _ 3©

2N a 3♥
 3♠ = normal accept
 3N = 5♥-2♠ ÚÚÚÚÚÚÚÚÚÚÚÚÚÚ a 4♣ = ♥ OK, ♣ cue
 4♣ = 4♠, cue a 4♦ = transfer to ♥ (possible ♦ cue)
 4♦ = 4♠, cue a 4♥ = re-transfer to ♠
 4♥ = 4♠, cue a 4♠ = ♥ OK, ♠ cue
 a 4N = ♥ OK, turbo

APPENDICES

‘GAR’

Every time that opener or responder shows a two-suiter one utilizes the structure called GAR:
as a RELAY one adopts the first step, and responses are :

-] 3♣ = 5-4
-] 3♦ = 6-4

When 5-5 or 5-4-4 are possible , then :

-] 3♥ = 5-5 **SGL** high
-] 3♠ = 5-5 **SGL** low
-] 3nt = 5-4-4

Over responses of 3♣ and 3♦ one can make a further RELAY:

1° STEP = generic RELAY

2° STEP = RELAY + fixes the higher suit

The response to this RELAY are :

1° STEP = 2-2

2° STEP = **SGL** high

3° STEP = **SGL** low

In the cases in which the HCP range of the two-suite is not yet determined :

-] 3♣ = 5-4 11/15 HCP
-] 3♦ = 6-4 11/21 HCP
-] 3♥ = 5-4-2-2 16/21 HCP
-] 3♠ = 5-4 16/21 HCP **SGL** high
-] 3nt = 5-4 16/21 HCP **SGL** low

After the response of 3♦ and the successive RELAY 3♥ we respond :

1° STEP = 11/15 HCP **SGL** high

2° STEP = 11/15 HCP **SGL** low

3° STEP = 16/21 HCP **SGL** high

4° STEP = 16/21 HCP **SGL** low

CHECKBACK STAYMAN

When opener rebids Int even over interference we use two conventional rebids 2♣ and 2♦ . 2♣ is a puppet to 2♦ in order to play 2♦ or it initiates an invitational sequence . 2♦ is always a GF RELAY that asks distribution

Let's see the structure :

1m]	1M	
Int]	2♣	= PUPPET to 2♦
]	2♦	= RELAY GF
]	2M	= 5+M (7)-(10) HCP
]	2OM	= a) if M is ♠ ÚÚÚ 5+♠-4♥ no game b) if M is ♥ ÚÚÚ 4♥-4♠ 10/12 HCP
]	2nt	= 2ntT ÚÚÚÚÚ See continuations
]	3m	= 4M-5+m GI
]	3om	= 5M-4m GF, sin m
]	3M	= 6+M J GF
]	3OM	= a) if M is ♥ ÚÚÚ 1♠-5♥-4m GF b) if M is ♠ ÚÚÚ 1♥-5♠-4m GF
]	3nt	= Natural

CONTINUATIONS AFTER 2S

1m]	1M
1nt]	2♣
2♦]	P = 4M-5+♦ 5/9 HCP
]	2M = 5M 10/11 HCP
]	2OM = a) if M is ♠ $\acute{U}\acute{U}\acute{U}$ 5♠-4/5♥ 9/11 HCP
		b) if M is ♥ $\acute{U}\acute{U}\acute{U}$ 5♥-4♠ 10/11 HCP
]	2nt = 10/11 HCP BAL
]	3m = 5M-4+m 9/11 HCP
]	3om = 5M-5om 9/11 HCP
]	3M = 6+M 9/11 HCP
]	3OM = a) if OM is ♥ $\acute{U}\acute{U}\acute{U}$ 5♠-5♥ 9/11 HCP
		b) if OM is ♠ $\acute{U}\acute{U}\acute{U}$ 6♥-5♠ 9/11 HCP

CONTINUATIONS AFTER 2'

1m]	1M
1nt]	2♦

Priority :

- Bid 4^a other major
- Raise with 3^a in responder's suit
- Rebid a bad six-card suit
- Show 5-4
- Bid 2nt

Particular sequences :

1m]	1M
1nt]	2♦
2x]	2M = weak 5+M useful hand for NT
]	2nt = Asking for further info (e.g. : Do you have 4 ^a ♣ ?)
]	3y = a) if a jump: 6M with SGL y SI
		b) if not a jump: 5M-4y GF
]	3M = 6+M L if the bid is not available at the 2 level

We use CHKBCK even after 1♣] 1♦] 1nt and 1♥] 1♠] 1nt

1♥]	1♠
1nt]	2♣
2♦]	2♥ = 10/11 HCP with 4+♠ and 3♥
]	2♠ = 5♠ 10/11 HCP
]	2nt = 4♠ 10/11 HCP
]	3♣ = 5♠-5♣ 9/11 HCP
]	3♦ = 5♠-5♦ 9/11 HCP
]	3♠ = 6♠ 9/11 HCP

1♥]	1♠
1nt]	2♦
2♥	=	5♥ J
2♠	=	3♠
2nt	=	Nothing special
3m	=	3♠ with a solid stopper in m and bad doubleton in the om

1♣]	1♦
1nt]	2♣
2♦]	2♥ = 5♦-4♥ 10/11 HCP
]	2♠ = 5♦-4♠ 10/11 HCP
]	2nt = 4/5♦ 10/11 HCP
]	3♣ = 4/5♦-5♣ 9/11 HCP
]	3♦ = 6♦ 10/11 HCP

1♣]	1♦
1nt]	2♦
2♥	=	4♥ possibly 4♠
2♠	=	4♠
2nt	=	4♣-3-3-3 or 5♣ L
3♣	=	5♣ J

'2ntT' STRUCTURE

Applies after a 1-over-1 response and opener rebids:

- 1♠ or
- 1nt or
- his own minor or
- responder's minor.

A subsequent 2nt rebid by responder is 2ntT (see diagrams for examples).

This convention forces opener to bid 3♣ over which responder can :

- a) Pass with 4x-6+♣ (Exceptionally with 3+♣ if opener has shown ♣)
- b) Bid a new suit at 3 level showing 5-5 GF
- c) Repeat one's own suit with 5x-5♣ GF
- d) Bid 3nt showing solid or near solid suit, and light SI
- e) Make a cue-bid with a solid or semisolid suit and strong SI
- f) FIT 4° in 2° suit of partner SI with **SGL** ÚÚÚ Bid it at the four-level

TURBO CONVENTION

RKCB is practically discarded by the system, substituting instead TURBO

How does it work ?

After the trump suit has been set, all the bids are Cue Bids and 4nt represents a BYPASS . When the bidding approaches 4NT one bids 4nt if one possesses an even number of keycards (4 Aces + King of trump) 0/2/4 while BYPASSING 4nt with an odd number of keycards 1/3/5.

To play the small slam requires four keycards, and the grand requires all five.

The problem is that only one of the players has a count on the keycards , therefore if all the keycards are present then one needs to transmit this information to partner by continuing to cue-bid.

When trumps are fixed in a major suit at the 3 level then 3nt becomes TURBO and a successive 4nt shows the Q of trumps

When a minor is fixed below 3nt and one of the two partner's goes above 3nt, 4 of the fixed minor becomes TURBO

THE COMPETITIVE AUCTION AFTER AN OPENING

General rules we adopt over all openers :

- a) Use in competition of the convention **Good-Bad 2NT**
- b) Redouble by responder is GF
- c) Double with a raise (only at the 2-level) which shows exactly 3 in partner's suit or a strong hand
- d) The direct cue-bid is always two-suited if made by responder , while if made by opener shows a FIT in partner's suit but might not have a singleton in the cued suit, especially if made at the 2-level
- e) The jump-cue shows a splinter, with a FIT
- f) Over two-suited intervention the cue of the 1°available suit shows a FIT for opener's suit and is at least invitational , while the cue-bid of the 2° suit shows 5+ cards in the remaining suit, and is GF at least
- g) The double and then raise , at the two or three level , in opener's suit by his partner shows a limit hand with 9/11 HCP ; while the double then raise to four of a minor is always GF !
- h) The cue of an enemy suit after we have both shown a suit shows a FIT in the last bid suit , a strong hand and certainly a **SGL** in their suit; while whenever both have shown a suit the double followed by a cue is invitational to play in NT
- i) The jump to 2nt after our opening and interference at the one-level shows a FIT in the opening suit at least 4° and 10+ HCP . In the cases of the opening 1♣ or 1♦ , 2nt promises something in the enemy suit , while over the opening 1♥ , 2nt shows only points and aFIT
- j) When the opponents interfere in a suit we use the concepts of **RUBENSOHL** , therefore the bid of a new suit at the 2 level after opener has bid and enemy interference by RHO shows at least a 5° suit , but generally 6° , and is passable , and this shows at maximum 10 HCP but might not be passed. Therefore if one is strong with at least a 5 card major one needs first to double and then show the suit the next round . From 2nt up are all transfers, at least invitational, with generally at least a 6-card suit.
- k) Use of **RUBENSOHL** every time with 1nt opener and natural interference, sometimes even at the two-level (1nt] 2♥= Natural] Rubensohl). This convention one uses even after an opening 1♣/♦/♥ and jump interference of 2♦/♥/♠ understanding that opener often has a balanced 12/14HCP

WORKINGS OF RUBENSOHL

Rubensohl adopts the following rules used in practically all situations :

Ú Double is generally **STAYMAN** over interference of a minor ; over major suit interference it is optional and shows at least 8/11 HCP generally with a useful hand

Ú The response 2 of a suit is natural and competitive, but not forcing (could have just 3 HCP)

Ú The responses 2nt/3♣/♦/♥ are all **TEXAS** including the cue-bid of their suit

Ú The **TEXAS** responses can be:

- Strong or weak, if the suit was not biddable at the 2-level
- Strong or intermediate, but not weak if the suit was biddable at the 2-level

Ú Response of 3♠ is a natural 5-card suit GF, without a stopper

Ú 3nt is natural, with a stop

Ú **TEXAS** cue-bid assumes many meanings . Basically partner completes the transfer without a Stop while making a descriptive bid with a stop

EXCEPTION : If the opps have shown spades ♠ then the response 3♥ shows an invitational hand with ♥

while the response 3♠ shows a GF bal hand , 4♥

The transfer cue is **STAYMAN** which is used to look for at least one 4^a major or a stop in their suit. Partner responds :

a) Completes the transfer ÚÚÚ I **DON'T** have a stopper, but could still have a 4 card major ! ÚÚ Now responder starts looking for a fit in a suit knowing the lack of a stopper.

b) Bid a major ÚÚÚ I have a stop, and this four-card major

If partner of opener has shown a hand at least invitational the simple completion of the **TEXAS** tells partner to pass in the case of an invitational hand. Therefore opener with a maximum or a good fit FIT should not just complete the **TEXAS** but look for another descriptive bid

We provide an example, in closing :

N	E	S	W
Int] 2♦]	X	= STAYMAN but not GF , perhaps 6/9 HCP with 4♥-4♠ possibly 6♣ 7/9 HCP
]]	2♥	= 5+♥ Natural competitive
]]	2♠	= 5+♠ Natural competitive
]]	2nt	= TEXAS for ♣ Weak or Strong
]]	3♣	= Cue TEXAS , GF bal
]]	3♦	= 5+♥ GI or GF
]]	3♥	= 5+♠ GI or GF
]]	3♠	= 5♠ GF without a stopper in ♦
]]	3nt	= Natural

DESCRIPTION OF GOOD-BAD 2NT CONVENTION

1°) **When is it used ?** Whenever one is in a competitive situation at the 2-level and our RHO has not passed, so has bid a suit or doubled or redoubled (ATTENTION and it isn't a forced bid) . For the moment we only use it when our side has opened.

2°) **Why ?** It shows a minimum, but unbalanced hand (like if two-suited at least 5-5 or one-suited with a good 6+ cards but weak in points) ; one should not bid it with just 5-4 if partner has not promised the suit (e.g. after 1♣-1♠- X = shows 4♥ most of the time)

3°) **How does responder bid in response to the convention ?** If not possessing a GF hand bid what gets you to the best partial : always bid a suit lower or equal to opener's suit. If you happen to have a GF hand, cue-bid to show a generally balanced hand with interest in playing 3nt but without a stop in the opponent's suit . Else one can show one's own suit of at least five-cards and force to at least game

4°) **What does this imply ?** It implies that all bids at the 3-level (including repeating opener's suit) are always constructive and in the case of partner having already doubled (showing a strong hand), is GF

2§ RELAY

After openings of 1♣ or 1♦ and responses of 1♥ or 1♠ responder can make a RELAY of 2♣ ; opener rebids :

2♦ = 3° raise of partner's suit, **MIN** or **MAX**

2♥ = No raise and **MIN**

2♠ = No raise **UNBAL MAX**

2nt = No raise **BAL MAX**

RULES :

Opener goes past the four steps only with particular hands. If opener has shown support, a cheap rebid is not forcing. Over the 2° and 3° steps the RELAY is always the next step . If opener has shown a MAX all bids are GF . Responder, in order to show a hand with slam interest must go through the RELAY !!

EXCEPTION : One can show slam interest by raising the 2° suit of opener to the three-level or jumping to the 3-level in ones own suit after having been given a raise.

EX.

N	E	S	W
1x]	1y]	1z]	?
1x]	1y]	2z]	?
1x]	2y]	2z]	?

In this case we use **RUBENSHOL** ; the double remains TO showing a hand of at least 8/10 HCP without a great FIT in partner's suit and confirms a four-card suit , usually five , if the new suit was not forcing ; but if the change of suit is forcing the double assumes a conventional meaning: FIT 3° in partner's suit and strength in a 4° suit

What meaning could the extra cue have now?

We agree that the cue of the first suit shows a FIT 3° with points while the cue of the second suit shows FIT 4° and points.

EX.

N	E	S	W
1x]	1y]	1z]	2x = three-card raise, 9/10+ HCP
			2y = Normal competitive raise
			2z = 4+ card raise, 9/10+ HCP
			3y-1 = Mixed 4-card raise, 7/9 HCP

From 2nt and up we use the concepts of **RUBENSHOL**

EX.

N	E	S	W
1x]	1y]	2z]	2x = 3-card raise 9/10+ HCP if there isn't space at the 2-level this hand goes through double
			2y = Normal competitive raise: 3card, 6/9 HCP
			1 ^a cue available via TRANSFER = at least 4card raise and 9/10+ HCP
			2 ^a cue available via TRANSFER = mixed raise, 4card in y, 7/9 HCP
			3x-1 = mixed 4card raise, 7/9 HCP
			3y = M

In general we don't go to the 3-level voluntarily with only an 8-card FIT; if there is space for an economic cue at the 2-level we use it with 10+ HCP and the 3° raise goes through the double first

From 2nt up one uses **RUBENSHOL** but with a particularity with the cue-bid **TRANSFER**

an example to better understand :

N	E	S	W
1♦]	1♠]	2♣]	X = TO not with 3♠
			2♦ = raise with 3♠ (9)10+ HCP
			2♥ = 5+♥ NF
			2♠ = normal competitive raise
			2nt = 4+♠ 10+ HCP
			3♣ = mixed raise 4♠ 7/9 HCP
			3♦ = TRANSFER 6+♥ GI or GF
			3♠ = M

Another example :

N	E	S	W
1♣]	1♥]	2♦]	X = TO possibly 3♥
			2♥ = Normal
			2♠ = 5+♠ NF
			2nt = 4+♥ 10+ HCP
			3♣ = 4♥ 7/9 HCP
			3♦ =
			3♥ = M

Another

N	E	S	W
1♥]	2♣]	2♦]	X = TO
			2♥ = 3+♣ 10+ HCP
			2♠ = 5+♠ NF
			2nt = (3)4♣ 7/9 HCP
			3♣ = M
			3♥ = 6+♠ GI +

If not yet understood

N	E	S	W
1♣]	1♥]	1♠]	1nt = Natural
			2♣ = 3♥ (9)10+ HCP
			2♦ = 5+♦ NF
			2♥ = Normal
			2♠ = 4+♥ 10+ HCP
			2nt = 4♥ 7/9 HCP
			3♣ = 6+♦ GI+

... and finally

N	E	S	W
1♦]	1♠]	2♥]	X = TO can be 3♠
			2♠ = Normal
			2nt = 5(6)+♣ GI+
			3♣ = 4+♠ GI+
			3♦ = 4♠ 7/9 HCP

CASE D : Opener's partner gives an negative double

ES.

N	E	S	W
1x]	1y]	X]	?
1x]	2y]	X]	?

The redouble shows a major honor in partner's suit

All new suits at the 1 or 2 level are weak and misfit in partner's suit

From 2nt up is **RUBENSOHL** but with a particularity in the cue-bid **TRANSFER** .

The bid of 1nt can have two meanings : 1) Natural 2) weak misfit and other two suits

CASE E : Opener's partner cue-bids the overcall

In this case we use the inverted double: double = I don't have top honors; pass = I have a major honor

From 2nt up we use Rubensohl asking for the lead in the shown suit. An example to understand better:

N	E	S	W
1♥]	1♠]	2♠]	pass = I have at least a major honor
			X = I don't have a major honor
			2nt = Asks for a ♣ lead (could perhaps have a FIT ♠)

INTERFERENCE IN 4th POSITION

CASE A : Reopening with 1 of a suit

N	E	S	W
1x]	P]	P]	1y
P]	1nt = As in 2 ^a position 9/13 HCP		
	2x = Opening strength with 4+x		
	2w = 5+w NF		

N	E	S	W
1x]	P]	P]	1y
X]	XX = Opening strength with 4+x F1		
	1nt+ = As if opener had passed		

N	E	S	W
1x]	P]	P]	1y
1nt]	X = PD 4+x and opening strength		
	2♣+ = RUBENSOHL ON		

N	E	S	W
1x]	P]	P]	1y
2x]	X = PD		
	2x+ = RUBENSOHL ON		

N	E	S	W
1x]	P]	P]	1y
2w]	X = Opening strength with 4+x		
	2z = 5+z NF		
	2nt+ = RUBENSOHL ON		

CASE B : In the cases of not reopening

We could adopt the same responses in 2^a position

N	E	S	W
1x]	P]	1y]	1z
P]	1nt	= As in 2 ^a position	
]	2x	= 3z GI+	
]	2y	= 4+z GI+	
]	2w	= 5+w NF	
]	2nt+	= RUBENSOHL ON	

N	E	S	W
1x]	P]	1y]	2z
P]	2w	= 5+w NF	
]	2x	= 3+z GI+	
]	2nt+	= RUBENSOHL ON	

N	E	S	W
1x]	P]	1y]	1z = 4+z Normal
]	1nt = 4-4+ in the remaining suits
]	Exception : over 1m] 1♠] 1nt = 5♥-4om
]	2x = 5-5 in the remaining suits
]	2y = 5+y natural
]	2nt = 6-4 in the remaining suits

N	E	S	W
1x]	P]	1nt]	X = TO
]	2x = 5-5 including any unbid majors
]	2y = (5)6+y 10/15 HCP
]	2nt = 5-5 in lowest unbid suits

N	E	S	W
1x]	P]	2x]	X = TO tolerance for the 3 other suits
]	2y = 5+y Normal
]	2nt = Playable in 2 suits , like TO but not playable in 3 suits .
			After 1♠] P] 2♠] 2nt = 5♥-4+m and at least opening strength

RESPONSES TO THE TAKE-OUT DOUBLE

Our TO X guarantees at least 7 cards in the majors over opener's minor while over opener's major shows at least 3 cards in the other major

Therefore the double could be 5-4 minors with 3 cards in the other major and obviously these hands are not that strong.

The scheme is quite simple, though it may look complicated ; Bidding NT is natural , while bidding a suit cheaply is natural and weak. From the cue-bid up is TRANSFER to the next suit including the cue-bid, but this transfer is never an unbalanced GF. The purpose of these conventional responses is in order to TRANSFER to a minor and then , after completing it, a change of suit is an invitational hand .

EX.

N	E	S	W
1♥]	X]	P]	3♣
P]	3♦]	P]	3♠ = 5♦-4♠ invitational

Completing the **TRANSFER** by doubler shows a normal hand, otherwise with a max hand and FIT one super-accepts by bidding natural values; the jumps are **SPLINTER** with FIT if in opponent's suit, otherwise showing a long decent suit with FIT and a good hand.

CASE A : Opener's partner passes

N	E	S	W
1♣]	X]	P]	1♦ = 4+♦ 0/10 HCP
			1♥ = 4+♥ 0/10 HCP
			1♠ = 4+♠ 0/10 HCP
			1nt = 7/10 HCP constructive
			2♣ = 5+♦ 8+ HCP
			2♦ = 5+♥ 8+ HCP
			2♥ = 5+♠ 8+ HCP
			2♠ = Cue-bid TRANSFER GF BAL
			2nt = 11/12 HCP BAL
			3♣ = 5♦-4♥ GF
			3♦ = 5♦-4♠ GF
			3♥ = 5♠-4♥ GF (Smolen)
			3♠ = 5♥-4♠ GF (Smolen)

N	E	S	W
1♦]	X]	P]	1♥ = 4+♥ 0/10 HCP
			1♠ = 4+♠ 0/10 HCP
			1nt = 7/10 HCP
			2♣ = 4+♣ 0/7 HCP
			2♦ = 5+♥ 8+ HCP
			2♥ = 5+♠ 8+ HCP
			2♠ = 5+♣ 8+ HCP
			2nt = 11/12 HCP BAL
			3♣ = Cue-bid TRANSFER GF BAL
			3♦ = 5♣-4♥/♠ GF
			3♥ = 5♠-4♥ GF (Smolen)
			3♠ = 5♥-4♠ GF (Smolen)

N	E	S	W
1♥]	X]	P]	1♠ = 4+♠ 0/10 HCP
			1nt = 6/10 HCP
			2♣ = 4+♣ 0/7 HCP
			2♦ = 4+♦ 0/7 HCP
			2♥ = 5+♠ 8+ HCP
			2♠ = 5+♣ 8+ HCP
			2nt = 11/12 HCP BAL
			3♣ = 5+♦ 8+ HCP
			3♦ = Cue-bid TRANSFER GF BAL
			3♥ = 5♣-4♠ GF
			3♠ = 5♦-4♠ GF

N	E	S	W
1♠]	X]	P]	1nt = 6/10 HCP
			2♣ = 4+♣ 0/7 HCP
			2♦ = 4+♦ 0/7 HCP
			2♥ = 4+♥ 0/7 HCP
			2♠ = 5+♣ 8+ HCP
			2nt = 11/12 HCP BAL
			3♣ = 5+♦ 8+ HCP
			3♦ = 5+♥ 8+ HCP
			3♥ = Cue-bid TRANSFER GF BAL
			3♠ = 5♣-4♥ GF
			3nt = 5♦-4♥ GF (not passable)

CASE B : Opener's partner does not pass

N	E	S	W
1x]	X]	1y]	X = Penalties
			1nt = 8/10 HCP with Stop in x not necessarily a Stop in y
			2w = 5+w competitive
			2x = 4+w-4+z competitive not strong 5/9 HCP about
			2y = 4+w-4+z 10+ HCP
			2nt+ = RUBENSOHL ON

N	E	S	W	
1x]	X]	2y]	X]	= TO
			2w+]	= RUBENSOHL ON

OVERCALLING 1NT

OVERCALLING IN 2^a POSITION

Overcalling 1nt is like our opening 1nt and shows 15/17 HCP and “ generally “ little interest in majors , therefore over opener's major it "tends" to exclude the other major

The continuations are the same as over an opening 1nt

CASE A : Opener's partner passes

N	E	S	W	
1x]	1nt]	P]	2♣+]	= System ON

CASE B : Opener's partner doubles for penalty

N	E	S	W	
1x]	1nt]	X]	?]	= See 1nt penalty double

CASE C : Opener's partner bids a suit

N	E	S	W	
1x]	1nt]	2x]	X]	= TO
			?]	= RUBENSOHL ON

N	E	S	W	
1x]	1nt]	2y]	X]	= PD
			?]	= RUBENSOHL ON

REOPENING

N	E	S	W	
1x]	P]	P]	1nt]	
P/X]	2y]	= 5+y SO		
	2x]	= F1 generally BAL		
	2nt]	= 11/12 HCP GI		
	3y]	= 6y GI		

N	E	S	W	
1x]	P]	P]	1nt]	
2x]	X]	= TO		
	2x+]	= RUBENSOHL ON		

SPECIFIC CASES WHERE WE USE RUBENSOHL AND LEBENSOHL

In general the RULE is: we use Lebensohl when we have shown a weak hand by passing before and we play Rubensohl with unlimited hands.

CASE A :

If opener's partner does not pass over our TO double :

N	E	S	W	
1x]	X]	2x]	X]	= TO
			?]	= As if partner has opened 1nt and they have overcalled 2x . We use RUBENSOHL

N	E	S	W	
1x]	X]	2x]	P]	
P]	X]	P]	?]	= LEBENSOHL

N	E	S	W	
1x]	X]	1y]	X]	= points, not penalty , in general values in the 4° suit
			?]	= As if partner has opened 1nt . We use RUBENSOHL

N E S W
 1x] X] 2y] X = PD
 ?] ? = As if partner has opened 1nt . We use **RUBENSOHL**

N E S W
 1x] X] 3x] X = Points with at least a 4° major
] 3y = Natural Competitiv
] 4w = Natural GF
] 4y = 5+y I am playing it

CASE B :

In case of :

N E S W
 1x] P] 2x] X
 P] ? = Here we use **LEBENSOHL**

Let's see how **LEBENSOHL** works after an opening and a raise in a major suit...

N	E	S	W
1♥]	P]	2♥]	X]
P]	2♠ = Natural weak less than 7(8) HCP	2nt = (7)8/11 HCP ÚÚÚÚÚÚÚÚ] Pass = to play 12/13 HCP
] 3♣ = 4+♣ less than 7(8) HCP] 3♦ = 4+♦ less than 7(8) HCP] 3♥ = GF 4♠ nearly always] 3♠ = 5♠ GF
] 3♦ = 4+♦ less than 7(8) HCP] 3♥ = 4♥ GF] 3♣ = weak ÚÚÚÚÚÚÚÚÚÚ] 3♦ = GF without 4♠ Ú See developments
] 3♥ = GF 4♠ nearly always] 3♠ = 5♠ GF] 3♦ = 4+♦ no ♣ toler.] 3♥ = 4♥ MAX
] 3♠ = 5♠ 8/10 HCP] 3nt = Natural] 3♣ = 4♣ MIN	
] 4♣ = 6+♣ SI		
] 4♦ = 6+♦ SI		

N E S W
 1♥] P] 2♥] X
 P] 2nt] P] 3♦
 P] 3♥ = St? ♥
] 3♠ = 4♠ NST ♥
] 3nt = St ♥
] 4♣ = 5♣-4♦ NST ♥
] 4♦ = 5♦-4♣ NST ♥

NB : Continuations are analogous to 2♥(weak two)] X] P] ?

Lets see how it changes over opening ♠ and raise

N	E	S	W
1♠]	P]	2♠]	X]
P]	2nt = (7)8/11 HCP ÚÚÚÚÚÚÚÚ] Pass = to play	
] 3♣ = 4+♣ less than 7(8) HCP] 3♦ = 4+♦ less than 7(8) HCP] 3♣ = weak ÚÚÚÚÚÚÚÚ] Pass = Tolerance in ♣
] 3♥ = 4+♥ less than 7(8) HCP] 3♥ = 4♥ GF] 3♦ = GF without 4♥] 3♦ = 4♦ no tolerance ♣
] 3♠ = GF 4♥ nearly always] 3♣ = 4♣ GF] 3♥ = 5♥ GF] 3♥ = 4♥ MIN
] 3nt = Natural] 3nt = Natural] 3♠ = 4♠ GF] 3♠ = 4♥ MAX
] 4♥ = 5+♥ Natural] 4♣ = 6+♣ SI] 4♦ = 6+♦ SI	

N E S W
 1♠] P] 2♠] X
 P] 2nt] P] 3♦
 P] 3♥ = 4♥ NST ♠
] 3♠ = St? ♠
] 3nt = St ♠
] 4♣ = 5♣-4♦ NST ♠
] 4♦ = 5♦-4♣ NST ♠

NB : Continuations are analogous to over 2♠(Weak two)] X] P] ?

N	E	S	W
1nt]	2♣]	P]	2nt
P]	3♣ = weak hand ♣-x		
	3♦ = good hand ♣-♦		
	3♥ = good hand ♣-♥		
	3♠ = good hand ♣-♠		

After overcalling 2♦ :

N	E	S	W
1nt]	2♦]	P]	2nt
P]	3♣ = bad hand ♦-♥		
	3♦ = bad hand ♦-♠		
	3♥ = good hand ♦-♥		
	3♠ = good hand ♦-♠		

After overcalling 2♥ :

N	E	S	W
1nt]	2♥]	P]	2nt
P]	3♣ = bad hand 5+♥-4♠		
	3♦ = bad hand 5+♠-4♥		
	3♥ = good hand 5+♥-4♠ possibly 5-5		
	3♠ = good hand 5+♠-4♥		

CHANGES IN COMPETITION

N	E	S	W
1nt]	2x]	X]	P = Tolerance for this suit
			XX = Bid your second suit
			2y = Natural not forcing

N	E	S	W
1nt]	2x]	2y]	P = Natural not forcing
			X = Bid your second suit
			2z = Natural not forcing

CASE B : Weak 1nt opening, which is **MAX** 14 HCP (or less :-)

In these cases the chances of game are real so the bidding , above all in second position is constructive

1nt]	X	= 13+ HCP bal or 16+ HCP unbalanced but not with a one- or two-suited hand with a major
	2♣	= At least 5♥-4♠ or 5♠-4♥ 11+ HCP, in 4 ^a position perhaps only 4♥-4♠
	2♦	= Multi 5+♥ or 5+♠ 11+ HCP
	2♥	= 4+♥-5+minor 11/15 HCP
	2♠	= 4+♠-5+minor 11/15 HCP
	2nt	= 5+♣-5+♦ 11/15 HCP
	3♣	= 6♣ 11/15 HCP
	3♦	= 6♦ 11/15 HCP

DEVELOPMENTS

N	E	S	W
1nt]	2♣]	X]	P = Equal length in the majors
			2♦ = 5+♦ weak and no FIT for a major
			2♥/♠ = Ignoring the double

N	E	S	W
1nt]	2♣]	P]	2♦ = Asks for better major, but with 5-5 bid the SGL
			2♥ = to play (continue only with a reverse)
			2♠ = to play (continue only with a reverse)
			2nt = GI, asking strength

N	E	S	W
1nt]	2♣]	P]	2♦
P]	2M]	P]	2nt = GF with FIT in un major asking for distribution, bid a SGL

N	E	S	W
1nt]	2♦]	P]	? = Responses as over Multi (partner continues only with a reverse)

N	E	S	W
---	---	---	---

1nt] 2♦] P] 2nt
 3♣ = MAX with 5+♥
 3♦ = MAX with 5+♠
 3♥ = MIN 5+♥
 3♠ = MIN 5+♠

N E S W
 1nt] 2M] P] 2nt = F1 asking to describe your hand
] 3♣ = pass or correct
] 3♦ = 6+♦ SO
] 3M = M
] 3OM = 6+OM M

N E S W
 1nt] 2M] P] 2nt
 P] 3♣ = 4M-5+♣ MIN
] 3♦ = 4M-5+♦ MIN
] 3♥ = 4M-5+♣ MAX
] 3♠ = 4M-5+♦ MAX

MODIFICATIONS IN COMPETITION

N E S W
 1nt] X/2x] 2y] X = Penalty
] 2nt = Bid your unknown suit
] 2z = Natural not forcing
] 3z = Natural not forcing

BALANCING

Reopening after 1 of a suit] P] P] ?

N E S W
 1x] P] P] X = (8)9+ HCP with a takeout
] 1nt = (11)12/15(16) HCP ÚÚ Over a minor cannot be 15/16 HCP
] but over a major could be 15/16 HCP
] 1 suit = (7)8/15 HCP with the suit, maybe 4°
] 2 suit (not a jump) = suit, at least 5° quite good (8)9/15 HCP
] 2 suit (jump) = good 6° suit with 11/15 HCP
] 2nt = 19-21
] 3 suit (jump) = good 6° suit with opening strength , looks for 3nt
] 3 suit (double-jump) = good preempt with 7° suit and 9/11 HCP
] cue = constructive Michaels
] cue (jump) = solid one-suiter, asking for stop for 3nt
] 3nt = solid suit, Stop in their suit

N E S W
 1nt] P] P] ?
 Use same system as over opening 1nt in 2^a position

OVERCALLING ILLOGICAL 1NT

Overcalling illogical 1nt always shows at least 9 cards in the 2 other suits with at least (7)8+ HCP

N E S W
 1x] P] 1y] X = Shows 4-4 in the other suits (not guaranteeing opening strength !!!) or
] a strong hand 16+ HCP
] 1nt = Shows 5-4 or 5-5 in the other two suits
] 2y = Shows at least 6-5 or defensive 5-5 with good suits

N		E		S		W
1x]	P]	1y]	X/1nt
P]	2x	=	Asks which suit is longer . Bid with weak hands or strong hands looking for a fit		
]	2y	=	Points with a sure FIT in at least one suit promised by partner		
]	2nt	=	Points with a FIT at least 4° in one of partner's suits , but probably a double- FIT		
]	3x	=	Mixed raise , which is not too strong but with FIT at least 4° in one of partner's suits		
]	2z/w	=	SO		

How does overcaller bid now ?

Over a cue of the lower suit obviously bid your longer suit.

But over the cue of the higher suit bid $\acute{U}\acute{U}$

-] 2nt = 5-5
-] 3z(lower suit) = **MIN**
-] 3w(higher suit) = **MAX**

Over 2nt one bids $\acute{U}\acute{U}\acute{U}\acute{U}$

-] 3x/y = 5-5 and **SGL** in the suit
-] 3z(lower suit) = **MIN** $\acute{U}\acute{U}\acute{U}$
-] 3w(higher suit) = **MAX** $\acute{U}\acute{U}\acute{U}$
-] 3nt = Asks for longer suit
-] 3w = SO
-] 3nt = Asks for longer suit

GHESTEM

GHESTEM is a two-suited overcall made over a NATURAL opening of one of a suit. The style in which we bid this depends on the position, vulnerability, and whether partner has passed or not !

Opposite passed partner and white vs red the bid is generally defensive/obstructive, while vulnerable against not vulnerable it is generally constructive with good suits and 5 losers or less.

Remember that you never promise the suit you bid.

N		E		S		W
1♣]	2♦	=	5+♥-5+♠		
]	2nt	=	5+♥-5+♦		
]	3♣	=	5+♠-5+♦		

N		E		S		W
1♦]	2♦	=	5+♠-5+♣		
]	2nt	=	5+♥-5+♣		
]	3♣	=	5+♠-5+♥		

N		E		S		W
1♥]	2♥	=	5+♠-5+♣		
]	2nt	=	5+♣-5+♦		
]	3♣	=	5+♠-5+♦		

N		E		S		W
1♠]	2♠	=	5+♥-5+♣		
]	2nt	=	5+♣-5+♦		
]	3♣	=	5+♥-5+♦		

RULES :

- 1) Returning to trump is always the weakest bid
- 2) Jumps in a suit shown by partner are always preemptive
- 3) To show GI+ hands one uses the available space, so if one bids the lower suit one shows a FIT in the lower available suit at the 3-level. This is above all for the minor suits .
- 4) 3nt is always natural

EX

N	E	S	W
1♣]	2♦	P	2♥/♠ = SO 2nt = RELAY 3♣ = ♥ fit, GI+ 3♦ = ♠ fit, GI+ 3♥/♠ = M 3nt = to-play

DRURY

DRURY is played when partner opens a Major in third hand, which can be a light opening (9+) and a 4card suit. The responses of two clubs and two diamonds both are invites with three and four trumps respectively.

N	E	S	W
P]	P]	1M]	P
2♣ = 9/11, 3M			
2♦ = 9/11, 4M			
2M = 3/8, 3/4M			

N	E	S	W
P]	P]	1M]	P
2♣]	P]	2♦ = 12+, 5M, ?in what suit do you accept help-suit game try?	
		2M = 9/11, 4/5M, SO	
		2OM = short suit game try	
		2NT = 5-3-3-2 BAL game try	
		3♣/♦ = short suit game try	
		3M = bid game with good trumps	
		4M = to-play	

N	E	S	W
P]	P]	1♥]	P
2♦]	P]	2♥ = 9/11, 4/5♥, SO	
		2♠ = 12+, 5♥, ?in what suit do you accept help-suit game try?	
		2NT = short suit game try in ♠	
		3♣/♦ = short suit game try	
		3♥ = game try in trumps	
		4♥ = to-play	

N	E	S	W
P]	P]	1♠]	P
2♦]	P]	2♥ = short suit game try	
		2♠ = 9/11, 4/5♠, SO	
		2NT = 12+, 5♠, ?in what suit do you accept help-suit game try?	
		3♣/♦ = short suit game try	
		3♠ = trump suit game try	
		4♠ = to-play	

Other bidding changes by a passed hand (this also applies after 4th seat opening): jumps are fit jumps, e.g.

N	E	S	W
P]	P]	1♣]	P
2♥ = 8/11 HCP, 5♥-4♣, NF			

N	E	S	W
P]	P]	1♥]	P
2♠ = 8/11 HCP, 5♠-4♥, NF			
3♣ = 8/11 HCP, 5♣-4♥, NF			

LEADS AND SIGNALS

Leads: 2nd and 4th best

A	AK(+)
K	KQ(), AK
Q	QJ()
J	J10(), HJ10()
10	H109, H10x, 10x, 109
9	109+
Hi-x	xSx(+), HSx, 10Sxx(+)
Lo-x	xS, HxxS(+)

Lead K from AK when:

- partner has bid or raised the suit
- at the 5 or 6 level (partner must show count)
- FROM TRICK 2 ON
- from AK doubleton

Signals: UDCA
 Obvious shift principle
 In trump: suit preference