

Fantoni-Nunes

notes by Daniel Neill

source: - Vugraph Project  
(<http://www.sarantakos.com/bridge/vugraph.html>)  
- BBO myhands  
last updated: 9-20-07

news: 1M-2C-2D/S rearrangement

#### Opening Summary:

1C = 15+ balanced (5D-332 ok), or 14+ value 5+C/4441, F1  
1D = 14+ value 5+D or 444-1C/1S, F1  
1H = 14+ value 5+H (12+ if 4S), F1  
1S = 14+ value 5+S (12+ if 4+H), F1  
1N = 12-14, any 5422 ok except both M's, 6m ok, all 4441's (!)  
2C = 10-13 value, 5C-4other unbalanced, or 6+C (5C-5S has opened 2C before)  
2D = 10-13 value, 5D-4M/4+m unbalanced, or 6+D  
2M = 10-13 value, 5M-4+m unbalanced, or 6+M  
2N = 21-22 bal  
3y/4y = pree  
3N = was solid 7+crd minor nothing on side

Upgrade often.

2/1 GF (2C 3-way), unless if opener has 5-4+ majors.

Third/Fourth Seat - 2-bids are (6)8-12 (mb 5332), 1-bids 13+, 2/1 not GF

X/XX by unlimited hand shows cards while bids all show minimums, even jumps.

#### Responses:

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Opening 1C Responses  
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1D = 4+H, 0-11  
(X) XX = 18+, cards (takeout doubles)  
1H = 4+H 14-17/GF, or 23+ NT - forcing  
(X)  
2m = as normal  
1S = was 3433/2533/2443/1525 max  
2C = was 4423 20  
3C = was 1525 (etc etc)  
2H = was 15 4H bal twice  
4H = to play  
2C = short D: 5+ if sing. or 7+ if doub.  
2D = short C: 5+ if sing. or 7+ if doub.  
2S-3S then cues  
2H = 0-5

1S = was 4135 19, 4144 18  
     2D = was 4432/3442 10  
         2S = was 4135 19 (4S = to play)  
         3D = was 4144 18  
 1N = 15-18(-), denies 4H, may have 4S  
     2C = invit+ relay (if X, Pass = stopper [XX back on path], bid = no stopper)  
         2D = 17-18  
             2N = was GF 3514/4432 (3H = 3crds)  
         2H = 15-16, 3H, may have 4S  
             2S = was 4441 9  
                 2N = was 3343  
         2S = 15-16, 4S, denies 3H  
         2N = 15-16, denies 4S or 3H  
     2D = retransfer (forces 2H)  
         2H = forced (2N/3H = inv, 3N = c.o.g.)  
         2H = 4S-5H, was weak (2S to play even on moysian?)  
 2C = NF, could be 4D-5C  
 2H = 18-20 bal 4H, or unbal C-H about same value  
     3D = short D (3H = neg)  
     4C = splinter or cue  
 2N = 18(+)-20, denies 3H (which may be new), may have 4S  
     3C = GF relay  
         3D = was 3253  
             3S = was 4531  
         3H = was 3334 (3N = was 4432 no slam)  
         3N = 4S-4C (4234/4144)  
     3D = transfer, 5+H  
         3H = forced  
             3N = choice of games  
 1H = 4+S, 0-11  
     (2red) Pass may have 3 spades (don't play support doubles)  
 1S = 4S 14-17/GF, or 23+ NT - forcing  
     2C = was 4162 8  
         2D = was 4S 20 bal  
             3D = was 4162  
     2D = was 4324 10  
     2H = was 4243 8, 4234 7  
         2S = was 4432 15 twice, NF (3S = invit)  
     2S = 0-5  
         2N = GF relay  
             3S = was 5233 4  
 1N = 15-18(-), denies 4S, could be 1444  
     2C = invit relay, even with 4S  
         2D = 17-18, could have 3S or 4H (3N to play)  
         2H = 15-16, 4H  
             2S = NF 5S  
             2N = NF 4S  
             3S = GF, was 5S-5C  
         2S = 15-16, 3S  
     2H = 5+S, any strength, puppet  
         2S = forced  
             3D = 5S-4D GF  
             4S/3N = to play/c.o.g.  
 2C = could have 4red-5C and/or 3S  
     2D = game interest  
         2H = was 1435 17

2N = was 7  
 2H = had 5S-4H 6  
     2S = was 2362 min  
         3C = NF  
 2S = s/o (2N = inv)  
 2N = invit, had 4S  
 2H = was 2326 good 20  
     2S = was 5323 4  
         2N = was 2326 good 20  
             3S = was 5323 4, they got to a 5-2 spade  
 game when 3N cold  
     2S = 18-20 bal 4S, or C-S unbal about same value  
     2N = 18(+)-20 bal or 1444, denies 4S  
         3C = was 5125  
             3H = was 2434 (3N = was 5125)  
     3H = 5+S, any strength (3S = accepts even with 1 crd [3N  
 c.o.g.])  
         3S = 4S-5+m, sing. H (3N = to play)  
 1S = no M, 0-11 (or 5440)  
     (X) - can bid normal 1N/2N if have S stopper  
     1N = 15-18(-)  
         2D = to play, 5+D  
         2H = 7-11, no H stopper (2S = H val not S [2N = min w/ S  
 stop], 3C = to play)  
         2S = 7-11, no S stopper  
         2N = invit.  
         3H = GF, sing. H, 5-4 minors  
         3S = GF, sing. S, 5-4 minors  
 2C = 5C-4other unbal, or 6+C, 15-17  
     2H = no stop H, invit+ (3C = to play)  
     2N = invit  
 2H = 23+ HCP NT  
     2S = relay  
         2N = 23-24(-) bal  
             3D = was 3352 7  
                 3H = had D fit, no S stop (4N =  
 quant)  
                     3N = 24(+)-26 bal, may have 4M (4N = 4-4 minors  
 quant.)  
     2S = was 2245 18  
         2N = was 3253 max  
             3D = was 2245 18 (4D = sets D)  
     2N = 18(+)-20  
     3H = was 2416 3 losers (5C to play)  
 1N = GF balanced, 10+  
     2C = balanced  
         2D = 14+  
             2H = 15-17, 4H (3H = sets H)  
             2S = 15-17, 4S  
             3N = 33(34) 15-17 (4C = 4+C asks fit [4D = yes  
 and cue])  
         2H = 10-13, 4H  
             2S = was 4333 (3D = was 2452)  
             3H = was 3433 16, promises H  
         2N = 10-13, denies a major, was 2335  
 2H = was 2425 minimum  
     2S = relay, was 4324

3C = was 2425 minimum  
 3D = ?  
 3H = was 2425 minimum

2S = was 4S any strength  
 2N = relay  
 3D = was 4342 minimum  
 3N = was 4225 minimum  
 3C = was 2353  
 3D = was 4225 18

2N = 14-16, 5C-4D  
 2C = GF 5+C  
 2D = bal or nat  
 2S = 5+C-4S  
 2N = descriptive, maybe with 3C (4N = quant)  
 3C = was 3127  
 3D = ? had D stop no major stop (3S = had S stop,  
 stiff H, got to clubs)  
 3D = was 2245 twice  
 3S = was 3433 no S stop (4C = had no S stop)  
 4C = sets C  
 2S = was 4225  
 3C = was 2416 (3S = cue for C, or maybe denies red stop)  
 2N = was 2353  
 3C = was 3145  
 3N = was 2353

2D = GF 5+D  
 2N = was 4432/3235  
 3C = was 1255  
 3D = was 4432, then 4C-4D...  
 3D = was 2362  
 3H = was 3235 16 with both M's stopped (3S = asks  
 S stopper?)  
 3H = was 2452  
 3S = was 4432 (3N = was 2452 13)  
 3C = was 2317 min  
 3S = was 4252 no H stopper

2H = GF 5+H  
 2S = was 4135 min, 4126 15, promises 4S  
 3S = sets S (3N = minimum)  
 2N = was 4243/4423 14, 3442 17, 4333 15  
 3C = was 3514 min (3H = agrees H)  
 3D = was 1642 (3S = was 4243, maybe cue for D)  
 3S = was 4621 16 (cues for H)  
 3N = was 3523, to play  
 3D = 5C-4D, any strength (4D = sets D for cues)  
 3H = was 2326 min (cues)

2S = GF 5+S  
 2N = balanced, even with 3S  
 3C = was 5224 (4C sets C)  
 3D = was 7312/5143 ? (3S = had 2S, cues)  
 3H = was 5422  
 3S = 3S (3N = minimum, then cues)  
 3S = 5S-4D 10-13 (4C = cue for S)  
 3C = 5+C unbal  
 3D = was 5242 (4D = had 4D but ended in 6C)  
 3H = was 6430 (4H = 4H)  
 3N = to play

3D = was 0256  
3H = was 1426  
2N = GF 5M-332  
3C = asks which  
3H = was 5332 min, 3532 min  
3S = was 3325, 3244  
3N = was 3532 (4S = quant to 4N? think  
they had a mixup)  
3N = 5H, 13-15  
4D = 5S, 15+ (4S = to play)  
3C = GF 5C-5other  
3D = asks which (3N = D)  
3D = GF 5D-5H, 10-14  
3H = GF 5H-5S  
3S = was 4243 min  
4C = was 5521  
3S = GF 5S-5D

Handling Interference:

(X)

Pass = was 4234 bust, 3(42)d4 6  
XX = 6+  
1H = 4+S, 6-9  
1S = was 2245 6

(1D)

X = 6+ HCP, 0 or 1 majors  
1H = 5+S, may be 6S-4H (jump-accept with 4)  
1S = 5+H  
2D = both majors, 4+ 4+, competitive or better

(1H)

X = 4+S (op's 1S = 3crds NF)  
1S = denies 4+S, could have H stopper, promises enough for game  
opposite 18

1N

2D = weak

2N = was 4333 18

1N = was 3442 7 with good H stops

2D = was GF

2H = 6+S, was weak

2S = GF bal, half or full H stopper (2N = had stopper twice)

(1S)

Pass = 0-5 (later X by opener = takeout or 18+)

X = 4 or 5 H

1N = nat

2C = nat F

2H = was 6H 8 HCP, forcing

2S = was 4342 9 with good S stops, 3343 10 with stop

2N = was 16 bal with stop

(2C [majors])

X = was 3442 7 (does not set up a force, op must cue to do so)

(2H)

X = neg (does not set up force, so 2N NF)

(3C [nat])

3D = nat, GF

(3D)

4D = 5-5 majors

Third/Fourth Seat adjustments:

2/1 invitational

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1D Opening Responses

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1H = 4+H, 0-9

1S = 5+D-4S (forcing?)

2D = to play, was 7

2N = invite

1N = any 18+ unbalanced

2C = 6-9 HCP relay, GF

2N = 18-20, 6-(322)

3H = was 4603 (3S = had 2H)

2D = 0-5, 2+D

2D = 14-17 nat, may have 3H

2H = was 6+H 7

3H = was Qx minimum

2S = was 4513 9 (3H = 3crds, was min)

2H = 4crd raise, 14-17 (3C = was xx AJT97 xx QTxx)

2N = GF relay

3D = had about 8 tricks, 2H

1S = 4+S, 0-9

1N = any 18+ unbalanced

2C = 6-9 relay, GF

2D = was 3262

3C = was 4225 (3H = had Qx H)

2H = nat (2S = had 5224/5332, then nat)

2N = 18-20, 6-(322)

3C = nat, was 1354/1444 (3S = had 5/6S, no H

stopper)

2D = 0-5, 2+D

2C = 4+C 14-17 (2D = pref)

2D = 5+D 14-17, may have 3S and/or 4H

2N/3D = invit

3C = was 5332 9, no C stop, or 5323 9 with Qxx C

3S = 3crd

3S = invit

2N = GF relay

3D = about 8 tricks

1N = no M, 0-9

2C = Gazzilli: 14-17 natural, or any 18+

2D = 6-9 relay

3C = 14-17 nat NF

2N = GF relay

2C = GF, balanced OR clubs OR D raise

2D = was 3262/3154 16

2H = was 1435

3C = was 3154  
     3D = was 1435  
     2N = was 4324  
 2S = was 4252/4144, promises 4S  
     2N = relay  
         3D = 4153 (but was 4144) 14-17  
     4S = to play  
     3D = was 3172 20, think cues now  
 2D = 5+S-4H, 2-6 (NF)  
 2H = GF, 5+H  
     3D = was 3163 16, 2182 15  
         3H = was 2623, promises 6+H  
         4D = sets D  
 2S = GF, 5+S  
     3C = had 1354  
     3D = had 1273  
         3N = to play (4C = cue for D)  
     3S = fit, was 4252 14  
 2N = GF, 5M-332  
     3C = relay, was 1462  
         3H = was 5323  
     4D = sets D, great suit, cues  
 3C = 5C-5H GF  
 3D = ?  
 3H = 5H-5S GF  
 3S = 5S-5C 11-14

Handling Interference:

(X)

XX = 6+  
 2D = weak 3+D

(1H)

X = 4 or 5 S (1S = 3crds)  
 1S = takeout without 4+S  
 2H = 6+S (see X)  
 3D = v. weak, 4+D

(1S)

X = 4 or 5 H  
 2D = 3-7(-) HCP raise  
 2S = had 10 HCP 4D, no S stop

(2C)

3H = was 7crds 5 HCP

(2H)

3D = GF, nat

(3C [C-H])

X = neg

(3D)

X = neg, might not have both majors (4D = strong, scramblish)

Third/Fourth Seat Adjustments:

2/1 = invit

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1H Opening Responses  
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1S = 4+S, 0-9  
    (2C) 2S = was 4531 13  
    (2D) 3D = huge S raise (3S = superneg, 3N = eh, 4y = good)  
    1N = 15-17 balanced  
    2C = Gazzilli - 14-17 natural, or any 18+  
        2D = 6-9 relay  
            2H = 5+H-4+C 14-17  
                2S/games = s/o  
                2N = invit (3C = 5-5 to play)  
            2S = 18+, 3S  
                2N = relay  
                    3C = was 3514  
                    3H = was 3631 (4H to play)  
            3D = was 2542 18, 1543 20 (3H = had 3H)  
            3H = was 1732 21, good H (4H = s/o attempt)  
        2H = 0-5, 2-3H (2N = art, 22+ force [3H = double neg])  
    2D = 5+H-4+D, max 17  
        3C = 4SF  
    2H = 6+H, max 17  
    2S = raise, was 4crds 13 HCP twice  
    2N = 18+, 5-5 or 6+-4  
    3m = 5H-5m, good 16-17, more based on tricks  
    3S = 16-18 value  
1N = no 4M, 0-9  
    2C = Gazzilli - 14-17 natural, or any 18+  
        2D = 6-9 relay  
            2H = 0-5, 2-3H  
            2N = 0-5, 5-5 minors  
    2D = 14-17  
        2S = inv. with 4+D (3D = to play)  
    2H = 14-17  
    2N = 18+, 5-5 or 6+-4  
    3m = 5H-5m, good 16-17, more based on tricks  
2C = 10+ HCP, balanced OR clubs OR H raise  
    2D = 4+D, 14+ (not anymore, cf 2S)  
        2H = 5+C, 3+H  
            2S = minimum (4H = to play)  
                2N = relay (3D = 5-5 [cues for H])  
    2N = balanced, even with H fit  
        3D = 5-4, minimum (3H = sets H)  
        3N = was 2542 min (4H = to play)  
2H = 14+, 1-suiter or H-C  
    2N = GF relay  
        3C = was 1624 14 (3H sets H)  
        3D = was 2533 16 (3H sets H)  
        3H = 6+H, 0-2C, minimum  
        3N = shows 3532 (4H = s/o)  
    3C = was 2245 10  
        3H = was 3712  
    3H = was 1336 twice (3N = was 2533 good 16, 3532 15)  
    4H = no slam  
2S = 4+D, 14+ (new, used to be nat)  
    3D = nat (3S = 4th suit)



2N = any 18+ 5332 (3H = was 3442 11)  
 2D = 10+ HCP, 5+D or 4D-5H  
     2H = was 2632, 1534 min, 3622 21  
         2S = was 4252  
             3D = was 2632 (3H = had doub)  
         2N = was 2254  
             3C = was 1534 min  
                 3D = relay  
                     3S = was 1534  
         3C = was 3154 (3D = was 3622)  
 2S = was 4612 11, 4522 17  
     2N = relay  
         3H = was 4612 (4C = cue for H)  
         3H = was 2542, cues  
 2H = 2(+)-7(-) raise  
     2S = relay, was 4522 18 (3N = max 3(433))  
     2N = some sort of invite, was 2542 19  
         4H = was 4423 4  
     3C = long suit game try (1525 17)  
 2S = 10+, 5+S  
     2N = was 2533/2542  
         3D = was 6133 (3S = had xx S but good controls)  
         3H = 4C, 10-12 (3N = may have 2S [cue = 6-4 12])  
 3C = was 2524  
     3D = was 5342  
         3N = was 2524  
 3D = was 1552/2641  
     3S = was 7015 great S, huge hand  
         4S = stiff S, to play (cues)  
     3N = even had 6S but good club stops  
 3H = was 1633, promises 6+H  
 3S = 3-4crd, unbal  
     3N = minimum, artif., cues or s/o  
     4m = max, cue  
 2N = 5-9 3-4crd raise, or 8-11 with sing.  
     3C = asks which  
         3D = was 2353 max but stopped in 3H anyways  
     3D = 14-16, was 4522 14 / 2524 15 / 3523 15 (3H = declines  
 invite)  
     4H = was 2524 16, 0526 11  
 3C = 5-5 GF (which suits?)  
 3D = 5-5 GF (which suits?)  
 3H = v. weak, distributional  
 3N = was 3460 9  
 4C = 2-3 ctrls, void in D, raise

Handling Interference:

(X)

XX = 6+  
 2C = to play  
 3H = was v. weak 3541

(1S)

2D = was GF, promises another bid at least (2H = was 6H 18)  
 2S = limit 4-crd raise  
 2N = was lim+ 3-crd raise (3H = was minimum)  
 3N = GF 4-crd raise

(2C)

2H = about 4-7 HCP

(2D)

2N = was 3-crd 9 HCP raise

3D = was 4-crd 8 HCP raise

(2H)

3N = raise to 4H with cards, 4+H

(2S)

3N = raise to 4H with cards, was 4H with 8, 13

Third/Fourth Seat adjustments:

2/1 = invit

2C = 5+C, may have 3H

2S = 4+D (3H = nat inv)

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1S Opening Responses

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1N = 0-9 no 4S

2C = Gazzilli: 14-17 natural OR any 18+

2D = 6-9 relay

2H = 18+, 3+H

2S = was 2434/2335

2N = was 5332

3C = was 2335, no D

stopper

3H = was 5431

3S = was 6331 (cues for S)

3H = 5+H, max (3N = min. no S cue)

3C = 18+, 5+S-4+C, 0-2H

3D = 18+, 5+S-4+D, 0-2H (4C = cue for D)

3S = was 8crds, 9 tricks

2H = 0-5, 5H

2N = strong invite, 20+, NF

2N = 0-5, 5-5 minors (3S NF)

3C = 0-5, long C

2D = 4+D, max 17

2H = to play

2S = s/o (3D = 5-5 max)

3H = invit, 6+H

2H = 4+H, max 17, could be 6S-4H

2S = to play

3C = to play

3H = invit (3S = 6-4)

4C = was 0544 8 with club cue

2N = 18+, 5-5 or 6+-4

3C = relay (3S = 5S-5D)

3C/D/H = 5S-5y, good 16-17, more based on tricks

3S = was 7222 5 losers

2C = 10+ HCP, balanced OR clubs or S raise (even BPH)

2D = 4+H, 11+ HCP (new)

2N = GF, was 2245

3S = 5+S-5+H, was 6511 13 (3N = to play)

2H = ? (used to be nat, no longer)  
 2S = was 6124/6214/5125 min  
     2N = relay, says nothing about S  
         3C = was 6134/6214 min (3S = sets S)  
         3C = was 1336 (4C was 5125 min)  
 2N = 17+, usually 5332  
     3S = was 3415 slammish (cues)  
 3C = was 5125 17, 5125 15, 6124 18  
     3D = relay  
         3H = was 5125  
         3S = was 6124 18 (4C = sets C)  
         3S = sets S, was just GF bal (3N = was min 5125)  
 2D = 10+ HCP, 5+D  
     2H = 4+H, 11+  
         2N = relay, any shape (GAR)  
             3C = 5-4, 15+ (3D = relay [3N = 5422])  
             3D = was 5413 12 (probably 5-4 unbal)  
             3N = 5422 11-14  
         3D = was 2272  
     2S = was 6124/6313/5224 minimum (4S = minimum)  
         3C = was 0355  
         3S = was 6313  
         4C = splinter for S  
     3C = was 5215 14  
         3D = was 2182 (3N = to play)  
 2H = GF, 10+ HCP, 5+H  
     2S = was 8122  
         3C = was 0535 slammish (3S = was 8122 [ 3N = to play])  
     2N = 3+H (incl. 5332 18), cf 3H  
         3C = rel (4C = shows 53[32] 18+, cue)  
     3D = was 5152/5251 (4S = bad for slam)  
     3H = was 5422 min/5323 17/6412 min, cues for H (3N = min)  
     4H = was 5422 13  
 2S = 2(+)-7(-) raise  
     2N = relay  
         3C = was 3244 6  
         3S = min  
         3N = 3(433) not min  
 2N = raise, 5-9 3-4crd or 8-11 with sing.  
     3C = relay  
         3D = 7-9, 3S  
             3H-3N-cues  
         3H = 7-9, 4+S (4C = was serious cue)  
     3D = 14-16 (3S/4S = to play, 3N = 4S 7-9)  
     3H = was 5422 min (4S = to play)  
     3N = was 5233 16, all side suits stopped  
 3C = 5-5 GF (which suits?)  
 3D = 5D-5H GF  
     3H = relay (was 6340!)  
         3S = short S (was 0553), not sure how suit is set  
 3H = ?  
 3N = was 5332 10

Handling Interference:

(X)

XX = 6+

2S = was 3433 6, alerted  
2N = was 4342 6

(2C)

3N = GF 4crd raise

(2D)

2N = was 4S 7 HCP

(2H)

2N = was 4S 7 HCP  
3S = weak

(2N [minors])

4S = mb 7 HCP 5crd

(3C)

4C = non-pree. raise to 4S

Third/Fourth Seat adjustments:

2/1 = invit

\*\*\*\*\*

1N Opening Responses

\*\*\*\*\*

2C = Stayman

(X)

Pass = C stopper (re redoubles and continue normal)

XX = to play (re 2D is garbage)

bids = normal but no C stopper

(2S)

re's X = was penalty

2D = no M

2H = relay to 2S, could be 5+S-4+H weak, or GF 3415 et

al

2S = forced

Pass = 5+S-4+H weak

2N = was 1354 minimum GF

3C = was 2335 with Ax S

3H = was 1354

2S = relay, was 17+ bal

3C = was 3352

3D = ? at some pt D was set

3S = was 3244 max (4D sets D)

2N = invite, might not have 4M

3C = was 2425 GF (4C = big fit)

3D = was 2461 GF (3H = was 3235 no S stopper and pd bid

5D with xx S)

3H = 5+H GF, 1-suiter

3S = had H fit, cues

3N = no fit (4C = auto-cue for H)

3S = was 5422/5404/7114 GF

4C = was 2344, ended in S

3N = to play

4S = to play, 6S-4+H

2H = 4+H

2S = relay, asks strength/shape  
     2N = min, not 4S, NF  
         3C = relay  
             3H = was 3532  
             3N = was 3424  
             4H = to play  
             3C = max, was 3424  
             3D = max, was 3442/2443/1444  
                 3H = sets H, cues  
             3H = max, 5H (4C cue for H)  
             3S = min, 4-4 majors (4C = sets H)  
             3N = max, 4-4 majors (4C was 2245 slammish)  
 3C = was 3235 18  
     3D = was 2542 (4N = quant)  
 3S = was 6+S balanced slammish  
 2S = 4+S  
     (3C) 3S = pree  
     2N = invit (3S = max, 5S)  
     3C = GF relay  
         3D = was 4252, denies 5S  
         3H = 4333 (4m = sets m)  
         3S = was 5332 (4C = sets C)  
         3N = was 4225 12  
     3D = was 2461 11  
     3H = was 6+H slammish  
         3s = 5S (4C = cue)  
     4D = was great splinter for S  
 2D = transfer, 5+H, or 5M GF, or 4H-5+m invite  
     (X)  
         Pass = 2H (XX = retransfer)  
         2H = 3-4H, or maybe Ax  
 2H = accepts transfer  
     Pass (any)... X = takeout  
     2S = transfer to 2N  
         2N = forced  
             3C = 5M-3oM-1D-4C, GF (3D = relay [3S =  
 5S])  
             3D = 5M-3oM-4D-1C, GF  
                 3H = relay (3S = 5S)  
                 4S = to play, 5S  
             3H = was 5422 GF, promises 5S  
             4S = had 4S  
     2N = invite  
     3m = 4H-5+m invite  
     3H = invite (had 4S but so did op and they weren't  
 mentioned)  
     3S = was 5521 13-17 HCP (4D = sets S?, 4S = s/o)  
     3N = c.o.g.  
     4C = was 0535 14 (4D = cue, had C fit)  
     2S = 4-5H, short C (4D = retransfer)  
     3C = was 2452 (Ax clubs) avg, soft 14 KJxx C (3D = retransfer)  
 2H = 5+S transfer (could be 4S-5+other invite)  
     (X)  
         Pass = had 2S-3H  
         2S = 3S or maybe Ax  
 2S = accepts transfer  
     2N = 5S invite (3D = declines, was 2452)

3m = 4S-5+m invite  
 3H = 4S-5+H invite  
 3N = c.o.g.  
 4H = 5S-5H no slam  
 2N/3m = working doubleton next higher suit, 4S (3H retransfer)  
 3S = was 5233 sub-minimum, 4342 max with xx clubs  
 2S = transfer, many possible hands, incl. 5-5 minors GF  
 2N = transfer: signoff minor, or 5-5 invite  
 3C = forced  
     Pass = C s/o  
     3D = v. light invite, 6+D (4S = cue with bid D fit)  
 3C = asks 5-crd major or 5422  
     (X) Pass = C stopper (XX continues), bids = normal without C stopper  
     3D = denies 5m-4M  
         3H = 3H, may have 3S  
             3S = 5S  
             3N = no 5M  
             4C = cue with 5H  
         3S = 3S, denies 3H  
             3N/4S = to play  
     3H = 5C-4M  
     3S = was 2452  
 3M = 0-1 oM, 5-4 minors, GF  
 4m = South African Transfer to 4M

#### Handling Interference

(X direct)  
 [runouts may be natural opposite a 1N overcall: (1D)-1N-(X)-2C = nat]  
 Pass = forcing, may be weak no 5crd suit, or any 8+ (these bid later)

(2C)

Pass

X = takeout, 8+

Pass = any 4333

XX = any 44 or 54, later XX by either side SOS

Pass = 8+

2C = weak C+higher, or any 4333 (2D = p/c)

2D = weak D+higher

2H = 4+S 4+H weak

2y = 5-crd suit

XX/2C/D/H = transfer to 5+crd suit, may be 2-suited, usually signoff (may superaccept)

(X balancing)

Pass

XX = scrambling

2H = judged to bid NV with 2524/2542

2S = judged to bid NV with 5233

(2C = artif)

X = values

(2C = majors)

2H = clubs, lim+

(2D = H)  
x = values but not F  
3H = 5+S GF, no H stopper

(2D = multi)  
3D = nat, F

(2y balancing)  
P  
X = takeout, passable

(3D)  
4D = 5-5 majors

\*\*\*\*\*  
2C Opening Responses  
\*\*\*\*\*

2D = invit+ relay, but could be 4441 gambling on better fit  
2H = 3-4H  
2S = 5+S GF  
2N = was 1435  
3D = was 1345/1444 max (3N/4S = s/o)  
3H = 1435 (4C = sets C)  
2N = was 2443 11, 5440 14, 3433 17  
3C = was 3316/2317 minimum  
3D = relay  
3S = was 2317  
3N = was 3316  
3D = was 1345  
3C = NF, had 4S  
2S = 3-4S, could be 4405/3145/4135  
2N = relay  
3C = 6+C  
3H = was 4315 min twice, 4315 max, or 4405,  
promises 4S and 3H (4M = to play)  
3C = NF  
3S = was 6331 GF  
3N = was 3145  
3C = was 2236 min  
2H = nat NF constructive  
(2S) Pass could be 6 nice clubs unbalanced with doubleton spade,  
but was bare minimum  
2S = was 4135 min (3C = s/o)  
2N = was 3136 max (3D = to play)  
3C = to play, was 3136 min  
4H = was 0445 min  
2S = nat NF constructive  
2N = was 2326 with solid clubs  
3H = nat, was 11  
3S = courtesy  
2N = 5+S-4+H invit  
3C = pree, 3+C  
3D/H/S = 7+ crds invit  
4C = pree I guess but vul was quite chunky

4H = to play

Handling Interference:

(X)

XX = was 7222 10, 5233 10  
2H = was 6H 10, NF  
3C = pree  
4C = was good pree vul

(2D)

X = neg, at least one major usually, not nec. invit

(2H)

X = neg  
2S = F

(2S)

X = neg

\*\*\*\*\*

2D Opening Responses

\*\*\*\*\*

2H = relay, if minimum then 4+H

(2S)

Pass = could have 6D min  
3C = nat, was minimum  
3H = nat, was avg 5D-4H but conc.

2S = was 3154 min twice, 3055 11, 4153 13 twice, 2164 12, denies

3H

(X) 4H = to play  
2N = was GF bal thrice, even with 5H  
3C = was 3154 min, 3055 11, has promised clubs

now

3D = relay

3s = was 3055 11

3D = to play

3H = was 4153 13

2N = 6322, or 5+D-4+S-2+H

3C = relay

3S = was 4270 (4S = to play)

3N = was 2263 13

3D = was 3415 12, likely NF

3S = was 4261 11 with AKxx S

3H = was 2614 good 9 (3N = was 3262 no C stopper)

3C = was 0364/1354/2155 min, denies 4M (3D NF)

3D = 6+D, short S or C (2-3H)

3H = was 3451 good 10

3S = 1453 any strength (4D = sets D)

4H = was 4441 max

2S = invit, 4+S

2N = denies 3S, was 2362/2173

3D = NF

3H = was 5413 GF (3S = had Ax)

3D = NF, was minimum 1561, medium 2263

(3H)

X = max, says nothing about majors



2N = transfer, clubs, or 5M F, or 5H-5S F  
 3C = forced  
     Pass = clubs s/o  
     3D = asks for 3crd major, could be 5S-5H, 4S-5H or bal  
 slammish  
     3H = had good H fit (cues)  
     3S = was 3163/3154 (3N to play)  
     3S = 5S, F  
     3D = was 2263 min  
     3H = 5H F (4H = was Ax)  
 3C = 5+S-4H (or 6+-5+), invit  
 3D = 5H-5S invit  
 3M = invit, 6+ crds  
 4D = pree  
 4M = to play

Handling Interference:

(X)

XX = strong  
     (2S)  
         X = max or good shape  
         3D = min, 6+D  
 3D = pree, 3+D

(2H)

X = neg but does not promise 4S

(2S)

2N = had QT9 Qxx AQxx xxx, does not set up forcing pass

(3D)

X = cards, not lead-direct

(4S)

X = negative/optional

\*\*\*\*\*

2H Opening Responses

\*\*\*\*\*

2S = invit+ relay (or psyche), asks for a minor

2N = 6+H, denies 4D

3C = relay

3D = 6(322)

3H = 3631 (4C = sets H, 4D = sets D)

3S = was 3334 slammish with cue

3N = had S cue, min

4C = void C, cues

3H = to play (but was psyche)

3D = 4+D, says nothing about H length

3H = GF relay

3S = was 3541 max

3N = was 1543 min

games = to play

2N = 5+S, invit+

3D = was 1543 min

3H = was 2524 min

3C = nat, F1  
3D = nat, F1  
3H = pree  
3S = GF, good suit  
4M = to play

Handling Interference:

(2S)

3S = was GF raise, 5H  
3N = was 1534 10  
over reopening X, 2N = scramble

\*\*\*\*\*  
2S Opening Responses  
\*\*\*\*\*

2N = asks for minor, or invit+ relay  
3C = 4+C, may have 6S  
3D = was 2452/3451/1462 GF  
3S = was 5314 min (cues for S)  
3N = to play, had stiff Ace H and D fit  
4C = promises 6S, was 6304  
3N = to play but enough S tolerance for op to go back  
with unbalanced 6S  
3D = 5+S-4+D  
3H = relay  
3N = 5143 exactly  
3H = was 5152 min  
3S = was 6322/6133 nice, 6232 crap (cues for S)  
3N = was 6313 max  
3C = 5+H, invit+  
3D = was 5251 min  
3H = was 6133 11, NF  
3N = H fit, was 6331 min  
3D = nat, F1  
3H = 6+C, F1  
3S = pree  
4C = was 5404 13

Handling Interference:

(x)

XX = 10+, 2-3S (will compete with 3S)

(3D)

3S = pree, was 3334

\*\*\*\*\*  
2N Opening Responses  
\*\*\*\*\*

3C = Puppet Stayman  
3D = at least one major  
3H = 4S  
3S = S fit, cues  
3S = 4H  
3N = nope

4D = 4D  
4N = renope (5N = invit)

3S = 5S  
3N = no M

3D = transfer  
3H = think denies 3H, but had 3H once  
3S = was 4531 (4C sets H)  
3N = c.o.g.  
4C = was 0544 slammish (4H = ? had no fit for anything)

3S = cue with 3+H (3N turbo, 4D retransfer)  
3N = 3H but suggests 3NT (4D retransfer)

3H = transfer  
3S = 2S  
3N = 3S (4H retransfer)  
4C = was good hand 4S (4H retransfer)

3S = 5+S-4+H GF  
4m = South African Transfer to 4M  
4S = quant, was 2263 (4N to play)  
4N = quant

\*\*\*\*\*  
DEFENSIVE BIDDING  
\*\*\*\*\*

Two-suited overcall minimum strength varies by vul, from good 6 fav to good 10 unfav.

(1C)

1D = nat  
(1H) X = had 5S strong hand  
NS = NF

1H = nat (usu. denies 4S)  
NS = NF  
2C = general force, need not have fit, incl. 3-crd lim

raise (2H = min)  
2N = was 8-9 4-crd raise  
3D = about 5-7 4-crd raise

1S = nat (usu. denies 4H unless v. minimum)  
(X) 3C = 4S good raise  
2C = general force, need not have fit, incl. 3crd limit

raise (2D = nat, 2S = min)  
NS = NF  
2N = lim 4+crd raise  
3D = mixed 4-crd raise

1N = 15-18  
2C = 5-4 or 6-4 majors  
(X) XX = asks which longer, P = had 6 clubs [2D = frag]  
2D = relay

2D = 5+H-5+S  
2M = weak  
2N = 5D-5H  
3C = 5D-5S intermediate or better

3D = 5D-5S min

(1D)

1H = nat  
(X)  
2N = 4+crd limit  
3C = mixed raise  
NS = NF  
2D = was GF 4crd raise  
2N jump in comp = 4H limit+  
3C = mixed raise  
1S = nat  
NS = NF  
3C = mixed raise  
3D = was GF 5-crd raise  
1N = 15-18  
2C = nat (NS = NF)  
2D = 5H-5S  
2M = weak  
2N = 5C-5H (3D = game interest)  
3C = 5C-5S min or intermediate  
3D = 5C-5S max  
3S = weak

(1H)

1S = nat  
NS = NF  
2N jump = 4S limit+  
1N = 15-18  
2C = nat (2D = 5+S, 2H = 5+D, 2S = 4S, 3H = asks stop, 3S = FSJ)  
2D = nat (2H = 5+S, 2S = 4S, 3H = asks stop, 3S = FSJ)  
2H = 5S-5C (XX = some limit+, had nice club raise)  
2S = weak  
2N = 5C-5D  
3C = 5D-5S  
3D = ?

(1S)

1N = 15-18  
2C = nat (2D = 5+H, 2H = 4H, 2S = 5+D, 3H = FSJ, 3S = asks stop)  
2H = nat (2S = was 4-crd 8 HCP raise, 3N = good 4-crd raise)  
2S = 5H-5C (2N = invit+ [4D = was strong 3505])  
2N = 5H-5D  
3C = 5C-5D min or intermediate  
3D = 5C-5D max, F1

(1N [strong])

X = 5m-4M (2C = p/c, 2D = asks major, 2M = to play)  
2C = 4+H-4+S (2D = asks pref, 2M = to play)  
2D = 6+M, or strong 5+M-4+m  
2H = p/c (2N = 5+S-4+m strong, 3m = 5+H-4+m strong)  
2S = p/c, invit+ for H (2N = 6+S strong, 3m = 5+S-4+m strong, 3H = H min, 4H = H max)  
2N = invit+ ask (3C = H, 3D = S)  
3H = p/c, length both majors  
2M = 5+M-4+m (2N asks m)  
2N = 5-5 minors (3m = to play, 3M = stop for NT or cue for a m)

(1N [weak])  
as above but  
X = equal or better (hopefully mostly better)  
2H = run, was 4432 weak  
  
and  
double of Stayman shows good hand, not lead-direct

(1C [strong artif])  
X/1D/1N = C/RA/SH

(2C [strong artif])  
X/2D/2N = C/RA/SH

(2D [weak])  
X = t/o

(2D [multi])  
2N = nat (transfers)  
3D = nat (3S = nat)

(2H [5H+5other weak])  
Pass  
(2S [p/c])  
X = general values (later X's takeout)

(3C)  
4C = 5-5 D + major

Balancing  
(1y) 1N = (11)12-15, mb no stopper (2C after 1C op = cue baron-  
like)  
X = 8-11 nebulous, or 15+ any

OBAR  
(1H)-(2H)  
X = t/o (over 3C, 3D = D-S not strong, 3S = strong)  
2N/3C/3D = 6+C/D/S  
3H = Michaels  
4C = 5-5 minors NF  
4D = 5-5 minors GF

(1S)-(2S)  
as over (1H)-(2H)

\*\*\*\*\*  
\*\*\*\*\*