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OFFENSIVE BIDDING SUMMARY

TABLE OF OPENING BIDS

1C 15-20 HCP if balanced; 12+ HCP with 4=4=1=4; 11+ with 5+C; NF; maximum strength is quite high, anything less than 2C opening. Open 1C with all hands containing 3/3 in the minors. Open 1C with 3 only with 4M333 and 15-20 HCP (else open 1NT with 11+-14 or 2NT with 21-22 or 2C with 24+).

1D 15-20 HCP if balanced, 12+ with 4=1=4=4; 13+ with 1=4=4=4 or 4=4=4=1; 11+ with 5+D; NF, maximum strength is quite high, anything less than 2C opening. Open 1D with 4/4 in the minors and with most moderate hands with 4D/5C. Open 1D with 3 only with 4=4=3=2 and 15-20 HCP (else open 1NT with 11+-14 or 2NT with 21-22 or 2C with 24+)

1H 9-23 HCP; usually not 12-13 if balanced (open 1NT); open with 9/10 only with 4 controls, excellent distribution and texture. Open very strong hands with 1H only when anticipating problems describing various 5431 shapes, for example. Pass terrible balanced 12-counts. 5+H in 1st and 2nd position; open 4-card H suits of any quality frequently in third seat if 12-13 or sub-minimum but in most of these cases possession of 3S is recommended, to permit a comfortable pass of a 1S response. Open 1H with four only if prepared to pass 1NT or decline a game invitation. 1NT rebid suggests 15-17 HCP; respond 1S freely to 1H (even with bad four-card suit).

1S 9-23 HCP; usually not 12-13 if balanced (open 1NT); open with 9/10 only with 4 controls, excellent distribution and texture. Open very strong hands with 1S only when anticipating problems describing various 5431 shapes, for example. Pass terrible balanced 12-counts. 5+S in 1st and 2nd position; open 4-card S suits of any quality frequently in third seat if 12-13 or sub-minimum, intending to pass any non-forcing response.

1NT 11+-14 HCP, includes 5M332, 2=4=5=2, 2=4=2=5, some 2=2=4=5 and even 2=2=5=4 hands; 6-card minor acceptable if hand is otherwise not worth opening (or in 3rd seat); usually 3+ controls, pass poor 12-counts and terrible 13's vulnerable. Open some 1=4=4=4 and 1=4=3=5 hands with singleton S honors and perhaps certain hands with singleton H honors and less than four spades.

NOTE: Assume at least 3 controls (A=2, K=1) for all opening one-bids (1st and 2nd position).

2C Strong artificial, 23+ HCP if balanced, game force with lots of defense otherwise (rebid in notrump family with 5M332, canape types, or with 4441, stiff honors types too strong for a one-bid). If opener does NOT rebid 2NT the partnership is forced to game; thus suit-oriented 2C openings are very strong. Responses are a combination of controls (2D/2H/2S) and suits of quality (2NT and higher). The sequence 2C-2D; 2H is either natural or the first move on a balanced game force.

2D Weak two-bid, chunky 6-card suit expected 1st and 2nd and 4th position but at favorable vulnerability a good 5-card suit is acceptable. Nominal range is about 6-11 HCP, maximum HCP hands containing soft values; much more flexible in 3rd position.

2M Weak two-bid, chunky 6-card suit expected 1st and 2nd and 4th position but at favorable vulnerability a good 5-card suit is acceptable. Nominal range is about 5-11 HCP, maximum HCP hands containing soft values; much more flexible in 3rd position.

3x Sound preempts (good suits) in 2nd and 4th position or when vulnerable or when neither side vulnerable. No side ace or king expected. At favorable vulnerability in 1st position, a three-bid may be based on a truly pathetic six- or seven-card suit and will never be better than KJ109xxx (which is theoretically too strong).

3NT Solid 7/8 card major, about 8/8.5 tricks tricks, at most one king or two queens outside.

4m/5m Classical preempts; no side ace or king expected.

4M Classical, based on vulnerability; at most one side king; not a high-card hand. Third seat 4M may be tactical, but if made with unexpected strength, must double later to show it.

5M Raise to six with the ace or king, to seven with both.

6x Raise to seven with the ace or king of trumps.

4NT Blackwood, for aces.

5NT Solid minor two-suiter missing ace or king in one of the suits. Responder places contract.

6NT Solid minor two-suiter. Responder chooses between 7C and 7D (or 7NT).

7x You'll know it when you see it.

GENERAL APPROACH

Modified Kaplan-Sheinwold; weak (11+ to 14 HCP) notrump (including 4H5m, 3S5H(32), some 1444's and 1435's with stiff honors; some 6-card minors).

5-card majors; strong 2/1 responses and 1NT semi-forcing after major (M) openings.

1D-2C FG unless responder rebids 2NT/3C/3D after 2D/2H rebid by opener.

Fairly sound opening bids first and second position and in third position if opening is in a minor (m). Exceptions may be made with distributional one-suited hands featuring hearts or clubs.

Respond very light. Responder bids aggressively; Opener is conservative. "Courtesy" raises essential.

Picture style in constructive auctions.

Light preempts first and third seat at favorable; sound preempts unfavorable or equal vulnerability.

Psychic openings not frequent (and not mandatory) with virtual yarborough (at most a jack) first and third position, favorable. 1M-2m; 5m is a psyche.

Many fit-showing bids, artificial and/or forcing 2NT bids.

Fourth suit by UPH in other situations and responder's reverse are forcing to game, and opener needn't jump to show extra values (a jump to 3NT in such a situation classically shows 5431, two stoppers in fourth suit, extra values). Responder's "fourth suit" as PH is F1, as is a reverse.

Most of responder's secondary jumps (preference, raise, rebids, 2NT) are nonforcing.

Opener's simple two-level new suit rebid may be stronger than in "standard" systems (a jump shift rebid by opener has a higher minimum).

Tend to be full value with "dangerous" patterns (3451, 3415, 1444, 1435, 1345, 3145).

After one partner "shows" a six-card suit, 2NT is forcing. Each partner tends to be (at least) mildly aggressive when the other shows a six-card suit (therefore, we do not strain to jump with dubious suit and a bit extra).

Re-evaluate aggressively after being raised.

Promote extra trump length aggressively in game-try situations (i.e. most single raises with four-card support (e.g. 1M-2M) need a good excuse NOT to accept or cooperate with a game try.

MINOR-SUIT OPENINGS

STYLE

(1) "Five-card Majors" works best with the weak notrump and a strong two-over-one-of-a-major style. In this method, opener will have a three-card minor only when he has a good hand (at least a 15+ HCP notrump type).

(2) If you choose to play the weak notrump, it is better not to open a four-card major on a good hand, since you will not know what to do when your partner raises your major or responds 1NT. The big advantage in the weak notrump occurs when you DON'T open one of them. Suit openings and rebids have better definition. You are better placed in competitive auctions. The weak notrump is worst for accurate part-score bidding, but that is true of THEIRS as well as yours. The penalty factor also works both ways.

(3) Your initial choices (weak vs strong; four vs five, etc) will affect your entire structure somewhere down the line. Be sure that you are familiar with the ramifications of your choices at the outset.

Open 1D with 4D4C and with most 4D5C hands. Open 1C with all three-three's.

Open with a one-bid (and not 2C) on virtually all (semi) three-suiters.

Open slightly lighter with 6+ clubs (avoid Drury problems later) or with 4S/5C or with 4S/5D (easy rebid). Do not stretch to open 1D with length in both minors as responder will be stretching to bid game with 5S/4+H and a solid 11-count.

However, try to open with full values with "dangerous" patterns: i.e.

With 3=4=5=1 and 3=4=1=5 a response of 1S forces you to raise with three trumps (four expected) or do something even worse, i.e. rebid 2m on five (six expected).

With 1=4=4=4, 1=4=3=5 or 1=3=4=5, a 1S response to 1C (or 1D) forces you to rebid 1NT with a singleton spade (barely acceptable if you have 15-18) but 2C otherwise, overstating your diamond or club or combined minor-suit length.

With 3=1=4=5 open 1D to prepare a rebid in clubs, even with mediocre diamonds and fairly strong clubs. As you may receive unwanted preference to diamonds on occasion, it's better to have a sound hand with this shape. With great clubs and weak diamonds, open 1C and rebid 1S (with three cards) over 1D or 1H, raise a 1S response to 2S, or rebid 2C, feigning 6+ cards.

Always consider an off-shape 1NT opening as an alternative with dangerous patterns and 12+-14 HCP

Respond very light to minor-suit openings, particularly with a modest fit for the minor or with 5+M

Opener rebids fairly conservatively. Responder rebids aggressively with a fit, quite conservatively otherwise. However, responder virtually never passes opener's rebid with a fit and stretches to find a second bid unless he could have passed the opening bid playing standard methods.

RESPONSES TO 1C

- 1D May be SHORT if no four-card major and hand is unsuitable for any club raise and willing/prefer to play 1NT (or higher) from opener's side. If responder has a four-card major he also has at least five diamonds and at least 8/9 HCP, or at least six diamonds and a hand weak enough to give up on the major opposite a balanced strong notrump.
- 1H 4+ hearts. Responder shows major as first priority UNLESS strong enough to force to game, or after 1C opening, strong enough to issue natural 5+D/4H invitation, or weak enough to play a diamond partial after opener's 1NT rebid without worrying about game with a potential four-four heart fit. Respond 1H with four-four majors UNLESS very weak and intending: 1C-1S; 1NT-2H signoff sequence (rare).
- 1S 4+S. Responder shows major as first priority UNLESS strong enough to force to game, or after 1C opening, strong enough to issue natural 5+D/4S invitation, or weak enough to play a diamond partial after opener's 1NT rebid without worrying about game with a potential four-four spade fit. Responder may have four spades and four hearts only if very weak and intending: 1C-1S; 1NT-2H signoff sequence (rare). Responder will NOT have as many as four hearts otherwise unless he has BOTH at least five spades AND at least game-forcing strength. This is because of the REVERSE FLANNERY responses to minor-suit openings for limited hands with at least five spades and at least four hearts. See below: 2D/2H/2S responses.
- 1NT 8-10 HCP, no four-card major, unsuitable for raise to 2C (F1) or 3C (PRE).
Typically 3=3=4=3 with lead value (else 1D) or 3=3=3=4 or (3-2)=4=4.
Responder's first thought should be: "do I want to be declarer in a notrump contract if partner has a balanced hand with 15-20 HCP?" If the answer is "no" or "probably not," respond 1D instead.
- 2C At least four clubs, no worse than a limit raise to 3C. Forcing to at least 3C.
Forcing to game opposite 15+ HCP. No four-card major. Prefer 2C rather than 1D when the auction should be satisfactory opposite EITHER a balanced 15+ HCP OR a relatively unbalanced hand (4=2=2=5 is the *least* unbalanced minimum) with a club suit.
- 2D* Artificial. At least five spades, at least four hearts, no game opposite a normal strong notrump (typically 5/4, 5/5, 6/5. With 6/4 use judgment between 2D and 1S (intending 2S next). 2D is defined as "weak." Compare with the "scramble" sequence: 1NT-2C; 2D-2H, which would be directly analogous.
- 2H* Artificial. At least five spades, at least four hearts, game worth bidding opposite a normal strong notrump with a decent fit. 2H is defined as "invitational strength," i.e. stronger than a response of 2D (typically 5/4, 5/5, 6/5). With 6/4 and same strength respond 2S (artificial, see below). Compare with the invitational sequence: 1NT-2C; 2D-2S, which would be somewhat analogous, keeping in mind that opener may pass 2H (the effective range is about 7-11 HCP).
- 2S* Artificial. At least six spades, precisely four hearts, game worth bidding opposite a normal strong notrump with a decent fit. 2S is defined as "invitational strength." This sequence makes it possible to find a four-four heart fit for game while catering to the most likely partscore.
- 2NT 13-15 HCP (or 18+-20- HCP), 3=3=4=3, or 3=3=3=4 / (3-2)=4=4 (weak clubs)

RESPONSES TO 1C (continued):

- 3C Natural, preemptive; not enough for game opposite most 17+-20 hands.
- 3D/3H/3S Natural, preemptive, typically: a suit like KJ10xxxx, nothing outside. 3NT (or other games) possible if the suit runs and there are appropriate stoppers (or there is a good fit).
- 3NT 16-18- HCP, 3=3=4=3 or perhaps 3=3=3=4 pattern, fewer than three aces; very strongly oriented towards notrump (stoppers, tenaces, intermediates).
- 4C Natural, preemptive; willing to gamble that 3NT is not possible. Typically 6/5 or 7/4 hand with long but weak clubs, not much in high cards. Prepared to sit for a penalty double by partner if 4C lures the opponents into the auction. That's the big upside in this sequence. Responder may double himself to suggest one probable defensive trick (not a trump stack); opener may remove that double freely as responder still has a good hand for offense.
- 4D* Artificial; seven solid HEARTS or seven "solid" HEARTS missing the ace, with a king or ace outside, typically (3)=7=(2)=1 shape (club shortness)
- 4H* Artificial; seven solid SPADES or seven "solid" SPADES missing the ace, with a king or ace outside side, typically 7=(32)=1 shape (club shortness)
- 4S Natural, preemptive, typically an eight-card suit headed by the KQJ or KQ109, with nothing outside, short in clubs.
- 4NT Natural (Good 20 or more HCP), 3=3=4=3 or perhaps 3=3=3=4 pattern, at least three aces or at least two aces plus the CK; very strongly oriented towards notrump (stoppers, tenaces, intermediates). Forcing to at least 5NT: opener assumes only a good 20.
- 5C Gambling shot, very weak in high cards.
- 5D/5H/5S Exclusion RKCB 1430 for clubs.
- 5NT Asks for number of top club honors: 0; 1; 2
- 6C Gambling shot to make; wild shape; raise to seven possible but unlikely.
- 6D/6H/6S Raise to seven with ace or king of trumps.
- 6NT Natural, balanced 22-23 HCP; four key cards; double stoppers in all suits.

RESPONSES TO 1D

- 1H 3+ hearts. Three only when less than 8 HCP and no four spades. Not a psychic, as a 1NT response is 8-10, so system solves the awkward "5"-7 HCP responding problem this way, intending to pass a four-card raise to 2H. Respond 1H with four-four majors UNLESS very weak and intending: 1D-1S; 1NT-2H signoff sequence (rare).
- 1S 3+S. Three only when less than 8 HCP. Not a psychic, as a 1NT response is 8-10, so system solves the awkward "5"-7 responding problem this way, intending to pass a four-card raise to 2S. Responder may have four spades and four hearts only if very weak and intending: 1D-1S; 1NT-2H signoff sequence (rare). Responder will NOT have as many as four hearts otherwise unless he has BOTH at least five spades AND at least game-forcing strength. This is because of the REVERSE FLANNERY responses to minor-suit openings for limited hands with at least five spades and at least four hearts. See below: 2H/2S responses.
- 1NT (7)8-10 HCP, no four-card major, unsuitable for raise to 2D (F1) or 3D (PRE) or for artificial 3C, semi-preemptive diamond raise. Lacks the lead-value constraints of 1C-1NT because there is no handy "waiting" response to 1D available, so includes various distributions with four or five clubs and minimum-range notrump responses with four diamonds. Some marginal hands might do better by stretching to 2D (inverted) and once in a while a hand with decent three-card diamond support and absolutely no lead value in notrump might also respond two diamonds rather than an anti-positional 1NT. The big thing about this approach is NOT to trap opener when he has a typical strong notrump. When he knows he's facing 8-10 (or the equivalent) he can pass with a very bad 15 or raise appropriately otherwise.
- 2C Natural, 9⁺ HCP; may be lighter than standard; usually at least five cards except: 3334, 11-12 HCP OR hands unsuitable for 2NT or 3NT (also 3334) responses). No four-card major if less than full opening values. Not suitable for direct inverted minor suit raise to 2D (good club suit is a mitigating factor against the direct raise). If less than opening bid, must be prepared to rebid: (a) 2NT, nonforcing; (b) 3D, nonforcing; (c) 3C, nonforcing.
NOTE: 1D-1NT=8-10 HCP, 1D-2NT=13-15 HCP, 1D-3NT=16-18 HCP, all with no four-card major. Thus, the 2C response is most often based on an "unbalanced" or "quasi-balanced" hand with a genuine club suit. CAVEAT: higher notrump responses are stopper-sensitive.
- 2D At least four diamonds, no worse than a limit raise to 3D. Forcing to at least 3D. Forcing to game opposite 15+ HCP. No four-card major. Prefer 2D rather than 1NT or 2C when the auction should be satisfactory opposite EITHER a balanced 15+ HCP OR a relatively unbalanced hand (4=2=5=2 or 2=2=(45) are the least unbalanced of these) with a diamond suit.
- 2H* Artificial. At least five spades, at least four hearts, wide-ranging as there is only one REVERSE FLANNERY response available for 5/4, 5/5 and 6/5 hands after a 1D opening (contrast with the situation after 1C, where there is a 2D response available for the weaker hands with these shapes). Thus respond 2H with roughly 3-10 (perhaps a poor 11). With a good 11+ and these distributions, respond 1S and force to game later. Thus, 2H is defined as, "at best invitational strength." Opener tries for game aggressively with a prime fit but uses caution otherwise.
- 2S* Artificial. At least six spades, precisely four hearts, game worth bidding opposite a normal strong notrump with a decent fit. 2S is defined as "invitational." This sequence makes it possible to find a four-four heart fit for game while catering to the most likely partscore contract.

RESPONSES TO 1D (continued):

- 2NT 13-15 HCP (or 18+-20- HCP), 3=3=3=4, or 3=3=4=3 / (3-2)=4=4 (weak diamonds).
Always consider 2C or 2D as alternatives if the major stoppers are thin. Don't bid by rote in this situation.
- 3C* Artificial; semi-preemptive raise in diamonds. Opener may bid (or try for) 3NT with most 18-20 HCP balanced hands and special 17s.
- 3D Natural, preemptive; not enough for game opposite most 17+-20 hands.
- 3H/3S Natural, preemptive, typically: a suit like KJ10xxxx, nothing outside. 3NT (or other games) possible if the suit runs and there are appropriate stoppers.
- 3NT 16-18- HCP, 3=3=3=4 or perhaps 3=3=4=3 pattern, fewer than three aces; very strongly oriented towards notrump (stoppers, tenaces, intermediates).
- 4C* Artificial; seven solid HEARTS or seven "solid" HEARTS missing the ace, with a king or ace outside, typically (3)=7=1=(2) shape (diamond shortness)
- 4D Natural, preemptive; willing to gamble that 3NT is not possible. Typically 6/5 or 7/4 hand with long but weak diamonds, not much in high cards. Prepared to sit for a penalty double by partner if 4D lures the opponents into the auction. That's the big upside in this sequence. Responder may double himself to suggest one probable defensive trick (not a trump stack); opener may remove that double freely as responder still has a good hand for offense.
- 4H* Artificial; seven solid SPADES or seven "solid" SPADES missing the ace, with a king or ace on the side, typically 7=(3)=1=(2) shape (diamond shortness)
- 4S Natural, preemptive, typically an eight-card suit headed by the KQJ or KQ109, with nothing outside, short in diamonds.
- 4NT Natural (Good 20 or more HCP), 3=3=4=3 or perhaps 3=3=3=4 pattern, at least three aces or at least two aces plus the CK; very strongly oriented towards notrump (stoppers, tenaces, intermediates). Forcing to at least 5NT. Opener presumes a good 20 HCP.
- 5D Gambling shot, very weak in high cards.
- 5C/5H/5S Exclusion RKCB 1430 for diamonds.
- 5NT Asks for number of top diamond honors: 0; 1; 2
- 6D Gambling shot to make; wild shape; raise to seven possible but unlikely.
- 6C/6H/6S Raise to seven with ace or king of trumps.
- 6NT Natural, balanced 22-23 HCP; four key cards; double stoppers in all suits.

DEVELOPMENTS AFTER MINOR-SUIT OPENINGS

Tend to **respond very light** to one-bids, which may be very strong.

Opener's one-over-one suit rebid may be very strong (particularly when he is (appropriately) 4441, and responder should hesitate to pass if game might be possible (he never passes with four-card support for second suit). Similarly, **1D-1M; 2C** has a higher maximum than in standard bidding. A jump shift rebid by opener has a higher than "Standard" minimum.

Opener's raise of 1D response shows true reversing values (as 1D may not be real suit).

Opener's 3D, 3H, 3S rebids after 1D response to 1C show shortness, long (own) clubs, good hand, i.e. "**autosplinters**" (defined as: "a splinter in support of yourself").

Each partner tends to be (at least) mildly aggressive when the other shows a six-card suit (therefore, we do not strain to jump rebid with dubious suit and a bit extra).

Re-evaluate aggressively after being raised. Think positively of 5431 hands.

Promote extra trump length aggressively in game-try situations (i.e. most raises with an extra trump in support need a good excuse NOT to accept or cooperate with a game try).

Suit rebids by minor suit opener always distributional (the BAL 4=2=(5-2) being rare (e.g. 1C-1R (red); 1S promises at least 5C/4S. With 2452 /2425 12-14 open 1NT, with 15-18 rebid 1NT over 1S.

1M response to 1D may be three-card suit (systemic) if hand is too weak for 1NT response (no M, 8-10 HCP). Therefore, after 1D-1M; 3M, responder's 3NT implies 3-card M, 6-7 HCP (think: 1D-1M; 2NT-?)

With very weak 4H+4S, may (rarely) respond 1S. After opener's (strong) 1NT rebid, the 1S responder may wish to continue with NF 2H (his reason for responding 1S initially).

Over 1NT response, Opener's jump reverse is FG "autosplinter" type [minimum strength is about 17 HCP]. With 1453 or 4153, Opener generally rebids 2C after 1D-1NT.

2NT response to 1m=13-15 HCP (or 18+ HCP), no 4-card M; "shortness" continuations (3C always good hand w/ no shortness, 3D=short other minor); 4M/4om=void "autosplinters;" 4m=RKCG for own minor.

3NT response to 1m=16-18- HCP, notrumpy values, 4333 pattern, no 4-card M, fewer than 3 aces; opener's 4M rebid 5/6 nonforcing; 4m/4om natural slam tries.

Jump 3NT rebid by 1m opener shows long, solid m, stoppers, expected singleton in responder's suit.

Opener's Raises:

Opener's single raise of a major response shows 15-17 support points (i.e. either a strong notrump in high cards or its distributional equivalent: the fourth trump heavily promotes 5422 hands in this evaluation), four trumps. Responder tries for game by reraising himself (6-card suit aiming at 3NT) or by bidding a plain suit (short suit trial) or by bidding cheapest step. Responder forces to game (also) via the cheapest step, or by jumping in a plain suit (splinter slam try with m support) or by jumping to 3NT (4333 13-15 HCP, stoppers).

Opener's jump raise of a major response suggests 18-20 balanced HCP, four trumps, a ruffing value (opener may rebid 2NT, NF, with a slow high card hand; or an unbalanced hand too good for a sound single raise not good enough for a game-forcing splinter. Be conservative with the "balanced" type.

Opener's double jump raise of a major response suggests 4M5m22 pattern, 19-20 HCP, at least one high trump honor.

1C-1M; 4C* and 1D-1M; 4C*: Opener's double jump rebid of 4C after major suit response suggests concentrated 6+m/4+M. With: AQ10x x xx AKJ10xx, bid 1C-1S; 4C* (about average for the bid). With more strength, usually start with a splinter if willing to relinquish captaincy.

Opener rebids his minor:

1C-1M; 2C-2D is artificial one-round force; which leaves the option of playing the sequence 1C-1S; 2C-2H as NAT/FG (due to REVERSE FLANNERY) or using **2H as ARTIFICIAL FG club raise** with no interest in hearts. The latter seems better as opener can introduce hearts with four over 2D or responder can bid hearts later with five. If responder follows up 2D with 3C, that is not forcing, but other bids are forcing. 2D, then 2NT, is forcing only as far as 3C, but rebids beyond 3C are forcing to game. Responder's **jumps to 3D and 3H over 2C are game-forcing splinters** agreeing clubs. Similarly: 1C-1H; 2C-2S can be used as an ARTIFICIAL FG club raise. Note that invitational hands with 5S+5D may not get around to describing themselves accurately.

When **opener shows six-card minor** after one-level response (i.e. after 1D or 1H response absolutely; but it's useful to play the same way after a 1S response too), **2NT is forcing**, and a jump to **3NT is a PICTURE BID** showing: doubleton honor in m, all side aces or all side king-queens, e.g. After 1D-1H, 2D-bid 3NT with: A10x Axxx Qx Axxx or KQx KQxx Qx KQxx (slam is still possible, yet no need to get higher).

Fourth Suit:

1C-1D; 1S-3H and 1C-1D; 1H-3S show BOTH game-forcing *splinters* in support of opener's major with 5+D (opener may relay; responder uses next two steps to show lower/higher shortness).

Responder's jump to 4C shows 16-18 balanced support points, at least ace, king, or queen-jack of trumps. **Responder's jump to 4D** shows same general hand type with 13-15 support points.

Responder's jump raise to 4M is a 4M5D22 PICTURE raise: concentrated values, no outside controls, about 12-14 HCP.

1D responder's raise to 2M is constructive with 4M/5+D (else respond 1M). **Raise to 3M** is FG with weak trumps (best holding is Jxxx – no ten). Thus going through "fourth suit" 2H or 2S NEVER delivers four-card support for opener's major.

1C-1D; 1H-1S is natural and forcing, suggests 9+HCP (else usually respond 1S).

1C-1D; 1H-2S* is ARTIFICIAL, fourth-suit game-forcing, denies four-card heart support. Opener's 2NT suggests a S stopper over which 3C=NAT, 3D=NAT, no SPL, 3M=D+M SPL, 3NT suggests no S stopper.

1C-1D; 1S-2H* is ARTIFICIAL, fourth-suit game-forcing, usually not four-card spade support (unless weak trumps and possibility for play in another strain).

Responder's fourth suit jump rebid to 3C after his initial 1H response is to play, suggesting weak 4-6 or perhaps even 3-6 (1D-1H; 1S-3C). However 1C-1H; 1S-3D is better played as 5/5+ INV instead.

Fourth suit by UPH in other situations and responder's reverse (not over a 1NT rebid) are forcing to game, and opener needn't jump to show extra values (a jump to 3NT in such a situation classically shows 5431, two stoppers in fourth suit, about 15-17 HCP).

Other jumps: 1C-1M; 2C-3D/3OM=SPL (agreeing C)
 1D-1M; 2D-3OM/4C=SPL (agreeing D)
 1D-1M; 2C-3OM/4D=SPL (agreeing C)

West deals, E-W vul, HCP: W=11 E=17

S A J 6	S Q 7 2
H --	H K 10 8 4
D K J 10 8 6 5	D A 9 7 4 3
C A K J 3	C Q

WEST	EAST
1D	1H
2C	3D
4H*	4NT*
5H*	5S*
6C*	7D*
Pass	

4H	EXCLUSION RKCB0314-D [4D instead would be RKCB1430-D]
4NT	1 or 4
5H	All KC + TQ (if E has 4D that's nearly as good, 5D makes D solid)
5S	No black king but extra values
6C	Just to make sure
7D	Both black Qs + fifth D should be enough

But it's not a particularly comfortable deal on this route. Alternatively:

1D	1H
2C	3D
3S	3NT
4C	4D
4H	4S
5C	6C
7D	Pass

3S	Last chance for 3NT (primary message)
4C	Going past 3NT makes 3S a shape-showing control-bid
4D	Waiting, inferentially no HA, SA or SK (else 4M)
4H	First round control as known to be short
4S	Third round control (given 4D denied A or K)
5C	Should be AK as missing either would "wait" w/ 4NT
6C	Easily worth it with the fifth D
7D	As East can't have more than 5 black cards should be very good

NOTE: After strength-showing three-level support for a minor, opener's self-raise to 4m is RKCB1430-m and jumps are EXCLUSION RKCB0314-m. Thus, to avoid a key-card sequence, opener must make a different bid, focusing on shape wherever possible.

OPENER REBIDS 1NT

15 to a bad 18 HCP (conservative evaluation)

Generally balanced (but may have singleton honors with awkward pattern); bypass unbid major(s) with 4432 and 4333 pattern (but rebid 1S with 4S5m22); conceal 4-card support after 1D-1M (possible 3-card suit with weak hand) ONLY if very notrump-oriented. Opener implies at least 4 controls when he rebids 1NT. Context: if responder has 5+S/4+H he has opening values [REV FLANNERY]

After 1C-1D

1C	1D	
1NT	2C*	*Artificial puppet to 2D
	2D*	*Artificial FG Inquiry
	2M	Natural, invitational reverse (4M, 5D); with less, respond 1M
	2NT	Natural, invitational, 5+D
	3C	Semi-invitational, 5+D (decent), 4+C; e.g. xx xx AQ10xx J10xx
	3D	Invitational, decent 6-card D suit
	3M	*"Autosplinter" decent D suit
	3NT	Signoff
	4C	*"Autosplinter" decent D suit
	4D	*"Void (in C) Autosplinter" decent D [for EXCL-RKCB, go via 2C puppet]
	4M	*"Void Autosplinter" [as above re EXCLUSION-RKCB]
	4NT	Quantitative; D not a factor (else go via 2D)
	5C	Straight GERBER (a power auction); 6C=more GERBER
	5D/6D	Signoffs
	5H	GSF-D (higher=better: nothing, Q or 5 small, A or K, A or K extra length)
	5S	Choice of small slams (NT/D/C), typically with 5D/3 good C
	5NT	F6NT, interest in seven on power
	6NT	The end

1C	1D	
1NT	2C*	*Artificial puppet to 2D
2D*		*Must accept puppet; then:
	2M	4M, 6D (poorish D), INV [NB: 1C-1D; 1NT-2M=4/5 INV]
	2NT	Natural, invitational, only three or four diamonds
	3C	Semi-invitational, 4D/5C, e.g. xx xx AQJx Jxxxx
	3D	Invitational, moderate 6-card D suit
	3M	*"Autosplinters," indifferent, long D
	3NT	*"Autosplinter" in C, indifferent, long D, nonforcing
	4C/4M	*EXCLUSION RKCB0314-D (puppet first for various key card asks)
	4D	*RKCB1430-D (puppet, then 4 of responder's suit RKCB)
	4NT	Quantitative, based on long, indifferent D
	5C	RKCB for both minors (6 key cards+both queens: 5NT=2+1Q, 6C=2+2Q)
	5D	Mildly constructive bash, mediocre suit
	5NT	Choice of small slam (NT/D), long diamonds to AJ or KJ
	6NT	Try for seven, diamonds not as good as 2/3 top honors

1C	1D	
1NT	2D*	
2H		4H4C(32)
	2S*	CHEAPEST STEP is inquiry for shape/range
2NT		2434; lower tripleton, minimum
3C		3424; higher tripleton, minimum
3D		2434; lower tripleton, maximum
3H		3424; higher tripleton, maximum

1C	1D	
1NT	2D*	
2S		4S4C(32)
	2NT*	CHEAPEST STEP is inquiry for shape/range
3C		4234; lower tripleton, minimum
3D		43424; higher tripleton, minimum
3H		4234; lower tripleton, maximum
3S		4324; higher tripleton, maximum

NOTE: Opener can have only two possible distributions in this situation, so the shape check involves four steps to show FIRST the minimum hands, and SECOND the maximum hands

1C	1D	
1NT	2D*	
2NT*		*Some 4333
	3C*	CHEAPEST step is inquiry for shape, perhaps range
3D		3334, minimum
3H		3433; responder bids 3S to set H and try for slam
3S		4333; responder bids 4H to set S and try for slam
3NT		3334, maximum [use the extra set to separate ranges with real C]

1C	1D	
1NT	2D*	
3C*		*Specifically 4S4H2D3C
	3D*	*Transfer to H
	3H*	*Transfer to S
	3S*	**At least six-card D suit; 3NT may not be right; asks strain/level OPINION

1C	1D	
1NT	2D*	
3D*		3325; bid DOUBLETON with 5C332
3H*		3235; as above
3S*		2335, as above
3NT*		*6C322, 15-poor 17 HCP (with sound 17 HCP, rebid 2NT over 1D)

While responder will often continue to pinpoint opener's shape after forcing to game with the 2D inquiry, it may well be better to revert to natural bidding by introducing a five-card suit or repeating a six-card suit or supporting opener. Each hand must be considered on its own and natural bidding is often better when honor location is at least as important as specific shape. This applies throughout this document.

After 1C-1H

1C	1H	
1NT	2C*	*Artificial puppet to 2D
	2D*	*Artificial, game-forcing inquiry
	2H	No game interest, may be (only) 5-card suit
	2S	4S/5+H, invitational; opener places contract
	2NT	Natural, probably only 4H
	3C	*Signoff, only 4H
	3D	Invitational, 5/5+ in H and D
	3H	Invitational, good 6-card H suit (3NT possible)
	3S/4m	*"Autosplinters" with good long H
	3NT	Signoff, usually not 5H
	4H	Signoff [compare with "slow" route to 4H=RKCB-H]
	4S/5m*	*Void "Autosplinters" with good long H suit
	4NT	Quantitative, H not a factor (else go via 2D)
	5NT	Pick a slam (H or NT) with 6 good H
1C	1H	
1NT	2C*	*Artificial puppet to 2D
2D*		*Must accept puppet
	2H	Invitational, 5+H, defined as "unbalanced" (else use sequence below)
	2S	*Invitational, artificial: 5H, balanced
	2NT*	*Invitational, artificial: 4S+4H (to play S from strong side, albeit a level higher)
	3C	Invitational, 4H/5+C (end in C sounds more NAT for C, so it is)
	3D*	*Invitational, artificial: 5H/4+C (not needed as NAT as 3D over 1NT=5H/5D type)
	3H	Invitational, indifferent 6-card H suit (with good H, do it directly)
	3S/4m	*"Autosplinters," 6 indifferent hearts (with good H, do it directly)
	3NT*	*Choice of games [4H/3NT]: 6-card H suit
	4H*	*RKCB1430 for hearts (i.e. use puppet to ask for key cards)
	4S/5m*	*Void "autosplinters," 6 indifferent hearts
	4NT	Quantitative, 6 indifferent hearts
	5NT	Pick a slam (NT and H) with 6 indifferent hearts
1C	1H	
1NT	2D*	*Artificial FG inquiry
2H		3H5C(32): w/ 4S: 2S/2NT, not 2H; w/ 2344:1D, not 1C; w/ 3334: 2NT not 2H
	2S*	CHEAP STEP is inquiry for shape/range (only two distributions):
2NT		2335 minimum (lower tripleton)
3C		3325 minimum (higher tripleton)
3D		2335 maximum (lower tripleton)
3H		3325 maximum (higher tripleton)

1C	1H	
1NT	2D*	
2S		4S+4C (perhaps 3H)
	2NT*	CHEAP STEP is inquiry for shape/range (only two distributions)
3C		4234 minimum (lower tripleton)
3D		4324 minimum (higher tripleton)
3H		4234 maximum (lower tripleton)
3S		4324 maximum (higher tripleton)

1C	1H	
1NT	2D*	
2NT		4333 or 3334
	3C*	CHEAP STEP is inquiry for shape/range (only two distributions)
3D		3334 minimum, lower 4-card suit (C)
3H		4333 minimum, higher 4-card suit (S)
3S		3334 maximum, lower 4-card suit (C)
3NT		4333 maximum, higher 4-card suit (S); responder bids 4H to set S

1C	1H	
1NT	2D*	
3C		*3235 (if a sixth club, then non-slamish)
3D		*2335, good H and C, bid tripleton (fit bid)
3S		*3325, good H and C, bid tripleton (fit bid)
3H		*3433 (rare), concealed 4-card support
3NT		2H6C(32), slamish in context (i.e. no 2NT rebid over 1H)

After 1C-1S

1C	1S	
1NT	2H	4S+4H, near yarborough, very rare semi-psych!
	3H*	*By UPH: SPL H+club fit (as CAN'T have 5S+4H INV; else 1C-2H*)
	3H	By PH: NAT, INV 5-5, good suits (NOTE: P-1C; 2H=FIT JUMP)
	Others	Follow same scheme as after: 1C-1H; 1NT-?

1C	1S	
1NT	2C*	Artificial puppet to 2D
2D*		Must accept "puppet"
	2H*	*Artificial, weak hand with 5S+4C (no other NAT use needed)
	2S	Invitational, 5S, unbalanced hand (can end in 2S)
	2NT	Invitational, 5S, balanced
	3C	Invitational, 4S/5+C (sounds more natural re play in C, so it is)
	3D	*Invitational, 5S/4+C (natural not needed as 3D over 1NT=5S/5D type)
	3H	*By UPH: D Splinter for C (can't have 5S/4+H; else 1C-2H)
	3H	By PH: NAT, INV 5-5, lesser suits (see P-1C; 1S-1NT; 3H above)
	3S	Invitational, indifferent 6-card suit
	3NT	*Choice of games [4S/3NT] with 6-card S suit
	4m/4H	*"Autosplinters," indifferent 6-card S suit
	4S	*RKCB for S
	Others	As in 1C-1H; 1NT-2C; 2D, etc sequences

1C	1S	
1NT	2D*	*Artificial FG inquiry
2H		4H/4+C (perhaps 3S)
	2S	Natural, 6+S (don't need the cheap step to inquire as there are but 5 shapes)
	2NT*	*Artificial inquiry for shape but not range (there are 5 main distributions)
3C		2425 (4H+5C; unique shape, quasi-balanced)
3D		2434 (lower tripleton, balanced)
3H		3424 (higher tripleton, balanced)
3S		1435 (4H+5C; unbalanced, lower tripleton)
3NT		3415 (4H+5C; SPL D honors, unbalanced, higher tripleton)

NOTE: With five shapes, show the UNIQUE hand first, then the BAL hands, then the UNBAL hands

1C	1S	
1NT	2D*	*Artificial FG inquiry
2S		3S5C(32); (two distributions)
	2NT*	*CHEAP STEP is inquiry for shape/range
3C		3235 minimum (lower tripleton)
3D		3325 minimum (higher tripleton)
3H		3235 maximum (lower tripleton)
3S		3325 maximum (higher tripleton)

1C	1S	
1NT	2D*	*Artificial FG inquiry
2NT		3433 or 3334, (two distributions)
	3C*	*CHEAP STEP is inquiry for shape/range
3D		3334 minimum with lower 4-card suit (C)
3H		3433 minimum with higher 4-card suit (H)
3S		3334 maximum with lower 4-card suit (C)
3NT		3433 maximum with higher 4-card suit (H); responder bids 4D to set H

1C	1S	
1NT	2D*	*Artificial FG inquiry
3C		2335 (if a sixth club, then non-slamish)
3D		3235; good S+C, bid tripleton
3H		3325; good S+C, bid tripleton
3S		4333 (rare), concealed 4-card S support
3NT		6C2S32, slamish in context (i.e. no 2NT rebid over 1S)

After 1D-1H

1D	1H	
1NT	2H	No game interest, may be (only) 5-card suit
	2S	4S/5+H, invitational; opener places contract
	2NT	Natural, probably only 4H
	3C	*Signoff, long clubs, only 3/4H
	3D	Invitational, 5H/4+D
	3H	Invitational, good 6-card suit (3NT possible)
	3S/4m	*"Autosplinters" with good, long H
	3NT	Signoff, usually not 5H
	4H	Signoff (compare with "slow" route to 4H=RKCB-H)
	4NT	Quantitative, H not a factor (else go via 2D)
	others	As in "slow" sequences, but with good H suit

1D	1H	
1NT	2C*	*Artificial puppet to 2D
2D*		Must accept puppet; then:
	2H	Invitational, unbalanced (could include 4+C)
	2S*	*Invitational, 5H, balanced (artificial)
	2NT	4H/4S, Invitational (to play S from strong side but level higher)
	3C	Invitational, 4H/5+C (with 5H+4C, bid 2C-2D; 2H=UNBAL)
	3D	*Invitational, 4H/4+D (contrast with direct 3D=5H/4+D)
	3H	Invitational, indifferent 6-card suit
	4H	*RKCB1430 for H
	Others	As in sequences following: 1C-1H; 1NT, etc

1D	1H	
1NT	2D*	*Artificial FG inquiry
2H		2344, 2353, or 3352 (three distributions)
	2S*	*CHEAP STEP is inquiry for shape/range
2NT		2344 minimum (the unique and most BAL pattern)
3C		2353 minimum (low tripleton)
3D		3352 minimum (high tripleton)
3H		2344 maximum (the most BAL pattern)
3S		2353 maximum (low tripleton)
3NT		3352 maximum (high tripleton)

1D	1H	
1NT	2D*	*Artificial FG inquiry
2S		4243 or 4342 (NOTE that 4S5D rebids 1S, not 1NT): two distributions)
	2NT*	*CHEAP STEP is inquiry for shape/range
3C		4243 minimum (lower tripleton)
3D		4242 minimum (higher tripleton)
3H		4243 maximum (lower tripleton)
3S		4342 maximum (higher tripleton)

1D	1H	
1NT	2D*	*Artificial FG inquiry
2NT		3343 or 3244; (two distributions): NOTE that with (31)45 we rebid 2C
	3C*	*CHEAP STEP is inquiry for shape and range
3D		3343 minimum (the more BAL pattern)
3H		3244 minimum (the less BAL pattern)
3S		3343 maximum (more BAL)
3NT		3244 maximum (less BAL)
1D	1H	
1NT	2D*	*Artificial FG inquiry
3C		2353, good H and D, bid tripleton (fit bid)
3S		3352, good H and D, bid tripleton (fit bid)
3D		3253 (if a sixth diamond, then non-slamish)
3H*		*Special SUPPORT hand (either 4H/4D or 2362 (3S asks: 3NT shows 2362)
3NT*		2245 (we might have this hand after 1D, but not 1C: AQ Qx AKJx xxxxx).

Remainder of structure as after 1C-1H; 1NT, etc.

After 1D-1S

1D	1S	
1NT	2H	4S/4H, near yarborough, very rare semi-psych
	2S	Signoff, maybe (only) 5 spades (but opener's SPL S possible)
	2NT	Natural, usually not 5S
	3C	*Signoff, long C, only 3/4S
	3D	Invitational, 5S/4+D
	3H	*By UPH: SPL H, diamond fit (as can't have 5S/5H INV, else 1D-2H)
	3H	By PH: NAT, INV 5/5, good suits
	3S	Invitational, decent 6-card suit
	4H/4m	*"Autosplinters," long, decent S suit
	4S	Signoff (else go via:2D)
	Others	As after 1D-1H; 1NT, etc

1D	1S	
1NT	2C*	*Artificial puppet to 2D
2D*		Must accept puppet; then:
	2H*	*SPECIAL weak hand 5S/3D (with 5S/4D, puppet and PASS)
	2S	Invitational, 5S, unbalanced (could include 3+D or 4+C)
	2NT	Invitational, 5S, balanced
	3C	*Invitational, 4S/5+C (with 5S/4+C, bid 2C*-2D*; 2S)
	3D	*Invitational, 4S/4+D (with 5S/4+D, bid 3D over 1NT)
	3H*	*By UPH: SPL C, diamond fit (as can't have 5S/5H INV; else 1D-2H)
	3H	By PH: NAT, INV 5/5, lesser suits (see 1C-1S; 1NT-3H above)
	3S	Invitational, indifferent 6-card suit
	3NT	*Choice of games, 6-card S suit
	4H/4m	*"Autosplinters," long, indifferent S suit
	4S	*RKCB1430 for S
	4NT	Quantitative, 6 indifferent spades
	Others	As in "normal" cases

1D	1S	
1NT	2D*	*Artificial FG inquiry
2H		4H/4+D (perhaps 3S) five main distributions)
	2S	Natural, 6+S, (do not need the CHEAP STEP to separate but 5 shapes
	2NT*	*Artificial inquiry for shape
3C		2452; the UNIQUE balanced type
3D		2443 (lower tripleton)
3H		3442 (higher tripleton)
3S		1453 (4H+5C; unbalanced, lower tripleton)
3NT		3451 (4H+5C; unbalanced, higher tripleton)

1D	1S	
1NT	2D*	*Artificial FG inquiry
2S		3244, 3253, or 3352; (three distributions, but only five steps)
	2NT*	*CHEAP STEP is artificial inquiry for shape/range
3C		*2344 minimum or maximum (the most BAL pattern); then 3D asks MIN/MAX
3D		2353 minimum (low tripleton)
3H		3352 minimum (high tripleton)
3S		2353 maximum (low tripleton)
3NT		3352 maximum (high tripleton)

NOTE: When there are only five steps below 3NT to show six shape/range combinations, first show the most BAL without specifying range (allowing a CHEAP STEP inquiry for range), then use the remaining four steps to show FIRST the two other shapes and a minimum, SECOND the two other shapes and a maximum.

1D	1S	
1NT	2D*	*Artificial FG inquiry
2NT*		3343 or 2344; (two distributions)
	3C*	*CHEAP STEP is artificial inquiry for shape/range
3D		3343 minimum (more balanced)
3H		2344 minimum (less balanced)
3S		3343 maximum (more balanced)
3NT		2344 maximum (less balanced)

1D	1S	
1NT	2D*	*Artificial FG inquiry
3C		3253, good S and D, bid tripleton (fit bid)
3H		3352, good S and D, bid tripleton (fit bid)
3D		2353 (if a sixth diamond, then non-slamish)
3S		4S/4D or 3S/6D (opener passes responder's 3NT only with 3S/6D)
3NT		2245 (we might have this hand after 1D, but not 1C)

Shape Rules

(A)

If 8 cards are known, and there are only two distributions possible, responder's cheap-step rebid asks for rest of shape; opener then shows in *ascending order*: lower tripleton, minimum; higher tripleton, minimum; lower tripleton, maximum; higher tripleton maximum.

When opener has only one suit, responder can discover exact pattern immediately if opener's rebid did not clarify his exact pattern directly.

If responder's shape-ask is doubled, opener's redouble becomes step 1; pass becomes step 2, cheapest other becomes step 3, next cheapest other becomes step 4.

Generally, pure hands bid "quickly" and "flawed" or "unusual" hands go "slowly" (i.e. through the 2C puppet to 2D).

(B)

Responder (to 1C) shows his 5M+5D invitational hands by jumping to 3D over 1NT. As invitational types with 4M and longer diamonds respond 1D to 1C, therefore, the "puppet" sequences ending in 3D CAN'T show diamonds. We use them to show something otherwise "unshowable":

After a 1H response, 3D shows 5H/4+C, invitational values [we're beyond 3C anyway]

After a 1S response, 3D shows 5S/4+C [see the following section]

If opener shows 4333 shape with two possible four-card suits by bidding 2NT after the 2D FG inquiry responder asks about shape/range with 3C and opener bids 3D/3H with minimums and 4C/4OM, or 3S/3NT with maximums and 4C/4OM.

Over the 2D FG inquiry, if opener has 5C and NO FIT, he rebids 3C to show that SPECIFIC pattern

If opener has BOTH 5C AND a FIT, he usually supports the M, which inferentially GUARANTEES 5C+3M after a 1C opening (ONLY)

If opener has an exceptional hand with that pattern (i.e. good M and 5 good C), he bids his tripleton at the three-level to show that SPECIFIC hand

(C)

As a 1S responder to 1m who has NOT passed originally (UPH) CAN'T have 5S/4+H unless he has enough to force game, it would make sense to agree that sequences which would be nominally invitational in H (S+H) should be given another useful meaning. Since we are human, however, we could leave the direct (1C-1S; 1NT-2H) and "puppet" (1C-1S; 1NT-2C*; 2D-2H) sequences ending in 2H as NATURAL (signoff and invitational, respectively) as SAFETY PLAY SEQUENCES. In the scheme described above, however, an alternative USEFUL meaning is attached to the so-called "invitational sequence" (i.e. 5S and 4C, weak hand, looking for safest partscore)

However, if responder "jumps" to 3H (directly or via the "puppet") we are no longer involved with catering to a human error. Therefore, we define the sequences ending in 3H as NOT HEARTS. The direct jump to 3H will be SHORT H and a club fit (a difficult hand to show) and the delayed 3H will be SHORT D and a club fit (also difficult to show). These un-natural "jumps" will be FG splinter types.

If responder has passed originally (PH), however, a jump to 2M over 1C would show a fit (and not S+H). Therefore a 1S response followed by a direct or indirect (via "puppet" 2D) "jump" to 3H in these situations would be natural 5/5, invitational, the direct jump showing better suits than the delayed jump

After 1C-1S; 1NT-2D, where opener might have four hearts and five clubs (either balanced or with 3-1 in spades and diamonds [either way], most often with a singleton honors in at least the most important case (SPL D), he has five possible patterns to show after first revealing that he holds four cards in hearts. As in this case, there is no room to show both minimums and maximums, and as we can describe all five shapes without going past 3NT, it is not necessary to use 2S as the inquiry for shape. 2S will therefore be natural (six+ cards) and 2NT will be the shape inquiry. Over 2NT, we will show first the UNIQUE "balanced" canapé pattern 2425, then the two balanced 4/4 hands with the lower tripleton first, then the higher tripleton, then (finally) the two "unbalanced" patterns again showing first the lower tripleton, then the higher.

(D)

After a 1D opening and 1M response, responder's direct jump preference to 3D over 1NT rebid GUARANTEES 5M.

In contrast, 3D after going through the "puppet" DENIES 5M but shows the same "primary" support for diamonds.

1D-1M; 1NT-2C; 2D-3C, shows invitational values with five clubs and only four cards in the Major. Therefore, with 5M and 4/5C, responder uses the sequence: 1D-1M; 1NT-2C*; 2D*-2M, which is CLEARLY an UNBAL hand. Opener, with a weak doubleton (or singleton) M will usually scramble out of 2M and we might back into clubs quite sensibly.

When 1D opener shows support for hearts after 2D FG checkback, he will in theory hold only three possible patterns: 2344, 2353, 3352. The cheap 2S inquiry leaves room to show all these patterns with both minimums and maximums without going past 3NT. The general scheme, whenever possible, is to show the most BALANCED patterns first, and the other(s) next, using normal low/high tripleton rules. So in this case, here is the scheme of rebids after 2S*: 2344 minimum (the most BAL pattern); 2353 minimum (low tripleton); 3352 minimum (high tripleton); 2344 maximum (the most BAL pattern); 2353 maximum (low tripleton); 3352 maximum (high tripleton)

When the 1D opener rebids 2NT after a 2D FG checkback, he can have only two distributions: 3343 or 2M3OM44. Here we again start with the most BAL pattern first, namely the 3343, and we show first the two minimums, then the two maximums.

When 1D opener gives delayed jump support for H after 2D FG checkback, he is showing either the very notrump-oriented 4D/4H OR 3H/6D. Responder may check with 3S and opener bids 3NT with 3M/6D (which enables responder to pass). This is slightly different when responder has S; responder's 3NT over the SURPRISE 3S asks opener to pass only with the 3S/6D type.

When 1D opener jumps to 3NT after 2D FG checkback, he is showing a canape BAL notrump rebid (2245) rather than 6D/slamish. We might have it.

(E)

As a 1S responder to 1m who has NOT passed originally (UPH) CAN'T have 5S/5H unless he has enough to force game, it would make sense to agree that sequences which would be nominally invitational in H (S+H) should be given another useful meaning. The "puppet" (1D-1S; 1NT-2C*; 2D*-2H) sequence ending in 2H can be used to show a weak hand with some support for opener's diamonds as an alternative place to play. This will be only 3-card support because with four and a weak hand, responder could have puppeted to 2D and passed.

If responder "jumps" to 3H (directly or via the "puppet") we define the sequences ending in 3H as NOT HEARTS. The direct jump to 3H will be SHORT H and a diamond fit (a difficult hand to show) and the delayed 3H will be SHORT C and a diamond fit (also difficult to show). These un-natural "jumps" will be FG splinter types.

Memory aid: "Impossible jumps to 3H show fit for opener's minor" The "direct" 3H shows H SPL, the "indirect" 3H shows om SPL. Fast = Pure. If responder has passed originally (PH), however, a jump to 2M over 1D would show a fit (and not S+H), so a 1S response followed by a direct or indirect (via "puppet" 2D) "jump" to 3H in these situations would be natural 5/5, invitational, with the direct jump showing better suits than the delayed jump.

Reminder: We NEVER have to use 2S as the secondary shape check when our initial response was 1S. We use 1S as the secondary shape check only when spades is a "new" suit and available. Another way To remember this is that after we bid spades, we will want 2S to be NAT so it will be so. And after 2NT (rather than 2S), there are five hand types to show and five steps left to show them; no mini-maxi in this case.

In the ONE case where there are only five available steps below 3NT to show THREE shapes with minimum/maximum ranges: i.e.

1D	1S	
1NT	2D*	*Artificial FG inquiry
2S		3244, 3253, or 3352; (three distributions, but only five steps)
	2NT*	*Artificial inquiry for shape/range

. . . FIRST show the most BAL WITHOUT SPECIFYING RANGE (allowing a CHEAP STEP inquiry for range), then use the remaining four steps to show FIRST the two other shapes and a minimum, SECOND the two other shapes and a maximum.

A direct jump to 3C after 1m-1M; 1NT is always "the end" (could be only 3M after 1D opening)

AFTER MINOR OPENER RAISES A MAJOR RESPONSE

1m-1M; 2M: 15-18 support points.

Four trumps; either a strong notrump or a shapely hand (with 4252/4225 minimums the least dynamic types); limited by the failure to jump to 3M (18-20 HCP BAL or UNBAL hand with slightly less than FG values; and limited also by failure to rebid 4C (concentrated 6-4, about 14-16 HCP).

Responder's Rebids:

The bid of the CHEAPEST STEP (2S over a raise to 2H; 2NT over a raise to 2S) by responder initiates both (most) game and slam tries. The CHEAPEST STEP bid starts an inquiry into opener's hand type - as to both strength and shape.

A SIMPLE SUIT BID (including opener's) is a SHORT SUIT GAME TRY that may evolve into a slam try with no restrictions on the number of cards in the agreed M. 2NT (when hearts are trumps) is the system bid with short S (as 2S is the CHEAPEST STEP artificial inquiry).

A JUMP IN A NEW suit is a SPLINTER slam try confirming at least four-card support for opener's minor, e.g.

AQTxx x Kxx KJxx (1C-1S; 2S-4H)

A JUMP IN OPENER'S MINOR is a PICTURE JUMP, concentrated values in the bid suits, typically 5/4 or 4/5 in the bid suits, no ace or king or shortness outside; e.g.

AQTx xx xx KQ10xx (1C-1S; 2S-4C)

A RE-RAISE is a try for game (3NT is the most likely hope) with a decent 6-card suit and virtually nothing else, e.g.

AQ10xxx xx xxx Jx (1m-1S; 2S-3S)

A JUMP TO 3NT suggests 4M333, 13-15 HCP, appropriate stoppers.

A JUMP TO 4M [agreed M] is signoff, but needn't be strong; NO FORCING PASS if someone competes at this late stage, but DOUBLE is PENALTY.

A JUMP TO 4NT over a raise to 2S is RKCB1430-S; A JUMP TO 4S over a raise to 2H is KICKBACK 1430-H.

RESPONSES:

STEP 1:	1 or 4;
STEP 2	0 or 3;
STEP 3	2 (or 5) w/o trump queen;
STEP 4	2 (or 5) with trump queen;
STEP 5 [5NT over S/5S over H]	A void plus an EVEN NUMBER of key cards;
6 OF LOWER SUIT	That void plus an ODD NUMBER of key cards;
5NT [over H]	S void plus an ODD NUMBER of key cards

FOLLOW-UP 5NT confirms all key cards plus trump queen; responder shows SPECIFIC kings or bids seven.

FOLLOW-UP CHEAP SUIT (after appropriate 4NT response) asks for trump queen if it has not been clarified. Responder's signoff in trump suit at cheapest level denies it; other bids show it and indicate location of a relevant feature (5NT shows something otherwise un-showable).

FOLLOWUP NEW SUIT (if trump queen information already known or CHEAP SUIT was available to ask for the trump queen) asks for third round control in that suit (including opener's minor).

JUMP TO 5NT [over S] and JUMP to 5S [over H] is GRAND SLAM FORCE

RESPONSES:

STEP 1:	Nothing relevant
STEP 2	Queen or at least five small
STEP 3	Ace or king; no extra length
STEP 4	Ace or king; extra length

JUMP TO 5x, or 4NT over H [short S] is EXCLUSION RKCB0314

After 1C-1H; 2H-?

1C	1H	
2H	2S	*Inquiry; starts as a try for game
2NT		*Unspecified SPL (D or S)
3C		2425, minimum or maximum, concentrated if minimum (else open 1NT)
3D		2425, medium range
3H		Minimum BAL strong notrump; i.e. 15-16 HCP
3S		Maximum strong notrump; decent hearts, 3433
3NT		MAX strong NT, trump worry
4C		MAX, 2434 (tripleton lower)
4D		MAX, 3424 (tripleton higher)
4H		MAX, 4423

1C	1H	
2H	2S	*Inquiry; starts as a try for game
2NT		*Unspecified SPL (D or S)
	3C	*Inquiry; asks about singleton and strength
3D		*Minimum, short D (lower shortness)
3H		*Minimum, short S (higher shortness)
3S		*Maximum, short D (lower shortness)
3NT		*Maximum, short S (higher shortness)
4C		*Maximum, 6C4H, short D, imperfect (not 4C or 3H over 1H)
4D		*Maximum, 6C4H, short S, imperfect (not 4C or 3H over 1H)
4H		*Maximum, 6C4H; SPL A/Ax in side suits, imperfect (not 4C or 3H over 1H)

NOTE: The partnership can stop in 3H when opener is minimum with shortage.

NOTE: Bids HIGHER than the four steps it takes to show minimum/maximum SPL (lower/higher) are otherwise idle; they show UNUSUAL hands (6/4 good hands imperfect for 3H or 4C).

SUGGESTION: Consider using an immediate bid by responder in opener's KNOWN SPL suit as a CONTROL ASK (starting with 3, don't count SPL K as a control).

SUGGESTION: Scientific pairs might wish to separate 5431 maximum raises from the less promising 4441 maximum raises. This can be done by defining 3S (over the 2S inquiry) as 5431, then relaying to identify the shortage (lower/higher); and by defining 3NT (over 2S) as 4441, then relaying to identify the shortage (lower/higher). This would mean sacrificing the maximum balanced "trump warning" type.

1C	1H	
2H	2S	*Inquiry; starts as a try for game
3C		*MINIMUM (e.g. xx QJT _x xx AKQT _x) OR
		*MAXIMUM (e.g. K _x Axxx K _x AQ10xx) 2425
	3D	*Asks which?
3H		*MINIMUM; then: 3NT to play; cue-bidding mode
3S		*MAXIMUM; then: 3NT to play; cue-bidding mode

1C	1H	
2H	2S	*Inquiry; starts as a try for game
3D		*MEDIUM (e.g. KQ Jxxx K _x AQ10xx) 2425 opening bid
	3H	Non-forcing
	3NT	To play
	Others	Cue-bids

1C	1H	
2H	2S	*Inquiry; starts as a try for game
3H		*Minimum strong NT
	3NT	To play
	Others	Cue-bids

After 1C-1S; 2S-?

1C	1S	
2S	2NT	*Inquiry
3C		*Shortness (in D or H); similar continuations
3D		*4225, minimum or maximum, etc; then 3H asks* (3S mini/3NT maxi)
3H		*4225 medium range
3S		*Minimum strong notrump; 3NT continuation natural
3NT		*Maximum strong notrump, trump warning [sign off next] or 4333
4C		MAX, 4234 (tripleton lower)
4D		MAX, 4324 (tripleton higher)
4H		MAX, 4423

1C	1S	
2S	2NT	*Inquiry
3C		*Shortness (in D or H); similar continuations
	3D	*Inquiry, then:
3H		*Minimum, D shortness (lower)
3S		*Minimum, H shortness (higher)
3NT		*Maximum, D shortness (lower)
4C		*Maximum, H shortness (higher)
4D		*Maximum, 6C4S, short D, imperfect for 3S or 4C over 1S
4H		*Maximum, 6C4S, short H, imperfect, etc
4S		*Maximum; 6C4S; SPLA/Ax in side suits, imperfect, etc

After 1D-1H; 2H-?

1D	1H	
2H	2S	*Inquiry
2NT		*Shortness (C or S)
	3C	*Inquiry; then:
3D		*Minimum, short C (lower)
3H		*Minimum, short S (higher)
3S		*Maximum, short C (lower)
3NT		*Maximum, short S (higher)
4C		*Maximum, 6D4H, short C, imperfect for 3H or 4C* over 1H
4D		*Maximum, 6D4H, short S, imperfect, etc
4H		*Maximum; 6D4H; SPLA/Ax in side suits, imperfect, etc

1D	1H	
2H	2S	*Inquiry
3C		*2452, minimum (concentrated) or maximum; then 3D asks, etc.
3D		*Medium 1452
3H		*Minimum strong notrump; 3NT natural; cue-bidding mode
3NT		*Maximum notrump, trump warning
Others		*Maximum strong NT, at least fair trumps, cue-bidding or pattern (choose)

After 1D-1S; 2S-?

1D	1S	
2S	2NT	*Inquiry
3C		*Shortness (in C or H); similar continuations
	3D	*Inquiry, then:
3H		*Minimum, C shortness (lower)
3S		*Minimum, H shortness (higher)
3NT		*Maximum, C shortness (lower)
4C		*Maximum, H shortness (higher)
4D		*Maximum, 6D4S, short C, imperfect for 3S or 4C* over 1S
4H		*Maximum, 6D4S, short H, imperfect, etc
4S		*Maximum; 6D4S; SPLA/Ax in side suits, imperfect, etc
1D	1S	
2S	2NT	*Inquiry
3D		*4252, minimum or maximum, etc; then 3H asks...
3H		*4252, medium range
3S		*Minimum strong notrump; 3NT=natural
3NT		*Maximum strong notrump, trump warning
Others		*Maximum strong NT, at least fair trumps, cue-bid or pattern style (choose)

NOTES:

- (1) When opener shows 4M5m22, responder's 3NT is NAT and other bids are cue-bids.
- (2) Appropriate jumps to 4NT are RKCB-S with 14/30 responses.
Appropriate jumps to 4S are KICKBACK-H with 14/30 responses
- (3) Appropriate jumps to 5NT are GSF for S (higher better responses)
Appropriate jumps to 5S are GSF for H (higher better responses)
- (4) Appropriate jumps to the 5-level (or 4NT=S if H agreed) are EXCLUSION RKCB-1430
- (5) 3NT (after the inquiry) is always the TRUMP WARNING.
- (6) 3M (after the inquiry) is always the minimum strong notrump.
- (7) Although so far UNDISCUSSED, 3NT by responder DIRECTLY after discovering opener's SPECIFIC hand type is TO PLAY.

Examples:

AQxx	KJx
Q10xx	AKxx
KJx	AQ9x
Kx	xx

1D	1H	(1) Artificial ask
2H	2S(1)	(2) Minimum strong notrump
3H(2)	3S(3)	(3) Cue-bid
3NT(4)	4D(5)	(4) Could instead bid 4D (D+C control) but being declarer may be crucial
4S(6)	6NT(7)	(5) Cue-bid, no C control, serious slam interest (once CA is missing)
P		(6) Cue-bid, promising C control [not Kickback after several cue-bids]
		(7) Not unreasonable, but a shape check would have been a big plus (4432)

Axxxxx	K10xx
Kx	xx
Kx	AQJxx
xxx	Ax

P	1D	(1) Artificial ask
1S	2S	(2) 4252 "medium" strength (only in HCP)
2NT(1)	3H(2)	(3) Cue-bid, no C control (3NT would be NAT; 3S would be NF)
4D(3)	5C(4)	(4) Cue-bid, no H control (automatic with a super-maximum)
5H(5)	6D(6)	(5) The last try below slam; NOT a 7-try by PH
6S	P	(6) But only if West could have passed with: Axxxxx Axx Kx xx

10xxx	Axxx
AKx	QJx
Axxx	KQx
AQ	KJx

1D	1S	
2S	2NT(1)	(1) Artificial ask
3NT(2)	P(3)	(2) About 17 HCP, BAL, trump warning (Jxxx at best)
		(3) The best patterns that East can hope for are 4432 and 4x4x. With the BEST honors mesh, that would give the partnership either four H tricks or four D tricks, but not both, and three tricks in the other two side suits, for a total of 10 tricks OUTSIDE spades. East knows that (at least) two spade losers are either CERTAIN or VERY likely, so there won't be time to take 12 tricks before losing 2. There is too much wastage in the short suits and not enough strength in S, so the standard 33 points won't be enough. Best hope for East for slam is J9xx of spades opposite and one of the magic layouts.

STRONGER MAJOR RAISES BY MINOR OPENER

1D	1H	
3H		18-20 BAL, or 17 5422, or good 16/17 with shortness
	3S	INQ
3NT		2452
4C		C shortness
4D		S shortness
4H		18-20 BAL

1D	1H	
3H	3NT	NAT, only three H
	4C	C shortness
	4D	Support, slam interest
	4S	RKCB1430-H
	4NT	S shortness
	5C/5S	EX-RKCB0314-H
	5D	NAT, only three H

1D	1S	
3S	4C	INQ
4D		4252 or 18-20 BAL (then 4H = Last Train)
4H		C shortness
4S		H shortness

1D	1S	
3S	3NT	NAT, only three S
	4C	C shortness
	4D	Support, slam interest
	4H	H shortness
	4NT	RKCB1430-S
	5C/5H	EX-RKCB0314-S
	5D	NAT, only three S

1C	1H	
3H	3S	INQ
3NT		2425
4C		D shortage
4D		S shortage
4H		18-20 BAL

1C	1H	
3H	3NT	S shortage
	4C	Support, slam interest
	4D	D shortage
	4S	RKCB1430-H
	5C	6RKCB1430-C+H
	5D/5S	EX-RKCB0314-H

1C	1S	
3S	3NT	INQ
4C		4225
4D		D shortage
4H		H shortage
4S		18-20 BAL

1C	1S	
3S	4C	Support, slam interest
	4D	D shortage
	4H	H shortage
	4NT	RKCB1430-H
	5C	6RKCB1430-C+H
	5D/5S	EX-RKCB0314-H

1m	1M	
4M		5m/4M 20-value, decent m (else downgrade and bid only 3M)
	4M+1	RKCB1430-M
	4NT	(After a 1H response and raise to 4H): S control
	Other	Control-showing (5m – opener's - only with an honor)

INVERTED MINORS

The sequences: 1C-2C and 1D-2D promise (as a minimum) something like the values required to raise a strong (15-17 HCP) notrump to game; forcing to 3m by an unpassed hand.

The sequences: 1C-3C and 1D-3D deny the values for game facing most strong balanced hands (15-19 or so) and responder usually delivers at least a fifth trump. With a hand likely to have a play for game opposite 18-19 HCP, respond 1D* (short only with an awkward club hand) to 1C, or 3C* (an artificial in-between raise) to 1D.

Opener's rebids after an inverted minor raise are conventional and follow this scheme:

1m	2m	
2H*		ART, FG, 4+m
1 st available non-2H bid*		Unbalanced game try (2D or 2S)
2NT		Strong notrump (15-17 HCP), only 3 cards in agreed minor
3m		No game interest opposite an invitational hand
2 nd available non-2H bid*		ART, 6/5+ reverse into major (2S or 3C)
3NT		18-20 HCP, only 3 cards in agreed minor
4m*		RKCB1430-m
JUMPS*		"Autosplinters"
DOUBLE JUMPS*		EXCLUSION RKCB0314-m

Opener rebids 2H

1C	2C	1D	2D
2H*		2H*	

*2H=Artificial game force with at least four cards in agreed minor

1m	2m	
2H*	2S*	Forced whenever responder holds a HCP limit raise
	2NT*	NAT, scattered strength, roughly 13-14 HCP (or 18+HCP)
	3NT*	15-17 HCP, stoppers [we do NOT use FAST ARRIVAL]
	3C*	13+ HCP, no SPL, prefer NOT to declare notrump just yet
	3D*	13+ HCP, SPL in the other minor (om)
	3M*	13+ HCP, SPL in bid suit
	4x*	13+ HCP, extreme shortness
	4m*	RKCB1430-m

1m	2m	
2H*	2S*	Forced whenever responder holds a HCP limit raise
2NT*		Describe further, usually balanced/stoppers
	3C*	No shortness, a reason not to bid 3NT [then stoppers]
	3M/3D*	SPL (3D=SPL om): then 3NT= NAT, 3x=values, 4C=no SPL, 4D/SPL=RKCB
	3NT	NAT
	4m*	RKCB1430-m
	4M/4om*	Voids

1m	2m	
2H*	2S*	
3C*		No SPL, flaw for NT [then 3x=stopper, 4x=SPL]
3D*		SPL in other minor [then 3M=SPL, 3NT=NAT, 4C=no SPL, 4M=void]
3M*		SPL [then 3NT=NAT, 4C=no SPL, OM/=SPL OM, 4D=SPL om]
3NT*		NAT, 18-20, not slam-oriented, 4m333

1m	2m	
2H*	3R/3S*	SPL; 13+ HCP
3NT		NAT
4C*		Either NO SPL or (unlikely) the same SPL
CHEAP STEPS*		LOW/HIGH other SPL (see examples below)
RAISE SPL*		RKCB1430-m

1D	2D	
2H*	3H*	H SPL, 13+ HCP
3S*		SPL C (cheaper free step=LOWER "other" SPL)
3NT		NAT
4C*		Either NO SPL or same SPL (H), slam interest
4D*		SPL S (higher free step=HIGHER "other" SPL)
4H*		KICKBACK1430-D
4S/5C*		EXCLUSION RKCB0314-D
4NT		3=3=4=3 18-19 with hearts well stopped

1D	2D	
2H*	3S*	S SPL, 13+ HCP
3NT		NAT
4C*		No shortness or same SPL (S), slam interest
4D*		C SPL (cheaper free step=LOWER "other" SPL)
4H*		H SPL (higher free step=HIGHER "other" SPL)
4S*		KICKBACK1430-D
4NT		3=3=4=3 18-19, with spades well-stopped
5C/5H*		EXCLUSION RKCB0314-D

REMINDERS:

2H*=FG, 4+m: then 2S=limit raise; non-2S=full opening+.

3C by both partners is NO SPL, but not positionally suitable for notrump; 3D=SPL om.

SPL over SPL in ascending order; else 4C waiting or 3NT natural

Opener's raise of SPL suit is RKCB1430-m

West deals, E-W vul, HCP: W=15 E=15

S --	S A J
H A 7 6 3	H Q
D K Q J 6	D A 10 9 7
C K Q 10 9 7	C A 8 6 5 4 2

WEST	EAST
1D	2D
2H*	3H*
4S*	5D*
7C	Pass

1D	To prepare a rebid over 1S (important)
2D	If W rebids 2NT or 3NT (4432) you'll know to play in C or NT
3H	SPL H, 12+ HCP
4S	EXCLUSION RKCB0314-D
5D	2, no DQ
7C	Choice, as E will often have at least as many C as D
Pass	Easy decision, no advantage to possible 4/4 fit

That's if you elect to respond 2D rather than 2C. It's more intuitive to start with 2C, however:

WEST	EAST
1D	2C
2S*	3D*
4S*	4NT
5D*	5H*
6D*	7C*
Pass	

2S	FG C raise, could have 4M
3D	4+D, implies UNBAL hand
4S	SPL (void or singleton)
4NT	RKCB1430-C/D, 6KC + both m queens
5D	0 or 3 (of 6)
5H	All 6 accounted for; asks about C/D queens
6D	Both (5S=0, 5NT=CQ, 6C=DQ . . . queens upwards)
7C	Knowing it's cold

West deals, N-S vul, HCP: W=15 E=13

S J 3	S A 5
H 3 2	H K Q 8
D A J 6 5	D K 8 7 3 2
C A K Q 5 3	C J 4 2

WEST	EAST
1D	2D
2H*	3C*
3D	3NT
Pass	

1D	Else be faced with 1C-1M; 1NT or 1C-1M; 2C, both awkward
3C	Opening bid, no SPL, at least one unstopped suit
3D	Waiting
3NT	Both major suits stopped
Pass	Clubs here

Note that 5D is better as declarer can play AK of trumps, then start clubs, succeeding if someone has three clubs and queen-third of trumps.

Note that over a 1C opening East responds 1D, not 2NT. 2NT denies a five-card suit. This is important because opener can assume 3=3=3=4 or perhaps (3-2)=4=4 with weak diamonds and strong majors. He bases his evaluation and bidding plan on these inferences.

In general, with 4/5 minors open 1D or 1NT rather than 1C unless 15+ balanced with weak D and strong C, intending to rebid 1NT over a 1M reply.

West deals, None vul, HCP: W=16 E=13

S A K J 3	S 10
H Q J	H A 7
D J 3 2	D A Q 6 4
C A 8 7 5	C Q J 9 6 4 2

WEST	EAST
1C	2C
2H*	3S*
3NT	4C
4S	4NT*
5C	Pass

It's easy up to 3NT. Would you quit at 3NT with the East hand if partner opened a strong notrump, especially knowing partner has 4+C (2H bid)? You wouldn't, so continue with 4C, looking for a red-suit control-bid. West denies both red kings, but AK of spades gives a H discard so slam is still possible. 4NT is like a "Last Train" try. 4NT DIRECTLY over 4C would have been slam-negative and natural. Over 4NT, West has poor trumps and a poor hand, so he signs off -- a sensible auction.

West deals, None vul, HCP: W=15 E=12

S A 9 4	S K 3
H Q 7 4	H A
D K Q 10	D J 7 4 3
C A 10 9 5	C K J 8 6 4 3

WEST	EAST
1C	2C
2H*	3H*
4C*	4H
4S	6C*
Pass	

Singleton aces are deadly for all approaches. The alternative to 3H is to bid 3C, feigning a balanced hand because 3NT could easily be correct and because showing a SPL could cause West to misvalue heart honors. That might get 3D=stopper, 3NT=majors stopped, Pass. Difficult, isn't it? If East shows the SPL H, West will indeed bid 4C, expecting 3NT to be unplayable and denying a SPL himself. East's 4H would show SPL ace as with a void East would generally bid 4H over 2H if strong enough (12/13+) and 4H denies a D control. Thus West's 4S shows the missing D control (1st or 2nd) and at least a fair hand for slam. It's very close for East between bidding 6C himself or bidding 4NT as a "Last Train" slam try. 4NT might be enough if West's minor-suit queen were in clubs, but with six-card support East should reason that West might be worried about trumps and should take the pressure off with 6C.

East is strong enough to bid more than 2S at his second turn.

West deals, N-S vul, HCP: W=17 E=12

S A J 4	S K 10
H K J 3	H 7
D Q J 6	D A 10 5 3 2
C A J 9 6	C K Q 10 7 5

WEST	EAST
1C	2C
2H*	3H*
3NT	Pass

East should definitely start with 2C, not 1D. It can get very awkward setting clubs after 1C-1D; 1H-? and it's not necessary. West must bid 2H and not 2NT when he has four or more clubs and FG values opposite a limit raise. Remember that responder is unlimited and the fourth club may be critical for him. It's not so easy for West to bid 3NT with only one sure heart guard. Nor is it so Easy for East to pass it with so much slam potential. The good news from East's perspective is that he's already shown an opening bid with a SPL H and that West might well have something like KQ10 of hearts and Qxx of diamonds. Best to rely on the fact that East's description has helped West to choose wisely. This is a decent 6C because N might well lead a spade and now the H goes away, and it's never really worse than a finesse otherwise. Remember that a good defender usually tries to build a trick before declarer can lead towards a heart holding to build potentially useful discards.

West deals, N-S vul, HCP: W=17 E=18

S K Q 9	S A J
H Q 10	H K
D Q 10 7	D A K J 2
C A K J 10 5	C Q 8 7 4 3 2

WEST	EAST
1C	2C
2H*	3H*
4C*	4D
4S	6C

When West stalls with 4C and does not show the HA over the 4D control-bid, East can count on him for more or less the specific high cards that he has. As East had a 4C* RKCB option available over 2H* he can't really want to bid RKCB over 4C, which showed no new POSITIVE information. Indeed, 4NT would be best used to show a singleton king of hearts and matching controls in D and S (either both aces or both kings). That's pretty fancy, however,

West deals, N-S vul, HCP: W=15 E=11

S 6 5 4	S K
H K Q 6	H J 7 5
D A 7 4	D K 5 2
C K Q J 5	C A 10 9 8 4 3

WEST	EAST
1C	2C
2H*	2S*
3C*	3NT

2S	Limit raise
3C	No SPL, some unstopped suit(s)
3NT	Gambling on the SK having some value

Alternatively:

WEST	EAST
1C	2C
2H*	2S*
3C*	3D*
3H*	3S*
4C*	5C
Pass	

Here East opts for the technical approach, 3D and 3H showing stoppers, 3S a half stopper, 4C delivering no help in S. While it's possible to deem 2H forcing to game OR only to 4C (in exceptional circumstances), that approach is too nerve-wracking for mere mortals. We do not recommend it. So we'll bid game and go one down at IMPs, unless (of course) they underlead the SA, which they might do. Note that to show his SPL S, East must jump to 4S over 3C and that's simply not his hand. Note too that less enlightened souls might bid 1NT-3NT and make it on a low S lead. We advertise good bidding, not perfection.

Opener's unbalanced game try

1C	2C	1D	2D
2D*		2S*	

Opener's first-available non-2H bid is an *artificial, unbalanced or quasi-balanced "game try." Responder relays with cheapest step and opener bids shortness (in ascending order of rank) or rebids his minor to suggest (roughly) 6 tricks in the minor plus a side ace. Over opener's shortness-revealing reply 3NT is NAT, 4C balanced but unsuitable for 3NT, "new" suits are SPL, bidding opener's SPL is RKCB-1430.

If responder does NOT relay, he shows shortness by bidding the short suit (he was not asked to do so, thus he bids REAL SPL, not sequential SPL). Opener's new suits show shortness in turn. The norm is to relay, however. With a hand that would refuse all game tries, responder returns to 3m immediately. He can also inquire, then attempt to sign off at 3m (or 4m, if necessary).

1C	2C	
2D*		UNBAL game try
	2H*	Relay; not a complete minimum (else 3C)
2S*		Short D; cheapest=lowest SPL
2NT*		Short H; next cheapest=next SPL upwards
3C*		Typically: Axx xx Qx AKxxxx (six C tricks + a trick)
3D*		Short S; third non-trump step=highest SPL
3M*		Void M, lots of C, not that much in HCP
3NT*		Typically: Ax xx Qx AKxxxxx (seven C tricks + a trick)

1D	2D	
2S*		UNBAL game try
	2NT*	Relay
3C*		Short C
3D*		Typically 6 diamond tricks and a fast outside winner
3M*		Short M
3NT*		Seven diamond tricks and a fast outside winner

1C	2C	
2D*		UNBAL game try
	2H*	Relay
	2S*	SPL S, not a minimum
	2NT	NAT/FG, all suits well stopped [then 3C=no SPL, 3x=SPL, 3NT=no SPL minimum]
	3C	Signoff
	3D*	SPL D, not a minimum
	3H*	SPL H, not a minimum

1D	2D	
2S*		UNBAL game try
	2NT*	Relay
	3C*	SPL C, not a minimum
	3D	Signoff
	3M*	SPL M, not a minimum

REMINDER: First available non-2H bid always shows the "unbalanced" game try type.

West deals, E-W vul, HCP: W=13 E=18

S 5	S K Q
H J 7 3	H K Q 5
D Q 2	D A K J
C A K Q J 5 4 3	C 10 9 8 6 2

WEST	EAST
1C	2C
2D*	4C (RKCB)
4NT	5C (perhaps pass at MPs)

Interesting rebid for West if East relays with 2H. 2S=SPL D, 2NT=SPL H, 3C=long C plus a trick, 3D=SPL S. The main choices are 3C and 3D. I prefer 3D, which inferentially shows at least 5C (with 1=4=4=4 he would open 1D not 1C). As East can't bid 4C now (it's NF) and might wish to check on key cards, we use a direct bid (rather than a jump) in opener's short suit as the RKCB substitute 4S. Thus:

1C	2C	2D	ART game try
2D*	2H*	2H	Relay
3D*	3S*	3D	SPL S
4H*	5C/4NT (both signoffs)	3S	RKCB1430-D (substitute)
		4H	2KC+DQ

West deals, Both vul, HCP: W=13 E=11

S K J 5	S 7
H 7	H A 6 5
D A Q 9 8 7 5	D K J 10 6 3
C Q J 4	C K 7 6 5

WEST	EAST
1D	2D
2S*	2NT*
3H*	3S*
3NT	4C
4D	4H
5D	Pass

2S	Clear for West to try for game (6D, honors combos, SPL)
2NT	East could bid 3S instead (SPL) but better to see if CK is opposite length or shortness
3H	SPL, limited hand
3S	SPL
3NT	Wasted spades, might be the right contract
4C	Control, slam possible opposite: AJ10x x Axxxx QJx (or similar)
4D	Waiting
4H	The ace
5D	No SA, no high club, not enough for a general try of 4NT

We recommend that in general, a bid that could be RKCB directly over a SPL be defined as just that. So here 4H over 3H would be RKCB as would 4S over 3S! When 4NT is not needed as RKCB or NAT, it is best employed as a mark-time general slam try seeking C control or a "Last Train" slam try for clubs.

Opener's 2NT and 3NT rebids

1m 2m**2NT** Strong notrump (15-17 HCP), only 3 cards in agreed minor, FG**3NT** 18-20 HCP, only 3 cards in agreed minor

Over 2NT, responder can SPL (1m-2m; 2NT-3D=om SPL) or STALL with 3C

Over 3NT, use same general scheme (4M=SPL/4D=om SPL/4C=STALL)

Opener's Reverse

1C 2C**2S*****1D 2D****3C***

*Artificial, promises 6/5+ reverse into a major. Responder relays to discover the major:

After 1C-2C; 2S*-2NT*, opener bids 3C=H and 3D=S, enabling responder to set M at 3-level.

After 1D-2D; 3C*-3D*, opener simply bids the long M, and responder cue-bids to set M (at least for game purposes), bids 4m to set the agreed minor as trumps).

With a 6/5+ reverse INTO diamonds, or 6/5+ jump shift into clubs, simply bid 2H to create game force.

REMINDER: Second available non-2H new-suit bid shows the 6/5+ reverse type (always).

The C=H and D=S pairings are found in various other places in the system.

Opener's Other Rebids

1m 2m**3m** NF; Needn't promise extra length. If responder continues, he shows stoppers with minimum bids, but shows shortness with jumps.**West deals, None vul, HCP: W=11 E=13**

S 9 7	S K 6
H J 10	H K Q 2
D Q J 6	D K 9 8 2
C A K 8 5 4 3	C Q 10 7 2

WEST	EAST
1C	2C
3C	3NT (pass?)

While West could pass as dealer, doing so would force him to choose between a PH 3C or 1NT (then guess) over a 1M opening, so it's worth the risk to open a bit light. Choices are 1NT (acceptable with 6m only when opening sub-minimum in HCP) or 1C, but both will get you to 3NT as East can't distort his hand to cater to an unsuitable mesh. At least 1C gets you to 3NT from the better side. A graphic example of the importance of fast tricks when there's a danger suit.

1m 2m

4m RKCB1430-m

JUMP* Autosplinters"; search for best game/slam; needn't be classic re side suit controls, but always consider alternative when imperfect.

DBL JUMP* EXCLUSION RKCB1430-m

5m+1 GSF-m

REMINDERS: Jump re-raise=RKCB1430-m
 Jumps in new suits show shortness; long m
 DOUBLE JUMPS in new suits are Exclusion RKCB
 5m+1 is the Grand Slam Force (higher replies show better holdings)

Interference over an Inverted Minor Raise

(1) After a simple overcall:

Double is for penalty, suggests only 3m

PASS is forcing to 3m, a high-frequency action

3m is non-forcing and implies shape, denies solid high-card values

2NT is NAT, FG

Other suit bids are natural but major-suit bids may be stopper-showing. If made below 3m these bids are not forcing to game (else pass to invite a further opinion from the raiser).

Jumps are splinters

*Jump to 4m=RKCB1430-m

(2) After a jump overcall:

PASS is non-forcing

DBL indicates extras with no good bid to make (not penalty)

New suits are game forcing

(3) After a takeout double:

Redouble shows a strong "balanced" hand (15+). The first message of redouble is to suggest defending. It is forcing to game and invites a penalty double with honors-third of a major or 4om.

PASS is forcing through 3m, implies extras and shape

3m is nonforcing and implies shape, denies solid high-card values

Other bids are natural, but not forcing to game if made below 3m (else pass to invite a further opinion from raiser). Otherwise, new suits are game forcing.

There is NO FORCING PASS if they bid beyond 3m and we have not yet shown game-forcing values. In these cases double shows extra values, usually relatively balanced pattern, no obvious desire to bid notrump instead.

(4) Further action by responder:

Reopening double is cooperative PENALTY, suggesting honors-third and good defense. New-suit bids suggest stoppers (majors) or length/values (other minor). Cue-bid (extra trumps) aims first for 3NT.

AFTER A 2C RESPONSE TO 1D

Natural, 9+ HCP; may be lighter than standard; usually at least five cards except: 3334, 11-12 HCP OR hands unsuitable for 2NT or 3NT (also 3334) responses.

No four-card major if less than full opening bid. Not suitable for direct inverted minor suit raise to 2D (good club suit is a mitigating factor against the direct raise).

If less than opening bid, must be prepared to rebid:

- (a) 2NT, nonforcing; (b) 3D, nonforcing; (c) 3C, nonforcing.

Note: 1D-1NT=8-10 HCP

1D-2NT=13-15 HCP

1D-3NT=16-18 HCP, all with no four-card major.

The 2NT and 3NT responses are stopper-sensitive. Thus, while the 2C response is most often an "unbalanced" or "quasi-balanced" hand with a genuine club suit, some balanced 11+ hands start w/ 2C.

Some minimum 2C responses:

- | | |
|------------------------|--|
| (a) A42 3 532 KJ10874 | (rebid 3C) |
| (b) KJ3 Q2 Q103 Q10953 | (rebid 2NT, close to a 1NT response) |
| (c) 52 3 KJ54 AJ10652 | (rebid 3D) |
| (d) A103 Q93 KJ2 J932 | (rebid 2NT) |
| (e) K2 743 3 AJ107632 | (rebid 3C; 1NT too great a distortion) |
| (f) A32 3 K43 Q108743 | (rebid 3D over opener's 2D rebid) |

Opener uses a specialised scheme of rebids over the 2C response designed to handle all his hand types effectively without getting in responder's way:

1D 2C

2D Any hand with 5+ diamonds; forcing, may conceal a reverse into M

2H* Most hands with specifically 4=4=4=1 pattern; F1.

2S* Artificial, game forcing club raise; almost always with at least four trumps.

2NT Natural, game forcing, 15-20 HCP. May easily have three-card support for clubs.

3C Natural, nonforcing, usually at least four trumps. Always real diamonds. 4441M OK

3D Extra values, game forcing, at most one loser in diamonds, no four-card major (rebid 2D).

3M* Splinters, extra values, game forcing, at least four-card support, not 4144 or 1444, (rebid 2S*) or void with 4M (also 2S*), so responder can cue-bid rather than look for a 4-4 major fit.

3NT* 18-20 HCP, 4=4=3=2 (usually no high C honors).

4C* Concentrated, 2=2=4=5, lots of extras: xx xx AKJx AKJxx

4D* Concentrated, 2=2=5=4, lots of extras: xx xx AKJxx AKJx

4M* EXCLUSION RKCB0314 for clubs

4NT RKCB1430 for clubs.

5C* No losers outside topless clubs: e.g. AK --- AKQxxx Jxxxx

Note: It's possible to use 4H as RKCB and 4S/4NT as Exclusion RKCB replacements. However, this is very hard on the memory and when you have a hand truly worth a direct RKCB of any kind the extra room really won't matter – these will be small slam/grand slam hands in any case.

1D	2C	
2D	2H/2S	Ostensibly natural, but may be a prepared bid on something like: KQx xx Kxx AQxxx (2S) as 2NT/3D/3C are all NF
1D	2C	
2D	2S	
3S	4H*	Artificial slam try, agreeing spades.
	4C/4D	Natural, setting trumps, denying real spades.
1D	2C	
2D	2H	
3H	3S*	Artificial slam try, agreeing hearts.
	4C/4D	Natural, setting trumps, denying real hearts.
	3NT*	Nonforcing, denying real hearts, shows partial spade stopper; Jxx KJx Kx AQxxx
1D	2C	
2D	2M	
3NT*		Artificial; 4-card support for Responder's latest M, stopper in OM; NF
2NT		Could be lots of extras (a reverse, even)
4M		Typically: KQTx x KQJxxx Kx (4S); caters to phony 2M
1D	2C	
2H*	2S*	*Artificial game force: opener bids a good suit, rebids 2NT or 3NT (extra values) with singleton C honors, 3C or 4C (extra values) with indifferent four-card suits). e.g. AKJx Qxxx Kxxx x (3S) QJxx KQxx Axxx Q (2NT) AQxx KQxx KQxx Q (3NT) KJxx KQxx A10xx x (3C) KQxx AQxx AJxx x (4C) KQxx AKJ10 Kxxx x (4H)
	2NT/3C/3D	Non-forcing
	3H/3S/4D	Natural slam tries, good trumps, invites opinion first
	4C	Sets clubs, invites cue-bidding
	3NT/4NT	Natural
1D	2C	
2S	2NT	Semibalanced, 3NT still likely
3C*		Balanced, many controls (8+)
3D*		Balanced, not so many controls (6/7 probably)
3H*		Short H (4=1=4=4 or flawed hand)
3S*		Short S (1=4=4=4 or flawed hand)
3NT*		Balanced, very poor controls (4-5)
4C*		1=1=5=6, e.g. x x AQJxx KQJxxx
4D*		1=1=6=5, e.g. x x AQJxxx AKxxx
4H/4S*		Voids, 6/6 in the minors, e.g. x --- AQ10xxx KQxxxx (4H)
4NT*		1=1=7=4, e.g. x x AQ10xxxx AQxx [missing an honors in each suit]
5C*		0=0=7=6

Continuations are RKCB1430-C (best to use 4C where available as RKCB1430-C), cue-bids, Grand Slam Force (5D), etc.- whatever you're comfortable with.

1D	2C	
2S	3C	Usually an unbalanced hand
3D*		Balanced, 8+ controls, pure hand.
3H*		Balanced, 6-7 controls
3S*		Balanced, 4-5 controls, great C, e.g. Kxx xx KQJx AKQx
3NT*		Balanced, 4-5 controls, indifferent C, e.g. KQx AJ KQJx Q10xx
4C*		1=1=5=6
4D*		1=1=6=5
4M*		Flawed splinters (not necessarily voids)
4NT*		RKCB1430-C [no need to DESCRIBE 1=1=7=4 opposite unbalanced responder]
5C*		0=0=7=6 with a hole in both suits

Continuations are RKCB1430-C, cue-bids, GSF, etc.

1D	2C	
2S	3D	5+C/4+D, usually an unbalanced hand
3H*		Balanced, 8+ controls, pure hand.
3S*		Balanced, 6-7 controls
3NT*		Balanced, 4-5 controls, stoppers, NF
4C*		Balanced, 4-5 controls, weak doubleton or tripleton
4D*		1=1=5=6 or 1=1=6=5
4M*		Flawed splinters (not necessarily voids)
4NT*		RKCB1430-C/D 6KC + both minor-suit queens
5C*		0=0=7=6 with a hole in both suits

Continuations are RKCB1430-C/D 6KC + both minor-suit queens, cue-bids, GSF, etc.

West deals, E-W vul, HCP: W=15 E=15

S --	S A J
H A 7 6 3	H Q
D K Q J 6	D A 10 9 7
C K Q 10 9 7	C A 8 6 5 4 2

WEST	EAST
1D	2C
2S*	3D
4S*	4NT
5D*	5H*
6D*	7C*
Pass	

2S	FG C raise, could have 4M
3D	4+D/5+C, implies UNBAL hand
4S	SPL (void or singleton)
4NT	RKCB1430-C/D, 6KC + both m queens
5D	0 or 3 (of 6)
5H	All 6 accounted for; asks about C/D queens
6D	Both (5S=0Q, 5NT=CQ, 6C=DQ . . . queens upwards)
7C	Easy

NOTE: When using 6KC + 2 TQ, voids are not part of the reply structure

1D **2C**
2S **3H** Natural, 4/4 fit still possible.
3S* Last chance grope for 3NT: e.g. Jxx Ax AKxx KJxx
3NT Natural, limited
4C Slam suitable, including hands with two small spades
4D Strong 5+-card suit
4H Natural, limited, singleton S (as three suits bid naturally)
4S* RKCB1430-H/C 6KC + H/C queens
4NT* EXCLUSION RKCB0314-H/C 6KC + H/C queens [short S]

1D **2C**
2S **3S** Natural, 4/4 fit still possible.
3NT Natural, limited
4C Slam suitable, including hands with two small spades
4D Strong 5+-card suit
4H* EXCLUSION RKCB0314-S/C 6KC + S/C queens [short H]
4S Natural, limited, singleton H (as three suits bid naturally)
4NT* RKCB1430-S/C 6KC + S/C queens

1D **2C**
2NT **3C*** Long clubs, some short suit, not 4M: 3D asks: shortness up the line
 3D* 5+C/4H: follow-up bids in S/D=SPL
 3H* 5+C/4S: follow-up bids in H/D=SPL
 3S* 5+C/4D: follow-up bids in H/S=SPL
 3NT Signoff
 4C* RKCB1430-C
 4D* "Autosplinter" for C, enough to go past 3NT (contrast with 3C)
 4M* "Autosplinter" for C, enough to go past 3NT (contrast with 3C)
 4NT Quantitative, expecting 15-17 HCP

1D **2C**
3C **4D/4M*** "Autosplinters" for C: e.g. Axx Kxx x AQ10xxx (bid 4D over 3C)
 3D Forcing; opener continues by bidding a notrump stopper, by bidding 3NT, or
 by jumping in a major to show SPL

1D **2C**
3D **3H/3S** Notrump stopper (for the moment)
 3NT Natural
 4C Natural, clubs can still be trumps
 4D Slam possible; try to avoid advance cue-bid over 3D
 4H* RKCB1430-D
 4S/4NT* S/H SPL agreeing D
 5C* Picture: long solid C, no M controls, some bits and pieces, no D honors

1D **2C**
3NT 4=4=3=2, 18-20 HCP (usually no club honors)
 4C Natural, slam try
 4D* Sets H, slam try; opener expresses an opinion (then 4S=RKCB1430-H/C + 2 TQ)
 4H* Sets S, slam try, opener expresses an opinion (then 4NT=RKCB1430-S/C + 2 TQ)
 4S* 4405, doubt about strain for slam
 4NT Quantitative
 5m* RKCG1430-m

REVERSE FLANNERY RESPONSES TO 1C and 1D

1C	2D*	5+H/5+S weak (could be 5/4 either way for convenience)
1C	2H*	5+S/4+H INV (but not 6S4H)
1C	2S*	6+S/4H INV
1D	2H*	5+S/4+H weak
1D	2S*	5+S/4+H INV

In response to these, we play:

2NT* A signoff in a minor, or a slam try in a major. Responder bids as if facing a Good/Bad 2NT and opener clarifies (his 3NT=H/NT choice).

When opener rebids 3M (slam try), responder bids by steps: no SPL/C SPL/D SPL

3C* Asks for further description; usually game try for M or FG with minor(s).
Responder rebids:

3D	5=4=2=2 minimum: opener's 3M=NF
3H	5=4=3=1 or 5=4=4=0 (lower shortness), any strength: opener's 4m NAT
3S	5=4=1=3 or 5=4=0=4 (higher shortness), any strength: opener's 4m NAT
3NT	5=4=2=2 maximum
4C	At least 5/5, C shortness
4D	At least 5/5, D shortness
4H	6=5=1=1 or 5=6=1=1
4S	5=5=(3-0)/3-card support for opener's m (maximum); opener's 4NT slam try for m

3D* INV if a rebid after opening 1D; FG if a reverse after opening 1C

3M INV, real fit but near-minimum HCP values in context

3NT NAT

4C FG (5/5+) after opening 1D; FG one-suiter after opening 1C

4D* NAT/FG after opening 1D; 4=4=0=5 slam try after opening 1C

NOTE:	1C	2x*	
	2NT*		Signoff in C or a slam try in a major
		3C*	Would pass a 3C signoff (as in Good/Bad 2NT technique)
	3D		FG with clubs; 3NT is possible but diamonds may be a problem

OPENER JUMP-REBIDS 2NT

(1) Over jump 2NT (18+-20 HCP) rebid following 1C-1D, no checkback inquiry. Instead use this scheme:

After 1C-1D; 2NT

1C	1D	
2NT	3C	NAT, FG, usually 4+C
	3D	NAT, FG, 6+D
	3H*	4S/5+D, FG, at least a sound 8HCP (else respond 1S)
	3S*	4H/5+D, FG (as for 3H)
	3NT	NAT
	4C	RKCB1430-C
	4D	RKCB1430-D
	4M	SPL, agreeing C, clear slam try
	4NT	INV
	5C	Picture Bid, but NF slam try (e.g. xx xx AKJxx QJxx): opener's 4NT=signoff
	5D	Best guess
	5M*	EXCLUSION RKCB0314-C
	5NT	F6NT; invites seven on power
	6m	Best guess
	6M	NAT: 6M/7D, opener needs three key honors in responder's suits for seven
	6NT	The end

(2) Over jump 2NT (18+-20 HCP) rebid following 1m-1M, no checkback inquiry. Instead use a complete TRANSFER METHOD, as follows.

After 1C-1H; 2NT

1C	1H	
2NT	3C*	Puppet to 3D
	3D*	Transfer back to H, 5+H
	3H*	Transfer to S, denies 5+H; thus 4S/4H
	3S*	5+D/5+H, FG; with only 4H, respond 1D if strong enough to go past 3NT
	3NT	NAT
	4m*	"Autosplinter" in support of own long H (NB: go through 3C* for S SPL for H)
	4H	The end
	4S/5m*	EXCLUSION RKCB0314-H
	4NT	INV
	5NT	F6NT, invites seven on power
	6H	The end
	6NT	The end
	6C	No losers outside C/H; opener needs three key honors in C/H for seven

1C	1H	
2NT	3C*	Puppet to 3D (usually C support, but not always)
3D*		Forced
	Pass	The way we reach 3D (4H/5+D, weak)
	3H	C+5H; responder's NEXT S/D bid shows shortness (FIRST confirm 5+H)
	3S*	C+4H, S SPL (new suit DIRECTLY denies 5+H)
	3NT	C+4H, NF but brings 5C/6C into the picture
	4C	C+4H, no SPL, better hand than 3NT (likely to be 5C)
	4D*	RKCB1430-C (trumps) plus HK (6 key cards)
	4H*	Long H, S SPL "Autosplinter"; NF slam try
	4S*	Long H, S SPL "Autosplinter"; enough to go past game
	4NT*	C+4H, D SPL (new suit "equivalent" DIRECTLY denies 5+H)

1C	1H	
2NT	3D*	Transfer back to H: shows 5+H (may be very weak but may reach game)
3H*		Opener "accepts" ONLY with doubleton; now self-raise to 4H=mild slam try
3S*		4S/3H; FG (in theory); responder's 4C=slam try H/4D=slam try S/4M=end
3NT*		3H and a preference for playing 3NT if responder was offering a game choice
4C*		3H; very slam-suitable; responder's 4D=LAST TRAIN slam try
4D*		3H; neutral values for slam but preference for suit play
4H*		3H; Picture bid: good H/good C/no side ace, e.g. Kx AQx Kxx AKxxx

NOTE: In all these cases EXCEPT over opener's 3H, responder's 4S continuation is KICKBACK1430-H, generally a PLANNED AUCTION. He must FIRST confirm 5+H to create a key card ask situation (although DIRECT big jumps over 2NT are EXCLUSION RKCB0314-H). Responder's 4NT after opener DENIES 3H is NATURAL, confirming six hearts and 5C is RKCB1430-H. Where 4S=KICKBACK, 4NT=S cue-bid.

1C	1H	
2NT	3H*	Transfer to S: shows 4H/4S
3S*		Opener "accepts" ONLY with 4 spades: now 4m=SPL; 3NT=BAL slam try
3NT*		NAT, denies 4S
4m*		Advance cue-bid for S, denying lower control
4H*		NAT, CONCEALED 4-card support (thus 3433 minimum-range)
4S*		Picture bid: good 4S/good C/no side ace; e.g. AQ10x Kx Kxx AQJx

1C	1H	
2NT	3S*	5+H/5+D GF (with 4H/4D don't look for D; opener won't have them)
3NT		NAT
4C*		Sets H (4S=6RKCB1430-H, 4H=NF, 4S/4NT=S/C SPL respectively)
4D		Sets D, slam-suitable (then 4H=6RKCB1430-D, 4S/5C=S/C SPL, 4NT=NF)
4H*		6RKCB1430-D
4S*		6RKCB1430-H
4NT*		Sets H; slam try denying C control (then 4NT=RKCB1430-H)
5C*		Sets H; slam try denying S control, e.g. Jxx KQJ AQx AKxx
5D*		Picture bid: e.g. Axxx AQ KQx Axxx

After 1C-1S; 2NT

1C	1S	
2NT	3C*	Puppet to 3D
	3D*	Transfer to H, 5+S/4+H, roughly 12+ HCP (as no 2D/2H/2S REV FLAN)
	3H*	Transfer to S, 5+S
	3S*	5+D/5+S, FG; with only 4S, respond 1D if strong enough to go past 3NT
	3NT	NAT
	4m*	"Autosplinter" in support of own long S
	4H*	"Autospinter" in support of own long S
	4S	The end
	5m/5H	EXCLUSION RKCB0314-S
	4NT	INV
	5NT	F6NT, invites seven on power
	6H/6NT	The end
	6C	No losers outside C/S; opener needs three key honors in C/S for seven

1C	1S	
2NT	3C*	Puppet to 3D (usually C support, but not always)
3D*		Forced
	Pass	The way we reach 3D (4S/5+D, weak)
	3S	C+5S; responder's NEXT S/D bid shows shortness (FIRST confirm 5+S)
	3H*	C+4S, H SPL (new suit DIRECTLY denies 5+S)
	3NT	C+4S, NF
	4C	C+4S, no SPL, better hand than 3NT (likely to be 5+C)
	4D*	RKCB1430-C (6 KC includes SK)
	4H*	EXCLUSION RKCB0314-C (otherwise idle sequence)
	4S*	AQJxxx xx xx KQx
	4NT*	C+4S, D SPL (new suit "equivalent" DIRECTLY denies 5+S)

1C	1S	
2NT	3D*	Transfer to H: shows 5+S/4+H (12+ HCP as no 2D/2H/2S REV FLAN)
3H*		Opener "accepts" ONLY w/ 4H; now 4m=SPL; 3NT=5422 NF; 3S=5422 S/T
3S*		3S/not 4H; FG (in theory); responder's 4m=SPL (THE RULE), 4H=5/5+ slam try
3NT*		NAT, no fit
4C*		Sets H; advance cue-bid; responder's 4D=LAST TRAIN slam try
4D*		Sets H; advance cue-bid, denies C control
4H*		Sets H; Picture bid: good H/good C/no side A, e.g. Kx AQxx Kxx AKxx

NOTE: In all cases in which opener sets H, responder's 4S continuation is 6RKCB1430-H, 4NT is a cue-bid in S (even though S is responder's main suit)

1C	1S	
2NT	3H*	Transfer back to S: shows 5+4S
3S*		Opener "accepts" ONLY with doubleton; now self-raise to 4S=mild slam try
3NT*		3S and preference for play in 3NT if responder was offering a game choice
4C*		3S; all-around slam-suitable hand; responder's 4D=LAST TRAIN slam try
4D*		3S; neutral values for slam but preference for suit play
4H*		3S; very-slam suitable, emphasis on controls, e.g. QJx Axx Ax AKJxx
4S*		3S; Picture bid: good S/good C/no side ace, e.g. AQx Kxx Kx Akxxx

NOTE: In all these cases EXCEPT where opener “accepts” the transfer (showing only two spades), responder’s 4NT continuation is 6RKCB1430-H, generally a PLANNED AUCTION. He must FIRST confirm 5+S to create a key card ask situation (although DIRECT big jumps over 2NT are EXCLUSION RKCB0314-S). When Opener DENIES a fit, 4NT is NAT, invitational and 5C is RKCB1430-S.

1C	1S	
2NT	3S*	5+S/5+D GF (with 4S/4D don’t look for D; opener won’t have them)
3NT		NAT (could be poor hand for D with only two spades)
4C*		Sets S (4S=NF, 4D/4H=SPL C/H respectively, 4NT=6RKCB1430-S)
4D		Sets D, slam-suitable (then 4H=6RKCB1430-D, 4S/5C=H/C SPL, 4NT=NF)
4H*		6RKCB1430-D
4S*		Sets S; slam try denying C control, e.g. AQJ AKx AQx xxxx
4NT*		6RKCB1430-S
5C*		Sets S; slam try denying H control, e.g. AQJ xxx AQx AKxx
5D*		Picture bid: e.g. AQ Axxx KQx Axxx (both side aces, strong S+D)

After 1D-1H; 2NT

1D	1H	
2NT	3C*	Puppet to 3D
	3D*	Transfer back to H, 5+H
	3H*	Transfer to S, denies 5+H; thus 4S/4H
	3S*	5+C/4H, FG (NB: not same as after 1C-1H; 2NT, where 3S=5+D/5+H)
	3NT	NAT
	4m*	“Autosplinter” in support of own long H (NB: go through 3C* for S SPL for H)
	4H	The end
	4S/5m*	EXCLUSION RKCB0314-H
	4NT	INV
	5NT	F6NT, invites seven on power
	6H/6NT	The end
	6D	No losers outside D/H; opener needs three key honors in D/H for seven

1D	1H	
2NT	3C*	Puppet to 3D (usually D support, but not always)
3D*		Forced
	Pass	This is the way we reach 3D
	3H	D+5H; responder’s NEXT S/C bid shows shortness (FIRST confirm 5+H)
	3S*	D+4H, S SPL (new suit DIRECTLY denies 5+H)
	3NT	D+4H, NF
	4D	D+4H, no SPL, better hand than 3NT (likely to be 5D)
	4C*	RKCB1430-D (6 KC including HK)
	4H*	Long H, S SPL; NF slam try
	4S*	Long H, S SPL; enough to go past game
	4NT*	D+4H, C SPL (new suit “equivalent” DIRECTLY denies 5+H)

1D	1H	
2NT	3D*	Transfer back to H: shows 5+H (may be very weak but may reach game)
3H*		Opener "accepts" ONLY with doubleton; 4H=mild slam try; 4C=4+C NAT
3S*		4S/3H; FG (in theory); responder's 4C=sam try H/4D=sam try S/4M=end
3NT*		3H and a preference for play 3NT if responder was offering a game choice
4C*		3H; very sam-suitable; responder's 4D=LAST TRAIN sam try
4D*		3H; neutral values for sam but preference for suit play
4H*		3H; Picture bid: good H/good D/no side ace, e.g. Kx AQx AKxxx Kxx

NOTE: In all these cases, responder's 4S continuation is 6RKCB1430-H, generally a PLANNED AUCTION. He must FIRST confirm 5+H to create a key card ask situation (although DIRECT big jumps over 2NT are EXCLUSION RKCB0314-H). When 4S=RKCB, 4NT is NAT, confirming six H.

1D	1H	
2NT	3H*	Transfer to S: shows 4H/4S
3S*		Opener "accepts" ONLY with 4 spades: then 4m=SPL, 3NT=BAL sam try
3NT*		NAT, denies 4S
4m*		Advance cue-bid for S, denying lower control
4H*		NAT, CONCEALED 4-card support (thus 4D4H(32) minimum-range)
4S*		Picture bid: good 4S/good D/no side ace; e.g. AQ10x Kx AQJx Kxx
1D	1H	
2NT	3S*	4H/5+C, FG but LIMITED (else 1D-2C); with 5+H transfer back to H FIRST
3NT		NAT
4C		Sets C, sam-suitable (4D=6RKCB1430-C, 4H/4S=D/S SPL respectively, 4NT=NF)
4D*		6RKCB1430-C)
4H		NAT, CONCEALED 4-card support (thus a minimum)
4S*		Club fit; no D control (then 4NT/5C=NF)
4NT*		Club fit; no S control, NF (responder's 5C NF)
5C*		Picture bid, e.g. Axxx AQ Axx KQxx (both side aces, strong H+C)

After 1D-1S; 2NT

1D	1S	
2NT	3C*	Puppet to 3D
	3D*	Transfer to H, 5+S/4+H, 12+HCP (as no 2H/2S REVERSE FLANNERY)
	3H*	Transfer to S, 5+S
	3S*	5+C/4S, FG; with 5+S, FIRST transfer back to S
	3NT	NAT
	4m*	"Autosplinter" in support of own long S
	4H*	"Autospinter" in support of own long S
	4S	The end
	5m/5H*	EXCLUSION RKCB0314-S
	4NT	INV
	5NT	F6NT, invites seven on power
	6H/6NT	The end
	6D	No losers outside D/S; opener needs three key honors in D/S for seven

1D	1S	
2NT	3C*	Puppet to 3D (usually D support, but not always)
3D*		Forced
	Pass	This is the way we reach 3D
	3S	D+5S; responder's NEXT S/C bid shows shortness (FIRST confirm 5+S)
	3H*	D+4S, H SPL (new suit DIRECTLY denies 5+S)
	3NT	D+4S, NF
	4C*	RKCB1430-D (6 KC+SK)
	4D	D+4S, no SPL, better hand than 3NT (likely to be 5D)
	4H/5m*	EXCLUSION RKCB0314-D (otherwise 4H idle)
	4S*	AQJxxx xx KQx xx (special "picture" jump)
	4NT*	D+4S, C SPL (new suit "equivalent" DIRECTLY denies 5+S)

1D	1S	
2NT	3D*	Transfer to H: shows 5+S/4+H
3H*		Opener "accepts" ONLY w/ 4H; now 4m=SPL; 3NT=5422 NF; 3S=5422 S/T
3S*		3S/not 4H; FG (in theory); responder's 4m=SPL, 4H=5/5+, F1 slam try
3NT*		NAT, no fit or a matter of evaluation
4C*		Sets H; advance cue-bid; responder's 4D=LAST TRAIN slam try
4D*		Sets H; advance cue-bid, denies C control
4H*		Sets H; Picture bid: good H/good D/no side A, e.g. Kx AQxx AKxx Kxx

NOTE: In all cases in which opener sets H, responder's 4S continuation is KICKBACK1430-H, 4NT is a cue-bid in S (even though S is responder's main suit, the KICKBACK rule still applies)

1D	1S	
2NT	3H*	Transfer back to S: shows 5+S
3S*		Opener "accepts" ONLY with doubleton; now 4S=mild S/T; 4C=NAT; 4R=cue
3NT*		3S and preference for play in 3NT if responder was offering a game choice
4C*		3S; all-around slam-suitable hand; responder's 4D=LAST TRAIN slam try
4D*		3S; neutral values for slam but preference for suit play
4H*		3S; very-slam suitable, emphasis on controls, e.g. QJx Axx AKJxx Ax
4S*		3S; Picture bid: good S/good D/no side ace, e.g. AQx Kx AKxxx Kxx

NOTE: In all these cases EXCEPT where opener "accepts" the transfer (showing only two spades), responder's 4NT continuation is 6RKCB1430-S, generally a PLANNED AUCTION. He must FIRST confirm 5+S to create a key card ask situation (although DIRECT big jumps over 2NT are EXCLUSION RKCB0314-S). When Opener DENIES a fit, 4NT is NAT, invitational.

1D	1S	
2NT	3S*	5+C/4S FG but limited (else 1D-2C); with 5+S, FIRST transfer back to S
3NT		NAT
4C		Sets C, slam-suitable (4D=6RKCB1430-C, 4H/4S=H/D SPL respectively, 4NT=NF)
4D*		6RKCB1430-C
4H*		C fit, no D control (then 4NT/5C=NF)
4S		NAT, CONCEALED 4-card S support (thus a minimum)
4NT*		C fit, no H control, NF (responder's 5C NF)
5C*		Picture bid, e.g. AQ Axxx Axx KQxx (both side aces, strong S+C)

GENERALLY:

If responder transfers to his major and bids a new suit at the four-level, it is natural if there is no other way to introduce that suit, but it is a cue-bid in support of himself otherwise.

Transfer and self-raise is a mild slam try when opener denies 3M.

Transfer then 4NT is natural (six-card suit) UNLESS opener shows a fit, in which case 4NT is RKCB1430 (when S trumps); something else when H trumps.

Transfer then 5NT is F6NT, inviting seven on power.

4S is generally RKCB1430 when H are trumps, 4NT when S are trumps.

When 1M responder puppets to 3D, then bids 4om he is using RKCB1430-m (6KC + MK) for *opener's* minor. In the same scenario, when responder bids 4NT over 3D, he is showing 5+m/4M and a SPL in om
In summary: the EXPECTED meanings of 4om and 4NT are “switched” to permit responder to check on key cards for the minor at an economical level (4om).

When 3S shows THE OTHER MINOR, it promises 5M after a 1C opening, but denies 5M after a 1D opening.

When *responder's* minor is trumps, his rebid of 4m+1 is 6RKCB1430-m.

Opener can set *responder's* C as trumps by:

- (a) bidding 4C (resp's 4D=6RKCB1430-C, 4H/4S=SPL (M=M/OM=D, 4NT=NF)
- (b) bidding 4D (6RKCB1430-D) with responder's MK counting as a key card
- (c) bidding 5C (“picture” jump)
- (d) bidding below 5C (but not 4M, which shows concealed 4M support) to show a control and to indicate that he lacks control of the “other” side-suit (not one of responder's suits).

Opener can set *responder's* D as trumps by:

- (a) bidding 4D (resp's 4H=6RKCB1430-D, 4S/5C=OM/C SPL respectively, 4NT=NF)
- (b) bidding 4H (6RKCB1430-D) with responder's MK counting as a key card
- (c) bidding 5D (“picture” jump)

REVERSES

1C-1H	1C-1S	1C-1S	1D-1S	1C-1D	1C-1NT	1C-1NT	1D-1NT
2D	2D	2H	2H	2D	2D	2M	2M

Specifics:

- At least five cards in the first suit
- A shorter second suit
- Enough overall strength to commit the partnership to the three-level (or, in some cases, 2NT).

Partnerships must decide which way to go with fair five-six hands (opening the shorter higher-ranking suit or temporarily suppressing the shorter suit are the alternatives to reversing) and with marginal five-four hands. The reverse is forcing and promises a rebid.

After 1C-1M; 2D

1C	1H	
2D	2H	F1, 5+H (if enough to FG, not 5H+4D/3C ... else direct 3D/3C)
	2S*	Artificial, aimed at signing off, sort of a lebensohl puppet
	2NT	FG, some genuine values and stoppers, unsuitable for jump to 3NT
	3C	FG, NAT, usually 3+ cards
	3D	FG, NAT, 4+ cards
	3H	FG, NAT, one-loser suit at worst
	3S*	FG, SPL raise of diamonds (best reserved for 5-card support)
	3NT	4432, about 11-13 HCP, slow cards, solid stoppers/genuine notrump orientation
	4C	Typically: xx AKxxx xx Qxxx (picture jump)
	4D	Typically: xx AKxxx QJxx xx (picture jump)
	4H	Solid 6/7-card suit, no S control, not much else, defined as NF
	Higher	Whatever you want them to be (RKCB/GSF/voids, etc)

1C	1H	
2D	2H	F1, 5+H
2S		FG, no better bid to make
2NT		NF, 3145 more likely than 2245 (3C/3D/3H by responder=NF; 3S ART FG)
3C		NF, NAT (3D/3H by responder=NF; 3S=artificial FG)
3D		F1, 5/6+ (can pass responder's 4C or 4D so responder's 3S ART FG)
3H		NF; 2245/2236, either no S stopper or great doubleton H
3S*		SPL, 3-card H support, does not imply extra values beyond normal reverse
3NT		NAT, stoppers, extras
4C		FG, sets trumps
4D		6D/7C, FG (responder's 4H=NF, 4S=1 cover card, 4NT=2 cover cards, 5m weak)
4H		Typically: xx AQx AKx AKxxx (2NT opening not necessary)
4S*		RKCB1430-H
4NT*		EXCLUSION RKCB0314-H, void in spades

1C	1H	
2D	2S*	The signoff toy (but not used to sign off in own H)
2NT		NF, typically 3145, minimum (3C/3D=NF; 3M=FG, values there)
3C		NF, a common action (responder's 3D=NF; 3M=FG, values there)
3D		F1, 5/6+ (can pass responder's 4C or 4D)
3H		FG, roughly 1345, although responder won't have five hearts (else 2H not 2S)
3S*		FG, no better bid to make (2245/3145 unsuitable for 3NT/6+C/etc)
3NT		Extras, much more likely to be 3145, 3136 or 2236 than 2245
4C		FG, enough to go past 3NT (else 3S)
4D		6D/7C, FG (responder's 4H=NF, 4S=1 cover card, 4NT=2 cover cards, 5m weak)
4H		0445 / 0436 / SA435 huge hand with 4H too good for "captaincy-relinquishing" SPL

1C	1S	
2D	2H*	Artificial, aimed at signing off, sort of a lebensohl puppet
	2S	F1, 5+S (if enough to FG, not 5S+4D/3C ... else direct 3D/3C)
	2NT	FG, some genuine values and stoppers, unsuitable for jump to 3NT
	3C	FG, NAT, usually 3+ cards
	3D	FG, NAT, 4+ cards
	3H	5/5+ FG (opening values+)
	3S	FG, NAT, one-loser suit at worst
	3NT	4333, about 11-13 HCP, slow cards, solid stoppers/genuine notrump orientation
	4C	Typically: AKxxx xx xx Qxxx (picture jump)
	4D	Typically: AKxxx xx QJxx xx (picture jump)
	4H*	Void SPL for D with 5 good trumps
	4S	Solid 6/7-card suit, no H control, not much else, defined as NF

1C	1S	
2D	2S	F1, 5+S (at least moderate values, else rebid *2H)
2NT		NF, 1345 more likely than 2245 (3C/3D=constructive/3S=NF)
3C		NF, NAT (3D=constructive /3S=NF; 3H=ART FG)
3D		F1, 5/6+ (can pass responder's 4C or 4D)
3H*		FG, artificial, no desire to go past 3NT or be declarer at 3NT
3S		NAT, 2245/2236, strong doubleton S, no H stopper
3NT		NAT, extras: 1345,1336 or 2236 much more likely than 2245
4C		FG, sets trumps
4D		6D/7C, FG (responder's 4S=NF, 4H=1 cover card, 4NT=2 cover cards, 5m weak)
4H*		SPL, 3-card S support, does not imply extra values
4S		Typically: AQx xx AKx AKxxx (2NT opening not necessary)
4NT		RKCB1430-S
5H*		EXCLUSION RKCB0314-S

1C	1S
2D	2H* The signoff toy
2S	Typically 3145, NF (2NT/3C/3D by responder=NF)
2NT	NF, typically 1345, minimum (3C/3D by responder=NF; 3H=artif FG)
3C	NF, a common action (3D=NF; 3M=FG, values there)
3D	F1, 5/6+ (can pass responder's 4C or 4D)
3H	FG, no better bid to make (2245/3145 unsuitable for 3NT/6+C, etc)
3S	FG, roughly 3145
3NT	Extras, more likely to be 1345, 1336 or 2236 than 2245
4C	FG, enough to go past 3NT (else 3H)
4D	6D/7C, FG (responder's 4S=NF, 4H=1 cover card, 4NT=2 cover cards, 5m weak)
4H*	3037 or so (3S/7+C, no H loser)
4S	4045/4036/4HA35 huge hand too good for "captaincy-relinquishing" splinter

Summary: 1C-1M; 2D reverse

- (1) Responder's "fourth suit" 2M is used as a weak signoff device, over which opener can stop below game by:
 - (a) taking cheap preference to 2S, NF;
 - (b) bidding 2NT, NF;
 - (c) bidding 3C, NF;
 - (d) bidding 3D, F1
- (2) Responder prefers to rebid a 5-card H suit (F1) unless he can give FG preference to 3C or make FG raise to 3D.
- (3) Responder prefers to rebid a 5-card spade suit (F1) unless he can give FG preference to 3C or make FG raise to 3D, or unless he has a weak hand (in which case he prefers to use the ARTIFICIAL 4th-suit 2H, which may get him out not only at 2NT or 3m but also at 2S).
- (4) A potentially weak responder is permitted to make a NF bid at his third turn whenever opener has not made a FG third bid.
- (5) As a 1S responder denies 4+H (no REVERSE FLANNERY response) unless he has FG values, so his jump to 3H is 5/5+ FG and to 4H is a void-showing SPL raise suggesting 5-card D support).
- (6) Opener's third round raise of 2M to 3M shows only two-card support and logical avoidance of notrump.
- (7) Opener's third-round raise of 2M to 4M denies a SPLINTER in OM (5332)
- (8) Whenever opener has shortage in OM and 3-card support, he must splinter if responder rebids his M.
- (9) When responder has NOT rebid his suit, opener's third-round jump to 4M shows 4-card support, no OM loser and a huge hand (too much to SPL directly over 1M).
- (10) If opener reverses with 5/6+, he must be prepared to get as high as 4m by showing his pattern.
- (11) Opener uses an idle 4th-suit bid to force to game where nothing else is convenient below 3NT and when 5m may be too high or strain is uncertain.
- (12) Partnerships might wish to develop some rules for the high-level bids that are otherwise best left undefined. Be clear about distinctions between SPLs, VOID-SPLs and EX-RKCB.

After 1m-1S; 2H

1C	1S	
2H	2S	F1, 5+S (if enough to FG, not 5S+3C ... else 3C)
	2NT*	Artificial, aimed at signing off, sort of a lebensohl puppet
	3C	FG, NAT (may have 5S)
	3D*	ART FG, typically 4342 no D stopper, but may be too strong for jump to 3NT
	3H	FG, 5S/4+H (not a "picture jump" but 12+ as no 2D/2H/2S REV FLAN)
	3S	FG, one-loser suit at worst
	3NT	Typically 11-13 HCP, "slow" cards, 4342 pattern, notrump-oriented
	4C	Typically: AKxxx xx xx Qxxx "picture raise"
	4D*	SPL for H, 12+ as no initial REVERSE FLANNERY response
	4H	Typically: AKxxx KJxx Jx xx NF "picture raise"
	4S	Solid 6/7 suit, no D control, NF
	4NT	RKCB1430-H

1C	1S	
2H	2S	F1, 5+S (if enough to FG, not 5S+3C ... else direct 3C)
2NT		NF, NAT, most often 1435 (3C/3S=NF; 3D=5S/5D NF; *3H=5S/5D FG)
3C		NF, NAT, a sixth club
3D*		FG, artificial, unwilling to bypass 3NT just yet
3H		NF (Note), as will be responder's preference to 4C
3S		NF, 2425 or so, strong doubleton S, no D stopper
3NT		NAT, extras, 1435,1336 or 2326 more likely than 2425
4C		Sets trumps, FG
4D*		SPL raise of S, does not imply extra values
4H		NAT, 5/6+ (contrast with lesser 3H), NF
4S		Typically: AQx AKx xx AKxxx (no SPL D)
4NT		RKCB1430-S

1C	1S	
2H	2NT*	Artificial, aimed at signing off, sort of a lebensohl puppet: 3C is expected; then, 3D=NAT/NF canapé; 3H*=5+D/FG; 3S=S values/FG; 3NT=NAT,NF
3D*		FG, artificial, unwilling to bypass 3NT
3H		NF (Note), as will be responder's preference to 4C
3S		FG, 3415 (descriptive even though responder won't have 5S)
3NT		NAT, extras, includes D stopper as responder might not have one
4C		Sets trumps, FG
4D*		FG, 3307 or so (3S/7+C)
4H		NAT (contrast with lesser 3H=NF)
4S		4405/4306/43DA5, no D loser, huge four-trump S raise

1C	1S	
2H	3D*	ART FG, 4342 no D stop: basically NAT continuations, but:
4C		Slam try, D control implied, as responder usually won't have one
5C		A rare "fast arrival" case (two D tricks missing)
4S		Forcing (no D wastage!): the huge four-trump S raise; 4NT=EX-RKCB1430-S
4NT		NAT/UNBAL, 22-23 value (expect responder to have 9+ HCP)

1D 1S
 2H 2S F1, 5+S (if enough to FG, not 5S+3D ... else 3D)
 2NT* Artificial, aimed at signing off, sort of a lebensohl puppet
 3C* ART FG, "4324" no C stop
 3D FG, NAT, may have 5S
 3H FG, 5S/4+H (12+ HCP as no 2H/2S REVERSE FLANNERY response)
 3S FG, one-loser suit at worst
 3NT Typically 11-13 HCP, "slow" cards, 4324 pattern, notrumpy
 4C* SPL for H
 4D Typically: AKxxx xx Qxxx xx "picture raise"
 4H Typically: AKxxx KJxx xx Jx NF "picture raise" (12+ as no initial REV FLAN)
 4S Solid 6/7 suit, no C control, NF
 4NT RKCB1430--H

1D 1S
 2H 2S F1, 5+S (if enough to FG, not 5S+3D ... else direct 3D)
 2NT NF, NAT, most often 1453 (resp's 3C (NAT)/3D/3S=NF, *3H=5S/5C FG)
 3C* FG, artificial, unwilling to bypass 3NT just yet
 3D NF, NAT, a sixth diamond
 3H NF (Note), as will be responder's preference to 4D
 3S 2452 or so, strong doubleton S, no C stopper
 3NT NAT, extras, 1453,1363 or 2362 more likely than 2452
 4C* SPL raise of S, does not imply extra values
 4D Sets trumps, FG
 4H NAT (contrast with lesser 3H), NF
 4S Typically: AQx AKx AKxxx xx (no SPL C)
 4NT RKCB1430-S

1D 1S
 2H 2NT* Artificial, aimed at signing off, sort of a lebensohl puppet: 3C is expected; then,
 P=NF canapé; 3D=NF; 3M FG values there; 3NT=NAT,NF (about 7-9 HCP)
 3D FG, NAT, a sixth D
 3H NF (Note), as will be responder's preference to 4C
 3S FG, 3451 (descriptive, even though responder won't have 5S)
 3NT NAT, extras (C stopper expected as responder may not have one)
 4C 3370 or so (3S/7+D)
 4D Sets trumps, FG
 4H NAT (contrast with lesser 3H=NF)
 4S 4450/4360/435CA, no C loser, huge four-trump S raise

1D 1S
 2H 3C* ART FG: 4342 no C stop, FG; basically NAT continuations, but
 4D Slam try, C control implied
 5D A rare "fast arrival" case (two C tricks missing)
 4S Forcing (as no C wastage!): still the huge four-trump S raise; 4NT=RKCB1430-S
 4NT NAT, say 22-23 value (expect responder to have 9+ HCP)

Summary: 1m-1S; 2H reverse

- (1) Responder's second-round 2NT is used as a weak signoff device, over which opener can stop below game by bidding:
 - (a) 3C (then passing 3D [but note that responder's 3M=values, FG])
 - (b) 3H (NAT 5/6, NF)
- (2) Responder prefers to rebid a 5-card spade suit (F1) unless he can give FG preference to 3m or make a FG raise to 3H.
- (3) A potentially weak responder is permitted to make a NF bid at his third turn whenever opener has not made a FG third bid.
- (4) Responder's "fourth suit" 3om is used as a "fitless" game force with no stopper in om
- (5) Opener's third round raise of 2S to 3S shows only two-card support and logical aversion to bid notrump.
- (6) Opener's third-round raise of 2S to 4S denies a SPLINTER in om (335m2om)
- (7) Whenever opener has shortage in om and 3-card S support, he must SPL at his third turn if responder rebids 2S.
- (8) Opener's jump to 4S where responder has NOT rebid his S suit shows 4-card support, no om loser, and a huge hand (too much to SPL directly).
- (9) If opener reverses with 5/6+, he must be prepared to get as high as 3H or 4m in showing his pattern.
- (10) Opener uses an idle 4th-suit force of 3om bid to force to game where nothing else is convenient below 3NT and 5m may be too high or strain may be an issue.
- (11) If responder uses the "fitless" 4th-suit force of 3om at second turn, opener's 4m is a slam try promising om control, while 5m is "fast arrival" signoff with two losers in om.
- (12) Partnerships might wish to develop some rules for the high-level bids that are otherwise best left undefined, making distinctions between SPLs, void-SPLs and EX-RKCB.

The Special Case of 1C-1D; 2D

As we open 1D with 4/4 or 4/5 in the minors and may respond 1D to 1C with only 2/3 cards in diamonds (awkward hands containing club support), the "raise" to 2D is treated as a true reverse. This agreement should also apply when opener responds to a "cards" style negative double by bidding diamonds after opening 1C.

1C	1D	
1M		5+C/4+M or 4=4=1=4 (if rebidding 1H)
1NT		May conceal 4-card M (alertable)
2C		NF, 6C (up to about 16 HCP if the clubs are weak)
2D		F1, perhaps semi-artificial to show a strong hand with C
2M		FG, NAT, at least 5C
2NT		NF, always BAL (18+-20)
3C		NF, extra values; suit quality is the issue (2D covers other good C hands)
3R/3S*		SPL in support of own C, either FG or (by explicit agreement) only F4C
3NT		Based on long solid C (singleton D expected)
1C	1D	
2C	2D	NAT, constructive (as 2C is playable)
	2M	FG, stopper (usually 3+ cards)
	2NT	F1
	3C	Courtesy raise
	3D	FG, very good suit
	3M*	SPL raise of C
	3NT	Extra values, three outside aces, Hx in C or KQ in outside suits and Hx in C; NF
	4C	Setting trumps, enough to go past 3NT, demands a control-showing bid
	4D*	RKCB1430-C
	4S/4NT*	Void SPL (S/H respectively, or perhaps Exclusion RKCB-C by agreement only)
	4H*	RKCB1430-D
	5C	Best guess with more shape than HCP
	5D*	GSF-C (to reach 5D, start with 3D over 2C, FG)
1C	1D	
2D	2H*	Artificial weak device, sort of a lebensohl-style puppet
	2S*	FG, artificial: good BAL hand with no obvious direction
	2NT	FG, NAT, good hand: reason to bid notrump (tenaces, values)
	3C	FG, sets C (any three cards or perhaps HH doubleton)
	3D	FG, attempts to set D (KQTx, or Qxxxx+)
	3M	SPL, 5+D/3+C (opener names trumps if clearly going past 3NT)
	3NT	4450, about 10-12 HCP, NF
	4C	Typically: xx xx AKxxx Qxxx "picture jump"
	4D	FG, at least 2/3 top D, six+ cards, can't take control.
	4S/4NT*	Void SPL (S/H respectively, or perhaps Exclusion 6RKCB1430, 5+D/3+C)
	4H*	RKCB-D (usually a question of six or seven)
	5C*	NB: No losers outside C[4] (e.g. Axx --- AKxxxx xxxx)
	5D*	NB: No losers outside D[6] (e.g. AKQ --- JTxxxxx Axx)

1C	1D	
2D	2H*	Artificial weak device, sort of a lebensohl-style puppet
2S*		The expected rebid with most normal minimums
2NT		FG, extras
3C		FG, 6+C
3D		FG, 5/6+
3M*		FG, length, short in other major (no SINGLETON RULE if no confirmed fit)
3NT		2=2=3=6, extras
4C		FG, sets C
4D		FG, 6/7

1C	1D	
2D	2H*	Artificial weak device, sort of a lebensohl-style puppet
2S*		The expected rebid with most normal minimums
	2NT	NAT, but NF
	3m	NAT, NF
	3M	FG, stopper, fairly BAL, not slam-oriented
	3NT	NAT, about 8-10 (not as good as 2NT over 2D)

The Special Case of 1m-1NT; 2x (reverse)

The range for the 1NT response will be significant here. Facing 8-10, opener may well reverse with a bit less as he may have doubts about notrump once responder has bypassed both majors.

1C	1NT	8-10, usually 3343 or 3334
2D		The entire structure after 1C-1D; 2D can be used

1C	1NT	
2H	2S*	Artificial "weak" mechanism (to get out at 3C, or try for game)
	2NT	NAT, positional non-maximum
	3C	FG, NAT
	3R/3S	FG, C fit plus CONCentrated values: AKx JT8 QT9 xxxx (3S)
	3NT	NAT, positional maximum

1C	1NT	
2H	2S*	Artificial "weak" mechanism (to get out at 3C, or try for game)
2NT*		Expected with any minimum (then 3C=NF, others=rare)
3C/3H		FG, NAT
3D/3S		FG, FRAGMENT
3NT		Extras

1C	1NT	
2S	2NT*	Artificial "weak" mechanism (to get out at 3C or try for game)
	3C	FG, NAT
	3R/3S	FG, C fit plus CONCentrated values: AKx JT8 QT9 xxxx (3S)
	3NT	NAT, positional maximum

1C	1NT	
2S	2NT*	Artificial "weak" mechanism (to get out at 3C or try for game)
3C		Expected with minimum (then responder's continuations="values" game tries)
3S/4C		FG, NAT
3D/3H		FG, FRAGMENT
3NT		Extras

1D	1NT	8-10 HCP; most considerations are the same as above, but in all instances 1NT might be based on longish clubs and there is no implied D fit.
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1D	1NT	
2H	2S*	Artificial "weak" mechanism (aiming to get out at 2NT/3C/3D)
	2NT	NAT, positional non-maximum
	3C/3D	FG, NAT
	3H/3S	FG, D fit plus CONCentrated values: AKx JT9 JTx T9xx (3S)
	3NT	NAT, positional maximum

1D	1NT	
2H	2S*	Artificial "weak" mechanism (to get out at 3C, or try for game)
2NT*		Expected with most minimums (then 3C/3D=NF)
3D		FG, NAT
3H		FG, NAT
3C/3S		FG, FRAGMENT
3NT		Extras

1D	1NT	
2S	2NT*	Artificial "weak" mechanism (to get out at 3m or try for game)
	3C/3D	FG, NAT
	3H/3S	FG, D fit plus CONCentrated values: J9x AQx Txxx Kxx (3H)
	3NT	NAT, positional maximum

1D	1NT	
2S	2NT*	Artificial "weak" mechanism (to get out at 3C, or try for game)
3C*		Expected with minimums (then responder's continuations="values" game tries)
3S/3D		FG, NAT
3H/4C		FG, FRAGMENT
3NT		Extras

JUMP REVERSES

(1) 1C-1S; 3H* Game-forcing SPL with 3S/6+C.

(2) 1C-1S; 3D* Game-forcing SPL with 3S/6+C

NOTE: jump to 4R (rather than 3R) shows void or singleton with 4S

(3) 1D-1S; 3H* Game-forcing SPL in H *or* C with 3S/6+D

NOTE: jump to 4D (SPL C) or 4H shows void or singleton with 4S

(4) 1C-1H; 3D* Game-forcing SPL in D *or* S with 3H/6+C.

NOTE: jump to 3S or 4D shows void or singleton with 4H

(5) NOTE: After 1D-1H, there are no bids to show 6+D and 3H with a SPL

If the SPL is unknown, both 3M and 4m set trumps and ASK for the SPL with a two-step reply scheme (lower-ranking/higher-ranking); 4NT=RKCB1430 *directly* for M, or *delayed* after setting trumps (often m).

Opener's double jump reverse or double jump shift is sound FG splinter (suggests 5431, shortness in jumped suit, four-card support, about 20 support points). A 4441 splinter (possible) is always very sound.

NOTE: Remember that 1m-1M; 4D is ALWAYS a SPL in the OTHER minor agreeing M, as a jump to 4C is reserved for the 6m/4M CONCentrated game raise.

THIRD SEAT

- (1) Avoid opening 1m on BOTH a poor suit AND a poor hand.
- (2) Prefer a three-bid to a one-bid if it's close.
- (3) If your intention is to pass partner's suit response, try to hold either three-card support for a major OR a minor that SCREAMS to be bid for lead purposes.
- (4) Prefer to open 1M rather than 1m or a marginal weak notrump on a one-bid hand.
- (5) With equal quality and 4H+4S, prefer 1H on a poor hand; otherwise prefer the stronger suit. Never open 1m with three cards and 11-14.
- (6) Prefer a 2NT response (to third seat 1D) rather than 2C on a moderate five-card suit. 2C should usually deliver 6+ cards and needn't be a maximum pass. Third-seat opener may pass with a misfitting minimum.
- (7) An inverted raise to 2m is not forcing; prefer this to a flawed 1NT/2NT. Note that it may be best to raise 1D to 2D with strong three-card support if 1NT/2NT/2C seem misdirected.
- (8) A jump in new suit by PH is natural but promises at least four-card support for opener's minor, at least nine combined cards in the two suits. If opener marks time with the cheapest step or forces with 2NT, responder's new suit bid shows shortness, e.g. P-1C; 2H-2S; 3D/3S=SPL.
- (9) Fourth suit (and third suit) by responder after passing=NAT/NF. . . UNLESS it is a reverse, in which case it is F1 only.
- (10) Consider a PH action in the context that opener will sometimes not make a second bid; i.e. you may wish to bypass a very weak suit if another alternative has some appeal.
- (11) Third-hand opener does not pass a response if he has four-card support, regardless of strength.
- (12) With a fair unbalanced hand and three-card support for a major response, always (at least) consider a raise as responder may have quite a good hand and may have had no alternative to that 1M response.

MAJOR-SUIT OPENINGS

STYLE AND PARAMETERS

Note that there is a special section at the end of “The Major Suits” that deals with third and fourth position openings (which require special treatment).

In first and second position:

Major suit openings can be as light as 9 or 10 HCP with a long suit, 4 controls, and excellent playing strength and on the high end can include hands as strong as 23 HCP that might be difficult to develop after starting with 2C (typically hands with 5431 shape).

With balanced (5M332) hands in the 12-14 range, 1NT is the first choice, but exceptions can be freely made with hands that lend themselves to an easy rebid.

For example, hands with five hearts and three spades that are oriented towards suit play can be opened with 1H, intending to raise 1S to 2S and to rebid 2C or 2D with three cards over a semi-forcing 1NT response. However, it's a good idea to avoid rebidding 2m with a three-card suit when intending to pass either a 2NT or 3H rebid. And, as rebidding 2m with three can create some difficult continuations for responder, it's better to open 1NT rather than 1H with less than a solid 13 or any 14 HCP.

Minimum balanced hands (12 or a poor 13 HCP) that would be inclined to pass a semi-forcing 1NT response or raise a 1S response to 2S can choose that strategy, but might be better handled by opening 1NT instead. Although a 1H opener may pass a 1NT response, responder can have a wide variety of hand types (including hands with heart support and hands with long minor suits) that would benefit from having a second chance to complete a description of his hand. Thus, it's sound strategy to avoid opening 1H rather than 1NT with a balanced minimum or near minimum.

It's not quite the same when deciding whether to open 1S or 1NT as the former leads to complications only over a 1NT response. Again, however, it's best to avoid rebidding 2m on three cards with 12 to a poor 13 and 5=(3-3-2) shape. Prefer to open 1NT instead with those hands. Thus, 1S-1NT; 2m will deliver either at least four cards in the bid minor or at least enough strength to accept a game invitation. This strategy leaves responder better placed in this high-frequency scenario.

AJ10643	AKJ54	AQ1062	KJ2	K2	KQ2	KJ2
A974	A72	J95	AJ972	AQ872	KJ542	KJ632
72	1063	AQ5	K10	K94	K102	Q72
8	97	J2	972	Q102	82	Q10
1S	1NT	1S	1NT	1H	1NT	Pass

It's never silly to pass a terrible 12-count and it's okay to open the right 11, even with 1NT rather than 1M.

With the third and fifth examples above, plan to rebid 2D and 2C respectively over a 1NT response.

INITIAL RESPONSES TO 1H AND 1S OPENINGS

1H	1S	4+S, could be extremely light
	1NT	Semi-forcing, maximum 12 HCP; opener can pass if BAL, with no game in sight (rare)
	2m	FG, usually 5+ cards
	2H	Not a terrible raise
	2S*	Special raise: 5+S/3H, FG
	2NT	13-15 HCP or 18+ BAL, three or even four hearts and/or four spades possible
	3C*	FG H raise, balanced, expected range 13-16 HCP, prime values (else respond 2NT)
	3D*	Artificial; 4-trump limit raise (if a side SPL, then a high-card minimum)
	3H*	Preemptive raise, varies with vulnerability but never a side ace
	3S*	All strong splinter raises (12+-15 HCP), unknown SPL
	3NT*	Light S SPL (about 9-12 HCP)
	4m	Light m SPL
	4H	PRE
	4S*	EXCLUSION RKCB0314-short S
	4NT	Old-fashioned Blackwood (for RKCB, start with 2S)
	5m*	EXCLUSION RKCB0314-short m
1S	1NT	Semi-forcing, maximum 12 HCP; opener can pass if BAL, with no game in sight
	2m/2H	FG, usually 5+ cards
	2S	Not a terrible raise
	2NT	13-15 HCP or 18+ BAL, three or even four spades possible
	3C*	FG S raise, balanced, range 13-16 HCP, prime values (else respond 2NT)
	3D*	*HEARTS: either a standard WEAK jump shift (x KJ10xxxx xxx xx) or a STRONG jump shift, very good H, no side suit, denies 3+S (Kx AKJ10xxx Axx x)
	3H*	*Artificial; 4-trump limit raise (if a side SPL, then a high-card minimum)
	3S*	Preemptive raise, varies with vulnerability but never a side ace
	3NT*	All strong splinter raises (12+-15 HCP), unknown SPL
	4m/4H	Light m/H SPL (respectively), about 9-12 HCP
	4S	PRE
	4NT	Old-fashioned Blackwood (for RKCB, start with 3C)
	5m/5H*	EXCLUSION RKCB0314-short m/H (respectively)

RAISES: AN OVERVIEW

The system uses a response of 2NT (but not 3NT) to 1M openings as a natural bid, so the integrity of the two-over-one response is maintained to a certain degree. However, hands with 4441 pattern short in opener's major and 16-17 HCP balanced hands with 2/3M may have to start with a two-over-one response on a moderate four-card suit. In general, such hands start with the cheapest four-card suit to facilitate finding a four-four fit, but exceptions can be made when there is a strong higher-ranking suit. The two-over-one structure also covers many "true" support hands that don't lend themselves to one of the strong, artificial M raises. Throughout the system, emphasis is placed on "PICTURE" descriptions rather than "FAST ARRIVAL." Another feature is the attempt to introduce a SOURCE OF TRICKS before strongly agreeing a major suit. It is this feature that sets the parameters for the artificial forcing raises, i.e. bid a good suit of your own rather than raise the major directly (1M-3C; or one of the SPL raises).

After 1H or 1S in first or second seat:

1M	2M	Semi-constructive raise, 3+ trumps (aggressively promote hands with 4+ trumps), as many as 11 bad HCP with 3 trumps and 4333 pattern, as few as 4 HCP with the combination of EXTRA TRUMP LENGTH and a SINGLETON. With true support and lesser hand, respond 1NT (S/F and give DIRECT preference to 2M (contrast with stronger support initiated with artificial 1S-1NT; 2C-2H* and 1S-1NT; 1NT-2D* and 1H-1NT; 2C-2D*).
1M	1NT	
2m	2M	Up to about 7 HCP with two trumps; slightly lower maximum with three (four very rare)
1M	1NT	
2x	3M	Limit raise, three trumps
1M	1NT	
2x	4M*	Special double fit picture raise: KJx xx xxx AQxxx (1S-1NT; 2C-4S).
1M	3M-1*	ART 4/5-trump Limit raise: then 3M+1 asks SPL (none, then upwards)
1M	3M	PREemptive; not a particularly good playing hand; varies with vulnerability. Personal style preferences may vary.
		Jxxx xxxx xxxx x (1S-3S nonvulnerable)
		AJxx x xxxx xxxx (1S-3S vulnerable)
		Qxxxx xx xxx xxx (1S-3S any vulnerability)
		x KQxx xxxxx xxx (1H-3H any vulnerability)
		xx Jxxx Kxxx xxx (1H-3H nonvulnerable)
1M	3M+1*	ART, strong unknown Splinter raise (12+-15 HCP); cheap step asks SPL upwards
1M	Higher Jumps	Weaker (9-12) Splinter raise [1H-3NT=S SPL]
1M	4M	Not strong, at most 1 defensive trick, usually 5+ trumps, e.g.
		Qxxxx x Kxxxx xx (1S-4S at any vulnerability)
		x Jxxxx xx Qxxxx (1H-4H at any vulnerability)

Developments after a Single Major Raise

1H	2H	
2S*		"Reject" game try+, usually no shortness (asks for cheapest negative opinion)
2NT*		Short S, G/T+
3m *		Short m, G/T+
3H		Long good hearts, looking for 3NT
3S/4m*		"Autosplinter" slam tries, 6+H, generally no second suit
3NT*		Long good hearts, high cards, choice of games
4H		No inferences available

1H	2H	
2S*		"Reject"
	2NT*	Any minimum
	3C*	Non-minimum, poor club holding opposite a help-suit try in C
	3D*	Non-minimum, clubs OK, diamonds suspect opposite help-suit try in D
	3H*	Non-minimum, minors OK, weak spades opposite a help try in S
	3S*	All three-trump splinters; 3NT asks and 4m=m SPL, 4H=S (ascending)
	3NT	Maximum raise, suitable for notrump, spread-out 10-count
	4m	Fit-jump: typically: xx Kxx AQxxx xxx (4D)
	4H	Game OK, not slam-suitable, invariably contains a fourth trump

Note that with a four-trump splinter, responder would have started with 3H (PRE), 4H(PRE) or 3D (limit). That is the partnership approach with four trumps and a singleton.

1S	2S	
2NT*		"Reject" game try, usually no shortness
3x*		Short suit (x) G/T+
3S		Long good spades, looking for 3NT
3NT*		Long good spades, high cards, game choice
4x*		"Autosplinter" slam tries (long S)
4S		No inferences available

1S	2S	
2NT*		"Reject"
	3C*	Any minimum, or a non-minimum with clubs suspect (bid 3NT next perhaps)
	3D*	Non-minimum, clubs OK, diamonds suspect
	3H*	Non-minimum, minors OK, hearts suspect
	3S*	All the three-trump "game" splinters; then 3NTasks: show SPL (ascending)
	3NT*	Maximum HCP raise, plain suits OK, trumps suspect
	4x*	The "fit + good suit" type: Kxx AQxxx xxx xx (4H)
	4S	Game OK, not slam-suitable, invariably contains a fourth trump

NOTE: After 1S-2S; 2NT, with the maximum raise suitable for notrump a "raise" to 3NT is not available (as 3NT is reserved for all the three-trump splinters. The solution: show a minimum by bidding 3C and hope to continue with 3NT if the auction permits it.

Developments After Other Raises

1H **3D*** Artificial; 4-trump limit raise (if a side SPL, then a high-card minimum)
3H Signoff (based on Losing Trick Count)
3S* Relay for SPL
 3NT* No SPL
 4m* m SPL
 4H* S SPL

Then help-suit slam tries

1H **3D***
3NT* S SPL, short suit slam try (then value-showing and/or natural bidding)
4m* m SPL, etc

1H **3H*** Preemptive raise, varies with vulnerability but never a side ace
 Pass Quite a bit required for game
3S* Relay for SPL
 3NT* No SPL
 4m* m SPL
 4H* S SPL

Then help-suit slam tries

1H **3H***
3NT* S SPL, short suit slam try (then value-showing and/or natural bidding)
4m* m SPL, etc

1H **4H** PRE: opener uses SPL slam tries [4S=-RKCB1430-H; 4NT=S SPL; 5m=m SPL]

1S **3H*** Artificial; 4-trump limit raise (if a side SPL, then a high-card minimum)
3S Signoff (based on Losing Trick Count)
3NT* Relay for SPL
 4m** m SPL
 3H* H SPL

Then help-suit slam tries

1S **3H***
4m* m SPL, short suit slam try (then value-showing and/or natural bidding)
4H* H SPL, etc

1S	3S*	Preemptive raise, varies with vulnerability but never a side ace
Pass		Quite a bit required for game
3NT*		Relay for SPL
	4C*	No SPL
	4D*	C SPL
	4H*	D SPL
	4S*	H SPL

Then help-suit slam tries

1S	3S*	
3m*		m SPL, short suit slam try (then value-showing and/or natural bidding)
4H*		H SPL, etc

1S	4S	PRE: opener uses SPL slam tries [4NT=-RKCB1430-S; 5m=m SPL; 5H=H SPL]
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Two-tier Splinters

1H	3S*	Full value (12+-15) SPL, unknown shortage
	3NT*	Lighter (about 9-12 HCP) SPL, short S [opener's 4S=RKCB430-H]
	4m*	Lighter SPL, short m [4S=RKCB1430-H]

1H	3S*	Full value (12+-15) SPL, unknown shortage
3NT*		Relay: which SPL?
	4m*	m SPL
	4H*	S SPL, NF [NOTE: with singleton, always relinquish captaincy]
	4S*	void, extras, no special trump holding
	4NT*	S void, extras, AKxxx+ or AKQx of trumps
	5m*	m void, extras

Then help-suit slam tries [but 4S=RKCB1430-H; 4NT=help suit try in S, etc]

1H	3S*	
4m*		SPL m, short-suit slam try, honors in side suits
4S*		PL S, etc [NOTE that to use RKCB1430, relay, then bid 4S]

1H	3NT*	Weaker S SPL (about 9-12)
	4m*	Weaker m SPL

Then SPL slam tries

1S	3NT*	Full value SPL, unknown shortage [see next subgroup]
	4C*	Lighter (about 9-12 HCP) SPL, short C [opener's 4NT=RKCB-1430-S]
	4D*	Lighter SPL, short D [4NT=RKCB1430-S]
	4H*	Lighter SPL, short H [4NT=RKCB]1430-S]

1S 3NT*
 4C* Relay: which SPL?
 4D* C SPL
 4H* D SPL
 4S* SPL, NF [NOTE: with singleton, always relinquish captaincy]
 4NT* H void, extras
 5m* m void, extras

Then help-suit slam tries

1S 3NT*
 4D* SPL D, short-suit slam try, honors in side suits
 4H* SPL H, etc
 5C* SPL C, etc

1S 4m* Weaker m SPL (about 9-12)
 4H* Weaker H SPL
 Then SPL slam tries

Summary: We use two tiers of splinters. The more space-consuming bids show the weaker hands because they offer more preemption.

3M+1 (1H-3S and 1S-3NT) start the stronger (about 13-15 HCP, typically at least ace or king in both side suits) splinters with unspecified shortage. When asked, responder shows singletons in ascending order, voids by bidding the void, or by using the cheapest replacement bid to show a void in the other major, showing extra trump quality when there is room to do so. All RKCB use 1430 responses. 5S (with H trumps) is the GSF (with the fourth step showing ace or king with extra length).

For the weaker tier of splinters, responder delivers about 9-12 HCP, about 11-14 support points, 4+ trumps, and implies nothing specific about side controls, although he aims for the prototype, which is:

Qxxxx Axx KJxx x (1S-4C)

In both cases, opener may show a short suit (usually a void) of his own directly by bidding it (before asking responder for HIS shortness when it's not yet known). Once opener relays to reveal the shortness, however, opener's subsequent new suit bids identify a suit in which he needs honors strength for slam.

The Special Case of 1H-2S

1H	2S*	Special raise: 5+S/3H, FG
2NT*		Waiting, asks for shortage and description
3m		Natural, alternative trump suit; therefore a slam-suitable hand
3H		Sets trumps, no special significance
3S		Sets trumps, no special significance (use this start to segue into RKCB1430-S)
3NT*		RKCB1430-6 key cards, both M queens (see below)
4m*		Autosplinters; sound opening, relinquishes captaincy
4H		Picture jump: KQx AKJxx xxx xx (4S=RKCB1430-H to verify)
4S		Picture jump: KQxx AKJxx xx xx (4NT=RKCB1430-S to verify)
4NT		RKCB1430-H, 6 key cards plus the HQ (suggests Kx or Ax of spades)

1H	2S*	Special raise: 5+S/3H, FG
2NT*		Waiting, asks for shortage and description
	3m*	SPL with 5S/3H
	3H	5=3=(3-2), minimum
	3S	6=3=2=2
	3NT	5=3=(3-2), extras, F1
	4m*	SPL with 6+S/3H
	4H	Picture jump: AKJxx KQx xxx xx

1H	2S*	Special raise: 5+S/3H, FG
3C		Natural, alternative trump suit; therefore a slam-suitable hand
	3D	Natural, caters to opener's 0=5=4=4 shape
	3M	Natural
	3NT	Natural, two stoppers in diamonds
	4C	5=3=1=4
	4D	6=3=0=4 or 5=3=0=5 SPL raise of clubs
	4H	Picture jump: AKJxx KQx xxx xx

1H	2S*	Special raise: 5+S/3H, FG
3D		Natural, alternative trump suit; therefore a slam-suitable hand
	3M	Natural
	3NT	Natural, two stoppers in clubs
	4C	6=3=4=0 or 5=3=5=0 SPL raise of diamonds
	4D	5=3=4=1
	4H	Picture jump: AKJxx KQx xxx xx

1H	2S*	Special raise: 5+S/3H, FG
3H		Sets trumps, no special significance
	3S	Good suit, slam-suitable, no SPL
	3NT	Neutral, inappropriate for 3S or 4H
	4m	SPL
	4H	Picture raise: AKJxx KQx xxx xx

1H	2S*	Special raise: 5+S/3H, FG
3S		Sets trumps, no special significance (use this start to segue into RKCB1430-S)
	3NT	Neutral, inappropriate for 4H
	4m	SPL
	4H	Good trumps, slam-suitable, no SPL
	4S	Picture raise: AKJxx KQx xxx xx

1H	2S*	Special raise: 5+S/3H, FG
3NT*		RKCB1430-6 key cards, both M queens (see below)
	4C	0 or 3 of 6
	4D	1 or 4 of 6
	4H	2, no M queens
	4S	2 plus HQ
	4NT	2 plus SQ (no HQ)
	5C	2 plus both MQ's plus CK
	5D	2 plus both MQ's plus DK, no CK
	5H	2 plus both MQ's, no mK
	5S	2 plus C void (5NT asks MQ's: 0/1/2)
	5NT	2 plus D void (6C asks MQ's: 0/1/2)

1H	2S*	Special raise: 5+S/3H, FG
4m*		Autosplinters for H; sound opening or better, nominally relinquishes captaincy
	4H	Unsuitable for slam
	4S	RKCB1430-H
	4NT	Strong spade suit, slam suitable
	om	Control in om, sets up cue-bidding auction
	5m	Slam-suitable minimum with at least three sure cover cards outside the short suit

NOTE: A 1S responder who jumps to 3H after opener's 2m rebid shows only game-invitational strength

NOTE: With hearts agreed a jump to 5S in appropriate circumstances is the Grand Slam Force, with the fourth step response showing the ace or king with extra length if that's possible, or with the jack if extra length is not possible systemically.

If the opponents compete over 2S:

Over a takeout DBL:

RDBL shows a hand unsuitable for slam, short spades good defense against the minors.
 Pass shows a hand unsuitable for slam, usually with at least two spades
 Other bids are as without the double

Over a takeout 2NT:

DBL shows a hand unsuitable for slam; subsequent doubles are for penalty
 Pass replaces the waiting 2NT relay and implies slam suitability
 Other bids are as without the 2NT bid

Over 3C or 3D (and somewhat similarly over 4C or 4D)

DBL shows a hand unsuitable for slam
 Pass shows a hand suitable for slam and suggests a control in the opponent's suit
 Other bids (including 3D=NAT over 3C) are as without the overcall

The 1M-3C Artificial Game-forcing Raise

1H	3C*	Typically balanced, expected range 13-16 HCP prime
3D*		Any minimum
3H*		Extra values any shortness
3S*		Extra values any 5422
3NT*		Extra values, no shortness, not 5422
4x		5+H/5+m, or 6+H/5S, 2/3 top honors in second suit
4H		No trump losers, minimum hand, no shortness

1H	3C*	
3D*		Any minimum
	3H*	Asks
3S*		No SPL, unexceptional trumps
3NT*		SPL C (shortness up the line)
4C*		SPL D
4D*		SPL S
4H*		No SPL, good trumps (two of three top honors)

1H	3C*	
3H*		Extras, any SPL
	3S*	Asks
3NT*		SPL C (shortness up the line)
4C*		SPL D
4D*		SPL S (ZOOM with highest SPL)
4H*		SPL S, good trumps (two of three top honors), NF

1H	3C*	
3S*		Extras, any 5H422
	3NT*	Asks
4C*		2524
4D*		2542
4H*		4522, NF
4S*		4522, F1

1H	3C*	
3NT*		Extras, no SPL, not 5422
	4x	Discretionary; controls up the line, but may sign off with minimum

1H	3C*	
4C		NAT, typically 5/5+ with 2/3 top C honors (o/wise show SPL)
	4D	DA, slam suitable
	4H	Discretionary: with no fitting honors in second suit and minimum sign off
	4S*	RKCB1430-H
	4NT*	SA, slam suitable, no DA
	5C	Missing club honors, both side aces, relinquishes captaincy

1H	3C*	
4D		NAT, typically 5/5+ with 2/3 top D honors (o/wise show SPL)
4H		Discretionary: with no fitting honors in second suit and minimum sign off
4S*		RKCB1430-H
4NT*		SA, slam suitable
5C		CA, slam suitable, no SA
5D		Missing club honors, both side aces, relinquishes captaincy
1H	3C*	
4S		5S6H, F1, with 2/3 top S honors (o/wise show [some] SPL)
4NT*		RKCB1430-H
5C		CA, slam suitable
5D		DA, slam suitable, no CA
5H		No CA, no DA, not enough for RKCB
5S		4-card S raise with missing S honors, both side aces, relinquishes captaincy
1H	3C*	
4H*		No SPL, no trump losers, minimum hand (e.g. Axx AKxxxx Jx xx)
4S*		RKCB1430-H
4NT		Spade control, slam suitable
5C		No spade control, both CA/DA, slam suitable, trick source (e.g. AKJx)
5D		No spade control, both CA/DA, slam suitable, trick source
1S	3C*	Typically balanced, expected range 13-16 HCP prime
3D*		Any minimum
3H*		Extra values any shortness
3S*		Extra values any 5S422
3NT*		Extra values, no shortness, not 5422
4x		5+S/5+x, 2/3 top honors in second suit
4S*		No trump losers, minimum hand, no shortness
1S	3C*	
3D*		Any minimum
3H*		Asks
3S*		No SPL, unexceptional hand
3NT*		SPL C (shortness up the line)
4C*		SPL D
4D*		SPL H
4H*		No SPL, ace or king in each suit
4S*		No SPL, good trumps (two of three top honors)

1S	3C*	
3H*		Extras, any SPL
	3S*	Asks
3NT*		SPL C (shortness up the line)
4C*		SPL D
4D*		SPL H (ZOOM with highest SPL)
4H*		SPL H, good trumps plus A or K in both C+D
4S*		SPL H, good trumps (two of three top honors), NF

1S	3C*	
3S*		Extras, any 5H422
	3NT*	Asks
4C*		5224
4D*		5242
4H*		5422 (ZOOM with highest four-card suit)
4S*		5422 with strong trumps and strong hearts (picture style)

1S	3C*	
3NT*		Extras, no SPL, not 5422
	4x	Discretionary; controls up the line, but may sign off with minimum

1S	3C*	
4C		NAT, typically 5/5+ with 2/3 top C honors (o/wise show SPL)
	4D	DA, slam suitable
	4H	HA, slam suitable, no DA
	4S	Discretionary, with no fitting C honors and minimum may sign off
	4NT	RKCB1430-S
	5C	Missing club honors, both side aces, relinquishes captaincy

1S	3C*	
4D		NAT, typically 5/5+ with 2/3 top D honors (o/wise show SPL)
	4H	HA, slam suitable
	4S	Discretionary: with no fitting D honors and minimum may sign off
	4NT	RKCB1430-S
	5C	CA, slam suitable, no HA
	5D	Missing D honors, both side aces, relinquishes captaincy

1S	3C*	
4H		NAT, typically 5/5+ with 2/3 top H honors (o/wise show SPL)
	4S	Discretionary: with no fitting H honors and minimum may sign off
	4NT	RKCB1430-S
	5C	CA, slam suitable
	5D	DA, slam suitable, no CA
	5H	Missing H honors, both side aces, relinquishes captaincy

1S	3C	
4S*		No SPL, no trump losers, minimum hand (e.g. AKxxxx Axx Jx xx)
	4NT	RKCB1430-S
	5C*	C+D controls, slam suitable, no H control
	5D*	D+H controls, slam suitable, no C control
	5H*	H+C controls, slam suitable, no D control
	5S*	All side suits controlled but unable to assume captaincy

NOTE: The term "ZOOM" is used to describe several sequences dealing with one particular combination. In this structure extra steps are occasionally used to describe the highest-ranking short suit or highest-ranking long suit. The idea is that with lower-ranking relevant holdings there will be more steps to exchange information but with the higher ones it can be awkward to reveal important features at a safe level.

After a 1H opening use 5S as the GSF for H, saving a vital step to show extra trump length.

After a 1S opening use 5NT as the GSF for S, leaving room to show extra trump length.

If the opponents compete over 1M-3C

Over DBL=C:

RDBL	Minimum
Pass	Extras, some SPL
3D	Extras, some 5422
Others	Sequential steps as without interference

Over 3D:

DBL	Minimum
Pass	Extras, some SPL
3H	Extras, some 5422
Others	Sequential steps as without interference

Over 3H=NAT or "Michaels":

DBL	Minimum
Pass	Extras, some SPL
Others	As above

Over 3S=NAT or "Michaels":

DBL	Minimum
Others	As above

Over 4C:

DBL	Minimum
Others	As above but lose Step Six or Steps Five and Six

Over 4D or 4H:

DBL	Minimum
Pass	Extra values, some shortness (usually in opponent's suit)
Other	If an additional below-game step exists: Extras, no shortness
4M	Some extras, no shortness (less than available "other")

After a 1S Response**1H Opener Raises 1S**

1H 1S
2S Could be three trumps if near minimum. With 36(31) rebid 2H if minimum, 2m if extra values. With 3622 prefer raise to 2S if decent S and moderate H.

1H 1S
2S 2NT* Artificial, game try (+)
3m* SPL game tries
3H NAT, F1 (later RKCB1430 for 6 key cards plus both M queens)
3S INV: good long spades, bits and pieces, generally BAL
3NT* 4=1=4=4 precisely, NF
4m/4H* SPL slam tries, long spades
4H Picture slam try: AKJxx KQx xxx xx
4S No inferences available

1H 1S
2S 2NT* Artificial game try (+)
3C* 3514, minimum, NF [NOTE: with extras, rebid 2C, NOT 2S]
3D* 3541, minimum, NF [NOTE: with extras, rebid 2D, NOT 2S]
3H* 35(32) or 3622 minimum, NF [NOTE: with 36(31) rebid 2H or 2m]
3S* 4522 minimum
3NT* 4522 maximum [but NOT suitable for "picture jump" to 4S]
4C* 4531 no tight range but less than a direct raise to 3S
4D* 4513 no tight range but less than a direct raise to 3S
4H 3622 maximum
4S "PICTURE": KQ10x AKJxx xx xx (roughly)

After a three-level reply to 2NT, responder's 3S=NF. However, 3H=FG (after which RKCB1430 for 6 KC plus both M queens). After 4m reply to 2NT, responder's 4H/4S=signoffs. O/wise: Control-showing, 4NT=RKCB1430-S.

1H 1S
3S NAT, NF; about 16-18 value: KQ10x AKJxx xxx x (minimum)
AJxx AKxxx Axx x (maximum)

1H 1S
4S Roughly 20-value, 4522, decent majors, AKJx AKQxx xx Kx
KQTx AKJxx Ax Kx

1H 1S
4m* High-card splinters for S, control in other minor

AJTx AKTxx AJx x (minimum)
KQTx AKQxx AKx x (maximum)

A Special Spade Raise

1H	1S	
3NT*		4+S/6+H, concentrated, not rich in HCP,
		AKxx KQJ10xxxxx --- --- (Possible!)
		KQxx KQ10xxx Axx --- (3S reasonable alternative)
		KQJx AKJxxx xx x (Minimum)
		AQ10x AKJ10xx xx x (The prototype)

1H	1S	
3NT*	4C*	Artificial slam try, asks minor controls (SEE below)
	4D*	Artificial H cue-bid for spades, e.g. KJ10xx Ax xxx xxx
	4H/4S	Signoffs (NOTE: 4H should NOT be corrected to 4S)
	4NT	RKCB1430-S

1H	1S	
3NT*	4C*	Artificial slam try:
4D*		SPL C (cheaper=lower)
4H*		SPL D (dearer=higher)
4S*		Controls in both minors

Those replies will be the most common and they're not complicated. In practice, partnerships interested in putting in the minimum effort can deal with the nature of those controls via cue-bidding or RKCB. However, for pairs willing to do more:

4D*	2 nd round C control
4H*	2 nd round D control
4S*	2 nd round controls in both minors
4NT*	1st round C control (cheaper=lower), no D control
5C*	1st round D control (dearer=higher), no C control
5D*	1st round C control, 2nd round D control
5H*	1st round D control, 2nd round C control
5S*	Both 1st round controls, no HA, begin ZOOM re hearts
5NT*	Both 1st round controls, HAQ
6C*	Both 1st round controls, HAK
6D*	Both 1st round controls, HAKQ, moderate S
6H*	Both 1st round controls, HAKQ, decent S.

If there is room, a 4NT continuation is RKCB1430-S; otherwise cue-bidding; 5NT=GSF (S).

KQ10x	AJxxx
AKJ10xx	Qx
---	xxxx
Jxx	Ax

1H	1S	
3NT*	4C*	4C=Artificial slam try
5C*	5H*	5C=1st round D control, no C control; 5H=H honors
5NT*	6C*	5NT=Strong major suit holdings; 6C=grand slam try
7D*	7S///	7D=Acceptance, allows final choice of strain

1H Opener Rebids 1NT

1H	1S	
1NT		15-bad 18 HCP, 5/6 hearts. With 12-14 HCP, open 1NT OR rebid 2m with three cards (with decent hearts and m) OR raise to 2S [with 35(32)]
1H	1S	
1NT	2C*	Puppet to 2D (could be weak 4S/5+D)
	2D*	FG inquiry
	2H	Non-constructive (spades worth mentioning, perhaps to avoid finishing in 1NT)
	2S	Signoff
	2NT	NAT, usually not 5S or 3H, but could be 4S/5m
	3C*	NAT, the end, typically 4S/6C
	3D	5+S/5+D INV
	3H	5+S/4+H slam try, strong spades [NOTE: with 5+S/3H respond 2S to 1H]
	3S	INV, strong suit
	3NT	Signoff
	4m*	"Autosplinter," with long strong spades
	4H*	"PICTURE" jump; e.g. AKxxx KJxx xx xx
	4S	Signoff
	4NT	NAT, INV, usually not 5S or 3H
1H	1S	
1NT	2C*	Puppet to 2D
2D*		Forced [responder could be very weak with 4S/5+D]
	Pass	The way to reach 2D unilaterally
	2H	INV, 4S/3H, UNBAL, e.g. AQ10x J10x x xxxxx
	2S	INV, UNBAL
	2NT	INV, BAL, five spades
	3C	INV, 5/5+
	3D*	Mild INV, 4S/6D
	3H	5+S/4+H slam try, lesser suits than direct 3H over 1NT
	3S	INV, lesser spades than direct 3S over 1NT
	3NT*	Choice of games with 6-card spade suit
	4m*	"Autosplinter," with lesser long spades than 4m over 1NT
	4H*	RKCB1430-H, 6 KC including SK
	4S*	RKCB 1430-S, only 5 KC
	4NT	NAT, INV, 5=2=3=3

1H	1S	
1NT	2D*	
2H*		2=6=(3-2)
2S*		3=5=(3-2) minimum
2NT*		2=5=3=3
3C*		3=5=2=3 maximum (bid the tripleton)
3D*		3=5=3=2 maximum (bid the tripleton)
3H*		3=6=2=2 minimum
3S*		3=6=2=2 maximum

1H	1S	
1NT	2D*	
2H*		2=6=(3-2)
	2S	6+S, moderate suit, slam interest
	2NT	Strain and/or level still in doubt
	3m	NAT, 5+m
	3H	Typically two-card support
	3S	6+S, at most one loser, slam interest
	3NT/4H	Signoffs
	4m*	Splinters agreeing H
	4S	6+S, mild slam try, singleton H

1H	1S	
1NT	2D*	
2S*		3=5=(3-2) minimum
	2NT	Waiting move
	3m	NAT, 5+S/4+m (looking for help for slam)
	3H	4=3=(4-2) unsuitable for direct 2NT response
	3S	Setting trumps, looking for an opinion, probably no second suit
	4m/4H*	Splinter slam try for S, typically with 6S/4m

1H	1S	
1NT	2D*	
2NT/3m*		2=5=3=3/3S5H maximum bidding the tripleton
	3m	NAT, 5+m (when available)
	3M	Setting trumps
	4m/4H*	Splinter slam try for S, typically with 6S/4m

1H	1S	
1NT	2D*	
3H*/3S*		3=6=2=2 minimum/maximum
	3S/3NT*	Sets H/S respectively [over 3H]
	4C*/4D*	Sets H/S respectively [over 3S]
	3NT	Choice between 4S/3NT with 5/3 S fit [over 3S]
	4M	Signoffs

1H - 1S; Heart Rebids

1H	1S	
2H		About 11-15 HCP; with good hand, consider 2m REBID on three
	2S	Constructive; else pass 2H
	2NT	F1, at least SEMI-NAT
	3m	FG, ostensibly NAT
	3H	INV, typically two-card support
	3S	FG, good suit, might be a slight overbid
	3NT*	Special raise: shows 5/6 very good spades, two heart honors (usually doubleton), no minor suit controls, e.g. AKJxx KQ xxx xxx (grand slam is STILL possible opposite: Qx Axxxxx Axx Ax, for example).
	4m	SPL raises, genuine slam interest
	4H	Non-specific signoff (raise aggressively)
	4S	Like a 4S opening, typically with a misfit for H; slam very unlikely
1H	1S	
2H	2NT	F1, at least SEMI-NAT
3C*		Either ANY minimum, OR a maximum with a length feature in C
3D		Maximum, with a length feature in D (or a "medium" FG 3H)
3H		Maximum, a seventh heart; then responder's 3S/4m cue-bids for hearts
3S		Maximum, a third spade; then 4C* sets H/4D* sets S; 4M=end
3NT		Maximum, NAT, but not a length feature in C worth emphasising
4m		Maximum, self-SPLinter, 7+H
4H		*7+H/3S, CONCentrated, e.g. AQx AQ10xxxx x xx
1H	1S	
2H	2NT	
3C*		Either ANY minimum, OR a maximum with a length feature in C
	3D*	Inquiry
	3H	NF (continue ONLY with max plus length feature in clubs)
1H	1S	
2H	2NT	
3C*		Either ANY minimum, OR a maximum with a length feature in C
	3D*	Inquiry
3H*		Less than 3S, minimum
3S		Three-card support, minimum
3NT*		Less than 3S, maximum with length feature in clubs

1H	1S	
3H		NF, very sound, very good suit, more likely 7 than 6
		e.g. Kx AQJ98xx Axx x
		x AKJTxxx AJx Kx
		Ax KQT9xxxx Kx x
		x AQJTxx AQx ATx
1H	1S	
3H	3S	NAT, 6+S, FG
	3NT	NAT (but a case could be made for using this as a general slam try for H)
	4m	Control-bids agreeing H
	4H	The end
	4S*	RKCB1430-H (to reach 4S, bid 3S, then 4S)
	4NT*	Agrees hearts: very strong spades + heart honors with no controls in the minors.
1H	1S	
3H	3NT	
4m*		SPL m with three-card S support (6S, occasionally 6H may still be possible)
1H	1S	
4H		Roughly a king above a minimum opening in high cards with no more than four and a half losers using the Losing Trick Count as a guideline.
		e.g. x KQJTxxxx AJT x
		x AKJT9xxx xx KQ
		Kx AKJTxxx QJTx ---
		x KQJT9xx AJ10x x

Responder's 4S is RKCB1430-H (hearts are supposed to be playable at the game level). Responder's 4NT is a S cue-bid for hearts. Responder's 5m continuations show a control for hearts.

1H - 1S; 2NT

1H	1S	
2NT	3C*	Inquiry
	3D*	Transfer to H [5+S/4H or 4S/3H: with 5+S/3H respond 2S to 1H]
	3H*	Transfer to S [5+S, not a one-suited slam try]
	3S*	Puppet to 3NT; then (1) Pass to play, OR (2) 6+S/slam try/some SPL
	3NT*	6S(322) "BAL" slam try (BAD or GOOD suit quality; then opener's 4C: asks S quality: 4D= BAD S, 4H=GOOD S 4D: moderate slam interest, shows one S honors (A/K/Q) doubleton 4H: moderate slam interest, shows one S honors (A/K/Q) tripleton 4S: poor hand for slam
	4C	5+S/5+D "GOOD" suits (NOTE: "straight" transfer effect)
	4D	5+S/4+H "GOOD" suits; next show SPL
	4H	5+S/5+C "GOOD" suits; next show SPL
	4S	Signoff
	4NT	NAT

1H	1S	
2NT	3C*	Inquiry, usually in re 4S vs 3NT OR surprise 6-2 H fit for 4H
	3D*	2=6=(3-2): leaves responder room to set H cheaply
	3H*	3=6=2=2: responder's 3S sets S, 4m agrees H
	3S*	3=5=(3-2): responder's 3NT offers choice between 3NT and 4S
	3NT*	2=5=3=3

1H	1S	
2NT	3D*	Transfer to H
3H		The usual [but may SUPERACCEPT H: then 4S=RKCB1430 w/ 6KC, 4/5m=SPL]
	3S*	5+S/4H (unlimited), usually 6S; then opener's 3NT relays: 4C=5=4=2=2, 4D=SPL C, 4H=SPL D/NF, 4S=SPL D/F1
	3NT*	4S/3H, NF (an opinion re strain)
	4C*	4=3=5=1 slam try, limited to about 11 HCP (else respond 2D)
	4D*	4=3=1=5 slam try, limited to about 11 HCP (else respond 2C)
	4H	4S/3H: the way to reach 4H
	4S*	RKCB1430-H (6KC, including the SK)
	4NT	4S/3H, NAT INV

1H	1S	
2NT	3H*	Transfer back to S [not 6+S slam try, not 3NT vs 4S choice]
3S		The usual [but may bid 3NT to SUPERACCEPT S: then 4C=D/4D=C and cheap step RELAYS: 4S=CANAPE, others=5+S/5+m (minimum/low SPL/high SPL)]
	3NT	4S/5+C (limited to about 11 HCP)
	4C	4S/5+D (limited to about 11 HCP)
	4D	5+S/5+C "POOR" suits (No CRISS-CROSS; TRANSFER crucial)
	4H	5+S/5+D "POOR" suits (No CRISS-CROSS)
	4S	5=0=4=4 slam try: opener's 4NT=NAT
	4NT	RKCB1430- S

1H - 1S; 2m

The 2m rebid can be STRONGER than "standard" and will occasionally be on a three-card suit, unsuitable for another action. An average 19-count will rebid 2m and not 3m, and there are some 20's that might do the same. Opener does not jump rebid 2NT with a small singleton spade. Opener occasionally rebids 2m with three cards on a balanced minimum he deems inappropriate for a 12-14 notrump, e.g. xx AKJxx xxx AQx.

Prefer 2m to most other flawed actions.

Rebid 2m with 6H/4m UNLESS minimum (then 2H); prefer 2m to 3H when the heart suit is of questionable quality.

AQx	KJx	KQx	Kx	A	x	x
ATxxx	ATxxx	AQxxxx	AKxxx	AQxxxx	KQxxxx	AQxxx
AJxx	KQxx	AQx	Jx	Jx	Ax	AKxxx
x	x	x	AKJx	AQJx	ATxx	Ax
Rebid 2D	Raise to 2S	Rebid 2D	Rebid 2C	Rebid 2C	Rebid 2H	Rebid 2D

Partnership style is to pass 2m only grudgingly. It's very rare to pass with primary support for m.

False preference to 2H is always an alternative to passing 2m or stretching to raise to 3m if game is possible opposite some of opener's strong hands.

1H	1S	
2C	2D*	ART, 4SFG
	2H	NF: most often two-card support; if three, then very weak hand
	2S	6+S, fairly wide range; opener usually raises with controls/2+S
	2NT	NAT, NF; may turn out to be an awkward 5S/5D hand or a 9-count
	3C	Covers a lot of ground; may be as light as a COURTESY RAISE
	3D	5/5+ INV, oriented towards suit play, else 2NT; start with 2D if stronger,
	3H	Invitational
	3S	Invitational; good suit (2S overlaps on this a bit)
	3NT	NAT, 13-15, 5=2=3=3 or 5=2=4=2, solid D guard
	4C	FG; "PICTURE" 5=2=2=4 CONC, enough to bypass 3NT
	4D*	D SPL raise of C, FG
	4H	"PICTURE" 5=4=2=2 CONC
	4S	Long suit of some quality, very little else

NOTE: 1H-1S; 2C-3D and 1C-1H; 1S-3D (both are fourth-suit jumps to 3D) describe invitational hands with 5M and 5D. They can be remembered because they're so unusual.

1H	1S	
2C	2D*	ART, 4SFG
2H		6/4; therefore extras (else rebid 2H not 2C)
2S		Honors-doubleton, moderate 3=5=0=5, or 3=5=2=3 wrong for 1NT opening or 2S raise
2NT		D stopper, more often 1=5=3=4 than 2=5=2=4
3C		5/5+
3D*		No D stopper, no better action; e.g. (1) x AKxxx xxx KQxx; (2) xx KQxxx Jx AKxx
3H		6/4, very good H, extras
3S		3=5=1=4 or 3=5=0=5 or 3=6=0=4, extras, usually at least one S honor
3NT		1=5=3=4, 15-17, good D holding for notrump
4C		6/5+, some extras
4D		0=5=3=5, lots of extras; e.g. --- AKJxx Axx KQ10xx (responder's 4NT natural, NF)
4H		7/4, almost a jump to 3C last turn

1H	1S	
2D	2H	Most often two-card support; if three, then very weak hand
	2S	6+S, fairly wide range; opener usually raises with controls/2+S
	2NT	NAT, NF; may turn out to be an awkward 5S5C or a 9-count
	3C*	4SFG, but denies 5+S/3H (else 2S over 1H)
	3D	Covers a lot of ground, may be as light as a COURTESY RAISE
	3H	Invitational
	3S	Invitational; good suit (2S overlaps on this a bit)
	3NT	NAT, about 13-15, 5=2=3=3 or 5=2=2=4, solid C guard
	4C*	C SPL raise of D, FG
	4D	FG; "PICTURE" 5=2=4=2 CONC, enough to bypass 3NT
	4H	"PICTURE" 5=4=2=2 CONC
	4S	Long suit of some quality, very little else

1H-1S; 2D-3C

[Simple Version]

1H	1S	
2D	3C*	4SFG, but denies 5+S/3H (else 2S over 1H)
3D		5/5;
3H		6H4D, not willing to go past 3NT
3S		Very possibly only a doubleton, might not be an honors
3NT		C stopper or 1543 (we pay off this way to an impossible problem)
4C		0=5=4=4, quite strong (else 3NT)
4D		6/5+, some extras
4H		Great hearts, diamond cards, no club control

When opener shows 6H after rebidding 2D, he implies EXTRA VALUES (else 2H over 1S). In this method, the integrity of 3D (5/5+) and 3H (6/4) is maintained, but 3S is the default with 2=5=4=2 and no club guard so responder can't count on honors-doubleton or three spades. Furthermore, opener with the "doomsday" hand (1=5=4=3 with no club stopper) bids 3NT nonetheless, so there is a fair amount of guesswork involved. The good news is that responder won't have 5+S/3H for his fourth-suit 3C (he would have responded 2S to 1H) so he won't be endplayed over 3S or 3NT with that shape and serious slam interest. This is the simple version. For a "better" version, please see the next page:

[“Better” Version]

1H	1S	
2D	3C*	4SFG, but denies 5+S/3H (else 2S over 1H)
3D*		NOT 5/5+, NOT 3S, not right for 3NT (no stop/too good)
3H*		5+H/5+D (but not 3S)
3S		3=5=4=1 or 3=6=4=0 or 3=5=5=0, extras as (else 2S over 1S)
3NT		Real stopper(s) in clubs
4C*		6+H/4D short C STRONG HEARTS (LOW SPL)
4D*		6+H/4D short S STRONG HEARTS (HIGH SPL)
4H		1=7=4=1
4S**		0=5=4=4, quite strong (else 3NT): 4NT=NAT
1H	1S	
2D	3C*	
3D*		NOT 5/5+, NOT 3S, not right for 3NT (no stop/too good)
	3H	NAT [expect a doubleton as most 4=3=(4-2) respond 2NT]
3S		Doubleton S
3NT*		Short spades
4C/4D*		6H4D short C/short S respectively, MODERATE HEARTS
4H		NAT, 5 STRONG HEARTS (no club help)
1H	1S	
2D	3C*	
3D*		NOT 5/5+, 0/1/2 S, not right for 3NT (no stop/too good)
	3S	NAT, extra S
3NT		Short S (often no genuine club stopper)
4C*		Cue-bid for S (probably 2641 since no 3NT over 3C)
4D*		Cue-bid (probably 2542 max... no club cue)
4H		1=6=4=2 MODERATE HEARTS, but might be best game
4S		NAT (might be singleton spade, more oriented to suit play)
1H	1S	
2D	3C*	
3H*		5+H/5+D
	3S	NAT, extra S
	3NT	NF; flawed was looking for something else (perhaps 6H or 3S) as no 3NT over 2D
	4C**	Choice of games GROPE (could be 5233); opener rebids H only with decent suit
	4D	Sets D
	4H*	RKCB1430-D (with 3H, respond 2S* or 2NT; with 2H, GROPE with 4C)
1H	1S	
2D	3C*	
3S		Three-card S support
	3NT	NAT, was probably looking for a sixth heart or fifth diamond
	4C*	Cue-bid, S are trumps
	4D*	Sets D; then 4H by opener or 4NT by responder=6RKCB1430 D (SK counts)
	4H*	Cue-bid (honors) for S (else respond 2S* or 2NT)
	4S	Signoff but opener may have a strong hand and bid again
	4NT	RKCB1430-S

1H	1S	
2D	3C*	
3NT		Stopper(s)
	4C	NAT 5+S/5+C
	4D	Sets D; then 4H by opener or 4NT by responder=6RKCB1430 D (SK counts)
	4H*	Artificial slam try in own S suit (e.g. AKJTxxx x KQ QTx)
	4S	NAT, NF, playable opposite expected singleton
	4NT	NAT, INV

Alternatively, CONSIDER Version 3, based on transfers:

1H	1S	
2D	3C*	D, INV+
	3D*	H, INV+ (4S/3H, else 1H-2S*)
	3H*	S; INV+
	3S*	True 4SFG, i.e. no C stopper/no 3+H/no 4D/no 6S; possibly 5+S/5+C
	3NT	NAT, somewhat limited
	4C*	SPL for D
	4D*	"PICTURE JUMP": e.g. AKJxx xx KQxx xx
	4H	"PICTURE JUMP": e.g. AKxxx KQxx xx xx
	4S	NAT, not strong

This has definite seductive appeal, but there are problems that have no easy solution:

How does responder separate FG hands with 4S and 5S, but with no C stopper?

How does responder separate INV hands with good and bad 6-card S suits?

How does opener react to 3S with a half stopper in C?

Should we have at least one of these transfers do DOUBLE DUTY, i.e. 3C=D/INV+ or 5S2H33 FG, with no C stopper, intending to follow up over 3D with 3H/3S/3NT according to honors location?

As the method needs much more discussion and fleshing out, it remains only the germ of an idea.

1H - 1S; Jump Shift

If opener jump shifts (FG, very rich in texture and controls, rarely a hand containing two fast losers in any suit), responder's immediate preference to hearts NEEDN'T CONTAIN TOLERANCE, but responder takes care to bid 3D over 3C with at least five cards, RATHER than give truly FALSE PREFERENCE.

With 5H(431) good hand, opener goes out of his way to develop the auction differently (usually by making a NONJUMP rebid, hoping to be permitted a THIRD BID to complete the description of his hand.

After opener's jump shift rebid, four-level raise of m is slam-suitable with ADEQUATE (Hxxx or five+ small) trumps.

JUMP SHIFT REBID by responder (over opener's jump shift) is SPL, agreeing the SECOND SUIT, e.g.

with: AQTxx xx KTxxx x Bid 5C after: 1H-1S; 3D-?
 with: ATxx xx x Qxxxxx Bid 4D after: 1H-1S; 3C-?

JUMP PREFERENCE TO 4H shows a weak raise with REAL trumps (including an honor) plus a fitting honor in the second suit (including an honor); e.g.

with: JTxxx QTxx xx KTxx Bid 4H after: 1H-1S; 3C-?

JUMP RAISE OF OPENER'S (jump shift) MINOR shows enormous trump support for opener's second suit, SHORTAGE IN HEARTS not much else, e.g.

with: QTxxx x KQTxx xx Bid 5D after: 1H-1S; 3D-?

JUMP to 4NT after opener's jump shift shows enormous trump support for opener's second suit, an honor in opener's major (hearts), not much else, e.g.

with: JTxx Kx KQxxx xx Bid 4NT after: 1H-1S; 3D-?

Responder's 3NT is a SLOW EXTRA VALUE hand with no prime fit, e.g.

with: KQTxx xx KQ98 Jxx Bid 3NT after: 1H-1S; 3C-?

Responder's JUMP REBID to 4S shows a long suit with PRECISELY ONE LOSER and DENIES A CONTROL IN THE FOURTH SUIT, e.g.

with: KQJTxxx xx xxx x Bid 4S after: 1H-1S; 3C, but bid only 3S after: 1H-1S; 3D (C control!)

After responder's PREFERENCE to 3H (responder will do this whenever he has 5S and has no other meaningful descriptive rebid or when he has only four spades and an unsuitable hand for a "values" 3NT or a "slam suitable" raise to 4m), opener's third bid should be comfortable and descriptive (else he doesn't jump shift), e.g.

with: AQx AKJxx x AQTx	Bid 3S after: 1H-1S; 3C-3H; ?
with: K AKQTx AJx AJTx	Bid 3NT after: 1H-1S; 3C-3H; ?
with: Ax AQJTxx AKxx x	Bid 4H after: 1H-1S; 3D-3H; ?
with: x AKJTx AKQTx Kx	Bid 4D after: 1H-1S; 3D-3H; ?
with: AQTx AKJxx --- AJTx	Bid 4S after: 1H-1S; 3C-3H; ?
with: --- AQJTxx AKx AQTx	Bid 4D after: 1H-1S; 3C-3H; ?
with: KQ AKJxx AKTx xx	Consider rebidding 2D (no rebid after 3D-3H)
with: AQx AKQxx KQTx x	Pass after: 1H-1S; 3D-3NT; ? (responder won't have 5S)
with: --- AQTxxx AKxx AKx	Bid 4C after: 1H-1S; 3D-3H/3NT; ?

Note that it doesn't take much to make a slam opposite any of these hands and responder is expected to value fitting honors and four- or five-card fits positively. As 3H needn't show genuine support, the search for the best strain is very much alive, so bids that sound like support are defined as such.

1H	1S	
3C	3H	
3NT	4C	NAT: responder's slam suitability is limited but he has reason to believe that 3NT is the wrong contract (four weak spades would be strong evidence, for example).

1H	1S	
3D	3H	
3NT	4C	NAT: opener suggests short S and three clubs. Responder backs into C although he could not introduce the suit earlier. He does not imply 2/3H.

1H	1S	
3D	3H	
3S	3NT	NAT: 3NT over 3D would have shown some values. This suggests less.

1H	1S	
3C	3H	
4D	4S*	ART, agrees D (5+ trumps as opener has three), slam-suitable S facing S shortage
	4NT	NAT (less than 3NT over 3C)
	5C	NAT, not slam-suitable
	5D	NAT, not slam suitable

AFTER A 1NT RESPONSE

Response of 1NT to 1M "SEMI-FORCING" by UPH and limited (0-12 HCP); may conceal trump support with VERY WEAK HANDS or with LIMIT RAISES (three trumps); may bypass spades with heart support; may be weak with no fit and interest in improving the contract. JUMP SHIFT rebid by opener FG, thus VERY strong; JUMP REBID only with good suit; hence rebid of 2m by opener may conceal temporarily a very fine hand. For the sequence: 1H-1NT; 2C opener may have only two clubs because opener may have a fair 4=5=2=2 (i.e. too strong to risk a pass of 1NT because responder may have invitational values).

Responder's SECOND BID may be artificial raise of some sort (or artificial relay to sort out ambiguous strengths (see in particular the special sections that follow):

1S-1NT; 2m-?

1S	1NT	
2C	2D*	H, various hands
	2H*	Puppet to 2S, either 8-10 with 2S OR various other special hands
	2S	Very WEAK with 3+ trumps; up to 7 HCP with only 2 trumps (FAST ARRIVAL)
	2N	INV, but denies 5H or primary C fit
	3C	COURTESY raise
	3D*	NAT, attempt to sign off: defined as LESS THAN INV (FAST ARRIVAL)
	3H	Invitational, good 6+-card suit (DIRECT INV means good suit)
	3S	Limit raise: 3 trumps, denies 5+H, denies shortness (nothing special to show)
	3NT*	Big club raise, two small spades, scattered values: e.g. xx Kx Kxx KJTxxx
	4C*	"FIT" (special) big club raise with doubleton SA/K/Q: e.g. Kx xx xxx KJTxxx
	4D*	FIT (special), 4+D/6+C; decent diamonds; e.g. x xx AQJx QJxxxx
	4H*	FIT (special); 6H/4+C; NF (not a great HCP hand); e.g. x QJ10xxx xx AJ10x
	4S*	FIT (special double fit picture raise): e.g. KJx xx xxx AQxxx
	4NT*	FIT (special); 1=1=5=6, ace-fifth of D, strong C: e.g. x x Axxxx KQTxxx

1S	1NT	
2C	2D*	H, various hands
2H		Would pass a weak to moderate 2H (NOTE that 1S-3D=H, weak or strong)
	2S	NAT, constructive, 2S/5(6)H
	2NT	NAT, H plus notrump
	3C	H+C, constructive
	3D	H+D, constructive
	3H	Invitational, based on a moderate 6+-card suit
	3S	Old-fashioned limit raise, 5+H/3S
	3NT*	NAT (but special, includes C FIT and SPL S): e.g. x A109xx KQ10 Q10xx
	4C*	x AJ10xx xx KJxxx (like a FIT JUMP with H+C and a S SPL)
	4D*	Qx AQxxx x QJxxx (like a FIT JUMP with H+C and a D SPL)
	4H	Lots of H

1S	1NT	
2C	2D*	H, various hands (opener, if strong, may go past 2H)
2S		Good hand but NF, 6S/4(3)C (with weaker 6/4 rebid 2S over 1NT)
2NT		Typically 5224, about 16+-18- HCP, but perhaps only 3C (5233)
3C		5/5+, extra values
3D*		Fragment, too good to risk a pass of 2H (when responder has 5+H)
3H		Three-card support, extra values for play in H
3S		Very good (even 2S=good) hand 6+S/4(3)C
3NT		5S4C22, everyone else's jump shift
Higher		Freak hands

1S	1NT	
2C	2H*	Puppet to 2S; opener expects 8-10 with 2 trumps (SLOW ARRIVAL=SPECIAL)
2S		Opener's "expected" action when not strong, expecting 8-10 with 2S
	Pass	The end: responder's route to 2S with 8-10 and two spades (SLOW ARRIVAL)
	2NT*	INV, NAT but SPECIAL: hence with C fit (4+), needn't be balanced, denies 5H
	3C	INV, unsuitable for 2NT (more or less UNBAL, stronger than direct 3C)
	3D	INV, at least a fair 6+ card suit (direct 3D over 2C=weaker)
	3H	INV, based on a fairly weak 6+-card suit
	3S*	Limit-raise, 3-card support with an undisclosed singleton (SLOW=SPECIAL)
	3NT*	Big club raise with SPL small S (SLOW ARRIVAL=SPL)
	4C*	Big club raise with SPL SA/SK or SQ (SLOW ARRIVAL=SPL)
	4D*	Big club raise with SPL D (SLOW ARRIVAL=SPL)
	4H*	Big club raise with SPL H (SLOW ARRIVAL=SPL)
	4S	Big club raise with VOID in S; e.g. --- Kxx Axxx Q10xxxx
	4NT	FIT (special); 1=2=4=6, ace-fourth of D, strong C: e.g. x xx Axxx KJTxxx

These methods preclude playing in 2D and do not offer opener a choice between 2H and 2S when responder has 2S/5H (although the methods often permit a choice between 2S and 3H). The price for being able to develop the auction sensibly on all other hands is very low.

1S	1NT	
2D	2H*	Puppet to 2S (alas, we can't play in 2H)
	2S	Very WEAK with 3+ trumps; up to 7 HCP with only 2 trumps (FAST ARRIVAL)
	2NT	INV "Normal" (but may contain 5H; opener shows 3H on way to 3NT)
	3C	WEAK (FAST ARRIVAL)
	3D	COURTESY raise (FAST ARRIVAL)
	3H	Invitational, good suit (DIRECT INV means good suit)
	3S	Limit raise: 3 trumps, balanced
	3NT*	Big D raise, two small spades, scattered values: e.g. xx Kx AJTxxx Qxx
	4C*	FIT (special): big D raise, 5+D/5+C; decent C; e.g. x xx Q10xxx AQJxx
	4D*	"FIT" (special) big D raise with doubleton SA/K/Q: e.g. Kx xx AQTxxx xxx
	4H *	FIT (special); 6H/4+D; NF (not a great HCP hand); e.g. x KJTxxx KJxx xx
	4S*	FIT (special double fit picture raise): e.g. KJx xx AQxxx xxx
	4NT*	FIT (special); 1=1=(5-6), ace of C, strong D: e.g. x x KJTxxx ATxxx

1S	1NT	
2D	2H*	Puppet to 2S; opener expects 8-10 with 2 trumps (SLOW ARRIVAL=SPECIAL)
2S	Pass	The end: responder's route to 2S with 8-10 and two spades (SLOW ARRIVAL)
	2NT*	INV, NAT but SPECIAL: hence with D fit (4+), needn't be balanced
	3C	INV; at least a fair 6+ card suit (else improvise via 2NT or 3C over 2D)
	3D	INV (SLOW ARRIVAL)
	3H	INV, defined as "not a good suit" (else direct 3H over 2D)
	3S	Limit raise: 3 trumps plus undisclosed singleton (SLOW=SPECIAL)
	3NT*	Big D raise with SPL small S (SLOW ARRIVAL=SPL)
	4C*	Big D raise with SPL C (SLOW ARRIVAL=SPL)
	4D*	Big D raise with SPL SA/SK or SQ (SLOW ARRIVAL=SPL)
	4H*	Big D raise with SPL H (SLOW ARRIVAL=SPL)
	4S*	Big D raise with VOID in S; e.g. --- Kxx Q10xxxx Axxx
	4NT	FIT (special); 1=2=6=4, ace-fourth of C, strong D: e.g. x xx KJTxxx ATxx

Although we can't finish in 2H after 1S-1NT; 2D, responder won't often have as many as six hearts with a weak hand (1S-3D=H, weak or strong). In general, use FAST ARRIVAL with the WEAKER of two hands with similar pattern. Also, use FAST ARRIVAL with so-called "normal" hands; i.e. a natural jump suggests a better suit than arriving at the same destination via a relay. With "support" hands, SLOW ARRIVAL is used to show important SHORTAGE while FAST ARRIVAL shows important LENGTH in relevant side suits.

If the partnership would prefer NOT to use the 2H puppet over opener's 2D rebid, here is a simple scheme:

1S	1NT	
2D		Nothing fancy
	2H	NAT, NF (5+ hearts; but with 2S5H use judgment)
	2S	Covers a fair bit of ground
	2NT	NAT, may conceal 5H (opener can check back with 3H on three)
	3C	Wide range, not too well-defined
	3D	May be only a COURTESY raise, but could be INV
	3H	INV, 6+ cards, quality unknown
	3S	Limit raise (three-card support)
	3NT*	Big diamond raise with SPL S, spread-out values
	4C*	FIT; 5+C/5+D, decent clubs
	4D*	Big diamond raise with SA/K/Q singleton or doubleton
	4H*	6H/4+D, not a great hand
	4S*	Special double-fit raise: e.g. KJx xx AQxxx xxx
	4NT*	Big diamond raise, enormous trumps, side A or K, SPL S

NOTE that the trade-off for "natural" is a great deal of ambiguity as to strength.

1H-1NT; 2m-?

1H	1NT	
2C		
	2D*	Puppet to 2H: either 8-10 with 2H or various hands with D
	2H	Very WEAK with 3+ trumps; up to 7 HCP with only 2 trumps (FAST ARRIVAL)
	2S*	ART F1, various INV hands without primary D (opener uses REJECT advances)
	2NT	NAT, no club fit (roughly 3=2=5=3)
	3C	COURTESY raise
	3D	INV, good 6+-card suit, something in spades
	3H	Limit H raise; 3-card support, balanced, not 5D
	3S*	SPL S; H ("limit raise") + C support: e.g. x Qxx xxxx AK10xx
	3NT*	Big C raise, two small hearts, scattered values: e.g. xx Kx Qxx AJTxxx
	4C*	"FIT" (special) big C raise with doubleton HA/K/Q: e.g. xx Kx xxx AQTxxx
	4D*	SPL D; H ("limit raise") + strong C support: e.g. xxx KJx x AJTxxx
	4H*	FIT (special double fit picture raise): e.g. xx KJx xxx AQxxx
	4S*	VOID S SPL for clubs: e.g. -- xx Kxxxx KJTxxx (denies both 3H and H control)
	4NT*	FIT (special); 1=1=(5-6), ace of D, strong C: e.g. x x ATxxx KJTxxx
1H	1NT	
2C	2D*	Puppet to 2H: either 8-10 with 2H or various hands with D
2H*		Would pass 2H if responder has 8-10 with 2H
	Pass	The end with the 8-10/2H hands
	2S*	INV, good 6+-card D suit, two or three small spades
	2NT*	NAT, focus on 6-card D: e.g. Kx xx AJTxxx Qxx
	3C	NAT, 5+D/4C, constructive
	3D	INV, lesser 6+-card suit
	3H*	Limit H raise, 5+D, balanced
	3S*	SPL S; H ("limit raise"), 5+D, perhaps some C support: e.g. x Qxx AK10xx xxxx
	3NT*	D+C, SPL small heart, NF: Ax x AJTxx QTxxx
	4C*	D+C with SPL HA/K/Q: e.g. xx A ATxxx Qxxxx
	4D*	D+C with SPL H, DA: xx x ATxxx AJTxx
	4H*	D+C with void H; e.g. xx --- ATxxx KJTxxx
	4S*	D+C with void S, e.g. --- xx AQxxxx KJxxx
	4NT	FIT (special); 2-1=4=6, ace-fourth of D, strong C: e.g. xx x ATxx KJTxxx
1H	1NT	
2C		
	2S*	ART F1, various INV hands (not D), (opener uses REJECT advances)
2NT*		Would pass an INV 2NT that includes a C fit
3C*		Enough to accept a NT invitation but not an invitation based on club support
3D*		Would accept both a NT and C invitation and have 1=5=3=4 shape
3H*		A 6 th heart and therefore enough for game although perhaps 1=6=3=3/3=6=1=3
3S*		Would accept both a NT and C invitation and have 3=5=1=4 shape
3NT		Extras, 2=5=2=4, full stoppers in both doubletons

Responder's hand types for 2S: NT with a club fit; invitational C raise, 3-card limit raise in H with a SPL, but not willing to go past 3H to show it. With the limit raise type, responder should bid 4H (or 3S or 4D) once opener bids higher than 2NT over the artificial 2S.

1H	1NT	
2D		Nothing fancy here
2H		Covers a fair bit of ground as there's only one way to reach 2H
2S*		ART F1, various INV hands (opener uses REJECT advances)
2NT		NAT, but not a primary D fit
3C		Relatively weak (FAST ARRIVAL)
3D		COURTESY raise
3H		Limit raise, 3-card support, balanced
3S*		SPL S; H ("limit raise") + D support: e.g. x Qxx AK10xx xxxx
3NT*		NAT, big D fit plus spread-out values, SPL H
4C*		SPL C; H ("limit raise") + D support: e.g. xxx KJx KJxxxx x
4D*		Big D raise, with fitting top honors in H
4H*		Special limit raise, with big D fit, balanced: xx KJx AQxxx xxx
4S*		SPL raise of D, C control (not three hearts)
4NT*		Big D raise, side A or K, SPL H: e.g. Axx x KJTxxxx xx)

1H	1NT	
2D		
	2S*	ART F1, various INV hands (opener uses REJECT advances)
2NT*		Would pass an INV 2NT that includes a D fit
3C*		Enough to accept a NT invitation but not an invitation based on long clubs
3D*		Would accept both a NT and C invitation but not an invitation based on D support
3H*		A 6 th heart and therefore enough for game although perhaps 3=6=3=1
3S*		Would accept all invitations, short in S (1=5=4=3, 1=6=4=2; 0=6=4=3
3NT		Extras, expect 2=5=4=2, full stoppers in both doubletons

Responder's hand types for 2S: NT with a diamond fit; invitational D raise, invitational with a long club suit, 3-card limit raise in H with a SPL, but not willing to go past 3H to show it. With the limit raise type, responder should bid 4H (or 3S or 4D) once opener bids higher than 2NT over the artificial 2S.

1M-1NT; 2m-2NT; ?

1S	1NT	
2C	2NT	NAT, no prime C fit
3C		NF, 5+/5+
3S		FG, 6+/4 or 6/3
3D*		ART, FG; 5=2=1=5/5=1=2=5 and 5=1=3=4 but never includes 3H
3H		NAT, FG: 5=3=1=4/6=3=0=4, also perhaps BAL with 5=3=(2-3) to find 5/3 H fit
4C		FG, at least 6/5

1S	1NT	
2D	2NT	NAT, no prime D fit
3D		NF, 5+/5+
3S		FG, 6+/4 or 6=3=3=1, perhaps 6=2=3=2
3C*		FG, 5=2=5=1/5=1=5=2 and 5=1=4=3 but never includes 3H
3H		NAT, FG: 5=3=1=4/6=3=0=4, also perhaps BAL with 5=3=(2-3) to find 5/3 H fit
4D		FG, at least 6/5

1H	1NT	
2C	2NT	NAT, no prime C fit
3C		NF, 5+/5+
3H		FG, 6+4 or 6/3
3D		FG, more D than S
3S		FG, more S than D

1H	1NT	
2D	2NT	NAT, no prime D fit
3D		NF, 5+/5+
3H		FG, 6+/4 or 3=6=3=1, perhaps 2=6=3=2
3C		FG, more C than S
3S		FG, more S than D

1S-1NT; 2H- ?

[includes the Mittelman Adjunct]

1S	1NT	
2H	2S	Covers a lot of ground (only one way to reach 2S)
	2NT	NAT, NF, up to a poor 12 HCP
	3m	NAT, also fairly wide-ranging
	3H	Courtesy raise (responder bids aggressively, opener conservatively)
	3S	Three-card limit raise
	3NT*	ART, game raise in hearts with a high honors in spades
	4m*	ART, game raise in hearts with a source of tricks in the bid minor
	4H	Often a slight stretch
	4S	NAT (special), something like: KQx KQx xxxxx Jx
	4NT	RKCB1430-H: you'll know it when you see it (in 2050)
	5m	NAT, gambling actions

1S	1NT	
2H	2NT	
Pass		Minimum, no extra distribution
3C*		Artificial; FG values, extra distribution, puppet to 3D
3D		FG, "natural," i.e. 5=4=4=0 or 5=4=3=1
3H		5/5+; NF: e.g. KJxxx AQJxx x xx
3S		6/4; NF: e.g. QJ10xxx AKJx xx x
3NT		NAT

1S	1NT	
2H	2NT	
3C*		Puppet to 3D
	3D*	Forced
3H		5/5+; FG (but not 6=5=1=1 completely CONCENTRATED)
3S		6+/4; FG
3NT*		5=4=0=4 or 5=4=1=3, FG with club length
4C*		7=4=2=0, slam hopes (else 3S)
4D*		7=4=0=2, slam hopes (else 3S)
4H*		6=5=1=1, CONCENTRATED: e.g. AKJxxx AKJxx x x
4S		7=4=1=1, slam hopes (else 3S)

1M -1NT; 2M

1H	1NT	
2H		6+H, NF, may be a decent hand if suit poor or no M fragment
	2S*	Artificial; asks for minor-suit preference (see below)
	2NT	Natural; invitational; often a singleton H (else 2S/3m/3H)
	3m	Raise to 3H with CONCENTRATED values in the bid minor
	3H	Raise to 3H with scattered values (3NT quite likely)
	3S	SPL, limit raise type (slam still possible): e.g. x Qxx Axxxx KTxx
	3NT	The "right" FIT hand for 3NT; opener may correct to 4H
	4m	Typically: xx Kxx xxx AQ10xx (4C)

1H	1NT	
2H	2S*	Artificial; asks for minor-suit preference
2NT*		Artificial; opener prefers diamonds to clubs
3C		Opener prefers clubs to diamonds

1H	1NT	
2H	2S*	Artificial; asks for minor-suit preference
2NT*		Artificial; opener prefers diamonds to clubs
	3C	Long clubs; signoff
	3D	Signoff; both minors or only diamonds
	3H*	Raise to 3H with concentration in spades

1H	1NT	
2H	2S*	Artificial; asks for minor-suit preference
3C		Opener prefers clubs to diamonds
	Pass	Both minors or only clubs
	3D	Long diamonds; signoff
	3H*	Raise to 3H with concentration in spades

1H	1NT	
2H	2S*	Artificial; asks for minor-suit preference
3D*		Big fit for clubs but willing to play 3D opposite D one-suiter
3H		NAT, undaunted
3S*		ART, FG, big fit for both minors; therefore short S

When responder retreats to a minor, opener may (rarely) bid again with a big fit. Responder may have quite a reasonable hand, short of a game-forcing 2/1 response.

1H	1NT	
2H	2NT	
3C*		SPL C; or minimum with SPL S
3D*		SPL D
3H*		NO SPL, minimum
3S*		SPL S, extras
3NT		NAT
4m		NAT, 6+/4+; no interest in notrump (else show SPL)
4H		NAT, non-specific
1H	1NT	
2H	2NT	
3C*		SPL C; or minimum with SPL S
	3D*	Bid game with SPL S or SPL C and extras
	3H*	NF, some waste in a black suit
1H	1NT	
2H	2NT	
3C*		SPL C; or minimum with SPL S
	3D*	Bid game with SPL S or SPL C and extras
3H*		SPL C, minimum
3S*		SPL C, extras
3NT*		SPL S
1S	1NT	
2S	2NT	F1 (see below)
	3C/3D/3H	NAT, INV (more or less)
	3S	NAT, INV (3NT still possible)
	3NT	The "right" FIT hand for 3NT; opener may correct to 4S
	4x	Fit CONC jump; Limit raise, e.g. Kxx xx AQ10xx xxx (4D)
	4S	Some prime hand, perhaps only two trumps or a balanced limit raise
1S	1NT	
2S	2NT	F1
3x		SPL
3S		NF, no SPL
3NT		NAT, no SPL or perhaps a SPL king
4x		NAT, 6+/4+; no interest in notrump (else show SPL instead)
1S	1NT	
2S	2NT	F1
3m*		SPL m
	3R	NAT, F1: opener may raise
	3S/3NT	NF
	4m**	ART, no duplication in the SPL suit, slam hopes
1S	1NT	
2S	2NT	F1
3H*		SPL H
	3S/3NT	NF
	4H**	ART, no duplication in H, slam hopes

1H-1NT; 2S Reverse-?

1H	1NT	
2S		F1, sound values (with 4=5=2=2 and 17+-19- raise to 2NT)
	2NT*	Inquiry: describe further (might even be 5/5+ in minors to do this)
	3m	NAT, NF
	3H	FG (2NT, then 3H=weaker); includes most 3-trump limit raises
	3S	FG (2NT, then 3S=weaker)
	3NT	SLOW BAL hand, extra values, stoppers; e.g. Qx Jx QJ9xx KQ97
	4m	Limit raise in H; CONC length in bid m, e.g. xx KJx AQxxx xxx (4D)
	4H	DOUBLE FIT WEAK H raise, e.g. Kxx QJx xxxx xxx

1H	1NT	
2S	2NT*	Inquiry
3C*		THREE-WAY: (1) C FRAG+; (2) NF 3H; (3) NF 3S
3D		FRAG+; then responder's 3M=NF
3H		6+H, FG (else 3C over 2NT)
3S		5=6=1=1, FG (else 3C over 2NT); 3NT still possible, barely
3NT		NAT, extras, 4=5=2=2 but 3/1 m's with stiff honors is fine
4C*		5S/6+H, FG, club void
4D*		5S/6+H, FG, diamond void
4H*		5S/6+H, FG, no minor suit losers
4S		6S/7H, NF

1H	1NT	
2S	2NT*	Inquiry
3C*		THREE-WAY: (1) FRAG+; (2) NF 3H; (3) NF 3S
	3D*	Inquiry
3H		NF 3H (type 2); e.g. KQJx AQJxxx Kx x
3S		NF 3S (type 3); e.g. KQ10xx AJ10xxx Kx ---
3NT*		C FRAG+ (type 1); e.g. AQ10x AQxxx x AQx (with less, 2C over 1NT)
4C*		4=5=0=4, very good hand (to go past 3NT)

1H	1NT	
2S	2NT*	Inquiry
3C*		THREE-WAY: (1) FRAG+; (2) NF 3H; (3) NF 3S
	3H	NF
	3S	NF; weak (original) raise in H with four decent spades
	3NT	NAT, no slam interest opposite the C FRAG+ type

1H	1NT	
2S	3H	FG
3NT		4=5=2=2; choice of games
3S		Completes 6/5+
4m*		Shortness, NOT a fragment, slam possible
4H*		Minimum [no slam possible without 4/4 fit]

NOTE that 2S promises 9+ cards in H+S, although they could be 3S/6H. Opener's continuation of 4m after locating a true fit DOES confirm real length (at least in principle). Therefore opener's 4m shows shortage as per:

THE SHORTNESS RULE: when the auction is game forcing AND opener has shown at least nine cards in two suits AND responder has shown a true fit (8+ cards), the next bid by opener shows SHORTNESS rather than length.

1H	1NT	
2S	3S	FG
3NT		4=5=2=2; neutral – responder will usually not pass as he has 4S/3H
4m*		Shortness, NOT a fragment, slam possible [THE RULE]
4H*		Confirms only "3S": e.g. AKx AKJTxx KQx x [NOTE: 2S, NOT 2D/3D/4C]
4S*		Picture: Concentrated 4=5=2=2, slam possible because of the 4/4 fit

NOTE: Consider for the future the possibility of playing 1H-1NT; 2S as artificial, including not only S/H hands but also 5/4 or 6/4 jump shifts, thus freeing 1H-1NT; 3m for 5/5+ jump shift types. Alternatively, one of the routes to 3m could be reserved for 5/5+ NF but quite strong types.

1M -1NT; 2NT [Transfer style]

1M	1NT	
2NT		NAT, about 18-20 HCP, may include 6M
3NT		NAT, about 16-19 HCP, long "solid" M
1H	1NT	
2NT	3C*	Transfer to D
	3D*	Transfer back to hearts
	3H*	Transfer to clubs
	3S*	Both minors, inviting alternative contracts.
	3NT	NAT
	4m	Limit raises in H with a length-concentration, e.g. xx KJx KQJxx xxx (4D)
	4H	"Sound" weak raise, e.g. Kxx Jxxx xxx Q10x.

1H	1NT	
2NT	3C*	Transfer to D
3D	3H*	Long D plus doubleton honors in H; game choice or slam move
	3S*	Long D plus A or K of spades; e.g. Axx x KJ10xxxx xx
	3NT	NF, but alternative contracts in view
	4C*	Long D plus A or K of clubs (with 6+D/4C, give up on C)
	4D*	FG, clear slam try
	4H*	Long D, SPL H, controls in both black suits, clear slam try
	4S*	Long D, SPL S, xx in hearts, clear slam try
	4NT	Natural, in context
	5C*	Long D, SPL C, xx in hearts, clear slam try
	5D	Gambling shot

1H	1NT	
2NT	3D*	Transfer (back) to H
3H	3NT	Choice of games with (possible doubleton honors in H)
	3S*	Spade values, limit raise in H; e.g. AKx QJx xxxxx Jx
	4m*	Limit raise in H; m values (NOT 5+ cards), e.g. xx KJx AQ10x xxxx (4D)
	4H	Featureless limit raise (with upgraded weak raise, 4H over 2NT)
1H	1NT	
2NT	3H*	Transfer to C
3S*		Denies a prime C fit (Axx, Kxx, or better); responder's 4C=NF!
3NT*		Shows a prime C fit;
1H	1NT	
2NT	3H*	Transfer to C
3S*		Denies a prime C fit (Axx, Kxx, or better)
	3NT	NF, but alternative contracts in view
	4C	NF
	4D*	Long C plus A or K of D (with 6+C/4D, give up on D); slam try
	4H*	Long C plus heart honors, NF slam try
	4S*	Long C plus A or K of S; slam try
	4NT	Long C plus SPL H, slam try
	5C	Gambling shot
1H	1NT	
2NT	3H*	Transfer to C
3NT*		Shows a prime C fit (Axx, Kxx, or better)
	4C*	Long C, shortage in H, slam try
	4D*	Long C plus A or K of D (with 6+C/4D, give up on D); slam try
	4H*	Long C plus heart honors, NF slam try
	4S*	Long C plus A or K of S; slam try
	4NT	Long C plus SPL H, slam try
	5C	Gambling shot
1H	1NT	
2NT	3S*	Both minors; 5/5+
3NT		Poor fit, S well-stopped
4m		Slam-suitable 3+m [resp's 4H=1=2=5=5 NF, 4S=SPL H, 4NT=1=1=(6-5)]
4H*		2=5=3=3, good H, weak S, invites correction
4S*		2=5=3=3, good S, weak H, expecting to play in 5m
4NT*		2=5=3=3, both SA and HA, very slam-suitable
1S	1NT	
2NT	3C*	Transfer to D
	3D*	Transfer to H; opener may break the transfer (3NTshows 2/3 top H honors)
	3H*	Transfer back to spades (continuations as above)
	3S*	Shows clubs; opener bids 3NT with a primary fit only, but over 4C, responder's 4NT=natural,NF; responder's 4C over 3NT=NF
	3NT	NAT
	4H/4m*	Limit raises with length-concentration.
	4S	"Sound" weak raise.

With both minors responder may transfer to diamonds and bid clubs with equal or longer diamonds, or transfer to clubs first with longer clubs. Otherwise: same scheme as after 1H-1NT; 2H.

1M -1NT; Jump Shift

If opener jump shifts (FG, very rich in texture and controls, rarely a hand containing two fast losers in any suit), responder's immediate preference to M NEEDN'T CONTAIN TOLERANCE, but responder takes care to bid cheaper 3R with at least five cards, RATHER than give truly FALSE PREFERENCE.

With 5431 good hand, opener goes out of his way to develop the auction differently (usually by making NONJUMP rebid, hoping to be permitted a THIRD BID to complete the description of his hand).

After opener's jump shift rebid, four-level raise of minor describes a slam-suitable hand with ADEQUATE (Hxxx or five+ small) trumps.

JUMP SHIFT REBID by responder (over Opener's jump shift) is FIT-SHOWING, agreeing the SECOND SUIT, length, NOT shortness.

e.g. with: xx AQTx xx KTxxx Bid 4H after: 1S-1NT; 3C-?
with: x xxx AQTxx KJxx Bid 4D after: 1S-1NT; 3C-?

JUMP PREFERENCE TO OPENER'S MAJOR shows a weak raise with REAL trumps (including an honors) plus a fit of at least four cards in the second suit (including an honor)

e.g. with: xx QTxx xxx KTxx Bid 4H after: 1H-1NT; 3C-?

JUMP TO 4NT after opener's jump shift shows ENORMOUS TRUMP SUPPORT for opener's SECOND SUIT, an honors in opener's major, not much else,

e.g. with: xx Qx KQxxxx xxx Bid 4NT after: 1H-1NT; 3D-?

Responder's 3NT is a SLOW EXTRA VALUE hand with no prime fit, e.g.

with: KQT xx Jxx KQ9xx Bid 3NT after: 1H-1NT; 3D-?

After (false) PREFERENCE, opener's third bid should be comfortable and descriptive (else he doesn't jump shift), e.g.

with: AQx AKJxx x AQTxx Bid 3S after: 1H-1NT; 3C-3H; ?

with: K AKQTxx AQx AJTx Bid 4D or 3NT after: 1H-1NT; 3C-3H; ?

with: Ax AQJTxx AKxx x Bid 4H after: 1H-1NT; 3D-3H; ?

with: x AKJTxx AKQTxx Kx Bid 4D after 1H-1NT; 3D-3H; ?

with: AQTxxx AKx AKxx --- Bid 4H after 1S-1NT; 3D-3S; ?

1M Opener's Jump Rebids in his own suit

1H	1NT	
3H		NF, very sound, very good suit, more likely 7 than 6
		e.g. Kx AQJ98xx x Axx
		Kxx AKJTxxx Ax x
		Ax KQT9xxxx Kx x
		x AQJTxx AQx ATx
1H	1NT	
3H	3S*	Wild minor two-suiter
	3NT	NAT (but a case could be made for using this as a general slam try for H)
	4m	FIT-showing, agreeing H
	4H	The end
	4S*	SPL S, H support
	4NT*	Void S, H support, perhaps: --- Qxx AJTxx Qxxxx
	5m	NAT, not constructive
1S	1NT	
3S	4m/4H	FIT-showing, agreeing S (or treat 4H as NAT: choose one)
	4NT	Wild minor two-suiter
1H	1NT	
3H	3NT	
4m*		NAT, serious disparity in length and suit quality

1M Opener's Autosplinters

After 1M-1NT; ? Opener's DOUBLE JUMP SHIFT or JUMP REVERSE shows a strong (independent) M one-suiter with a SPL in the SECOND SUIT, no side suit with two fast losers, viz:

1S	1NT	1H	1NT
4m/4H		3S/4m	
with: AKJTxxx --- KQx KJx		Jump to 4H after: 1S-1NT; ?	
with: --- AQJTxxx AQx Kxx		Jump to 3S after: 1H-1NT; ?	
with: KQx AKQTxxx Kx x		2S may be better than 4C after: 1H-1NT; ?	

These are hands that could produce a slam opposite a good fit. If there are no realistic 1NT responses that could make a slam, don't get involved by painting a pretty picture.

1M Opener's Jump To Game

After 1M-1NT; ? Opener's JUMP TO 4M shows a very good playing hand not too rich in HCP, unsuitable for an AUTOSPLINTER, e.g.

with: KQT9xxxx x AJTx ---

Jump to 4S after: 1S-1NT; ?

with: x AQJTxxxx KQx x

Jump to 4H after: 1H-1NT; ?

with: QJ109xxx x AKJx x

Jump to 4S after: 1S-1NT; ?

1M 1NT

3NT

Long, "solid" M

4M

Does not imply support; merely a better hand for play in M

Others

Slam tries for opener's M, with CONCENTRATION, probably some length.
(including 4H after opener's 1S opening)

THE SPECIAL CASE OF 1S-3D; ?

1S 3D* Long HEARTS: *either* a standard WEAK jump shift (x KJT8xxx xxx xx)
or a STRONG jump shift, very good H, no side suit, denies 3+S
(Kx AKJTxxx Axx x)

1S 3D*
3H Would pass a weak jump shift 3H
3S NAT, FG (if 3S is exactly tight we can't get there)
3NT NAT, based on either a prime H fit or long and strong spades
4m NAT, FG
4H Would raise a weak jump shift of 3H to game
4S* RKCB1430-H [to finish in 4S, rebid 3S, then 4S]
4NT* Trump ask-H: [higher responses show better holdings: best=one loser suit]

1S 3D*
3H 3S* The strong type; SPL S: e.g. x KQJTxxx AJx AJ
3NT* The strong type; no SPL: e.g. Qx AKJTxxx Ax Kx
4m* The strong type: SPL m: e.g. Kx AQJTxxx Axx x [4C]
4S* The strong type; EXCLUSION RKCB0314-H
5m* The strong type: EXCLUSION RKCB0314-H

1S 3D*
3S 3NT* The weak type, SPL S, unexceptional H
4m* The weak type, spade fit, SPL m
4H* The weak type, usually SPL S, self-sufficient H (one or two losers but internally sound)
4S* The weak type, typically doubleton support, no m SPL
4NT The strong type, short S, NF but should usually play in a major
5m* The strong type, two-card S support, SPL m
5H* The strong type, two-card S support, no SPL
5S* The strong type, honors-doubleton S support, side controls, 2 aces
5NT* The strong type, honors-doubleton S support, side controls, 3 aces
6m* The strong type, H trumps, SPL S, controls, 3 aces
6H* The strong type, H trumps, void S, both side aces
6S* The strong type, honors-doubleton S, all 3 side aces, no side king

1S 3D*
3NT Pass The weak type
4m* The strong type, H, SPL m, doubleton small S
4H* The strong type, H, SPL S, F1
4S* The strong type, honors-doubleton S, BAL, 2 aces
4NT* The strong type, honors-doubleton S, BAL, 3 aces
5m* The strong type, honors-doubleton S, SPL m

1S	3D*	
4C	4D*	The weak type, neutral H, suggests $1=7=3=2$
	4H	The weak type, decent H
	4S	The weak type, S preference
	4NT*	RKCB1430-C (the strong type)
	5C*	The weak type, suggests $1=6=3=3$ or $1=7=2=3$
	Higher	The strong type

1S	3D*	
4D	4H	The weak type, neutral, more D than S
	4S	The weak type, S preference
	4NT*	RKCB1430-D, the strong type
	5C*	The strong type, SPL C
	5D*	The weak type, suggests $1=6=3=3$ or $1=7=2=3$
	Higher	The strong type; not a SPL C

AFTER A 2NT RESPONSE

1H	2NT	Natural, balanced 13-15 HCP (or 18+ HCP), FG, may contain 3/4H (four only with slow values) and/or 4S. If intending to convert to 4H stoppers are not critical.
3m		Natural, 4+m, no implication of extra values
3H*		Four spades, no inference about a sixth heart
3S*		6+H; primary message is 3NT vs 4H rather than slam interest
4m/4S*		"Autosplinters" with long H, SPL in m/S respectively: 4S/4NT=RKCB1430-H respectively
4H		6+H, signoff
4NT		Natural, invitational
5m/5S*		EXCLUSION RKCB0314-H
5NT		Natural, forcing to six, invites seven with at least six hearts

1H	2NT	
3C	3D	Initially suggests a thin stopper in S (but may turn out to be C fit)
	3H	Three-card support (if 4C, then inappropriate for 4D/4H/4S)
	3S	Initially suggests a thin stopper in D (but may turn out to be C fit)
	3NT	NAT, no fit, stoppers
	4C	NAT, slam suitable (else 3D or 3S), denies 3H
	4D*	DOUBLE FIT: 3H/4C with DA, e.g. JTx KQx Axx KQTx
	4H*	DOUBLE FIT: 3H/4C, no DA or SA, e.g. Kxx AQx Kxx QJTx
	4S*	DOUBLE FIT: 3H/4C with SA, e.g. Axx AJx QTx KJTx
	4NT	NAT, INV, no primary fit

1H	2NT	
3D	3H	Three-card support
	3S	Initially suggests a thin stopper in D or S (but may turn out to be D fit)
	3NT	NAT, no fit, stoppers
	4C*	DOUBLE FIT: 3H/4D with CA, e.g. JTx KQx KQTx Axx
	4D	NAT, slam suitable (else 3S), denies 3H [system: no advance cue-bid here]
	4H*	DOUBLE FIT: 3H/4D, no CA or SA, e.g. Kxx AQx QJTx Kxx
	4S*	DOUBLE FIT: 3H/4D with SA, e.g. Axx AJT KJTx JTx
	4NT	NAT, INV, no primary fit

1H	2NT	
3H*	3S	Shows four-card fit for opener's spades [3H shows 4S]
	3NT	NAT, 3=2=4=4 or judgment [opener's 4m="NAT"; 4H=6/4, NF; 5m=6/4+SPL m]
	4m*	Control-showing, agreeing H [to agree S bid 3S]
	4H	Game choice, limited values for slam
	4S	RKCB1430-H/S 6 KC plus both HQ and SQ (responder is 3=3=(4-3) with 18+ HCP)
	4NT	NAT, INV, no primary fit

1H	2NT	
3S*	3NT	Choice between 3NT and 4H (3S shows 6+H); opener's 4H=mild slam try
	4m*	Control-showing, agreeing H, slam suitable
	4H	Exercising judgment re strain for game, limited values for slam
	4S*	RKCB1430-H
	4NT	NAT, INV, no primary fit

1S	2NT	Natural, balanced 13-15 HCP (or 18+ HCP), FG, may contain 3/4S (four only with slow values) and/or 4H. If intending to convert to 4S stoppers are not critical.
3m/3H		Natural, 4+m/H, no implication of extra values
3S		6+S; primary message is 3NT vs 4S rather than slam interest
4m/4H*		"Autosplinters" with long S, SPL in m/H respectively: 4NT=RKCB1430-S
4S		6+S, signoff
4NT		Natural, invitational
5m/5H*		EXCLUSION RKCB0314-S
5NT		Natural, forcing to six, invites seven with at least six hearts

1S	2NT	
3C	3D	Initially suggests a thin stopper in H (but may turn out to be C fit)
	3H	Initially suggests a thin stopper in D (but may turn out to be C fit)
	3S	Three-card support
	3NT	NAT, no fit, stoppers
	4C	NAT, slam suitable (else 3D or 3H), denies 3S
	4D*	DOUBLE FIT: 3S/4C with DA, e.g. KQx JT _x A _{xx} KQT _x
	4S*	DOUBLE FIT: 3S/4C, no DA or HA, e.g. AQ _x K _{xx} K _{xx} QJT _x
	4H*	DOUBLE FIT: 3S/4C with HA, e.g. AJ _x A _{xx} QT _x KJT _x
	4NT	NAT, INV, no primary fit

1S	2NT	
3D	3H	Initially suggests a thin stopper in D or S (but may turn out to be D fit)
	3S	Three-card support
	3NT	NAT, no fit, stoppers
	4C*	DOUBLE FIT: 3S/4D with CA, e.g. KQ _x JT _x KQT _x A _{xx}
	4D	NAT, slam suitable (else 3H), denies 3S [system: no advance cue-bid here]
	4H*	DOUBLE FIT: 3S/4D with HA, e.g. AJT A _{xx} KJT _x JT _x
	4S*	DOUBLE FIT: 3S/4D, no CA or HA, e.g. AQ _x K _{xx} QJT _x K _{xx}
	4NT	NAT, INV, no primary fit

1S	2NT	
3H	3S	Three-card support
	3NT	NAT, 2=3=4=4 or a judgment decision
	4m	Control-showing, agreeing H [to agree S bid 3S]; 4S next=RKCB1430-H 6 KC (H/S)
	4H	NAT, 4-card support, not a slam-suitable hand
	4S	NAT, 4-card S support [therefore a slow hand, not slam suitable]
	4NT	NAT, INV, no primary fit

1S	2NT	
3H	3NT	
4C*		Two-way: (1) 5+S/5+H slam interest; (2) 5=4=0=4 or 5=4=1=3 slam interest
4D		5=4=4=0 or 5=4=3=1 slam interest
4H		5+S/5+H, not a legitimate slam try (else 4C*)
4S		6+S/4H, slam try, NF (else 4S over 2NT)
5m*		6+S/4H + SPL m

1S	2NT	
3H	3NT	
4C*		Two-way: (1) 5+S/5+H slam interest; (2) 5=4=0=4 or 5=4=1=3 slam interest
	4D*	Inquiry
4H*		5+S/5+H, NF
4S*		5=4=0=4
4NT*		5=4=1=3, NF
5C*		5+S/5+H with CSPL
5D*		5+S/5+H with D SPL
5H*		6=5=1=1
5S*		5=4=1=3, F

1S	2NT	
3S	3NT	Choice between 3NT and 4S (3S shows 6+S); opener's 4S=mild try
	4m/4H*	Control-showing, agreeing S, slam suitable (bypassing a suit denies that control)
	4S	Choice between 3NT and 4S, not slam-suitable (else 4m/4H)
	4NT*	NAT, INV, 18-19 HCP [to use RKCB-S start with 4m, then bid 4NT next]

Generally: Opener develops the bidding in NAT fashion over 2NT. If responder bids new suit at three-level, it shows VALUES rather than a sure PRIME FIT for opener's second suit. Responder's PREFERENCE to opener's first suit is NAT, 3/4 cards (SLOW hand if four). Responder's DIRECT RAISE of opener's second suit (if a minor) is slam-oriented. We can easily play 3NT with a 5-3 M fit after 1M-2NT start.

NOTE: Prefer 2NT to 2x even without appropriate stoppers unless VERY GOOD four-card x is available. With 16-17 HCP, use your judgment in choosing between 2NT and 2x.

TWO-OVER-ONE SEQUENCES

(including "RAISE" auctions)

1S 2C
2any 4S "PICTURE" jump, $4=2=2=5$, values concentrated in C and S, minimum range in HCP; e.g. KJxx xx xx AKJxx

1S 2C
2R 3S 4S5C, something good outside the black suits; Responder might have:
e.g. KJxx Kx xx AKJxx, OR
e.g. QJxx Axx x AQxxx

1S 2C
2S 4R* Expect moderate 3-trump splinter, e.g. Qxx Kxxx x AKxxx (4D)
With a better hand, start with 3S or (very rarely) splinter and continue.

1S 2C
2S 3H
3NT 4S $2=4=2=5$, strong two-card S support, weak doubleton D; slam try
e.g. KJ AJxx xx AKJxx

NOTE: Do NOT bid "around" shortness: raise to 3S or start with SPL over 2S.

NOTE: If over 3H, opener bids 3S or 4C and not the convenient 3NT, responder must jump to 5S (or improvise with 4D) in order to make a clear SLAM TRY [4S would describe a minimum-range hand with two-card (perhaps only one-card) support]

1S 2m
2R 2S

1S 2x
2S 3S

1S 2x
2NT 3S

These sequences cover all the spade raises unsuitable for a more descriptive bid. Responder shows at least three-card support (in principle) and does not suggest extra values (although he may have them). There may be further "PICTURE" possibilities on the horizon to depict certain appropriate minimum hands.

1S 2C
2R 2S
2NT* 5S4R22, "neutral" honors location
3NT* 5S4R22, 15-17 HCP, some values in the short suits, F1
3S* 5S4R22, "good trumps" (spades)
4S* 5S4R22, "good trumps" and "good R" only, "PICTURE"
3C* Club SPL, $5=4=3=1$ or $5=4=4=0$ (i.e. employ the SHORTNESS RULE)
3OR* SPL in OR (Other Red suit), $5=4=1=3$ or $5=4=0=4$, (therefore) club support
3R 5/5; then cheapest asks RESIDUE ($2=1/1=2/3=0/0=3$, i.e. lo-hi singleton, lo-hi void)
4C* CANAPE: 5S6R20/5S6R02; then 4D asks RESIDUE: $2=0/0=2$ (lo-hi void)
4OR* CANAPE: specifically 5S6R11
4R 6/5 or 6/6, F1; Sounds NAT, therefore IS NAT

1S	2C	
2R	2S	
2NT*	4S*	Delayed "PICTURE," with only 3 trumps: KQx xx xxx AKJxx
	3x*	Control/values, slam-suitable hand
	3S	Almost everything else unsuitable for cue-bid (4S is NOT Fast Arrival)
	3NT	NF, considerable help in opener's doubleton red suit (OR)
	4C*	At least AKQTx
	4R*	SPL R (imperfect for 4R over 2S: no OR control or too strong or void, etc)
	4NT	RKCB1430-S [NOTE: CK may not be crucial, so only 5 KC here)

1H	2C	
2D	2H	
2S*		Spade SPL, 1=5=4=3 or 0=5=4=4, (therefore) shows C support
2NT*		2=5=4=2, "neutral"
3NT*		2=5=4=2, 15-17 HCP, some values in the short suits, F1
3C*		Club SPL, 3=5=4=1 or 4=5=4=0
3H*		2=5=4=2, good trumps (hearts)
4H*		2=5=4=2, good trumps and diamonds only, "PICTURE"
3D		5/5; then 3H (cheapest) asks RESIDUE (2=1/1=2/3=0/0=3, lo-hi singleton, lo-hi void)
3S*		*CANAPE 5H6D02/5H6D20; then 3NT asks RESIDUE: 2=0/0=2 (lo-hi void)
4C*		*CANAPE 1561
4D		6/5 or 6/6, F1; Sounds NAT, therefore IS NAT

1H	2C	
2D	2H	
2NT	4H*	Delayed "PICTURE," with only 3 trumps: xxx KQx xx AKJxx
	3x*	Controls/values, slam-suitable hand
	3H	Almost everything else unsuitable for cue-bid (4H is NOT Fast Arrival)
	3NT	NF, considerable help in spades
	4C*	At least AKQTx
	4D*	SPL D
	4NT*	SPL S
	4S*	RKCB1430-S [NOTE: CK may not be crucial, so only 5 KC here]

1S	2x	
2S	3S	
3NT		There are FIVE sensible approaches here:
		(1) NATURAL 3NT, which caters to backing into 3NT;
		(2) "ROLLING 3NT," which marks time and leaves responder room to show a C control as economically as possible – this treatment caters best to efficient cue-bidding but requires fine judgment as strength is not yet specified;
		(3) "SERIOUS 3NT," which enables opener to reveal extra strength immediately (in contrast a four-level cue bid is a less encouraging move;
		(4) "NON-SERIOUS 3NT," which reverses the meanings of 3NT and 4x stated in (3);
		(5) TWO-WAY 3NT"announces <i>either</i> a mild slam try (i.e. a hand that would cooperate with a serious try) or a strong slam try (i.e. a hand willing to go past game – four-level bids describe hands in the middle strength range.

The approach used in this system is (2) "*Rolling 3NT*"

1S	2x	
2S	3S	3/4-card support unsuitable for "picture jump"
3NT*		Slam-suitable, looking for a C control (may have one himself, or not)
4C		Slam-suitable, something good in clubs (usually an honors if C is responder's suit)
4D		Slam-suitable, something good in both minors (else 3NT to locate a C control)
4H		Slam-suitable, something good in C+D+H (with ONLY H control, start with 3NT)
4S		Not slam-suitable, typically a BAL minimum with dubious trumps, or a SPL in x
4NT		RKCB1430-S
5x		EXCLUSION RKCB0314-S

NOTE: On rare occasions (a last-chance slam try in a crowded auction, perhaps) opener might make an EARLY cue-bid in partner's suit with a shortness control. However, in general a forward-going move in partner's suit suggests fitting honors. Note that this concept is unrelated to the SHORTNESS RULE, described earlier.

1H	2x	
2H	3H	3/4-card support unsuitable for "picture jump"
3S		Slam-suitable, spade control
3NT*		Slam-suitable, no spade control, looking for C control (but only if partner has S control)
4C		Slam-suitable, no spade control, looking for D control (but only if partner has S control)
4D		Slam-suitable, no spade control, something good in both minors (else 3NT)
4H		Not slam-suitable
4S*		RKCB1430-H
4NT*		EXCLUSION RKCB0314-H (S void)
5m*		EXCLUSION RKCB0314-H

1H	2x	
2H	3H	
3S	3NT	Slam-suitable (else 4H), looking for C control
	4C	Slam suitable, looking for D control
	4D	Slam-suitable, something good in both minors (else 3NT)
	4H	Not slam-suitable
	4S*	RKCB1430-H
	4NT*	EXCLUSION RKCB0314-H (S void)
	5m*	EXCLUSION RKCB0314-H

1H	2x	
2H	3H	
3NT	4C	Slam-suitable, C+S controls (as opener denied S control and probably C control)
	4D	Slam-suitable, D+C+S controls (as opener denied S and probably C control)
	4H	No S control or an all-around poor hand for slam

1H	2C	
2H	3H	
3NT	4C	Slam-suitable, C+S controls
4D		Slam-suitable, might have SPL C but has shown so far only D control(s)
	4H	Not enough to go forward (note that S control already "shown")
	4S	Extra values to go past game, first round S control (else a different move)
	4NT	Extra values, etc, second-round S control, looking for something in C (SPL or Q)

IMPORTANT CONCEPT: Once two cue-bids have been exchanged there is no more RKCB or Exclusion RKCB. 4NT is used as a further cue-bidding aid, an extension of the “rolling” idea.

1S	2D	
2S	3S	
4C	4NT	RKCB1430-S (only one cue-bid preceding a bid that would be RKCB)
1H	2D	
2H	3H	
3S	4D	D+C control (else 3NT)
4H	4NT	Rolling: denies S control and additional C control but shows significant extra values
	5C	Denies S control but shows additional C control and denies additional D control
	5D	Denies S control but shows additional D and C controls
1S	2H	
2S	3S	
3NT	4C	3NT: Rolling
4D	4S	
4NT		Rolling: opener has the missing H control, which here could easily be a SPL
1M	2x	
2M		Opener's DEFAULT rebid when his hand is unsuitable for a different SPECIFIC rebid. 2M does NOT guarantee 6+ cards. Nor does it DENY extra values. With 6M4y, opener introduces the four-card suit (y) when it can be shown at the two-level UNLESS the hand is very minimum (then rebid 2M, show the second suit later if expedient)
1M	2x	
3M		Solid or one-loser suit (expectations opposite a void) of at least six cards; some extras.
4M		An opening bid of 4M, but with an ace or sure trick outside M
1M	2x	
2M	ANY	
3M		Invites a raise with a singleton; 7-card suit or 6 with sound middle cards
4M		One-loser suit; very minimum opening bid best for suit play
1M	2x	
2M	3x	
3M	3NT	
4M		7+M with some holes; M must be trumps on the auction to date
1M	2x	
2M	2NT	
	3NT	Many different hands; needn't be BAL; wide-range; definitely shows stoppers 2M5x33 or 2M6x(32), 15-17, opener may correct to 4M or move towards slam

1S	2m	
2H	2NT	Many different hands, etc
	3NT	2=3=5m=3, or perhaps 2=3=4=4, 15-17; opener may correct to 4M or move forward

NOTE: Jumps to 3NT show BAL hands in context, extra values, suitable dummies for opener's suit(s).
These auctions are NOT "FAST ARRIVAL." 2NT covers both lesser and stronger BAL hands
and many UNBAL hands with suitable stopper(s)

1S	2C	
2D	2H*	Fourth suit by 2/1 responder denies the positional interest in bidding notrump; Opener needs a stopper or perhaps Jxx to bid notrump.

Major Opener Raises Responder's 2m Response

1S	2C	
3C		5S/4+C; at least a sound opening in high cards (extra playing strength)
	3R	Notrump stopper (at least initially): opener's 4R/OR=SPL
	3S	Three-card support expected
	3NT	Comfortable, with 3R available o/wise
	4C	Serious move towards slam (else 3R to catch a reaction): controls next
	4D*	RKCB1430-C
	4H*	SUPER RKCB1430-C/S* (6KC + 2 TQ, with 5H=2 KC + BOTH S+C Qs)
	4S*	Still a "PICTURE" jump, even though opener has a sound hand with 5S4C; then 4NT=RKCB1430-C/S* (6 KC + 2 TQ; 5S reply=2 KC+1Q, 5NT=2 KC+ S/C Qs)
	4NT	NAT, about 16-17, 2=3=3=5, fairly slow hand

1S	2C	
3C		5S4C; at least a sound opening in high cards (extra playing strength)
	3S	Three-card support expected
3NT*		5=2=2=4, "neutral" OR good spades (i.e. too good for 4S: see below)
4C*		5=2=2=4, emphasizing club quality, e.g. ATxxx xx Kx AQJx
4D*		SPL D (perhaps no H control)
4H*		SPL H (perhaps no D control)
4S*		5=2=2=4, emphasizing spades, but NF, e.g. AKJxx xx Qx KJxx
4NT		RKCB1430-C/S* (6 KC + 2 TQ; 5S reply=2 KC+1Q, 5NT=2 KC+ S/C Qs)
5C*		No red suit losers, genuine S concern, e.g. Qxxxx A AK KJxxx
5D/5H*		EXCLUSION RKCB0314* (5 KC+ 2 TQ, etc)

1S	2C	
4C*		5=2=2=4, "PICTURE", lots of extras: e.g. AKJxx xx xx AKQx
	4D*	RKCB1430-C [NOTE: no need to cue-bid here, as opener has no red controls]
	4H*	SUPER RKCB1430-C/S* (6KC + 2 TQ, 5H=2 KC + BOTH black Qs)
	4S	Signoff, responder has a red suit flaw
	4NT	NAT (could happen)
	5C	Signoff, responder has a red suit flaw

1S	2D	
3D		5S4D; at least a sound opening in high cards (extra playing strength)
	3H	Notrump stopper (at least initially requiring help in C for 3NT): opener's 4C/4H=SPL
	3S	Three-card support expected but might risk honor-doubleton with no H guard
	3NT	Not as comfortable as 3NT after a C raise
	4C*	SUPER RKCB1430-D/S (6KC + 2 TQ, but 5C=2 KC + BOTH S+D Qs)
	4D	Serious move towards slam (else 3H or 3S to catch a reaction): controls next
	4H*	RKCB1430-D
	4S*	Still a "PICTURE" jump, even though opener has a sound hand with 5S4D; then 4NT=RKCB1430-D/S* (6 KC + 2 TQ; 5S reply=2 KC+1Q, 5NT=2 KC+ S/D Qs)
	4NT	NAT, about 16-17, 2=3=5=3

1S	2D	
3D		5S4D; at least a sound minimum in high cards (extra playing strength)
	3S	Three-card support expected
3NT*		5=2=4=2, "neutral" or good spades, too good for 4S (see below)
4C*		SPL C (perhaps no H control)
4D*		5=2=4=2, emphasizing D quality, e.g. ATxxx xx AQJx Kx
4H*		SPL H (perhaps no C control)
4S*		5=2=2=4, emphasizing spades, NF, e.g. AKJxx Qx KJxx xx
4NT*		RKCB1430-S/D* (6KC + 2 TQ; 5S reply=2 KC+1Q, 5NT=2 KC+ S/D Qs)
5D*		No H/C losers, genuine S concern, e.g. Qxxxx A KQxxx AK
5C/5H*		EXCLUSION RKCB0314* (5KC + 2 TQ, etc)

1S	2D	
4D*		5=2=4=2, "PICTURE", lots of extras: e.g. AKJxx xx AKQx xx
	4H*	RKCB1430-D [NOTE: no need to cue-bid here, as opener has no H/C controls]
	4S	Signoff, responder has a H or C flaw
	4NT	NAT (could happen)
	5C*	SUPER RKCB1430-D/S* (6KC + 2 TQ; 6C reply=2 KC + BOTH S+D Qs)
	5D	Signoff, responder has a C or H suit flaw

1H	2C	
3C		5H4C; at least a sound opening in high cards (extra playing strength)
	3D	Notrump stopper (at least initially): opener's 3S/4D=SPL
	3H	Three-card support expected
	3S	Notrump stopper, etc: opener's 4D/4S=SPL
	3NT	Comfortable, with 3D/3S available o/wise
	4C	Serious move towards slam (else 3D/3S to catch a reaction): controls next
	4D*	RKCB1430-C
	4H*	Still a "PICTURE" jump, even though opener has a sound hand with 5H4C; then 4NT=RKCB1430-H/C* (6 KC + 2 TQ; 5NT reply=2 KC+ H/C Qs)
	4S*	SUPER RKCB1430-H/C* (6KC + 2 TQ; 5S reply=2 KC + H/C Qs)
	4NT	NAT, about 16-17, 3=2=3=5

1H	2C	
3C		5H4C; at least a sound opening in high cards (extra playing strength)
	3H	Three-card support expected
3S*		SPL S (perhaps no D control)
3NT*		2=5=2=4, "neutral," or good hearts, too strong for NF 4H
4C*		2=5=2=4, emphasizing clubs
4D*		SPL D (perhaps no S control)
4H*		2=5=2=4, emphasizing hearts, NF
4S*		RKCB1430-H/C* (6KC + 2 TQ; 5S response=BOTH H/C Qs)
4NT*		EXCLUSION RKCB0314*-H/C with S void (5KC + 2 TQ, etc)
5D*		EXCLUSION RKCB0314*-H/C (5KC + 2 TQ, etc)
5C*		No S/D losers, genuine H concern, e.g. A Qxxxx AK Kxxxx
1H	2C	
4C*		2=5=2=4, "PICTURE", lots of extras: e.g. AKJxx xx xx AKQx
	4D*	RKCB1430-C [NOTE: no need to cue-bid here as opener has no red controls]
	4S*	SUPER RKCB1430-C/H* (6KC + 2 TQ, 5S=2 KC + H+C Qs)
	4H	Signoff, responder has a red suit flaw
	4NT	NAT (could happen)
	5C	Signoff, responder has a red suit flaw
1H	2D	
3D		5H4D; at least a sound opening in high cards (extra playing strength)
	3H	Three-card support expected but might risk honor-doubleton with no H guard
	3S	Notrump stopper (at least initially requiring help in C for 3NT); opener's 4C/4S=SPL
	3NT	Might risk 3H on doubleton honors with S flaw for 3NT
	4C*	RKCB1430-D
	4D	Serious move towards slam (else 3S to catch a reaction): controls next
	4H*	Still a "PICTURE" jump, even though opener has a sound hand with 5H4D; then 4NT=RKCB1430-D/H* (6 KC + 2 TQ; 5NT reply=2 KC+ D/H Qs)
	4S*	RKCB1430-H/D* (6 KC + 2 TQ; 5S reply=2 KC + D/H Q's)
	4NT	NAT, about 16-17, 3=2=5=3
1H	2D	
3D		5H4D; at least a sound opening in high cards (extra playing strength)
	3H	Three-card support expected
3S*		SPL S (perhaps no C control)
3NT*		2=5=4=2, "neutral," or good hearts, too strong for NF 4H
4C*		SPL C (perhaps no S control)
4D*		2=5=4=2, emphasizing clubs
4H*		2=5=4=2, emphasizing hearts, NF
4S*		RKCB1430-H/D* (6KC + 2 TQ; 5S reply=BOTH H/D Qs)
4NT*		EXCLUSION RKCB0314-H/D* with S void (5KC + HQ, etc)
5D*		EXCLUSION RKCB0314-H/D* (5KC + HQ, etc)
5C*		No S/C losers, genuine H concern, e.g. A Qxxxx Kxxxx AK

1H	2D	
4D*		2=5=4=2, "PICTURE", lots of extras: e.g. xx AKJxx AKQx xx
	4S*	RKCB1430-D [NOTE: no need to cue-bid here as opener has no red controls]
	4H	Signoff, responder has a black-suit flaw
	4NT	NAT (could happen)
	5C*	SUPER RKCB1430-D/H (6KC + 2 TQ, 5NT=2 KC + BOTH H+D Qs)
	5D	Signoff, responder has a black-suit flaw

Further 2/1 Specifics

1M	2x	
2y	3x	6+ cards in x (no need to distort auction); but if convenient 2NT rebid available and x is of indifferent quality, or if auction will be otherwise easy, prefer 2NT; may be solid x if 3NT may be only game; may contain M support if suit quality for slam seems to be the big issue.
1M	2m	
2M	4m	Solid m (irrelevant re spades), slam-suitable. The hand you envision for this sequence is a real STRONG JUMP SHIFT.
1S	2H	
2S	4H	Solid H but minimum HCP, NF [NOTE: 1S-3D* is available for stronger H hands with a great suit]
1S	2C	
2H	4D*	Splinter raise of H (not S), e.g. Kx AQxx x AJxxxx (could contain 3S)
	4H	"PICTURE" raise, e.g. xx AQxx xx AKJxx (else 3H, or perhaps 2NT)
	3H	Any non-"PICTURE" H raise (4 trumps)
1S	2C	
2S	3D	Ostensibly NAT, but could be value with no H guard and no better bid
4D	4H*	RKCB1430-D [Note: 4NT instead shows control]
	4S	Secondary support only (doubleton honor(s) maximum), limited values
	4NT*	H control, D agreed (could include doubleton S honor if strong)
1S	2D	
2H	2NT	
3D	3H	Something useful in H
	3S	Almost always only two-card support
	3NT	Suitable C holding for notrump opposite shortness
	4C	CA, slam-suitable
	4D	Serious move towards slam
	4H*	RKCB1430-D
	4S	Surprise three-card S support, something like AJT of C, near-minimum in HCP but slam-suitable: JTxx Qx AQTxx AJT

1S	2D	
2S	2NT	
3S	3NT	Strong opinion
	4x*	Clear cue-bid for S (but support quality ambiguous): 4NT next=RKCB1430-S
	4S	Could be strained support on shortness if o/wise suitable for 4S vs 3NT
	4NT	NAT, INV, fitting S honors; for RKCB start with 4x to agree S
1S	2D	
3S		At most one S loser; definite EXTRA VALUES
	4C/4H*	Clear cue-bids for S (may be length, but incidental)
	4D*	AMBIGUOUS, opener assumes cue-bid for S, but responder may be attempting to probe for D slam (opener's D honor is ALWAYS crucial)
1M	2m	
2NT		15+ HCP, stoppers important; usually (1S-2H; 2NT could have 4m, but o/wise 5M332)
	3m	At least mild slam interest (next NEW suit by opener="values," by responder=SPL*)
	3x	Natural (if 3H [1S opened], should be 6+/5 as opener denied 4H)
	3M	NAT, 3+M, ambiguous strength
	3NT	NAT, assumes 15-17; with more, opener bids at four-level
	4M*	"PICTURE" jump: 4M5m22 CONC; NF, so likely minimum (else 3M)
	4m	RKCB1430-m
	4x*	SPL agreeing opener's M
	4NT	Natural, INV, assumes 15-17
	5m	Raise a level for each of the ace or king of m: e.g. --- AK AQx QJ10xxxxx
	5D/5M	EXCLUSION RKCB0314-m (void om, void M respectively)
	5NT	Pick a small slam; assumes 15-17, so roughly 17-value. Seven may be possible if 19/20
1H	2m	
2H	2S	Natural, but may be good three if BAL with no stopper in om
2NT		Natural; stopper in om; may not be BAL; may include 4 cards in om (C)
3m		Support; may well be honor-doubleton
3om		Natural. If 3C, suggests 5 cards; if 3D suggests 6H4D (else 2D over 2C)
3S		Four-card S support, no stopper in fourth suit
4S		5S6H, minimum range (else 2S over 2m); typically 5611
4m*		5S6H; minimum range (else 2S over 2m); void SPL
3NT*		Special four-card spade raise with stopper in om, e.g.

AQxx	KJx
KQxxx	Jx
X	AKJxx
Kxx	Txx

1H	2D
2H	2S
3NT*	Pass

1S	2C	
3NT*		Special NF raise: 5=2=2=4, A or K everywhere, including ace of S
	4C*	Slam try in C: next bid by responder=SPL
	4D*	RKCB1430-C
	4H*	Slam try with S support: opener goes past 4S only with 3 aces
	4S	Signoff
	4NT*	6RKCB1430 with 2 TQ
	5C	Signoff
	Others *	EXCLUSION RKCB0314-m
1S	2D	
3NT*		Special NF raise: 5=2=4=2, A or K everywhere, including ace of S
	4C*	Slam try in D: next bid by responder=SPL
	4D*	Slam try with S support: opener goes past 4S only with 3 aces
	4H*	RKCB1430-D
	4S	Signoff
	4NT*	6RKCB1430 with 2 TQ
	5D	Signoff
	Others *	EXCLUSION RKCB0314-m
1H	2C	
3NT*		Special NF raise: 2=5=2=4, A or K everywhere, including ace of H
	4C*	Slam try in C: next bid by responder=SPL
	4D*	RKCB1430-C
	4H	Signoff
	4S*	6RKCB1430 with 2 TQ
	4NT	Slam try with H support: opener goes past 5C only with 3 aces
	5C	Signoff
	Others *	EXCLUSION RKCB0314-C
1H	2D	
3NT*		Special NF raise: 2=5=4=2, A or K everywhere, including ace of H
	4C*	Slam try in D: next bid by responder=SPL
	4D*	RKCB1430-D
	4H	Signoff
	4S*	6RKCB1430 with 2 TQf
	4NT*	Slam try with H support: opener goes past 5D only with 3 aces
	5D	Signoff
	Others *	EXCLUSION RKCB0314-C
1M	2m	
5m*		No losers outside TOPLESS m; e.g. AKQxx --- AKx xxxxx (1S-2C; 5C)
5om		EXCLUSION RKCB0314-m
5OM		EXCLUSION RKCB0314-m

Opener's Jump Shift Rebid

1S	2C	1S	2D	1H	2C	1M	2D
3R*		3H*		3D*		4C*	

Opener's JUMP SHIFT rebid over a response of 2C or 2D is a SPL raise of responder's suit, promising at least four-card support and at least a well-constructed sound opening. The prototype would be something like:

AKJTx	Kxx	x	QTxx	(1S-2C; 3D)
KQJxx	x	KJxx	Axx	(1S-2D; 3H)
Axx	KJT9x	x	KQJx	(1H-2C; 3D)
AQTxx	Axx	KQxx	x	(1S-2D; 4C)

Responder can count on opener for the ace or king in the unbid suit when considering a move toward slam or stopping in 3NT. In contrast, when opener raises 2m to 3m and later shows a SPL there is a real likelihood that he will not have a control in the unbid suit. When opener has a strong and/or concentrated two-suiter with which he would have used a NATURAL jump shift, he must bid the second suit cheaply, then rebid it if expedient to do so. While it would be useful to get that sort of hand across wholesale (see "High Reverses" below) the frequency of the SPL raise is higher. Discovering that opener has a prime fit and particular shortness BELOW THE LEVEL OF 3NT (not possible when opener has a singleton club and diamond support) is very important for constructive bidding, both for slam zone deals and choice-of-games deals. NOTE that 1H-2m; 3S (*JUMP REVERSE*) is a SPL raise of m; 1H-2C; 4D and 1S-2C; 4R (*DOUBLE JUMP SHIFT*) and 1H-2m; 4S (*DOUBLE JUMP REVERSE*) show voids and strong support and are treated as EXCLUSION RKCB0314-m.

The High Reverse

1S	2D	1S	2H	1H	2D	1S	2H
3C		3D		3C		3C*	

With his three-level non-jump rebid in a minor – a so-called "High Reverse" – 1H/1S opener indicates an extra-value hand with at least five-five in the bid suits with both suits headed by at least three of the top five cards. Examples

AKJTx	xx	x	AQJxx	(1S-2D; 3C)
KQJxx	Ax	AQTxx	x	(1S-2H; 3D)
x	AKJxx	Kx	AKJTx	(1H-2D; 3C)
AQJxx	KJ	x	KQTxx	(1S-2H; 3C)

Responder may rebid a six-card suit or support either of opener's suits with at least three-card support (an advantage in requiring five cards in the second suit, at variance with standard bidding, which simply insists on extra values). Note that with only four cards in the second suit opener rebids 2M, not 3m, thus adhering to the rule that hands unsuitable for a SPECIFIC rebid choose the default agreement (2M).

Responder's 3NT and 4NT over 3m are both natural. Opener continues over 3NT only with extras and may show shortness by bidding his short suit, which will often be responder's long suit. Thus, when opener bids the fourth suit over 3NT, responder's 2/1 suit may still be trumps. Responder's continuation in that suit suggests this possibility.

The Special Case of 1S-2H; 3C

In the system, one of the HIGH REVERSE sequences (1S-2H; 3C) is reserved for a special DOUBLE DUTY mission. In addition to the “normal” expected 5+/5+ with strong suits and extra values, opener may also have SPECIFICALLY 5=3=1=4 or 5=3=4=1 shape, i.e. a particular H raise that might be awkward to describe otherwise. The idea is to remove some of the strain on the bulky sequence 1S-2H; 3H, one of the worst sequences in bridge simply because of the order of the suits. Developments follow:

1S	2H	
3C*		Either (a) normal, 5+/5+ CONC, OR (b) 5=3=1=4/5=3=4=1 H raise
	3D*	Inquiry
3H*		5+/5+ CONC [with no known fit, it's best to stay below 3NT]
3S		6+/5+ CONC [with no known fit, stay below 3NT]
3NT*		5=3=1=4 (lower SUIT); non-minimum; Responder can set C easily
4C*		5=3=4=1 (higher SUIT); non-minimum; Responder can set D easily
4D*		5=3=1=4 (lower SUIT); minimum; Cue-bidding mode; opener's 6C later=NAT
4H*		5=3=4=1 (higher SUIT); minimum; Cue-bidding mode; opener's 6D later=NAT
1S	2H	
3C*		Either (a) normal, 5+/5+ CONC, OR (b) 5=3=1=4/5=3=4=1 H raise
	3H	NAT, 6+H (looking for raise with some 5/5+ types)
	3S	NAT, usually NOT xxx (else use 3D* Inquiry)
	3NT	NAT. Responder's clubs tell him that opener has a heart raise and responder has weak hearts, good minors. Opener continues with 4m* SPL at his own risk (he might well have significant extra values)
1S	2H	
3C*		Either (a) normal, 5+/5+ CONC, OR (b) 5=3=1=4/5=3=4=1 H raise
	3H	NAT, 6+H (looking for raise with some 5/5+ types)
3S*		6+S/5+C
3NT*		NAT (in context); 5S/5C, diamond stopper
4m*		That m SPL, the 5=3=(4-1) “raise” type
4H*		NOT the SUPPORT hand; i.e. opener has 5=2=1=5 or H-suitable 5=1=2=5
1S	2H	
3C*		Either (a) normal, 5+/5+ CONC, OR (b) 5=3=1=4/5=3=4=1 H raise
	3S	NAT, usually better support than xxx
3NT*		6=1=1=5
4m*		That m SPL, the 5=3=(4-1) “raise” type
4H*		5+S/5C, LOWER SPL (D) with the 5/5 type
4S*		5+S/5C, HIGHER SPL (H) with the 5/5 type

NOTE: If responder bids 4S* IMMEDIATELY after discovering that opener has the 5=3=(4-1) H raise type, that is RKCB1430-H. Although all the developments are logical, it's easy to lose focus in this somewhat complex structure and confuse opener's hand types. Thorough study is essential before adopting the two-way 3C high reverse. After responder “sets” a minor, opener's cheap step is RKCB1430-m (the reason it's not a 6KC situation is that opener may have great S to discard H).

1S-2H Continuations

We've eliminated some complex heart raises by building them into 1S-2H; 3C, but that's just a start. What follows is a combination of various theoretical ideas (some of them based on work done by Eddie Kantar).

An alternative (closer to standard) structure is also included. Presented here too is the rest of the structure dealing with auctions that begin: 1S-2H.

1S	2H	
3H		Ambiguous strength, 3+H (but not 53(41); 6S3H certainly okay
4H*		Classic "PICTURE" jump, NF: e.g. AKJxx AQxx xx xx (a maximum)
3NT*		Special NF raise: 5=4=2=2, SA plus ace or king in the other suits
4m*		5S4H, SPL, e.g. AQxxx QJ10x Kxx x (minimum for 4C) NOTE: 4C SPL needn't guarantee D control (room to show it), but 4D SPL guarantees C control (we've preempted 4C cue)]
2S		Neutral, the default rebid with hands inappropriate for a different specific action
2NT		NAT, 15+HCP, stoppers, responder expects 5=2=3=3
3C*		Either (a) normal, 5+/5+ CONC, OR (b) 5=3=1=4/5=3=4=1 H raise
3D		5+S/5+D, "High Reverse" with 3/5 top cards in both long suits
3S		NAT, extra values, long suit with at most one loser
4S		NAT, like a 4S opening, with a side ace or high-card trick
4NT		RKCB1430-H [NOTE that 4S is unavailable as it's NAT]
5m*		EXCLUSION RKCB0314-H
5S*		ART, Grand Slam Force in H (fourth step shows A or K with extra length)
1S	2H	
2NT	3m	NAT, five-card suit expected as opener will usually be 5=2=3=3
	3H	6+H, initially a choice of games: responder's 4x next=SPL/4H=mild try
	3S	True support [opener's 3NT is NAT, a warning with a fairly slow hand]
	3NT	Might bury three-card S support with a notrump-oriented hand
	4m*	SPL agreeing S [opener's 4H=H honors/4NT=6RKCB1430-S]
	4H*	Solid H (more likely 7 than 6, else 3NT, no side A or K, minimum range
	4NT	NAT, INV
1S	2H	
2NT	3NT	
4m*		BAL 17-19, concealed three-card H support, cheapest m control (optional)
4H		BAL 15-16, concealed three-card H support (optional)
4S*		RKCB1430-H
4NT		NAT, INV, 18-19, 5=2=3=3
1S	2H	
2NT	3m	
3H		Expect one or two H honors doubleton (could be 17-19 with three H)
3S*		Fair hand for responder's minor unwilling to go past 3NT unilaterally
4m		Sound three-card support [then 4H=NAT, 4 cheapest=RKCB1430-m 6KC (HK)]
4H		BAL 15-16, concealed three-card H support (optional); with more bid 3H
4S*		RKCB1430-H 6KC (mK)
4NT		NAT, INV, 18-19

1S	2H	
2NT	3H	6+H, initially a choice of games
3NT/4H		Preference for 3NT/4H respectively (not slam suitable)
3S*		Good hand for H, S control
4m*		Good hand for H, no S control, cheapest m control
1S	2H	
2NT	3H	6+H, initially a choice of games
3NT		Preference for 3NT
	4m*	m SPL, slam try, H trumps
	4H	Mild slam try (else raise to 3NT or pass 3NT), as opening bid facing 15-17)
	4S*	RKCB1430-H
	4NT	NAT, INV
1S	2H	
3NT*		Special NF raise: 5=4=2=2, Ace or King everywhere, including ace of S
	4C*	Slam try in H: next bid by responder=SPL
	4D*	Slam try with S support: opener goes past 4H only with 3 aces
	4H*	Signoff (could be concealed S support, minimum)
	4S*	RKCB1430-H
	4NT*	6RKCB1430-H/S with 2 TQ
	5m*	EXCLUSION RKCB0314-H
1S	2H	
4m*		5S4H, SPL, e.g. AQTxx QJ10x Kxx x (minimum for 4C)
	4H	Signoff
	4S*	RKCB1430-H
	4NT*	6RKCB1430-H/S = 2 TQ
	4D*	"Last Train" slam try, not related to D (where available)
1S	2H	
4H*		"Picture" raise
	4S*	RKCB1430-H
	4NT*	6RKCB1430-H/S with 2 TQ
1S	2H	
3H		Many different hands but not 5=3=(4-1), not SPL raise, not most 15-19 3-card raises
	3S*	Artificial slam try based on unknown SPL (3NT asks which: show up-the-line)
	3NT*	Slam try of general nature; relatively BAL (cue-bidding mode)
	4m*	Slam try based on genuine length in this minor (side SPL possible/likely)
	4H	Some minimum, not narrowly defined
	4S*	Picture jump, 4=5=2=2, concentrated; e.g. KJxx AK10xx Jx xx
	4NT*	RKCB1430-H, [NOTE: 4S KICKBACK unavailable, reserved for PICTURE)
	5m/5S*	EXCLUSION RKCB0314-H; 5S has the values for a clear 7-try

1S	2H	
3H		Many different hands but not 5=3=(4-1), not SPL raise, not most 15-19 3-card raises
	3S*	Artificial slam try based on unknown SPL (6331 family most likely)
3NT*		Which? (4m=m SPL, 4H=S SPL/NF; 4S=S SPL/Forcing, 4NT=S void)
4C*		SPL C, opener prefers to SHOW his own SPL (likely 6=3=3=1)
4D*		SPL D, prefer to show, etc (likely 6=3=1=3)
4H*		Delayed picture: AKJxx KQx xxx xx (definitely a hand worth SHOWING)

NOTE: when opener shows his own SPL rather than ask for responder's SPL, responder should devalue a holding like three small spades but should promote any S honors. A singleton spade will be more valuable in combination with at least six decent trumps.

1S	2H	
3H		Many different hands but not 5=3=(4-1), not SPL raise, not most 15-19 3-card raises
	3NT*	General slam try (relatively BAL)
4m*		Fine to cue-bid a king opposite known length
4H		Signoff
4S*		6RKCB1430*-H [SK important] opposite known length]
4NT*		NAT, probably 5=4=2=2 with strength in both short suits (else maybe 2NT over 2H)
5m*		SPL, typically 6331 type (direct SPL shows four-card support)

1S	2H	
3H		Many different hands but not 5=3=(4-1), not SPL raise, not most 15-19 3-card raises
	4C	Slam try based on genuine C length (side SPL possible/likely)
4D*		"Last Train" slam try, more or less unrelated to D (bidding over 4H makes 4D a cue)
4H		Signoff: new suit by responder=SPL
4S*		RKCB1430-H
4NT*		S cue-bid, surely the ace
5C*		Any useful honors in C, both S and D aces but can't take control

1S	2H	
3H		Many different hands but not 5=3=(4-1), not SPL raise, not most 15-19 3-card raises
	4D	Slam try based on genuine D length (side SPL possible/likely)
4H		Signoff: new suit by responder=SPL
4S*		RKCB1430-H
4NT		S cue-bid, surely the ace
5C*		C cue-bid; much more likely to be ace opposite two-suiter, no SA
5D*		Any useful honors in D, both S and C aces but can't take control

1M	2x	
4NT		RKCB1430-x (a six or seven hand so substitute RKCB not important)

2/1 SUMMARY:

All two-over one responses to 1M by UPH=FG.

Opener introduces new suit freely at two-level (EXCEPTION: minimum hand with six M, weak four-card lower-ranking suit, rebid 2M).

Opener's simple rebid of his M is the DEFAULT choice; it neither denies nor implies extra length or strength.

Opener's jump rebid of his major describes a long suit with AT MOST one loser, some extra values.

Opener's minor suit raise suggests four+ trumps, some extra playing strength.

Opener's 2NT rebid indicates 15-20 HCP; responder assumes 15-17.

Opener's jump shift and jump reverse are SPL raises of responder's suit. A double jump shift or double jump reverse indicate voids and show strong support; they act as EXCLUSION RKCB0314.

Opener's HIGH REVERSE shows extra values and at least five-five in the bid suits, both of which include at least three of the top five cards. However, NOTE: that 1S-2H; 3C is TWO-WAY, either a normal high reverse or a special three-card H raise with four-one in the minors, either way. Responder's direct PREFERENCE tends to be genuine support.

Opener's jump rebid of 3NT is 5422 "special raise," with A or K in each suit, NF (includes A of own major).

Opener's jump raise shows CONCentrated 5422, significant extra values if jump to 4m.

Opener's jump to 4NT is RKCB1430 for responder's suit, a six or seven hand.

All JUMPS after two-over-one response and rebid are "PICTURE" bids rather than fast arrival.

e.g. 1S-2C; 2S-4S=CONCentrated 4=2=2=5,
1S-2C; 2H-4H=CONCentrated 2=4=2=5

All UNNECESSARY JUMPS in previously bid suit show suit quality,

e.g. 1S-2C; 2S-4C shows solid clubs,
1S-2H; 2NT-4H shows a solid suit [BUT NF as responder had a potential "strong jump shift" available for hearts, 1S-3D*]

Jump reverse or jump shift by two-over-one responder is LIMITED (in theory) SPLinter raise of opener's suit immediately preceding the jump, typically with the minimum number of trumps for the bid,

e.g. 1S-2C; 2S-4D suggests 3-card support and something like: Qxx Axx x AQJxxx;
1S-2C; 2H-4D suggests 4-card support and something like: Kx KJxx x AQ10xxx.

The keys for opener are a fitting honors in responder's suit, good trumps, help in the "third" suit, lack of duplication in the short suit, etc.

Responder's jump to 3NT after a two-over-one and opener's rebid shows (typically) 5332 pattern, roughly 15-17 HCP, allowing an "unbalanced" opener to correct (i.e. no "FAST ARRIVAL").

Accordingly responder's second-round 2NT takes up most of the slack for a wide variety of hands. It is partnership practice for responder to bid 2NT if at all possible, and for opener to introduce new suits or show extra values afterwards. There is strong emphasis for opener to show "delayed" support for responder's main suit (doubleton honors may do) over 2NT.

SPECIAL slam tries after 1S-2H; 3H raise: 3S=some SPL/3NT=General try; 4m=length try.

After showing ten cards in two suits or eleven (CANAPE), use a RESIDUE-showing scheme after an inquiry: low-high singletons; then low-high voids, but with NATURAL 6/5 and 6/6 hands, bid naturally within that scheme.

Opener uses THE SINGLETON RULE after showing nine cards in two suits and catching a fit at two-level, with bids in notrump or opener's major describing honors location in hands with 5422 shape.

Opener also uses THE SINGLETON RULE after raising 2m to 3m and hearing 3M (support) from responder, but his "shortness" hands are constrained by the failure to offer a SPL raise DIRECTLY, either because he lacks control in the fourth suit or because he is too strong to relinquish captaincy or because he does not wish to go past 3NT in the relevant cases.

FOURTH suit by 2x responder is used ARTIFICIALLY only INFREQUENTLY, and would be looking for a stopper in a hand unsuitable for any sensible natural bid.

After THIRD SUIT suit by 2/1 responder, opener's jump to 3NT confirms a four-card fit in the third suit with at least one stopper in the remaining suit.

THIRD AND FOURTH POSITION

After partner passes in first or second position, we may open ANY four-card major freely (1H usually with 4/4 majors in fourth position) but only with a less-than-sound opening bid, prepared to pass a semi-forcing response of 1NT or 1S (should have 3S). Open light distributional major suit hands that offer an easy rebid or significant lead value. ALWAYS consider a weak 2M opening as an ALTERNATIVE.

There are problems with 4/4 majors, 13-14 HCP, where passing a semi-forcing 1NT response might lead to a missed 25/26-point game (NOTE: responder's PH jump to 2NT over 1M=minors). Therefore we must open a weak notrump and not 1M with a sound minimum willing to accept an invitation in notrump. NOTE: a light 1m is not a viable alternative to a weak notrump when holding a balanced hand.

In Third and fourth position:

1H: 11-23 HCP when real (i.e. NOT psychic); may open ANY four-card H suit in third position with minimum hands, but must be prepared to pass "semi-forcing" 1NT or 1S response (i.e. must have 3+S or a very good excuse); With 4H and 4S and minimum, open 1H in fourth position. Opener's 1NT rebid suggests 15-18- HCP, but may have to guess with less and only two spades; respond 1S freely to 1H (even with bad suit).

In third position...

Open: xx AQ10x Kxxxx xx, with 1H, then pass 1NT; hope to get lucky over 1S response (by passing; a 2D rebid would suggest a genuine opening bid of sorts)

Open: Axx KQ10x xxx xxx, with 1H (no problem)

Open: xx KQ10xx Axx xxx, with 2H. Open 1H only if feeling particularly lucky

Pass: xx KJxx Axxx Qxx. The alternatives are 1H and [gasp] 1NT, NOT 1D

1S: 11-23 HCP when real; may be ANY four-card S suit if minimum. Open light for the lead or to shut someone out. As there is no need to rebid, you might, in third position,

Open: KJxx xx Axxx Qxx, with 1S. Pass is not unreasonable

A weak 2S is always a possible alternative with a good five-card suit at reasonable vulnerabilities.

If the decision to open in fourth position is close, add the number of HCP to the number of spades. If the total is at least 15, open with a one-bid.

Pass	1H	
1S		NAT, NF, could be modest four-card suit, could be quite a good hand
1NT*		Semi-forcing, could be up to 12 HCP without heart support
2C*		Drury-Fit, at least 3-card support, 10+ support points
2D*		NAT, NF, at least a six-card suit unsuitable for 1D/2D/3D openings, modest values
2H*		Defined as "not a terrible raise," usually three trumps
2S*		Fit-showing jump: 5+S/4+H, e.g. AQTxx QJxx xxx x (new suit next=SPL)
2NT*		5+C/5+D, game interest
3C*		NAT,NF 6+ decent clubs unsuitable for a 1C or 3C opening, probably no second suit
3D*		Fit-showing jump: 5+D/4H
3H*		5-trump "mixed" raise, no SPL , e.g. Kx QTxxx Kxxx xx
3S*		Special artificial game raise with unspecified SPL and 1 SURE defensive trick
3NT*		Full-value SPL (short S), at least five trumps
4m*		Full-value SPL (short m), at least five trumps
4H		PRE
4S		NAT, whatever that might be this year

Pass	1S	
1NT*		Semi-forcing, could be up to 12 HCP without heart support
2C*		Drury-Fit, at least 3-card support, 10+ support points
2D*		NAT, NF, at least a six-card suit unsuitable for 1D/2D/3D openings, modest values
2H		NAT, NF, at least a six-card suit unsuitable for 1H/2H/3H openings, modest values
2S*		Defined as "not a terrible raise," usually three trumps
2NT*		5+C/5+D, game interest
3C*		NAT,NF 6+ decent clubs unsuitable for a 1C or 3C opening, probably no second suit
3D*		Fit-showing jump: 5+D/4+S, e.g. QJxx xx AQJxx xx (new suit next=SPL)
3H*		Fit-showing jump: 5+H/4+S
3S*		5-trump "mixed" raise, no SPL , e.g. QJxxx AJxx xx xx
3NT*		Special artificial game raise with unspecified SPL and 1 SURE defensive trick
4m/4H*		Full-value SPL (short m), at least five trumps
4S		PRE

Pass	1H	
2C*		Drury-Fit: artificial, 10+ support points, 3+M.
2D*		Not enough for game (including possible PSYCH) with only 4H; OR a hand preparing to make a THREE-WAY game try (see below).
2H*		No game but 5+H, so that we might compete over a reopening action.
2S		5+H/4S, FG, good four-card suit, slam-suitable
2NT		15-20 HCP, BAL, stoppers; FG
3m		5+H/4m, FG, good four-card suit, slam-suitable
3S/4m*		"Autosplinter" slam try
3H		Long (6+) quality H, hoping to hear 3NT, FG
3NT		Long (6+) quality H, stoppers, game choice
4H		No slam
4S*		RKCB1430-H
4NT*		EXCLUSION RKCB0314-H, short S
5m*		EXCLUSION RKCB0314, short m

Pass	1H	
2C*	2D*	
2H		The "expected" action" from responder; opener might have a near-PSYCH
2NT*		"FIT JUMP" in clubs; 4S/5+C (as jump to 3C would have been NAT)
2S/3m*		4+-card H support, SPL S/m
3H		5-card support, very good PH but no SPL
3NT*		6-card support, good hand in context (I've never seen it yet)
4m/3S*		5-card support, void SPL, very unusual hand

Pass	1H	
2C*	2D*	
2H		The "expected" action"
	2S*	"Reject" game try (the CHEAPEST AVAILABLE STEP)
	2NT*	SPL S, game try+ (replacement bid for 2S)
	3m*	SPL game try+
	3H	INV, 6-card suit of moderate quality
	3S*	FG, 6-card suit of moderate quality; no SPL, initially a game choice,
	3NT*	Typically 2=7=2=2, NONSOLID hearts and 2+ stoppers, NF
	4H	No slam (was hoping for a non-2H rebid)

Pass	1S	
2C*		Drury-Fit : artificial, 10+ support points, 3+S
	2D*	Not enough for game (including possible PSYCH) with only 4S; OR a hand preparing to make a THREE-WAY game try (see below).
	2S*	No game but 5+S, so that we might compete over a reopening action.
	2H*	4+S/5+H no genuine game interest, e.g. KQTxx QTxxx xx xx
	2NT	15-20 HCP, BAL, stoppers; FG
	3m	5+S/4m, FG, good four-card suit, slam-suitable
	3H*	5+S/4H, FG, good four-card suit, slam-suitable
	3S	Long (6+) quality S, hoping to hear 3NT, FG
	3NT	Long (6+) quality S, stoppers, game choice
	4m/4H*	"Autosplinter" slam try
	4S	No slam
	4NT	RKCB1430-S
	5m/5H*	EXCLUSION RKCB0314, short m/H respectively

Pass	1S	
2C*	2D*	
2H*		NAT; 3S/4+H, NF, choice of partscores, lest opener have 4S/3+H
2S		The "expected" action" from responder; opener might have a near-PSYCH
2NT*		"FIT JUMP" in clubs; 4S/5+C (as jump to 3C would have been NAT)
3m/3H*		4+-card S support, SPL m/H respectively
3S		5-card support, very good PH but no SPL
3NT*		6-card support, good hand in context (I've never seen it yet)
4m/4H*		5-card support, void SPL, very unusual hand

Pass	1S	
2C*	2D*	
2S		The "expected" action"
	2NT*	"Reject" game try+ (the CHEAPEST AVAILABLE STEP)
	3x*	SPL, game try+
	3S	INV, 6-card suit of moderate quality
	3NT*	Typically 7=2=2=2, NON-SOLID spades and 2+ stoppers, NF
	4S	No slam (was hoping for a non-2S rebid)

Pass	1S	
2C*	2D*	
2H*		NAT; 3S/4+H, NF: choice of partscores; lest opener have 4S/3+H
	2S	Opener has preference for play in S, would pass with 4S/3+H
	2NT*	"Reject" game try (the CHEAPEST AVAILABLE STEP)
	3m*	SPL game try+ (but not a 6331 slam try, handled with "autosplinter" 4H)
	3H*	SPL game try+ (with H raise, force with 2NT, simply bid 4H or offer choice w/ 3NT)
	3S*	INV, 6-card suit of moderate quality
	3NT*	Choice of games with 5S/3H plus stoppers
	4S	No slam (was hoping for a stronger rebid than 2H/2S)

After opener's REJECT try (which typically denies a short suit and also denies 15+ BAL with all side suits stopped), responder bids the cheapest strain in which he would decline a "long" or "help-needed" trial bid. With a minimum, responder starts by rejecting the cheapest strain, thus:

Pass	1H	
2C*	2D*	
2H	2S*	REJECT
2NT*		Any minimum, but might accept a further better-defined trial bid
	3m*	Any help here?
	3H*	Any help in S (replacement principles)? Responder REJECTS S by passing 3H

Pass	1H	
2C*	2D*	
2H	2S*	REJECT
2NT*		Any minimum
3C*		Non-minimum, poor C holding for game
3D*		Non-minimum; C holding adequate for game, but poor D holding
3H		Non-minimum; minors adequate, but poor S holding (replacement principles)
3S*		Non-minimum; ANY delayed SPL with 3-card support (3NT asks SPL upwards)
3NT*		Maximum, suitable for NT, spread-out 10-count (typically with poor trumps)
4m*		Fit Jump: maximum 3-trump raise with trick source, e.g. xx KJx AQ10xx xxx (4D)
4H		Maximum for game (but not slam), typically with 4 trumps

Pass	1S	
2C*	2D*	
2S	2NT*	REJECT
3C*		Any minimum; OR a non-minimum with a poor C holding
	3R	Any help here?
	3S	Any help in C (replacement principles)

Pass	1S	
2C*	2D*	
2S	2NT*	REJECT
3C*		Any minimum; or a non-minimum suitable for notrump (bid 3NT next)
3D*		Non-minimum; C holding adequate for game, but poor D holding
3H*		Non-minimum; minors adequate, but poor H holding
3S*		Non-minimum, red suits OK, clubs suspect
3NT*		ANY delayed SPL with 3-card support
4x*		Fit Jump: maximum 3-trump raise with trick source, e.g. KQx AQxxx xxx xx (4H)
4S		Maximum for game (but not slam), typically with 4 trumps

NOTE: After Pass-1S; 2C*-2D*; 2S-2NT*, with the maximum raise suitable for notrump, a "raise" to 3NT is not available (as 3NT is reserved for all the three-trump splinters. The solution: show a minimum by bidding 3C* and hope to continue with 3NT if the auction permits it.

Pass	(Pass)	1H	(Pass)	
2C*	(DBL)	Pass*		Neutral (then DBL suggests 5332 13-14 HCP)
		RDBL*		Good clubs; perhaps not enough for game
		2D*		CANAPE, NF
		2S*		REJECT game try+ (but with 5332, Pass, then DBL)
		2H*		5+H, BAD HAND in context
		2NT*		SPL game try, short S (replacement principles)
		3m*		SPL, game try+
		3S*		"Autosplinter" slam try
		3H		NAT, descriptive, as without the DBL
		Higher		As without the DBL

Pass	(Pass)	1S	(Pass)	
2C*	(DBL)	Pass*		Neutral (then DBL suggests 5332 13-14 HCP)
		RDBL*		Good clubs; perhaps not enough for game
		2D*		CANAPE, NF
		2H*		NAT, NF, moderate 4+S/5+H, no game
		2S*		5+S, BAD HAND in context
		2NT*		REJECT game try+ (but with 5332, Pass, then DBL)
		3m*		SPL, game try+
		3H*		SPL game try+
		3S		NAT, descriptive, as without the DBL
		Higher		As without the DBL

Pass (Pass) 1H (1S)
2C*

Drury-FIT; taking strain off NEG DBL before the raise to 2S/3S

NOTE: After Drury-FIT, RESPONDER is committed to 2M (or 2H after 1S opened) but OPENER is NOT forced, if the auction takes a "useful" turn.

Jump to 3C over 1M=sound hand with long clubs unsuitable for an opening bid, probably with short M and no second suit, e.g. x AJx xx KJT9xxx (3C, after 3rd/4th seat 1S)

Other jump shifts show FIT, 9+ cards in two suits (at least 4M), subsequent "new suit" by responder shows shortness; e.g.

Pass	1S	
3D		D+H (9+ cards)
	3H*	Artificial FG Inquiry
3S*		Good S; 4=2=5=2
3NT*		Neutral; 4=2=5=2
4C*		C SPL
4D*		Extra D quality, 4=2=5=2
4H*		H SPL
4S*		Good S and D in context; 4=2=5=2; e.g. KJTxx xx KQJxx xx

Jump to 2NT over 1M shows 5/5+ minors, good hand. Opener's 3C and 3D are NF but opener's correction to 3M is forcing; 3OM is an ART inquiry: STEP 1: equal lengths but not 3=0=5=5 with three cards in the other major; STEP 2: longer clubs; STEP 3: longer diamonds; STEP 4: 3=0=5=5 with three cards in the other major. The fourth step allows the partnership to back into a five-three fit in the other major.

Note that the SPLINTER structure is not the same after a 1H or 1S opening in third or fourth position as it would be by an unpassed hand:

P	1H	
3S*		Sound preemptive H game raise with one SURE defensive trick
3NT*		S SPL for H, 5/6 card support, more or less classic re SIDE CONTROLS
4m*		m SPL for H, 5/6 card support, more or less classic re SIDE CONTROLS

P	1S	
3NT*		Sound preemptive S game raise with one SURE defensive trick
4m*		m SPL for S, 5/6 card support, more or less classic re SIDE CONTROLS
4H*		H SPL for S, 5/6 card support, more or less classic re SIDE CONTROLS
		Txxxxx AQx x Kxx (4D after a third- or fourth-seat 1S opening)
		x Q10xxx Axx Axxx (3NT after ... 1H opening)
		Q10xxxx Axxx xx x (3NT after ... 1S opening)
		A109x J108xxx --- xxx (3S after ... 1H opening)

To try for slam opener can show a void by bidding a new suit or he can check on key cards (4S* with H agreed, 4NT with S agreed). 4NT* when H are trumps shows a S void.

After the ART sound PRE raise opener can relay for the SPL (3NT over 3S, 4C over 3NT) w/ slam interest

Pass	1H	
3S*		Sound preemptive H game raise with one SURE defensive trick
	3NT*	Which SPL? (show them up-the-line)
4C*		C SPL; e.g. AJxx 109xxxx xx x
4D*		D SPL; e.g. xx Q10xxx x AJxxx
4H*		S SPL; e.g. --- 98xxxx Axx Qxxx
Pass	1S	
3NT*		Sound preemptive S game raise with one SURE defensive trick
	4C*	Which SPL? (show them up-the-line)
4D*		C SPL; e.g. Jxxxxx Axxx xx x
4H*		D SPL; e.g. Qxxxx xx x AJxxx
4S*		H SPL; e.g. xxxxxx --- Axx xxxx

2/1 BY PASSED HAND

A passed-hand two-over-one [not 2C] shows a long (6+ cards) suit rather than extra strength ("semi-forcing" 1NT covers strongish hands with no 6+-card suit and no fit). Possible exception is decent two-suiter (H+m) after 1S opening: might try 2H as least-of-evils.

Opener's conversion of 2x to 2M implies some extras and a sixth card in his suit, and is a one-round force.

Opener's NATURAL 2NT rebid after 2x is FG (but may not be a perfect hand) as the DEFAULT 2M is not available as a convenient force with only five cards in the major.

Opener's simple raise of the 2/1 response is NF and may be (a) a stretch, or (b) on a doubleton honor(s) with a suitable hand.

Opener's three-level "high reverse" need no longer be 5+/5+ if it is the most natural way to set up a game force.

AFTER A REDOUBLE

Passed-hand's redouble establishes a force through 2M . . . UNLESS opener is able to show weakness with an immediate second action below 2M. For example:

Pass (Pass)	1M (DBL)	
RDBL (P/1S)	1NT*	Suggests a PSYCH; perhaps a canape
	2M	Light opening, 6-card suit unsuitable for a weak 2S
	3M	Light opening, 7-card suit
	2x	Light opening, second "natural" suit
	jump x	Light but useful two-suiter, 5/5+

If takeout doubler's partner UNAMBIGUOUSLY shows strength, we are no longer forced. If opener has a good hand and his pass would be NON-FORCING, he must double or bid to ensure continued participation in the auction. Redouble by a passed hand shows the same hand types as by an unpassed hand but will less often have three-card support. Same strategies re redoubler's DOUBLES apply.

1NT OPENING

RANGE: 11+-14 HCP

SPECIFICS: Includes most 2452/2425, some 2245 and even certain 2254 hands, 5M332, 6m322 (if in lower range), and (rarely) 1435 or 1444 with SPL spade honors; perhaps 3145 with SPL heart honors with weak diamonds

RESPONSES:

1NT 2C **NF Stayman**, promises 4M or 5M, opener bids H first
 2D **JTB** to H (or WALSH for 3-suiters, or FG 5+C/5+D, or SUPERCONFI)
 2H **JTB** for S (2NT next=4+C/FG; 3C=4+D FG)
 2S **JTB** for C or raise to 2NT (opener bids 2NT w/ minimum, 3C o/wise)
 2NT **JTB** for D or weak 5+C/5+D (opener bids 3D with max for D INV, 3C o/wise)
 3C **Minors**, 5+C/5+D, INV
 3D **CONFI T** (BAL slam try, asks controls [3+] then Qxxx+ suits if controls OK)
 3H **SPL H**, 3154 or 3145, FG; perhaps 31(63) with poor minor
 3S **SPL S**, 1354 or 1345, FG; perhaps 13(63) with poor minor
 3NT NAT (style: Stayman with most limited 4M333)
 4C Old-fashioned **GERBER** (0/4;1; 2; 3 aces)
 4R **Texas** to 4R+1 (then 4M+1=RKCB1430; new suit (or 4NT=S over 4H)=void)
 4S **Quantitative** NT raise, 6 clubs to 3/5 top honors
 4NT **Quantitative** NT raise, 6 diamonds to 3/5 top honors
 5m NAT gamble

RELATED SEQUENCES:

1NT 2C
 2D 2H* Weak, both majors, invites correction
 2S Invitational 5/6S
 2NT Invitational (some 4-card M or 5H)
 3C NAT/FG; 5+C/4M (opener bids values or regressive 3NT)
 3D NAT/FG; 5+D/4M (opener bids values or regressive 3NT)
 3H* 5+SM/4H/FG (SMOLEN); over 3S 4m=SPL; over 3NT 4m=FRAG+
 3S*5+H/4S/FG (SMOLEN); over 4H/4m new=SPL; over 3NT 4m=FRAG+
 3NT Natural (at least one 4-card M)
 4m* 5+H/5+S/SPLm slam try
 4M* 7411 or 6511 (short m's, long M bid), NF slam try
 4NT Quantitative with 5/4 majors, at least 3 honors in minors

1NT	2C	
2H	2S	Invitational with 4S or 5S (UNBAL), or weak w/ 4S/5+D, or weak 4=1=4=4 scramble
	2NT*	Invitational with 5S BAL hand (like 1NT-2H*; 2S-2NT playing straight transfers)
	3C	NAT/FG; 5+C/4S (opener bids 3S with 4S; 3D for C; 3H flawed; 3NT real)
	3D	NAT/FG; 5+D/4S (opener bids 3S with 4S; 3H for D or flawed; 3NT real)
	3H	Invitational
	3S*	Some SPL; Slam try agreeing H; (3NT asks SPL upwards/4H warns of weak trumps)
	3NT	Natural (guarantees 4S)
	4m*	FIT JUMP agreeing H (new suit next=SPL)
	4H	Signoff
	4S*	Kickback RKCB-1430-H
	4NT/5m*	EXCLUSION RKCB0314-H (4NT=S shortness)
	5H	5422 or 4522 18-19 HCP with 3+ honors in the minors

NOTE: With 5422 or 4522 slam try we must be prepared to jump to 5H over a 2H reply to Stayman as the jump to 3S does not accommodate BAL slam tries [review structure above to confirm why this is so]. However, CONFIT is probably more appropriate and keeps us lower with too many missing controls.

1NT	2C	
2H	2S	
Pass		4S4H, non-maximum
3S		4S4H, true maximum
2NT		2/3S, non-maximum (responder's 3C=4144, 3D=signoff; 3H=5S/3H INV; 3S=5S INV)
3C*		2/3S, maximum (responder's 3D=signoff; 3H=5S/3H FG; 3S=5S FG; guess with 4144)
3D*		4S4H3D2C, non-minimum (lower doubleton)
3H*		4S4H2D3C, non-minimum (higher doubleton)

1NT	2C	
2S	2NT	Invitational with 4/5H
	3m	NAT/FG; 5+m/4H
	3H*	Slam try agreeing S (3S/3NT good/fair S both ask SPL; 4S weak trumps)
	3S	Invitational
	3NT	Natural (guarantees 4H)
	4m/4H	FIT JUMP agreeing S (new suit next=SPL)
	5m/5H*	Exclusion RKCB for S
	4S	Signoff
	4NT	RKCB for S

NOTE: As 3H* leaves lots of room, first step over opener's 3S/3NT=No SPL, then SPL upwards

1NT	2D*	Transfer to H; shows H or 4441 types or 5+/5+C FG or SUPER CONFIT
2H	2S*	WALSH PUPPET to 2NT, denies normal heart type hands
2NT*		FORCED
	3C*	1444/4441, FG (Black SPL); 3D asks: 3H=4441/3S=1444
	3D*	4144/4414, FG (Red SPL); 3H asks: 3S=4414/3NT or higher=4144
	3H*	5+C/5+D SPL H, FG.
	3S*	5+C/5+D SPL S, FG.
	3NT*	SUPER CONFI (BAL 7-try, F6NT, asks controls (3+) then any 4-card suit

1NT	2D*	
2S*		The only way to break a heart transfer (4/5H maximum)
2NT*		Artificial, guarantees real H (next=NAT slam try)
3C*		1444/4441, FG (Black SPL); 3D asks: 3H=4441/3S=1444
3D*		4144/4414, FG (Red SPL); 3H asks: 3S=4414/3NT or higher=4144
3H*		5+C/5+D SPL H, FG.
3S*		5+C/5+D SPL S, FG.
3NT*		SUPER CONFI (BAL 7-try, F6NT, asks controls (3+) then any 4-card suit
4m*		SPL slam try, long H
4H*		SPL slam try with short S, long H (NF)
4S*		Kickback RKCB1430-H
4NT/5m*		EXCLUSION RKCB0314-H

1NT	2D*	
2H	2NT*	5+H/4+C (double transfer); FG
	3C*	5+H/4+D (double transfer); FG
	3D*	6+H; INV or slam try/game choice with moderate suit (not 3/5 top cards)
	3H*	6+H/FG; slam try/game choice with good suit (3/5 top cards)
	3NT	5H/game choice
	3S/4m *	6+H; SPL slam try
	4H*	6+H; mild BAL slam try
	4S/5m*	EXCLUSION RKCB0314-H [for straight RKCB use Texas, then 4M+1]
	4NT	6H322 sound quantitative slam try with good suit (3/5 top cards)

1NT	2D*	
2H	2NT*	5+H/4+C
3C		4+C
3H		3+H
3D		3C/2H; D values with S concern for notrump
3S		3C/2H; S values with D concern for notrump
3NT		Real re stoppers
4C		4+C/3+H, slam-suitable double fit
4D		4+C, D concentration, slam-suitable
4H		4H, good fit with C but not 4C, no side ace
4S		4+C, S concentration, slam-suitable
4NT		Something like: Axx Kx Axx Q109xx

1NT	2D*	
2H	3C*	5+H/4+D
3D		4+D
3H		3+H
3S		3D/2H but a flaw (unknown) for notrump
3NT		Real re stoppers
4C		4+D, C concentration, slam-suitable
4D		4+D/3+H, slam-suitable double fit
4H		4H, good fit with D but not 4D, no side ace
4S		4+D, S concentration, slam-suitable
4NT		Something like: Axx Kx Q109xx Axx

1NT	2H*	Transfer for S
2S	2NT*	5+S/4+C (double transfer); FG
	3C*	5+S/4+D (double transfer); FG
	3D*	5+S/5+H; at least invitational (4m/5m next=SPL slam try)
	3H*	6+S; INV or slam try/game choice with moderate suit (not 3/5 top cards)
	3S*	6+S/FG; slam try/game choice with good suit (3/5 top cards)
	3NT	5S/game choice
	4m/4H *	6+S; SPL slam try
	4S*	6+S; mild BAL slam try
	5m/5H*	Exclusion RKCB for S
	4NT	6S322 sound quantitative slam try with good suit (3/5 top cards)

1NT	2H*	
2S	2NT*	5+S/4+C
3C		4+C
3S		3+S
3D		3C/2S; D values with S concern for notrump
3H		3C/2S; H values with D concern for notrump
3NT		Real re stoppers
4C		4+C/3+S, slam-suitable double fit
4D		4+C, D concentration, slam-suitable
4S		4S, good fit with C but not 4C, no side ace
4H		4+C, H concentration, slam-suitable
4NT		Something like: Kx Axx Axx Q109xx

1NT	2H*	
2S	3C*	5+S/4+D
3D		4+D
3S		3+S
3H		3D/2S but a flaw (unknown) for notrump
3NT		Real re stoppers
4C		4+D, C concentration, slam-suitable
4D		4+D/3+S, slam-suitable double fit
4S		4S, good fit with D but not 4D, no side ace
4H		4+D, H concentration, slam-suitable
4NT		Something like: Kx Axx Q10xxx Axx

1NT	2S*	Raise to 2NT or transfer for clubs (no major unless weak)
2NT		Not a maximum notrump
3C*		Maximum notrump

1NT	2S*	
2NT	Pass	The balanced invitation
	3C	The end
	3D	NAT/FG (6/4+)
	3M*	6+C, SPL M; FG
	3NT*	6+C, SPL D; NF
	4C*	RKCB1430-C
	4D*	6+C, SPL D, stronger than 3NT
	4M*	Exclusion RKCB for C
	4NT	6C, sound quantitative but suit not as good as 3/5 top cards
	5C	Raise one level for each of the ace or king of trumps
	5D*	EXCLUSION RKCB0314-C
	5H**	GSF for C (cheapest weakest replies)
	5NT	Choice between 6C and 6NT

1NT	2S*	Transfer for C (no major unless weak)
3C*	Pass	The end
	3D	NAT/FG (6/4+)
	3M*	6+C, SPL M; FG
	3NT	Necessary with original raise to 2NT now that opener has a maximum
	4C*	RKCB1430-C
	4D*	6+C, SPL D, enough to go past 3NT
	4M*	EXCLUSION RKCB0314-C
	4NT	6C, sound quantitative but suit not as good as 3/5 top cards
	5C	Raise one level for each of the ace or king of trumps
	5D*	Exclusion RKCB for C
	5H**	GSF for C (cheapest weakest replies)
	5NT	Choice between 6C and 6NT

Thus, with one-suited club invitation, must be prepared to convert 3C to 3NT although opener's maximum may not include the ideal club holding.

1NT	2NT*	Transfer for D or weak 5+C/5+D (no major unless weak with D)
3C*		"I would pass an invitational 3D" (now responder can pass with weak 5+C/5+D)
3D*		Good for game opposite one-suited diamond invitation

1NT	2NT*	
3C*	Pass	The end (weak 5+C/5+D)
	3D	The end (weak D one-suiter)
	3M*	6+D, SPL M; FG
	3NT*	6+D, SPL C; NF
	4C	NAT/FG (6/4+)
	4D*	RKCB1430-D
	4M*	EXCLUSION RKCB0314-D
	4NT	6C, sound quantitative but suit not as good as 3/5 top cards
	5C*	6+D, SPL C, stronger than 3NT
	5D	Raise one level for each of the ace or king of trumps
	5H**	EXCLUSION RKCB0314 (club shortage) for D
	5S**	GSF for D (cheapest weakest replies)
	5NT	Choice between 6D and 6NT

1NT	2NT*	
3D	Pass	The end
	3M*	6+D, SPL M; FG
	3NT*	6+D, SPL C; NF [[NB: can't do this as responder could have any INV hand]]
	4C	NAT/FG (6/4+)
	4D*	RKCB for D
	4M*	EXCLUSION RKCB0314-D
	4NT	6C, sound quantitative but suit not as good as 3/5 top cards
	5C*	6+D, SPL C, stronger than 3NT
	5D	Raise one level for each of the ace or king of trumps
	5H**	Exclusion RKCB (club shortage) for D
	5S**	GSF for D (cheapest weakest replies)
	5NT	Choice between 6D and 6NT

1NT	3C	5+C/5+D, Invitational to game
Pass		Preference
3D		Preference
3M*		Game possible if responder is short in bid M

With: AQx xxx Qxxx Axx

3H is a fair shot. Game is good opposite: xx x KJxxx KQxxx, and responder will bid it.

1NT	3D	CONFIT: balanced slam try, asks for controls starting with 3; if 10+ combined controls are present, responder introduces his cheapest 4/5-card suit headed by at least the queen. Opener does the same. The partnership is committed to slam if a fit is uncovered. If there are fewer than 10 combined controls, responder signs off in NT at his second turn. Typically, CONFIT user is not 4333.
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1NT	3M	Singleton M, 5/4 in the minors or 6/3 minors with a poor long suit, FG
4m	om	Longer in om: remember that opener may be 3/3 minors where M is a NT problem
	4M/4OM	Legitimate slam try with 5/6m; one of these may be used as RKC1430-m
	4NT	NAT slam try: singleton ace or king in M

Higher responses Show key cards if accepting a quantitative long-suit type invitation.

In Competition

IF THE OPPONENTS DOUBLE 1NT IN THE DIRECT POSITION:

There is a price to pay for opening with a bid as preemptive as 1NT with a hand as non-offensive (not inoffensive) as a 4333 12-count. Your side may be in trouble. There may be no way to escape a penalty, no matter how clever you (think you) are.

In re the notion of "pre-escaping," (before someone doubles) with certain atypical hands: some examples will elaborate on this theme . . .

- | | |
|----------------------|--|
| (a) xxxx xxx xx xxxx | Consider transferring to 2S or even to 2H. |
| (b) xxx x xx Qxxxxxx | Raise to 3NT, or consider a true psychic. |
| (c) xxxx xxxx xxxx x | The routine action is Stayman, but you might go even farther by doing your system thing to show a strong 4441. |

Or you might simply pass 1NT, a psychic of a different variety. You've been programmed to believe that it can be a good idea to get out of 1NT before the double comes. If you make this a religion, your opponents will know that you have at least a fair hand when you pass 1NT. They will be more careful in reopening, and some of the penalties you were hoping to collect will not be forthcoming. It is well and good to try something cunning when you hold a hopeless hand, but sometimes the most effective thing that you can do is pass. You might catch both opponents with balanced minimum openings, and fourth hand may not wish to reopen with that sort of hand. Or reopener might hold a distributional hand and wish to make a start on his suits rather than double. Even if fourth hand can double 1NT, his partner might remove it. Once second hand has passed, the scenario is extremely fuzzy. I believe that you will do best to mix it up, particularly against strong opponents. Run to a suit, pass, or consider some sort of psychic adventure, but try not to become an "easy read."

If second hand doubles 1NT, things have changed. If you don't take some action with a weak hand, the final contract is likely to become 1NT doubled. Not that is essential to run. It isn't. Fourth hand may run and save your skin. Or 1NT doubled might be as good a spot as any. The defense may be difficult. Or opener might have a long suit and run himself, an action that is either wise or a violation of partnership, depending on what the agreements might be. Some top-level weak-notrump partnerships (Chip Martel-Lew Stansby until the last few years, for example) are content to use no complex escape mechanism. They run when they can do so sensibly, or they grope when can't. 1NT doubled is a contract that they play more often than most weak notrumpers.

We prefer to give up on playing 1NT doubled once second hand doubles for PENALTY or to show an UNSPECIFIED ONE-SUITER. We may play in 1NT REDOUBLED, but otherwise, the bidding will lead to a contract in another strain or at another level. We believe that there will invariably be a better contract than 1NT when our side is outgunned. We need plenty of bids to describe the various "escape" hands, and in order to do this squirming in an efficient manner, there is insufficient room to cater to a contract of 1NT doubled. If the opponents have erred in doubling 1NT, they should have to pay for the pleasure, and so 1NT redoubled (which merits the game bonus for its success) is a contract worth considering. Much of this is academic as someone invariably runs when 1NT redoubled would make. However, by offering to have opener attempt to make 1NT redoubled, responder is able to involve opener in future doubling ventures (following an enemy retreat), which must be advantageous to our side.

The conventional "escape" schemes that we employ can be found on the next page. Note that we use it ONLY if DBL=PENALTY or DBL=ANY UNSPECIFIED ONE-SUITER. Over all other conventional doubles, we use "SYSTEM ON" (i.e. as if it had gone: 1NT-Pass-?), but RDBL is a puppet to 2C, which allows us to play in 2C or 2D

Direct Double

1NT (DBL=PENALTY)**1NT (DBL=ANY ONE-SUITER)**

1NT	DBL	Pass*	Forces RDBL [one-suiter or 4=4=4=1 or (4)333 or 8+]
		RDBL*	D+C or D+S
		2m*	m+H
		2H*	S+H
		2S*	S+C (with 5C/4S, might treat as C one-suiter)
		2NT*	C (weak) or STRONG without C (see below)
		3C*	D (weak) or STRONG without D (see below)
		3D*	H (weak) or STRONG with SPL M (see below)
		3H	INV
		3S	PRE
		3NT	NAT, long suit
		4C*	Gerber
		4R*	Texas
		4S*	5S/6+C or 5S/6+D (PRE or semi-PRE strength)
		4NT*	D+C
		5m	NAT

Developments:

1NT	DBL	Pass	Pass
RDBL		Pass	Business
		2C*	C or 4=4=4=1 (then RDBL if doubled) or (4)333 (also RDBL if doubled)
		2R/2S	NAT
		2NT*	Unspecified one-suited INV (opener bids cheapest strain he'd REJECT)
		3C*	C+D, INV
		3D*	D+H, INV
		3H*	H+C, INV
		3S*	S+C, INV

1NT	DBL	RDBL	Pass
2C		Pass	D+C
		2D	D+S
		2S*	D+S, INV

1NT	DBL	RDBL	Pass
2D		2S*	D+S, INV

1NT 3C	DBL	2NT* Pass 3D* 3H* 3S* 3NT*	Weak with long C or strong without C. Opener bids 3C Weak with long C D+H or D+S (3H asks: 3S=S; 3NT=H) 5+H/5+S, INV 5+H/5+S, FG 4=4=4=1 or 5=4=4=0
1NT 3D	DBL	3C* Pass 3H* 3S* 3NT*	Weak with long D or strong without D. Opener bids 3D Weak with long D H+C, FG S+C, FG 4=4=1=4 or 5=4=0=4
1NT 3H	DBL	3D* Pass 3S* 3NT*	Weak with long H or a strong three-suiter with a SPL M. Opener bids 3H Weak with long H S SPL, 1=4=4=4 or 0=5=4=4 H SPL, 4=1=4=4 or 5=0=4=4
1NT RDBL Pass DBL	DBL Pass	Pass Pass	Pass ANY Nonforcing PENALTY
1NT RDBL Pass	DBL Pass Pass	Pass Pass Pass DBL SUIT 2NT	Pass ANY A possible action as the PENALTY PASS did not establish a force COOPERATIVE PENALTY (opener is expected to pass Competitive NAT over a minor, minors over a major (values, therefore NF)
1NT RDBL Pass	DBL Pass NEW	Pass Pass Pass DBL SUIT 2NT	Pass ANY Nonforcing PENALTY Competitive NAT over a minor, minors over a major (values, therefore NF)
1NT RDBL	DBL ANY	Pass DBL SUIT 2NT	Pass COOPERATIVE TAKEOUT Competitive NAT over a minor, minors over a major (values, therefore NF)

When a third- or fourth-seat 1NT is doubled in direct position, however, some actions have different meanings:

1NT	(Pass) DBL	Pass 2NT 3x	Pass Unspecified INV one-suiter (opener bids cheapest strain he'd REJECT) NAT, PRE
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EXAMPLES:

(1)	OPENER	RESPONDER
	Kxxx	xx
	Kxxx	Qxxx
	Axx	xx
	Qx	xxxxx
	1NT	DBL 2C*
DBL	2H	

Responder could pass instead, forcing opener to redouble, then bid 2C, showing a one-suiter in clubs, but he decides to show both his suits. With 3C/3H opener would normally pass 2C. With 5H/4C, responder might prefer to show a one-suited H hand by passing, then removing the redouble to 2H.

(2)	OPENER	RESPONDER
	Axxx	x
	xx	K10xxx
	Kxx	J10xxx
	AQxx	xx
	1NT	DBL 2D*
Pass	Pass	

Responder shows both red suits and opener takes a preference by passing. Straightforward.

(3)	OPENER	RESPONDER
	Axxx	KQxxx
	Ax	x
	xxxx	x
	KQx	A10xxxx
	1NT	DBL Pass*
Pass	RDBL	Pass 3S
Pass	4H	Pass 5C*
Pass	6S	

Responder could show 5S/4+C (usually) by running directly to 2S, but that might end the auction. Forcing RDBL and jumping to 3S shows S+C and INV strength. If responder wanted to show S+C and FG strength he would start by jumping to 3C (weak with D, or strong without D). Over the forced 3D he would bid 3S to show 5+S/5+C. Either evaluation would be acceptable with this particular hand. Opener could simply raise to 4S as there will rarely be a slam facing an INV two-suiter, but as game is virtually certain and "showing" his hand will not direct the defense to defeat 4S, it's reasonable to make a slam try with such a golden hand. 4H at least initially agrees S. Responder can try for slam by bidding 5C, which promises the D control that opener denied. That would lead to 6S. Note that if opener does not have much of a fit there may well be no game.

(4)	OPENER	RESPONDER
	Kxxx	AQxxxx
	AJx	xx
	Kxx	Axx
	QJx	xx
	1NT	DBL
Pass	RDBL	Pass*
Pass	3NT*	2NT*

Responder, despite the double, is interested in game. He starts by passing, intending to follow up by passing the forced redouble (which is not without danger with two wide-open suits) or by bidding a conventional 2NT to show an unspecified single-suited invitational hand. Opener's 3NT states that he would accept ANY invitation. Responder has a good hand for play in notrump. Had responder instead elected to pass the redouble, let's say that the weak hand would run to 2H, passed back to responder. In this scenario 2NT would suggest length in C+D and some values. With the INV S hand he would jump to 3S and opener would raise or try 3NT. It's much more clear for opener when responder uses the suggested sequence as he could easily have only five spades to pass the redouble and bid spades later, although passing the redouble and bidding only 2S over 2H would also show values. Perhaps not as many as he has, however.

(5)	OPENER	RESPONDER
	xxxx	x
	KQx	AJ10xxx
	Axxx	xxxx
	Kx	xx
	1NT	DBL
Pass	3H	3D*
		Pass

Responder's 3D is either weak with long H or FG with a three-suiter short in H or short in S. Opener must bid 3H (then 3S=SPL S, 3NT=SPL H). Although the two-way 3D bid is not quite as preemptive as 3H, it puts some pressure on the opponents because they can't always be sure which hand type responder will deliver. Change one of responder's clubs to a seventh heart [x AJ10xxxx xxxx x], and over the double he would jump to 4D, Texas. Our general rule for Texas in competition is: *"if responder can still jump to 4D, Texas is in effect."*

If the direct intervention is no higher than 3C, responder can transfer to both majors at the four-level. Over 3D, there is a different scheme in place (3H=S/FG, 3S=H/FG, 4C=C/FG, 4D=5+S/5+H, 4M=NAT). 4M does NOT establish a force in competition for our side, so a DBL would be an opinion that we own the hand (transferable values, in context).

(6)	OPENER	RESPONDER	
	Qxxx	xxxx	
	Ax	xxxx	
	Qxx	KJxx	
	AJxx	x	
	1NT	DBL	Pass*
Pass	RDBL	2C	
DBL	Pass	RDBL*	
Pass	2S		

To show a weak three-suiter without clubs, responder first scrambles out to 2C via the forced redouble, hoping someone will rescue him with a double or bid. If this is not doubled, responder must take his lumps in what will be a hideous contract. Obviously, he might wish to do differently when he is vulnerable or when he has a better hand, perhaps showing D+H (via a direct 2D) or H+S (via a direct 2H) or D+C/S (via redouble). When someone doubles, he redoubles for rescue. Here he finds spades. He might also hold some unpleasant 4333 hand and do the same thing, hoping to either hit a 4-4 fit (not clubs) or catch opener with an appropriate five-card suit. With other 4441 hands, responder can choose to show two particular suits, or he can "show" the short suit, hoping to be doubled so he can redouble for rescue.

(7)		OPENER		RESPONDER
		AQxx		Jxx
		Q10xx		x
		xx		KQxxxx
		AJx		Kxx
				Pass
Pass	1NT	DBL		2NT*
Pass	3D			Pass

By a passed hand, responder's 2NT is an invitation based on an unspecified 6-card suit. Opener bids the cheapest suit in which he would pass a natural invitational bid. Thus 3D says that he would accept an invitation if responder has long clubs but not if he has long diamonds. Again, note that responder could pass, then pass the forced redouble, but prefers to get the nature of his hand across immediately. With the D10 instead of a small D he would open 2D. Many players would open 2D with the actual hand.

(8)	OPENER	RESPONDER	
	Ax	KJ10x	
	J10x	x	
	Axxxx	KQxx	
	KQx	AJxx	
	1NT	DBL	3D*
Pass	3H		3NT*
	4D		4NT
	5C		6D
	Pass		

Responder can show his precise hand type and does so via a two-way jump to 3D. Opener must bid 3H as responder could have a weak hand with long H. Responder's 3NT shows a FG three-suiter short in H

(3S would be a FG three-suiter short in S). Opener, delighted, sets D. As 4S would show 5=0=4=4, responder cooperates with 4NT instead, then bids slam over Opener's Last Train 5C.

OTHER TYPES OF DOUBLES OF 1NT

1NT (DBL=M+m, UNKNOWN)
 1NT (DBL=H+C or H+D)
 1NT (DBL=C or H or S, or H+S) "Deas"
 1NT (DBL=C or D, or H+S)
 1NT (DBL=H or S, or C+D)
 1NT (DBL=H+S, or C+D)
 1NT (DBL=5D+4M, or H+S)
 1NT (DBL=PUP2C: MANY TYPES)

This list of CONVENTIONAL DOUBLES is not exhaustive. In all cases in which DBL is not explicitly HCP (PENALTY) or an UNSPECIFIED ONE-SUITER, we play the same system as we would use if second hand had passed over the 1NT opening, with the exception that REDOUBLE forces opener to bid 2C. Responder uses this mechanism to "escape" to 2C or 2D, something he could not do if second hand had passed 1NT. A thank you card is in the mail.

When DBL is CONVENTIONAL (i.e. NOT PENALTY) and the opponents are in a contract that may be passed out (they seem to have a fit or advancer has made a pass-or-correct bid) DBL is COOPERATIVE TAKEOUT; 2NT is NAT over a minor, but shows C+D over a major

Reopening Double

1NT Pass Pass DBL
 Pass Pass ?
 [where DBL=HCP or CONVENTIONAL (and his partner's pass is for PENALTY)]

If second hand does not double, responder can pass with a wide variety of hands. If fourth hand doubles, there may still be a need to escape. While it is possible to adopt an artificial scheme of some sort, perhaps incorporating the redouble as some sort of rescue mechanism, we are not in favor of this idea. If we don't pre-escape immediately we generally have some idea about how (or whether) to escape later. If we can't do this "naturally" later, we will usually stick it out in 1NT doubled or escape before the double comes.

Furthermore, we believe in retaining the reopening redouble by responder as a punishment-oriented device - "It's our hand, partner." The opponents may be in deep trouble here. Subsequent doubles are all for penalty, although we are not forced to do anything if they run. This is the scheme we use:

1NT	Pass	Pass	DBL	
Pass	Pass	Pass		We may play 1NT doubled if the DBL is a REOPENING action
		RDBL		Business (later DBL=PEN by both partners but no F/P)
		2m		NAT
		2M		NAT (but unlikely to be 5 cards in context, so 4333 or 4432)
		Higher		No agreement, likely semi-PRE

Some popular REOPENING DOUBLE treatments (there are others):

1NT	Pass	Pass	DBL	(4/3+ H+S, 9-12) or ANY 19+
1NT	Pass	Pass	DBL	(10-13) or 18+ HCP
1NT	Pass	Pass	DBL	4M/4+ANY, 11+
1NT	Pass	Pass	DBL	ANY TWO SUITER, 10+
1NT	Pass	Pass	DBL	4+M/5+m
1NT	Pass	Pass	DBL	H+S
1NT	Pass	Pass	DBL	5+H
1NT	Pass	Pass	DBL	C or D
1NT	Pass	Pass	DBL	S shortness

1NT Pass Pass DBL
 Pass BID ?

[Where "BID"=NAT or preference or "pass or correct"]

Pass NF (opener's DBL=T/O)
 DBL Cooperative T/O (NB that responder passed 1NT, i.e. usually quasi-BAL)
 2D NAT, could be 5/6 cards
 2M NAT, likely 4-card suit with a second suit probable
 2NT NAT (over 2m); C+D (over 2M)
 3m (Non-Jump) NAT
 Cue-bid Three-suiter short in their suit, no real game interest

Our Penalty Doubles and Takeout Doubles

Over direct NAT intervention, we play **NEGATIVE** (takeout) **DOUBLES** by responder. Over indirect NAT intervention, we play reopening doubles by responder as **COOPERATIVE TAKEOUT**. In these situations, doubles by opener are also for **TAKEOUT**, although they are less frequent as they are not without risk (responder may be quite weak). If they double 1NT in either seat, and take it out **OR** take it out and then change suits, our doubles are **TAKEOUT**. The only **PENALTY DOUBLE** situation occurs when they double directly, we **PASS** to force a **REDOUBLE**, and we then **PASS** to show a good hand: then, although we are **NOT FORCED TO ACT**, doubles by both of us are strong penalty suggestions. Examples

(1)	OPENER	RESPONDER
	AQTx	xx
	QTx	KJ9x
	Axx	KTxx
	Jxx	KTx
	1NT	DBL Pass*
2S	Pass	Pass DBL*
Pass	Pass	?

Responder's double is **COOPERATIVE TAKEOUT**. Opener's direct double would have been **PURE TAKEOUT**

(2)	OPENER		RESPONDER
	xx		xxx
	KQTx		Jxxx
	AQTx		Kxxx
	Kxx		QT
	1NT	Pass	Pass
2S	DBL*	Pass	2NT*
Pass	3D	3S	All Pass

Opener's hand is a prototype for an unsolicited PURE TAKEOUT double. Responder's 2NT is artificial, a scramble to locate an eight-card fit. Although H would score more if it made the issue here is to survive rather than find the most generous strain. At least as important is the possibility of pushing the opponents beyond their depth. As here, perhaps.

(3)	OPENER		RESPONDER
	KJx		xx
	KQx		JTxx
	KJTxx		Qxxxx
	xxx		AQ
	1NT	Pass	Pass
2C*	Pass	2S	DBL*
Pass	3D	All Pass	

2C shows C and an unspecified major suit. Advancer's 2S is pass-or-correct, therefore implying tolerance for C and/or a prime fit for H. Responder's double is COOPERATIVE TAKEOUT but in this case is likely to deliver support for both H+D. With S, responder could not double for penalty, so he would have to pass. Should the 2C bidder convert to 3C, responder could double 3C (or the 3H correction) at his next turn to show S+D.

Interference After Our Conventional Response To 1NT

STAYMAN

1NT	Pass	2C	DBL/2D	[whether DBL=C or HCP]
Pass			Neutral	
RDBL*			4H+4S	
2D			5+D	
2M			5M	
1NT	Pass	2C	DBL	
Pass	Pass	RDBL		Good hand, H-third, any four C, or better. Suggests a contract.
		2D		NAT, NF (opener may correct to 2M, then scramble technique)
		2H*		H+S, scramble
		2S		INV

1NT	Pass	2C	DBL	
Pass	2D	Pass		NF
		DBL		Cards, closer to COOPERATIVE TAKEOUT
		2H*		H+S, a little something
		2S		INV

1NT	Pass	2C	DBL	
Pass	2M	Pass		NF
		DBL*		Cards, COOPERATIVE TAKEOUT
		2S		INV

With enough for an INV 2NT, it's better to double 2D or 2H if no reply can embarrass you as sometimes your double ends the auction to your advantage. Over 2S it's more likely that 2NT will be a least of evils choice.

1NT	Pass	2C	2H	
Pass				Neutral
DBL*				4S (optional)
2S				5S (optional)

1NT	Pass	2C	2H	
Pass	Pass	DBL*		4S, values
		2S		INV
		2NT*		4H, values

1NT	Pass	2C	2S	
Pass				Neutral
DBL*				4H (optional)
2NT*				5H (optional)

1NT	Pass	2C	2S	
Pass	Pass	DBL*		4H, values
		2NT		4S, values

1NT	Pass	2C	3C/3D	
Pass	Pass	DBL		Cards, therefore at least one 4-card major
		3D		NAT, FG, with a 4-card major
		3M*		SMOLEN, 4M/5OM, FG
		3NT*		4H+4S, weakness in their suit (else DBL)

1NT	Pass	2C	2H	
Pass	3H	Pass		NF
		DBL*		4S, values
		3S		INV
		3NT*		4S, values, but less defense than DBL

1NT	Pass	2C	2S	
Pass	3S	Pass		NF
		DBL*		4H, values
		3NT*		4H, values, but less defense than DBL

JACOBY TRANSFERS

1NT	Pass	2D*	DBL	[where DBL=H or HCP]
Pass				Denies 3+H
2H				3+H
2S*				4/5H, excellent hand in context (leaves room to complete WALSH description if responder has that hand type)

1NT	Pass	2H*	DBL	[where DBL=H or HCP]
Pass				Denies 3+S
2S				3+S
2NT*				4/5S, excellent trumps and maximum values
3m				4S, strong 4-card m, maximum
3H*				4/5S, weak doubleton H
3S				4/5S, all around values

1NT	Pass	2D*	DBL	
Pass	Pass	2H		NF
		RDBL		Game interest, unrelated to D; if FG, denies D stopper
		2S*		WALSH puppet to 2NT
		2NT*		ART, H+C or H+D, not strong (opener takes safest preference)
		3m		NAT, FG
		3NT		NAT, D stopper(s)

1NT	Pass	2H*	DBL	
Pass	Pass	2S		NF
		RDBL		Game interest, unrelated to H: if FG, denies H stopper
		2NT*		ART, S+C or S+D, not strong (opener takes safest preference)
		3m		NAT, FG
		3NT		NAT, H stopper(s)

1NT	Pass	2H*	DBL	
Pass	3H	Pass		NF
		DBL*		Values, probably not 6S, probably not a SPL H
		3S		6+S, INV (more or less)
		3NT		Typically short in H, most likely 5=1=(43)
		4m		NAT, FG
		4H*		SPL H, 6+S, slam try
		4S		NAT, NF, but a mild slam try (else 1NT-4H*)

1NT	Pass	2D*	2S	
Pass	Pass	DBL*		Game interest, typically not a singleton S; if FG denies S stopper
		2NT*		ART, H+C or H+D, not strong (opener takes safest preference)
		3m		NAT, FG
		3S*		FG, SPL S
		3NT		NAT, S stopper(s)

1NT	Pass	2D*	2S	
Pass	3S	Pass		NF
		DBL*		Values, probably not 6H, probably not a SPL S
		3NT		Typically short in S, most likely 1=5=(43)
		4m		NAT, FG
		4H		NF, suggests 6+H, therefore a mild slam try (else 1NT-4D*)
		4S		A Walsh hand, most likely 1=4=4=4

1NT	Pass	2D*	2NT	[where 2NT= STR BAL]
Pass	Pass	DBL		HCP with 5+H
		3m		NF
		3H		NF
		3S*		WALSH puppet to 3NT, we start a level higher (usually DBL instead)

1NT	Pass	2D*	2NT	[where 2NT=C+D]
Pass	3C	DBL*		Game interest
		3D*		6+H, mild game interest
		3H		COMP
		3S*		WALSH puppet, etc
		3NT		6H, BAL, choice of games
		4m		SPL m, 6+H, slam try

If advancer takes out 2NT to 3D, the 6+H, mild game interest option disappears.

1NT	Pass	2H*	2NT	[where 2NT= STR BAL]
Pass	Pass	DBL		HCP with 5+S
		3m		NF
		3H*		6+S, mild game interest
		3S		NF

1NT	Pass	2H*	2NT	[where 2NT=C+D]
Pass	3C	DBL*		Game interest
		3D*		SPL D, 6+S, slam try
		3H*		6+S, mild game interest
		3S*	NF	
		3NT		6S, BAL, choice of games
		4C		SPL C, 6+H, slam try

If advancer takes out 2NT to 3D, the 3H=6+S, mild game interest option still applies.

1NT	Pass	2D*	3C	
Pass	Pass	DBL*		Game interest, probably not a SPL C
		3D		NAT, NF
		3H*		COMP
		3S*		WALSH puppet to 3NT, etc
		3NT		NF, typically 3=5=4=1
		4C*		SPL C, 6+H, slam try
		4D		NAT, FG, 5+D/5+H
		4H		6+H, mild slam try (else 1NT-4D*)

1NT	Pass	2H*	3C	
Pass	Pass	DBL*		Game interest, probably not a SPL C
		3D		NAT, NF
		3H*		6+S, mild game interest
		3S		NF
		3NT		NF, typically 5=3=4=1
		4C*		SPL C, 6+S, slam try
		4D		NAT, FG, 5+D/5+S
		4H*		SPL H, 6+S, slam try
		4S		6+S, mild slam try (else 1NT-4H*)

We apply the same general principles if fourth hand comes in with a NAT 3D overcall.

1NT	Pass	2D*	Pass	
2H	Pass	Pass	DBL	
RDBL				3/4H, willing to compete further

We use the same idea after a transfer to S.

1NT	Pass	2D*	Pass	
2H	Pass	Pass	2S	
DBL*				Typically 4-card H support, unrelated to S

1NT	Pass	2D*	Pass	
2H	Pass	Pass	2S	
Pass	Pass	DBL		Maximum HCP in context, typically 2/3S
		2NT		Takeout
		3m		NAT, NF

The same general ideas would apply if the other opponent pre-balanced with 2S

PRINCIPLES

There follows a catalogue of popular defenses to our 1NT opening and a fairly detailed description of our countermeasures. These are the general principles that we apply.

- (1) If we double their ONLY known suit, it's a NEG DBL.
- (2) If we double ONE OF TWO known suits, it's COOP PEN if two of the other is available as (light) T/O.
- (3) If we double a suit they MAY have but they are known to hold a specific different suit, it's a NEG DBL with values. The availability of a light takeout cue-bid of their known suit sets the lower limit of DBL.
- (4) If we make a NEG DBL of their suit, a later DBL of that suit is COOPERATIVE TAKEOUT but a DBL of a new suit is COOPERATIVE PENALTY.
- (5) A direct 2NT is NAT if it is not needed artificially. This (NAT) is a rare treatment
- (6) If their action DENIES a minor or they MIGHT have ONE of the minors (specific or nonspecific), 3S and 4S are FG and show distributional hands with both C+D.
- (7) If they GUARANTEE an unknown minor, 3S shows C, INV+ and 4S/4NT show C/D BAL slam tries
- (8) After a transfer to C, responder bids again over a signoff to force to game, using these principles:
 - (a) if he could have any second suit he uses straight transfers, with 3NT=one-suited
 - (b) if he could have only H or S, he uses straight transfers, with 3S/3NT=5/6C+ ½/full key stopper
 - (c) if he could have only D or one M he transfers into the M, uses 3S to show D and uses the remaining bid and 3NT to show 5/6C +a ½ /full key stopper (respectively)
- (9) After a transfer to D, use the same principles, NEVER bidding the major held in crowded auctions, introducing secondary C artificially, showing specific stoppers "up the line" if possible.
- (10) If they show H+S; 2NT confirms either a weak hand with C or D or a "BAL" FG hand with at least one M stopper (bid it next); with one-suited FG C or D hand used switched minors at three-level.
- (11) If there is only one direct way to show a particular suit, we pass and bid later with COMP hands.

Then there is the notion that when there are two or three available bids below 3NT that could be used to show or ask for stoppers, our approach is to bid what we have. This is particularly important when an opponent might have a suit or suits that we can't identify and we hold INV or better values with a known long minor suit of our own. As the auction could end in 3NT, 4m, 5m, or 6m, it is often crucial to know whether a stopper or control has been shown or denied. For example:

1NT	2C*		[where 2C shows H and perhaps a second suit]
	3D*	Pass	C, INV+ one-suiter, if FG no H stopper (else 2NT*=C)
3H			H stopper
3S			S stopper, no H stopper (aggressor might have S+H)
3NT			H+S stoppers
4C			No H+S stoppers, NF
4D			No H+S controls but FG (Jxx xx AKxx AQxx)
4H			H+D controls, clear slam interest
4S			S+D controls, clear slam interest
4NT			All side suit controls, C fit, clear slam interest (Kxx Ax Axxx QJxx)

TWO CLUBS

1NT	(2C=C) NATURAL	[THE BID SUIT ONLY]
1NT	(2C=5+C/4+M) "WOOLSEY"	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]
1NT	(2C=3+C/5+M) "DEAS"	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]
1NT	(2C=4+C/4+Any) "DONT"	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]
1NT	(2C=PUP2D: C+M or C+D)	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]

1NT	2C	Pass	Neutral; later DBL=PENALTY; later 2NT=NAT/COMP
		DBL*	NEG, like STAY (COMP+; later: DBL=T/O of C but PEN of new suit; 2NT=INV, 3NT=C stopper)
		2D/2M	NAT, COMP
		2NT	NAT, INV
		3C*	D, INV+ (then, over 3D: 3M*=4OM/FG, 3NT*=5+D/C stopper)
		3D*	H, INV+ (then, over 3H: 3S/3NT=NAT)
		3H*	S, INV+
		3S*	4=4=5=0, FG
		3NT	NAT, no C stopper (else DBL or 3C*=D)
		4C*	Gerber
		4R*	Texas
		4S*	6+D, BAL slam invitation, no C guard

1NT (2C=4+C/4+H) "BROZEL" [THE BID SUIT AND A KNOWN SECOND SUIT]
(use similar scheme if 2C=C+S "BLACKS" adjusting 3D/3H/3S, etc as needed)

1NT	2C*	Pass	Neutral; later DBL=PENALTY, later 2NT=NAT/COMP
		DBL	COOPERATIVE PENALTY (sets up force through 2NT)
		2D/2S	NAT, COMP
		2H*	Light takeout or better; if FG, then show C or H stopper next if room
		2NT	NAT, INV
		3C*	D, INV+ (then over 3D: 3H*=D+4S, 3S*=D+C stopper, 3NT*=D+H stopper)
		3D*	NAT, PRE
		3H*	S, INV+
		3S*	D, FG, one-suiter, no C+H stoppers (else 3C*=D)
		3NT	NAT, non-specific (tactical considerations may apply)
		4C*	Gerber
		4R*	Texas
		4S*	6+D, BAL slam invitation, no C guard

1NT (2C=H+m) "ASTRO" [KNOWN SUIT NOT BID, ONE OF TWO OTHERS]
1NT (2C=H+ANY) "ASPTRO-like" [KNOWN SUIT NOT BID, ONE OF THREE OTHERS]
1NT (2C=H, or H+m) "ASTRO-like" [KNOWN SUIT NOT BID, ANOTHER=?]
 (use similar scheme if 2C=S, or S+m or S+any, adjusting 2M/3D/3H/3S, etc as needed)

1NT	2C*	Pass	Neutral; later: DBL=PENALTY/2NT=NAT/COMP
		DBL*	NEG, like STAY (INV+; later: DBL=COOP PENALTY/NT show H stopper)
		2H*	Light takeout, usually SPL H
		2D/2S	NAT, COMP
		2NT*	C, COMP or FG (3S*=C+D, 3H*=C+S, 3D*/3NT*=5/6C+1/2/full H stopper)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+C; 3NT*=D+H stopper)
		3D*	C, INV+ one-suiter; if FG, then no H stopper (else 2NT*=C)
		3H*	S, INV+
		3S*	C+D, FG (as aggressor could have only H or H+S)
		3NT	NAT, no H stopper (else DBL)
		4C*	Gerber
		4R*	Texas (we could belong in H)
		4S*	C+D, weak and very long (as aggressor could have only H or H+S)

1NT (2C=M+m) [TWO SUITS, BOTH UNKNOWN, ONE OF EACH RANK]
1NT (2C=C or D, or M+m) [ONE OR TWO UNKNOWN SUITS, UNKNOWN MINOR CERTAIN]

1NT	2C*	Pass	Neutral; later DBL=T/O; later 2NT=NAT/COMP
		DBL*	NEG, like Stayman (INV+; later: DBL=COOP PEN, 2NT=NAT/INV)
		2D/2M	NAT/COMP
		2NT*	C, COMP or FG (3D*=C+H, 3H*=C+S: 3S*/3NT*=5/6C+1/2/full D stopper)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+H, 3NT*=5/6D+C stopper)
		3D*	H, INV+
		3H*	S, INV+
		3S*	C, INV+ one-suiter; if FG, then no D stopper)
		3NT	NAT, no stopper information
		4C*	Gerber
		4R*	Texas
		4S*	6+C, BAL slam invite
		4NT*	6+D, BAL slam invite

1NT (2C=C or D or H or S) "CAPPELLETTI/HAMILTON" [UNSPECIFIED ONE-SUITER]
1NT (2C=D, or H+S) "SUCTION" [SPECIFIC ONE-SUITER OR TWO-SUITER, NOT BID]

1NT	2C*	Pass	Neutral; later: DBL=T/O; 2NT=NAT over 2D, C+D over 2M, 3m=COMP
		DBL*	NEG, like Stayman (INV+; later: DBL=PENALTY, 2NT=NAT/INV)
		2D/2M	NAT, COMP
		2NT*	C, INV+ (over 3C: 3D*=C+H, 3H*=C+S, 3S*=C+D, 3NT*=6+C)
		3C*	D, INV+ (then: 3H*=D+S, 3S*=D+H, 3NT=6+D)
		3D*	H, INV+
		3H*	S, INV+
		3S*	C+D, FG
		3NT	NAT, no stopper information
		4C*	Gerber
		4R*	Texas
		4S*	C+D, weak and very long

1NT (2C=D) TRANSFER OVERCALL [KNOWN ONE-SUITER NOT BID]

1NT	2C*	Pass	Neutral; later DBL=PENALTY; later 2NT=NAT/COMP
		DBL*	NEG, like STAY (COMP+; later: DBL=COOP PEN, NT show D stoppers)
		2D*	Light takeout, ostensibly for H+S
		2M	NAT, COMP
		2NT*	C, COMP/FG: (3D*=C+H, 3H*=C+S, 3S*/ 3NT*=5/6C with 1/2/full D stop)
		3C	C, INV
		3D*	H, INV+
		3H*	S, INV+
		3S*	4=4=0=5, FG
		3NT	NAT, no D stopper (else DBL or 2NT*=C)
		4C*	Gerber
		4R*	Texas
		4S*	6+C, BAL slam invite, no D guard

1NT (2C=S+H) "LANDY" [TWO KNOWN 4+-CARD SUITS, BOTH UNBID]

1NT (2C=S+H, better C) "RIPSTRA" [TWO KNOWN 4+-CARD SUITS, BOTH UNBID]

1NT	2C*	Pass	Neutral, later DBL=PENALTY
		DBL*	Cards, invites PEN DBL with four trumps, or three trumps w/ good defense
		2D	NAT, COMP
		2H*	C+D, COMP
		2S*	C+D, INV+ (stoppers next)
		2NT*	COMP with C or D (convert 3C to 3D), or 5+m BAL FG w/ one or both Ms stopped. Next: bid 3M=that stopper or 3NT=both Ms stopped
		3C*	D, FG, UNBAL (opener can show a stopper, responder shows SPL next)
		3D*	C, FG, UNBAL (opener can show a stopper, responder shows SPL next)
		3M*	C+D, FG, SPL M
		3NT	NAT, no full S/H stoppers (else 2NT*)
		4C*	Gerber
		4R*	Texas (we could belong in 4M)
		4S*	C+D, weak and very long

TWO DIAMONDS

1NT	(2D=D) NATURAL	[THE BID SUIT ONLY]
1NT	(2D=5+D/4+M) "WOOLSEY"	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]
1NT	(2D=3+D/5+M) "DEAS"	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]
1NT	(2D=4+D/4+M) "DONT"	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]
1NT	(2C=PUP2D: D+H or D+S	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]

1NT	2D*	Pass	Neutral; later DBL=PENALTY; later 2NT=NAT/COMP
		DBL*	NEG, like Stayman (INV+; later: DBL=PEN/2NT=INV, 3NT=D stopper)
		2M	NAT, COMP
		2NT*	C, COMP or FG (over 3C: 3R*=C+(R+1), 3S/3NT=5/6C+1/2/full D stop)
		3C	C, INV
		3D*	H, INV+ (over 3H: 3S=NAT)
		3H*	S, INV+
		3S*	4=4=0=5, FG
		3NT	NAT, no D stopper (else DBL or 2NT*=C)
		4C*	Gerber
		4R*	Texas
		4S	BAL slam invite with 6C, no D stopper

1NT (2D=4+D/4+H) "BROZEL" [THE BID SUIT AND A KNOWN SECOND SUIT]
(use similar scheme if 2D=D+S "SHAPE" adjusting 3D/3H/3S, etc as needed)

1NT	2D*	Pass	Neutral; later: DBL=PENALTY, 2NT=NAT/COMP
		DBL	COOPERATIVE PENALTY (sets up force through 2NT)
		2H*	Light takeout or better; if FG, then show D or H stopper next if room
		2S	NAT, COMP
		2NT*	C or D COMP or C/FG (3H*=C+S, 3S*=C+D, 3D/3NT*=C+1/2/full S stop)
		3C	C, INV
		3D*	5+S/5+H, FG (just in case we're being talked out of our H fit)
		3H*	S, INV+
		3S*	C, FG, one-suiter, no D+H stoppers (else 3C*=D)
		3NT	NAT, non-specific (tactical considerations may apply)
		4C*	Gerber
		4R*	Texas
		4S*	6+C, BAL slam invitation, no C guard

1NT	(2D=S+ANY) "ASPTRO"	[KNOWN SUIT NOT BID, ONE OF THREE OTHERS]
1NT	(2D=S+m, or 5+H/5+S STR)	[TWO SUITS, ONE KNOWN NOT BID]
1NT	(2D=S+m) "ASTRO-like"	[KNOWN SUIT NOT BID, ONE OF TWO OTHERS]
1NT	(2D=S, or S+m) "ASTRO-like"	[KNOWN SUIT NOT BID, PERHAPS ANOTHER]
(use similar scheme if 2D=H, or H+m or H+any, adjusting 2M/3D/3H/3S, etc as needed)		

1NT	2D*	Pass	Neutral; later: DBL=PENALTY/2NT=NAT/COMP
		DBL*	NEG, like STAY (INV+; later: DBL=COOP PENALTY/NT show S stopper)
		2H	NAT, COMP
		2S*	Light takeout, usually SPL S
		2NT*	C or D COMP or C/FG (3H*=C+D, 3S*=C+H, 3NT*=C+S stop)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+C; 3NT*=D+S stopper)
		3D*	H, INV+
		3H*	C, INV+ one-suiter; if FG, then no S stopper (else 2NT*=C)
		3S*	C+D, FG (as aggressor could have only S or H+S)
		3NT	NAT, no S stopper (else DBL)
		4C*	Gerber
		4R*	Texas (we could belong in S)
		4S*	C+D, weak and very long (as aggressor could have only S or H+S)

1NT	(2D=6+S or 6+H) "MULTI	[ONE UNKNOWN SUIT NOT BID, A MAJOR CERTAIN]
1NT	(2D=H, or S+C) "SUCTION"	[SPECIFIC ONE-SUITER OR TWO-SUITER, NOT BID]
1NT	(2D=H, or S+m)	[ONE OR TWO UNKNOWN SUITS, ONE MAJOR CERTAIN]
1NT	(2D=H, or S, or M+m)	[ONE OR TWO UNKNOWN SUITS, ONE MAJOR CERTAIN]
1NT	(2D=S, or H+m)	[ONE OR TWO UNKNOWN SUITS, ONE MAJOR CERTAIN]
1NT	(2D=H+S, or C+D)	[MAJORS or MINORS, NOTHING KNOWN]
1NT	(2D=H, or S, or C+D)	[MINORS or ONE MAJOR, NOTHING KNOWN]
1NT	(2D=5M, or 20-22 BAL, or STR one-suiter)	[MULTI-MEANING, NOTHING KNOWN]

1NT	2D*	Pass	Neutral; later DBL=T/O; later 2NT=NAT/COMP; 3m=COMP
		DBL*	NEG, like Stayman (INV+; later: DBL=COOP PEN, 2NT=NAT/INV)
		2M	NAT/COMP
		2NT*	C, INV+ (then 3D*=C+H, 3H*=C+S, 3S*=C+D, 3NT*=6+C)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+H; 3NT*=6+D)
		3D*	H, INV+
		3H*	S, INV+
		3S*	C+D, FG
		3NT	NAT, no stopper information, often a gamble based on a long suit
		4C*	Gerber
		4R*	Texas
		4S*	C+D, weak and very long.

1NT (2D=6+H) TRANSFER OVERCALL [KNOWN ONE-SUITER NOT BID]

1NT	2D*	Pass	Neutral, later: DBL 2H=PEN/Other=T/O; 2NT=NAT/COMP, 3m=COMP
		DBL*	NEG DBL of H, (COMP+, later: DBL=COOP T/O, 2NT=NAT/INV)
		2H*	C+D
		2S	NAT/COMP
		2NT*	C, INV+ (then 3S*=C+D, 3H*=C+S, 3NT*=6+C + H stopper)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+C; 3NT*=6+D + H stopper)
		3D*	4=0=(54), FG
		3H*	S, INV+
		3S*	C, FG, no H stopper
		3NT*	D, FG, no H stopper (if BAL HCP, DBL first)
		4C*	Gerber
		4R*	Texas (caters to opponent's PSYCH or FORGET!)
		4S*	D+C, weak and very long

1NT (2D=S+H) "CAPPELLETTI" [TWO KNOWN 4+-CARD SUITS, BOTH UNBID]**1NT (2D=S+H, better C) "RIPSTRA" [TWO KNOWN 4+-CARD SUITS, BOTH UNBID]**

1NT	2D*	Pass	Neutral, later DBL=PENALTY
		DBL*	Cards, invites PEN DBL with four trumps, or three w/ good defense
		2H*	C+D, COMP
		2S*	C+D, INV+ (stoppers next)
		2NT*	COMP with C or D (convert 3C to 3D), or 5+m BAL FG w/ one or both Ms stopped. Next: bid 3M=that stopper or 3NT=both Ms stopped
		3C*	D, FG, UNBAL (opener can show a stopper, responder shows SPL next)
		3D*	C, FG, UNBAL (opener can show a stopper, responder shows SPL next)
		3M*	C+D, FG, SPL M
		3NT	NAT, no full S/H stoppers (else 2NT*)
		4C*	Gerber
		4R*	Texas (we could belong in 4M)
		4S*	C+D, weak and very long

TWO HEARTS

1NT	(2H=NATURAL)	[THE BID SUIT ONLY]
1NT	(2H=4+H/5+m)	[THE BID SUIT AND AN UNKNOWN SECOND SUIT, NOT S]
1NT	(2H=5+H/4+m)	[THE BID SUIT AND AN UNKNOWN SECOND SUIT, NOT S]
1NT	(2H=H+ANY)	[THE BID SUIT AND AN UNKNOWN SECOND SUIT]

1NT	2H*	Pass	Neutral; later: DBL=PENALTY, 2NT=C+D/COMP, 3m=COMP
		DBL*	NEG (COMP+; later: DBL H=COOP T/O, others=PEN, 2NT=INV
		2S	NAT, COMP
		2NT*	C, INV+ (then: 3H*=C+S, 3S*=C+D, 3D/3NT*=5/6C+1/2/full H stop)
		3C	D, INV+ (then: 3H*=D+S, 3S*=D+C, 3S/3NT*=5/6D+1/2/full H stop)
		3D*	4=0=4=5
		3H*	S, INV+
		3S*	C+D, FG
		3NT	NAT, no H stopper; probably long m; if BAL HCP start with DBL
		4C*	Gerber
		4R*	Texas (caters ALSO to opponent's PSYCH or FORGET!)
		4S*	C+D, weak and very long

1NT (2H=H+C) [THE BID SUIT AND ANOTHER KNOWN SUIT]
(use similar scheme if 2H=H+D or 2H=H+S, making adjustments as needed)

1NT	2H*	Pass	Neutral; later: DBL=PENALTY, 2NT=NAT/COMP
		DBL*	NEG DBL (COMP+, later: DBL=COOP T/O, 2NT=NAT/INV)
		2S	NAT, COMP
		2NT*	D (then: 3D=end, 3H=5+D/4H INV, 3S/3NT*=D+1/2/full C stopper)
		3C	D, INV+ (then 3H*=D+S, 3S/3NT*=1/2/full H stopper
		3D*	5+S/5+H, FG (just in case we're being talked out of our H fit)
		3H*	S, INV+
		3S*	D, FG, both H+C stoppers
		3NT	NAT, 5+D, no H+C stoppers (if BAL start with DBL)
		4C*	Gerber
		4R*	Texas

1NT (2H=S, or H+m) [ONE OR TWO UNKNOWN SUITS, PERHAPS THE BID SUIT]
1NT (2H=H or S) [ONE UNKNOWN SUIT, PERHAPS THE BID SUIT]

1NT	2H*	Pass	Neutral; later: DBL H=PEN, S=T/O; 2NT=NAT/COMP; 3m=COMP
		DBL*	NEG, not a SPL H (INV+; later: DBL=COOP PEN, 2NT=NAT/INV)
		2S	NAT/COMP
		2NT*	C, INV+ (then 3D*=C+H, 3H*=C+S, 3S*=C+D, 3NT*=6+C)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+H; 3NT*=6+D)
		3D*	H, INV+
		3H*	S, INV+
		3S*	C+D, FG
		3NT	NAT, no stopper information, often a gamble based on a long suit
		4C*	Gerber
		4R*	Texas
		4S*	C+D, weak and very long.

1NT	(2H=6+S) TRANSFER OVERCALL	[ONE KNOWN SUIT, NOT BID]
1NT	(2H=5+S/4+m)	[ONE KNOWN, ONE UNKNOWN SUIT, NEITHER BID]
1NT	(2H=4S/5+m) "CANAPE"	[ONE KNOWN, ONE UNKNOWN SUIT, NEITHER BID]

1NT	2H*	Pass	Neutral, later: DBL S=PEN/Other=T/O; 2NT=NAT/COMP, 3m=COMP
		DBL*	NEG DBL of S, (COMP+, later: DBL=COOP T/O, 2NT=NAT/INV)
		2S*	C+D
		2NT*	C, INV+ (then 3D*=C+H, 3H*=C+D, 3S/3NT*=6+C +1/2/full S stopper)
		3C*	D, INV+ (then 3H*=D+C, 3S*=D+H; 3NT*=6+D + S stopper)
		3D*	H, INV+
		3H*	0=4=(54), FG
		3S*	C, FG, no S stopper
		3NT*	D, FG, no S stopper (if BAL HCP, DBL first)
		4C*	Gerber
		4R*	Texas (caters ALSO to opponent's PSYCH or FORGET!)
		4S*	D+C, weak and very long

1NT	2H*	2NT*	Pass	
3C	3D	P		NF, the INV club hand
		DBL		PENALTY (C + secondary D)
		3H		NAT (C + secondary H)
		3S*		FG, ½ a S stopper
		3NT		Full S stopper
		4C		FG

1NT (2H=H+S) "DONT" and OTHERS [TWO SUITS, BOTH KNOWN, ONE BID]

1NT	2H*	Pass	Neutral, later: DBL M=COOP PEN, 2NT=NAT/COMP, 3M=NAT/COMP*
		DBL	COOP PEN; later: DBL=COOP PEN, 2NT=NAT/INV
		2S*	C+D, INV+ (stoppers next)
		2NT*	COMP with C or D (convert 3C to 3D), or 5+m BAL FG w/ one or both Ms stopped. Next: bid 3M=that stopper or 3NT=both Ms stopped
		3C*	D, FG, UNBAL (opener can show a stopper, responder shows SPL next)
		3D*	C, FG, UNBAL (opener can show a stopper, responder shows SPL next)
		3M*	C+D, FG, SPL M
		3NT	NAT, no full S/H stoppers (else 2NT*)
		4C*	Gerber
		4R*	Texas (we could belong in 4M)
		4S*	C+D, weak and very long

1NT (2H=S, or D+C) "SUCTION" [SPECIFIC ONE-SUITER OR TWO-SUITER, NOT BID]

1NT	2H*	Pass	Neutral; later DBL=T/O; later 2NT=NAT/COMP; 3m=COMP
		DBL*	NEG, "cards" (INV+; later: DBL=COOP PEN, 2NT=NAT/INV)
		2S	NAT/COMP
		2NT*	C, INV+ (then 3D*=C+H, 3H*=C+S, 3S*=C+D, 3NT*=6+C)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+H; 3NT*=6+D)
		3D*	H, INV+
		3H*	S, INV+
		3S*	C+D, FG
		3NT	NAT, no stopper information, often a gamble based on a long suit
		4C*/4R*/4S*	Gerber/Texas/C+D, weak and very long (respectively)

TWO SPADES

		1NT	(2S=S) NATURAL	[THE BID SUIT ONLY]
		1NT	(2S=4+S/4+m)	[THE BID SUIT AND AN UNKNOWN SECOND SUIT, NOT H]
1NT	2S*	Pass		Neutral; delayed DBL=PEN; delayed 3C/4C=COMP
		DBL*		NEG, INV+; later DBL=COOP TAKEOUT, 3S asks stopper. With m+H, opener often bids m first. With only H, opener bids 3H=minimum, 3S=4H, maximum, 4H=5H
		2NT*		COMP+ C, COMP D/H (Pass 3C or bid 3D/3H) or FG 4H/5+C (then 3S) or 5+C plus S stopper (then 3NT)
		3C*		D, INV+, then 3S*=D+H; 3H*=D+C, 3NT*=D+S stopper (more or less)
		3D*		H, INV+
		3H*		0=4=(54), FG
		3S*		C+D, FG
		3NT		NAT (if based on a minor [likely], then no S stopper: else 2NT*=C/3C*=D)
		4C*		Gerber
		4R*		Texas (we could belong in S)
		4S*		C+D, weak and very long
1NT	2S*	2NT*	Pass	
3C				Normal values
3D*				"Accepting" an INV 3C (responder's WORST hand is COMP/INV)
		Pass		D, COMP
		3H		H, COMP
		3S*		5+C/4H, FG
		3NT		5+C plus S stopper, FG
		4C		Sorry, partner, I was stretching, NF
1NT	2S	3C*	Pass	
3D				Minimum, rejecting the INV
3H				NAT (4+H), extras
3S*				Good hand for D, no S stopper
3NT				NAT, extras, stopper(s)
1NT	2S	3C*	Pass	
3D		3H*		5+D/4C, FG (with 5/5, bid 3S* over 2S)
		3S*		5+D/4H
		3NT		(5)/6+D plus a S stopper

Attempt to play 4/4 Major fit from opener's side, hence 3S rather than 3H with 4H. 3H therefore can show the other remaining side suit (here C) and 3NT shows one-suited D/FG, with a S stopper. Thus, with merely COMP one-suiters, use lebensohl and pass 3C or convert to 3D/3H. Converting 3C (or 3D) to 3S shows FG values, 4H/5+C while converting to 3NT shows 5+C and a full S stopper (else jump to 3NT directly with no stopper). As there is no other way to invite in C the lower limit for a one-suited C hand is somewhere between COMP/INV, a hand that shouldn't be hurt in 4C. With worse, pass over 2S and hope to back in with C later if the auction takes a favorable turn. It's so likely that you'll be outbid anyway with a modest C COMP hand that losing this possibility is a small price to pay for having everything else in place.

1NT (2S=C) TRANSFER OVERCALL [ONE KNOWN SUIT, NOT BID]

1NT	2S*Pass	Neutral, Delayed DBL=PEN, Delayed 3x COMP
	DBL	NEG DBL of C (INV+; later DBL OF C=COOP TAKEOUT)
	2NT*	4=4=5=0, FG
	3C*	D, INV+, then 3M=5+D/4OM, 3NT=(5)6+D with C stopper
	3D*	H, INV+ (then 3S=NAT, 5+H/4S)
	3H*	S, INV+
	3S*	5+S/5+H, FG
	3NT	NAT (usually no C stopper as will be based on 5+D (else DBL 2S)
	4C*	Gerber
	4R*	Texas

**1NT (2S=S+C) [THE BID SUIT AND A KNOWN SECOND SUIT]
(use similar scheme if 2S=S+D or S+H, adjusting accordingly)**

1NT	2S*Pass	Neutral; later: DBL=PENALTY,
	DBL*	NEG DBL (COMP+ but no forcing passes, later DBL=COOP TAKEOUT)
	2NT*	H or D COMP (lebensohl)
	3C*	D, INV+ (over 3D: 3S*=D+H, 3H/3NT=(5)/6+ D + 1/2/full S stopper; after 3C-3H: 3S=C stopper and opener can pass 3NT with ½ S stopper)
	3D*	H, INV+
	3H*	D, FG, 1/2 C stopper, no S stopper (then 3S=S stopper)
	3S*	D, FG, full C stopper, no S stopper)
	3NT	NAT, non-specific (tactical considerations may apply)
	4C*	Gerber
	4R*	Texas (we might belong in 4S)

1NT	(2S=C or D)	[ONE OF TWO UNKNOWN SUITS, NEITHER BID]
1NT	(2S=C, or D+H) "SUCTION"	[SPECIFIC ONE- OR TWO-SUITER, NOT BID S]
1NT	(2S=C+D or C+H or D+H)	[ONE OF THREE TWO-SUITERS, NOT S]

1NT	2S *	Pass	Neutral; later DBL=T/O; later 2NT=NAT/COMP; 3m=COMP
		DBL*	NEG, "cards" (INV+; later: DBL=COOP PEN, 2NT=NAT/INV)
		2NT*	C, INV+ (then 3D*=C+H, 3H*=C+S, 3S*=C+D, 3NT*=6+C)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+H; 3NT*=6+D)
		3D*	H, INV+
		3H*	S, INV+
		3S*	5+H/5+S, FG
		3NT	NAT, no stopper information, often a gamble based on a long suit
		4C*	Gerber
		4R*	Texas

1NT (2S=C+D) [TWO KNOWN SUITS, NEITHER BID]
(use similar scheme if 2S=C+H or 2S=D+H (specific 2-suiter, not bid))

1NT	2S*Pass	Neutral, later: DBL=PEN, 3M=NAT/COMP*
	DBL*	NEG "cards" with 4/3+ in (H+S), later: DBL=COOP T/O
	2NT*	lebensohl, COMP: Then: 3D=5+H/5+S, 3M=M
	3C*	5+H/5+S, INV
	3D*	H, INV+
	3H*	S, INV+
	3S*	5+H/5+S, FG+
	3NT*	7=2=2=2 or 2=7=2=2 with AKQxxxx, perhaps a Q or two Js
	4C*	H+S, weak and very long
	4R*	Texas

TWO NOTRUMP

1NT (2NT=C+D) [TWO KNOWN SUITS, NEITHER BID]
(use similar scheme if 2NT=TWO OTHER SPECIFIC SUITS, NEITHER BID)

1NT	2NT*	Pass	Neutral, later DBL=PENALTY, later 3M=COMP
		DBL*	NEG, COMP+; later DBL=COOP T/O
		3C*	H+S, could be just COMP, maybe not 5/5+
		3D*	H, COMP+
		3H*	S, COMP+
		3S*	4S/6+H, FG+
		3NT	4H/6+S, FG+
		4C*	Gerber
		4R*	Texas (then 4NT=RKC, new=XRKCB0314)
		4S	QUANT
		4NT	F6x, seven try

1NT (2NT=C) [ONE SPECIFIC SUIT, NOT BID]

1NT (2NT=C, or C+ANY) [ONE KNOWN SUIT NOT BID, PERHAPS AN UNKNOWN]

1NT	2NT*	Pass	Neutral, later: DBL=PENALTY, Delayed 3x COMP
		DBL	NEG DBL of C (INV+; later DBL OF C=COOP TAKEOUT)
		2NT*	4=4=5=0, FG
		3C*	D, INV+, then 3M=5+D/4OM, 3NT=(5)6+D with C stopper
		3D*	H, INV+ (then 3S=NAT, 5+H/4S)
		3H*	S, INV+
		3S*	5+S/5+H, FG
		3NT	NAT (usually 5+D, no C stopper (else 3C*=D, or if BAL, DBL 2S)
		4C*	Gerber
		4R*	Texas

1NT	(2NT=C or D)	[ONE OF TWO SPECIFIC SUITS, NOT BID]
1NT	(2NT=C, or D+H) "SUCTION" [SPECIFIC ONE-SUITER OR TWO-SUITER]
1NT	(2NT=C+D, or M+m STRONG)	[ONE OF FIVE TWO-SUITERS INCLUDING A MINOR]
1NT	(2NT=ANY ONE-SUITER)	[ONE UNKNOWN SUIT]
1NT	(2NT=ANY TWO-SUITER)	[TWO UNKNOWN SUITS]

1NT	2NT*	Pass	Neutral; later: DBL=COOP T/O; 3D/3M/4C=COMP
		DBL*	NEG, "cards" (INV+; later: DBL=COOP PEN)
		3C*	D, INV+ (then 3H*=D+S, 3S*=D+H; 3NT*=6+D)
		3D*	H, INV+
		3H*	S, INV+
		3S*	C, INV+
		3NT	NAT, no stopper information, often a gamble based on a long suit
		4C*	H+S (opener's 4D*=slam-suitable)
		4R*	Texas

1NT (2NT=H+C or H+D STR) [TWO-SUITER, ONE KNOWN, NEVER S]

1NT	2NT*	Pass	Neutral; later: DBL=PENALTY, 3D/3S/4C=COMP
		DBL*	NEG DBL of H (COMP+; later: DBL H=COOP T/O, others=PEN)
		3C*	D, INV+ (then: 3H*=D+S, 3S*=D+C, 3S/3NT*=5/6D+1/2/full H stop)
		3D*	4=0=(45)
		3H*	S, INV+
		3S*	C, INV+; shows a H stopper unless slam try values
		3NT	NAT, no H stopper, usually long C or D;
		4C*	Gerber
		4R*	Texas (caters ALSO to opponent's PSYCH or FORGET!)

THREE CLUBS

1NT (3C=C) NATURAL [THE BID SUIT ONLY]

1NT	3C	Pass	Neutral, could be a PEN DBL
		DBL*	NEG, BAL or no six-card suit
		3D*	H, "INV"+ (opener assumes max COMP)
		3H*	S "INV"+ (opener assumes max COMP)
		3S*	D, INV+ (in practice, may be stretch)
		3NT	NAT (may be a stretch or a guess)
		4C*	5+S/5+H, perhaps not a great hand (opener's 4D*=slam-suitable)
		4D*	At least a 4H bid (e.g. KQJxxxxx and out)
		4H*	At least a 4S bid
		4S*	At least a 5D bid
		4NT	Blackwood, aces (to invite 6NT, DBL first)
		5C*	4=4=5=0, very strong

1NT (3C=D) TRANSFER OVERCALL [SPECIFIC ONE-SUITER NOT BID]

1NT	3C*	Pass	Neutral, could be PEN DBL of D
		DBL*	NEG DBL of D, BAL or no six-card suit
		3D*	H, "INV"+ (opener assumes max COMP)
		3H*	S, "INV"+ (opener assumes max COMP)
		3S*	C, INV+ (may be a stretch)
		3NT	5+S/5+H, slam try (to reach 3NT if BAL, DBL 3C)
		4C*	5+S/5+H, perhaps not a great hand (opener's 4D=no preference)
		4D*	At least a 4H bid (e.g. KQJxxxxx and out)
		4H*	At least a 4S bid
		4S*	At least a 5C bid
		4NT	Blackwood, aces (to invite 6NT, DBL first)
		5C*	4=4=0=5, very strong

1NT (3C=H) [SPECIFIC ONE-SUITER NOT BID]

1NT	3C*	Pass	Neutral, could be PEN DBL of H
		DBL*	NEG DBL of H, could be BAL 3NT bid
		3D*	C, INV+
		3H*	S, "INV"+ (opener assumes max COMP)
		3S*	D, INV+ (start this way with 5+D/5+C, FG)
		3NT	NAT, probably not BAL (else DBL first)
		4C*	5+C/5+S, slam try
		4D*	5+D/5+S, slam try
		4H*	At least a 4S bid
		4S*	At least a 5C bid
		4NT	Blackwood, aces (to invite 6NT, DBL first)
		5C*	At least a 5D bid

1NT (3C=S) [SPECIFIC ONE-SUITER NOT BID]

1NT	3C*	Pass	Neutral, could be PEN DBL of S
		DBL*	NEG DBL of S, could be BAL 3NT bid
		3D*	H, INV+
		3H*	C, "INV"+ (opener assumes max COMP)
		3S*	D, INV+ (start this way with 5+D/5+C, FG)
		3NT	NAT, probably not BAL (else DBL first)
		4C*	5+C/5+H, slam try
		4D*	At least a 4H bid
		4H*	5+D/5+H, slam try, NF
		4S*	At least a 5C bid
		4NT	Blackwood, aces (to invite 6NT, DBL first)
		5C*	At least a 5D bid
		5D*	5+D/5+H, forcing

1NT (3C=C+H) [TWO KNOWN SUITS, ONE BID]
(use a similar scheme for C+D and C+S, making adjustments)

1NT	3C	Pass	Neutral, could be a PEN DBL
		DBL*	NEG, BAL or no six-card suit
		3D*	NAT, COMP
		3H*	S "INV"+ (opener assumes max COMP)
		3S*	D, INV+
		3NT	NAT (may be a stretch or a guess)
		4C*	5+S/5+D, SPL C, slam try
		4D*	5+S/5+D, SPL H, slam try
		4H*	At least a 4S bid
		4S*	At least a 5D bid
		4NT	Blackwood, aces (to invite 6NT, DBL first)

1NT (3C=ANY 2 SUITS, NOT C) [TWO-SUITER, NEITHER KNOWN, ONE A MAJOR]

1NT	3C*	Pass	Neutral, could be pure PEN DBL, short in C
		DBL*	NEG, BAL or C, INV+
		3D*	H, INV+
		3H*	S, INV+
		3S*	D, INV+
		3NT	NAT, likely based on C (if BAL, start with DBL)
		4C*	5+C/5+M (opener's 4D*=slam-suitable, 4H=pass or correct)
		4D*	At least a 4H bid (e.g. KQJxxxxx and out)
		4H*	At least a 4S bid
		4S*	At least a 5C bid
		4NT	Blackwood, aces (to invite 6NT, DBL first)
		5C*	At least a 5D bid

THREE DIAMONDS

1NT (3D=D) NATURAL [THE BID SUIT ONLY]
1NT (3D=D+ANY) [THE BID SUIT AND ANOTHER UNKNOWN SUIT]

1NT	3D*	Pass	Neutral, could be PEN DBL of D, later: DBL=PEN, 3S/4m=COMP
		DBL*	NEG DBL "cards": could cover a lot of ground, including 5+C/4M FG
		3H*	S, INV+
		3S*	H, FG
		3NT	NAT
		4C*	5+S/5+H, perhaps not a great hand (opener's 4D*=slam-suitable)
		4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
		4H	NAT, PRE
		4S	NAT, PRE
		4NT	Blackwood, aces (to invite 6NT, DBL first)
		5C*	4=4=0=5, very strong

1NT (3D=D+H) [TWO SUITS KNOWN, ONE OF THEM BID]
(use similar scheme if 3D=H+S, with some modifications if 3D=D+C)

1NT	3D*	Pass	Neutral, could be PEN DBL of D, later: DBL=PEN, 3S/4C=COMP
		DBL*	NEG DBL "cards": could cover a lot of ground
		3H*	S, INV+
		3S*	C, INV+
		3NT	NAT
		4C*	5+S/5+C, SPL D
		4D*	5+S/5+C, SPL H
		4H*	S
		4S*	6+C, BAL slam invite
		4NT	Blackwood, aces
		5C	NAT, PRE

1NT (3D=H+S) [KNOWN TWO SUITER, NEITHER BID]

1NT	3D*	Pass	Neutral, could be PEN DBL of M(s), later DBL=PEN, 4m=COMP
		DBL*	"Cards" if both C+D, then 2=2=(5/4)
		3H*	C+D, COMP/INV (opener's 3S=game interest opposite COMP)
		3S*	C+D, FG, 3NT possible
		3NT	NAT, often based on a minor (else DBL first)
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
		4H*	SPL, C+D
		4S*	SPL, C+D
		4NT	Blackwood, aces
		5m	NAT, PRE

1NT (3D=H) [ONE KNOWN SUIT, NOT BID]
1NT (3D=H or H+C or H+D) [TWO-SUITER, ONE KNOWN, NOT BID]

1NT	3D*	Pass	Neutral, could be PEN DBL of H/C/D; later: DBL=PEN, 3S/4m=COMP
		DBL	NEG DBL of H; later: DBL=COOP T/O
		3H*	S, INV+
		3S*	C, INV+
		3NT	NAT, often based on a minor (else DBL first)
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	5+S/6+m, slam try (else 3H*): 4H*=slam-suitable (then 4S=C/4NT=D)
		4H*	S, Texas
		4S*	C+D, weak and very long
		4NT	Blackwood, aces
		5C*	NAT, PRE

1NT (3D=6+S or 6+H) "MULTI" [ONE OF TWO SPECIFIC SUITS, NOT BID]

1NT	3D*	Pass	Neutral, later: DBL 3M=T/O (COMP), 3NT=C+D, 3S=COMP
		DBL	"Cards": later: DBL=COOP PEN, 3NT=NAT, CUE=C+D
		3H	S, INV+
		3S	H, FG
		3NT	NAT, based on a minor (else DBL first)
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
		4M	NAT, PRE
		4NT	Blackwood, aces
		5m	NAT, PRE

1NT (3D=ANY TWO SUITS) [TWO-SUITER, NEITHER KNOWN]

1NT	3D*	Pass	Neutral: later: PEN DBL of D, COOP PEN of others, bids=COMP
		DBL	"Cards": later: DBL=COOP PEN, 3NT=NAT
		3H*	S, INV+ (start this way with 5+S/5+H
		3S*	H, FG (but DBL 3D with 4S/5H and non-slam values)
		3NT	NAT, based on a minor (else DBL first)
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
		4M	NAT, PRE
		4NT	Blackwood, aces
		5m	NAT, PRE

THREE HEARTS

1NT (3H=H) NATURAL	[THE BID SUIT ONLY]
1NT (3H=H+ANY)	[THE BID SUIT AND ANOTHER UNKNOWN SUIT]

1NT	3H*	Pass	Neutral, could be PEN DBL of H, later: DBL=PEN, 4x=COMP
		DBL*	NEG DBL "cards": could cover a lot of ground, including 5+m/4S FG
		3S	NAT, FG (could be a stretch)
		3NT	NAT, often based on a minor (DBL first with BAL hand)
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
		4H*	C+D, FG (opener's 4S=slam-suitable, 4NT=NAT)
		4S*	NAT, PRE
		4NT*	C+D, weak(er) and long
		5m	NAT, PRE

1NT (3H=H+S)**[TWO SUITS BOTH KNOWN, ONE OF THEM BID]****(use similar approach when 3H=H+C or H+D, i.e. BOTH KNOWN, ONE BID)**

1NT	3H*	Pass	Neutral, could be PEN DBL of M(s), later: DBL=PEN, 3NT=C+D, 4x=COMP
		DBL*	"Cards" if both C+D, then 2=2=(5/4)
		3S*	C+D, INV+, 3NT possible
		3NT	NAT, often based on a minor (else DBL first)
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
		4H*	SPL, C+D
		4S*	SPL, C+D
		4NT*	C+D, weak(er) and long
		5m	NAT, PRE

1NT (3H=S)**[ONE KNOWN SUIT, NOT BID]****1NT (3H=S or S+m)****[TWO SUITS, ONE KNOWN, NEITHER BID]**

1NT	3H*	Pass	Neutral, could be PEN DBL of S/C/D; later: DBL=PEN, 4x=COMP
		DBL	NEG DBL of S; later: DBL=COOP T/O, 3NT=C+D, 4H=flexible
		3S*	H, FG (could be a stretch with 6+H)
		3NT	NAT, often based on a minor (else DBL first)
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
		4H*	NAT, PRE
		4S*	C+D, FG values (opener's 4NT= slam-suitable)
		4NT*	C+D, weak(er) and long
		5C*	NAT, PRE

THREE SPADES**1NT (3S=S) NATURAL****[THE BID SUIT ONLY]****1NT (3S=S+ANY)****[THE BID SUIT AND ANOTHER UNKNOWN SUIT]**

1NT	3S*	Pass	Neutral, could be PEN DBL of S, later: DBL=PEN, 4x=COMP
		DBL*	NEG DBL "cards": could cover a lot of ground, including 5+m/4H FG
		3NT	NAT, often based on a minor (DBL first with BAL hand)
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	6+H FG: 4H=SCRAMBLE, 4S/5m=H FLAG, 4NT=NT FLAG, 5H=TRUMPS
		4H*	6+C, FG (4S=SCRAMBLE. 4NT=NAT, 5C=C FLAG)
		4S*	C+D, FG (opener's 4NT=slam suitable)
		4NT	C+D, weak(er) and longer
		5m	NAT, PRE

1NT (3S=S+D) [TWO SUITS BOTH KNOWN, ONE OF THEM BID]
(use similar approach when 3S=S+C or S+H, i.e. BOTH KNOWN, ONE BID)

1NT	3S*Pass	Neutral, could be PEN DBL of S/D, later: DBL=PEN, 4x=COMP
	DBL*	NEG DBL "cards": could cover a lot of ground, including 5+C/4H FG
	3NT	NAT, often based on C (else DBL first)
	4C*	6+C FG (4D=SCRAMBLE, 4NT=NT FLAG, 5C=TRUMPS, 4M=C FLAGS)
	4D*	6+H FG: 4H=SCRAMBLE, 4S/5m=H FLAG, 4NT=NT FLAG, 5H=TRUMPS
	4H	NAT, PRE
	4S*	D+H, slam try (opener's 4NT=NAT, 5C=slam-suitable)
	4NT*	Blackwood, aces
	5C	NAT, PRE

1NT (3S=H) [ONE KNOWN SUIT, NOT BID]

1NT (3S=H or H+m) [ONE OR TWO SUITS, ONE KNOWN, NEITHER BID]

1NT	3S*Pass	Neutral, could be PEN DBL of H/m; later: DBL=PEN, 4x=COMP
	DBL	NEG DBL of H; later: DBL=COOP T/O, 4S=flexible
	3NT	NAT, covers a lot of ground
	4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
	4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
	4H*	6+S FG
	4S*	C+D, FG values (opener's 4NT= slam-suitable)
	4NT*	C+D, weak(er) and long
	5m	NAT, PRE

THREE NOTRUMP

1NT (3NT=C+D) [TWO SUITS, BOTH KNOWN]

1NT	3NT* Pass	Neutral, could be pure PEN DBL of C/D; later: DBL=PEN, 4M=COMP
	DBL	NEG "cards" but not 5+H/5+S, later: DBL=COOP T/O, 4M=flexible
	4C*	5+H/5+S, perhaps not a great hand (opener's 4D=slam-suitable)
	4D*	6+H FG, could be a stretch
	4H*	6+S FG: 4S=SCRAMBLE, 5m/5H=S FLAG, 4NT=NT FLAG, 5S=TRUMPS
	4S	NAT, limited (which gives 4H* some integrity: that's the distinction)
	4NT	Blackwood, aces
	5C*	5+H/5+S, C void
	5D*	5+H/5+S, D void
	5H	AKxxx QJ10xxxxx --- --- (for example)
	5S	QJ10xxxxx AKxxx --- --- (for example)

1NT (3NT=H+S) [TWO SUITS, BOTH KNOWN]

1NT	3NT* Pass	Neutral, could be pure PEN DBL of H/S; later: DBL=PEN, 5m=COMP
	DBL	NEG "cards", later: DBL=COOP T/O
	4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
	4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
	4H*	C+D, SPL H
	4S*	C+D, SPL S
	4NT	Blackwood, aces
	5m	PRE
	5H*	C+D, void H, first-rd S control
	5S*	C+D, void S, first-rd H control

1NT	(3NT=ANY TWO-SUITER)	[TWO SUITS, NEITHER KNOWN]
1NT	(3NT=ANY STRONG ONE-SUITER)	[ONE UNKNOWN SUIT, NOT BID]

1NT	3NT*	Pass	Neutral; later: DBL=PEN, 4M/5m=COMP, 4NT=two-suiter
		DBL	NEG-style; BAL with length in H+S
		4C*	6+D INV+ (4D=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, else D FLAGS)
		4D*	H, FG, but could be a stretch
		4H*	S, FG, but could be a stretch
		4S*	C, FG (opener's 4NT=NAT)
		4NT*	C+D, FG (else pass, then 4NT)
		5m	NAT, PRE
		5H	AKxxx QJ10xxxxx --- --- (for example)
		5S	QJ10xxxxx AKxxx --- --- (for example)

FOUR CLUBS

1NT	(4C=C)	NATURAL	[THE BID SUIT ONLY]
1NT	(4C=C+ANY		[TWO SUITS, ONE BID, OTHER UNKNOWN]

1NT	4C	Pass	Neutral, could be PEN DBL of C
		DBL	NEG DBL "cards" (could be 5+S/5+H stretch)
		4D*	H
		4H*	S
		4S*	D (4NT=NAT, 5C=D FLAG)
		4NT	NAT
		5C*	4=4=5=0, very strong
		5D*	5+S/5+H, slam try

1NT	(4C=C+H)	[TWO SUITS, BOTH KNOWN, ONE BID]
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1NT	4C*	Pass	Neutral, could be PEN DBL of C/H
		DBL	NEG DBL "cards": later: DBL=COOP T/O
		4D*	5+S/5+D, "COMP"
		4H*	S
		4S*	D, FG
		4NT	NAT
		5C*	5+S/5+D, very strong
		5D	PRE

1NT	(4C=H+S)	[TWO SUITS, BOTH KNOWN, NEITHER BID]
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1NT	4C*	Pass	Neutral, could be PEN DBL of M(s)
		DBL	NEG DBL "cards": later: DBL=COOP T/O
		4D*	6+C FG: 4H=SCRAMBLE, 4S=C FLAG, 4NT=NT FLAG, 5C=TRUMP FLAG
		4H*	6+D, FG: 4S=SCRAMBLE, 4NT=NT FLAG, 5D=TRUMPS, 5C=D FLAG
		4S*	C+D, SPL H
		4NT	C+D, SPL S
		5m	PRE
		5H*	C+D, void H, first-rd S control
		5S*	C+D, void S, first-rd H control

	1NT	(4C=D)	[KNOWN ONE-SUITER, NOT BID]
	1NT	(4C=D+ANY)	[TWO-SUITER, ONE KNOWN, NEITHER BID]
		(use similar transfer scheme if 4C=H or 4C=S or 4C=KNOWN M+ANY)	
1NT	4C*	Pass	Neutral, could be PEN DBL of D
		DBL	NEG DBL of D "cards" (could be 5+S/5+H stretch)
		4D*	H
		4H*	S
		4S*	C
		4NT	NAT
		5C*	4=4=0=5, very strong
		5D*	5+S/5+H, slam try
	1NT	(4C=D, or H+S)	"SUCTION" [SPECIFIC ONE- OR TWO-SUITER, NOT BID]
	1NT	(4C=H or S or D)	[UNKNOWN ONE-SUITER, NOT BID]
1NT	4C*	Pass	Neutral, could be PEN DBL of any suit(s); later 4NT over 4M=D+C
		DBL*	NEG DBL of D "cards" or 5+S/5+H
		4D*	H
		4H*	S
		4S*	C
		4NT	NAT
		5C*	D
		5D*	5+S/5+H, slam try

FOUR DIAMONDS

	1NT	(4D=D)	NATURAL	[THE BID SUIT ONLY]
	1NT	(4D=D+ANY)		[THE BID SUIT AND A SECOND SUIT, UNKNOWN]
1NT	4D	Pass		Neutral, could be PEN DBL of D
		DBL*		NEG, "cards" or 5+S/5+H
		4M		NAT
		4NT		NAT
		5C		NAT
		5D		Slam try, probable shortness, nothing specific
		5M		Slam try, stronger than 4M, nothing specific
		5NT		Pick a slam; bid suits upwards
	1NT	(4D=H)		[KNOWN ONE-SUITER NOT BID]
	1NT	(4D=H+m)		[TWO-SUITER, ONE KNOWN, NOT BID]
1NT	4D*	Pass		Neutral, could be PEN DBL of H; later: 4NT=C+D
		DBL*		NEG DBL of H "cards": later: 4NT=C+D
		4H*		S
		4S*	C	
		4NT		NAT
		5C*		D
		5D*		S+C, very strong
		5H*		Slam try, probable shortness, nothing specific
		5S		QJ10xxxxx --- AKxxx ---- (for example)
		5NT		Pick a slam; bid suits upwards

1NT (4D=H+S) [TWO SUITS, BOTH KNOWN, NEITHER BID]

1NT	4D*	Pass	Neutral, could be PEN DBL of M(s); later 4NT=C+D
		DBL	NEG DBL "cards": later: DBL=COOP T/O, 4NT=C+D
		4H*	6+C, FG: 4S=SCRAMBLE, 4NT=NT FLAG, 5C=C FLAG
		4S*	6+D, FG: 4NT=NT, 5C=D FLAG, 5D=Raise
		4NT	NAT
		5m	PRE
		5M*	C+D, void M, first-rd S control
		5NT	Pick a slam; bid suits upwards

1NT (4D=7+S or 7+H: MULTI) [ONE OF TWO SUITS, NOT BID]

1NT	4D*	Pass	Neutral, could be PEN DBL of M(s); later 4NT=two suits
		DBL*	"Cards" later: DBL=COOP T/O, 4NT=two suits
		4M	NAT
		4NT	NAT
		5m	NAT
		5M	Slam try, stronger than 4M, nothing specific
		5NT	Pick a slam; bid suits upwards

1NT (4D=H, or S+C) "SUCTION" [SPECIFIC ONE- OR TWO-SUITER, NOT BID]

1NT (4D=H or S or C) [UNKNOWN ONE-SUITER, NOT BID]

1NT	4D*	Pass	Neutral, could be PEN DBL of any suit(s); later 4NT over 4M=two suits
		DBL*	NEG DBL of H "cards": later: DBL=COOP T/O, 4NT=two suits
		4M	NAT
		4NT	NAT
		5m	NAT
		5M	Slam try, stronger than 4M, nothing specific
		5NT	Pick a slam, bid suits upwards

FOUR HEARTS

1NT (4H=NAT) [THE BID SUIT ONLY]

1NT	4H	Pass	Neutral, could be PEN DBL of 4H
		DBL*	NEG "cards": convert 4S to 4NT=C+D
		4S	NAT
		4NT	NAT
		5m	NAT
		5H*	Slam try/force; nonspecific
		5S	Slam try, stronger than 4S
		5NT	Pick a slam; bid suits upwards

1NT (4H=S) TRANSFER OVERCALL [ONE KNOWN SUIT, NOT BID]
1NT (4H=S+m) [ONE KNOWN SUIT PLUS ANOTHER, NEITHER BID]

1NT 4H* Pass Neutral, could be PEN DBL of S; later: 4NT=two suits
 DBL NEG DBL of S; later: DBL=COOP T/O, 4NT=two suits
 4S C+D (4NT not a contract: therefore opener's 4NT=slam-suitable)
 4NT NAT
 5m NAT
 5H NAT
 5S* Slam force, nonspecific
 5NT Pick a slam; bid suits upwards

1NT (4H=S, or C+D) "SUCTION" [SPECIFIC ONE- OR TWO-SUITER, NOT BID]
1NT (4H=S or C or D) [UNKNOWN ONE-SUITER, NOT BID]

1NT 4H* Pass Neutral, later 4NT over 4S=2 suits, 5H=COMP, DBL=PEN
 DBL* NEG DBL of S "cards": later: DBL=COOP T/O, 4NT=two suits
 4S/5m NAT
 4NT NAT
 5M Slam try, stronger than 4S or Pass-then-5H, nothing specific
 5NT Pick a slam, bid suits upwards

FOUR SPADES

1NT (4S=NAT) [THE BID SUIT ONLY]

1NT 4S Pass Neutral, could be PEN DBL of S
 DBL NEG "cards"
 4NT Two suits, or STR with H: may reach 6H (as 5D-5H suggests C+H or H)
 5m NAT
 5H NAT
 5S* Two suits
 5NT Pick a slam; bid suits upwards

1NT (4S=C+D) [TWO KNOWN SUITS, NEITHER BID]

1NT 4S*Pass Neutral, could be PEN DBL of m(s): later: 5M=COMP, DBL=PEN
 DBL NEG "cards" (transferable values)
 4NT NAT
 5m* H+S, SPL m
 5M NAT
 5NT F6NT, invites seven

1NT (4S=C) TRANSFER OVERCALL [ONE KNOWN SUIT, NOT BID]
1NT (4H=C+R) [ONE KNOWN SUIT PLUS ANOTHER, NEITHER BID]

1NT 4S*Pass Neutral, could be PEN DBL of C/R; later 5x=COMP
 DBL NEG "cards"
 4NT NAT
 5C* Two suit, STR
 5M NAT
 5NT Pick a slam; bid suits upwards

1NT	(4S=C or D+H)	“SUCTION”	[SPECIFIC ONE- OR TWO-SUITER, NOT BID]
1NT	(4S=C or D or H)		[UNKNOWN ONE-SUITER, NOT BID]

1NT	4S *	Pass	Neutral, later 5x=COMP, DBL=PEN
		DBL*	“Cards”: later: DBL=COOP PEN
		4NT	NAT
		5x	NAT
		5NT	Pick a slam, bid suits upwards

2NT "FAMILY" STRUCTURE

RANGE: 2NT=20+ to 22 HCP (assume 6 controls, A=2, K=1)
 2C-2D; 2NT=23-24 HCP (assume 6 controls)
 2C-2D; 2H*-2S*; 2NT=25+ HCP (assume 7 controls)
 2C-2M*; 2NT=unlimited (where 2M=2+ controls, artificial)

NOTE: These sequences comprise the "2NT FAMILY" and the structure that follows applies to all of these auctions that arrive at 2NT

NOTE: 2C-2D; 3NT is of a DIFFERENT species, i.e. not part of the "2NT FAMILY"

This sequence shows a 9-trick hand based on a long suit, e.g. Kx Ax AKQxxxx Ax

SPECIFICS:

Weak doubleton, unstopped suit, five-card major, six-card minor, singleton honors (bad pattern) are all acceptable (long suits count in evaluation for range). Tend to be conservative in range-showing decisions (responder bids aggressively). Avoid 2NT opening with 5M422 pattern unless honors strength in short suits. With 4M5m22, use judgment in re 2NT vs a reverse (which is forcing) or jump shift (which is game-forcing), considering that responder will *a priori* place opener with an unbalanced hand when he reverses (that opinion may change as the auction progresses).

DIRECT RESPONSES

2NT	Pass	Responder tries for odds-against suit game rather than settle for unlikely 2NT, i.e. with: Qxxx xxxx x xxxx, try Stayman. Also, with a poor hand and 5-card M, do not "use judgment," i.e. ALWAYS transfer. Pass is invariably a bad balanced hand or one with no 4-card major and only a bit of shape.
3C		"Stayman" but no major promised (if no M, should hold 3H)
3D*		Transfer to H (or "WALSH" relay: 4441s or SPL H with 6/4 minors (either way)
3H*		Transfer to S (always shows S)
3S*		Puppet to 3NT (END or slam try with 6+m, 5+C/5+D or SPL S w/ 6/4 minors (either)
3NT*		"CONFIT," balanced slam try (could be 5332 or 5m422)
4C*		"SUPERCONFIT," balanced (not 4333) seven-try, F6NT
4D/4H*		Texas Transfers to 4H /4S respectively
4S/4NT*		RKCB1430-C/RKCB1430-D respectively, long C/D suits (respectively)
5C*		Gerber
5D		Natural, signoff, usually a shot of sorts
5H/5S*		Raise one level with the ace or king of trumps, two with both
5NT		4333, F6NT, "power invite" to seven
Others		Signoffs, gambles

STAYMAN SEQUENCES

2NT	3C	FG (unless responder passes opener's rebid)
3D		No 4-card+ M
3H		4/5H; if 4H, then 4S still possible
3S		4S, not 4H (i.e. bid H first with 4H/4S)
3NT*		5S (responder's 4H=transfer to 4S; others=natural)

2NT	3C	
3D	3H*	4+H/5+S (opener can advance-cue in support of S)
	3S*	4S/5+H (as above); i.e. "SMOLEN TRANSFERS"
	3NT	Signoff opposite "expected" range
	4C	"Natural," usually with 4M (but 4D/5C and even 4C/5D are possible)
	4D*	Slam try with 5/5+ H/S
	4H*	Exactly 4H/longer D, at least mild slam interest
	4S*	Exactly 4S/longer D, at least mild slam interest
	4NT	"Weakest" minor two-suiter type, e.g. x x Qxxxx J10xxxx
	5C/5D	Natural, fairly weak (jump to 5D implies 4-card M; else 2NT-5D)
	5H*	Slam drive, 04(54); e.g. --- AQxx Q10xxx KJxx
	5S*	Slam drive, 40(54); e.g. KQxx --- A10xx QJxxx
	5NT*	Weakest minor two-suiter slam shot, e.g. x --- Qxxxxx Kxxxxx
	Others	Signoffs, gambles.

2NT	3C	
3D	3H*	SMOLEN
3NT	4H*	Game only, 5/5+ M's (if stronger "raise" 3D to 4D*)
	4C	5=4=0=4, or 5=4=1=3, i.e. "length" natural slam try (the way to back into 3/5 C)
	4D	5=4=4=0, or 5=4=3=1, i.e. "length" natural slam try (the way to back into 3/5 D)
	4S	6/4 concentrated, mild slam try: e.g. KJ10xxx QJ10x xx x (else Texas)
	4NT	5=4=2=2 slam try, NF

2NT	3C	
3D	3H*	SMOLEN
3S/4m		3S (Fit)
	4m/5m*	SPL (THE SHORTNESS RULE: 5/4+ FG opposite prime fit, next=SPL)
	4NT	RKCB1430-S

2NT	3C	
3D	3S*	SMOLEN
4H/4m		3H (Fit)
	4m/5m*	SPL (THE SHORTNESS RULE)
	4S*	RKCB1430-H

2NT	3C	
3D	4C	
4D		Natural, 4+D (catering to e.g. xxx x Qxxx AKxxx); opener has 4+m
4M		Unambiguous cue-bids for clubs
4NT		Natural, club fit, slow hand
5C		Encouraging raise, good controls (else cue M)
5D/5M*		Fit-showing slam drives, concentrations, e.g. AKQ Axx Axx KQxx (5S); responder might hold, e.g. Jxxx Kxx x Axxxx (or better)!
5NT		Natural, club fit, maximum, NF; e.g. AQx KQx AQx AJ10x

2NT	3C	
3H	3S*	All hands with 4S; also hands preparing to make a slam try with both MAJORS that have no superior auction (splinter, RKCB, 4m first)
	3NT*	Not 4S, not 4H: therefore 3H/suitable dummy for 4/3 or 5/3 4H
	4C	Not 4S, therefore either secondary H (slam try) or secondary D
	4D	Not 4S, therefore either secondary H or C
	4H	Signoff
	4S*	RKCB430-H
	4NT*	"Weakest" minor two-suiter type, e.g. x x Qxxxx J10xxxx
	5m*	Splinters for H
	5H*	S SPL for H (4S/4NT unavailable)
	5S*	GSF in H, e.g. AKxxxxx Qxxxxx --- --- (sure!)
	5NT*	Weakest minor two-suiter slam shot, e.g. x --- Qxxxxx Kxxxxx
	Others	Signoffs, gambles.

2NT	3C	
3H	3S*	
3NT		Not 4S
4S		4S, not slam-suitable
4x*		Advance cue, agreeing S

2NT	3C	
3H	3S*	
3NT	4m	Natural, 4S/5+m, at least moderate slam interest (opener's 4NT signoff)
	4H*	4+S/4+H, mild slam try
	4S*	4+S/4+H; stronger slam try (opener's 4NT asks for m SPL: bid it)

2NT	3C	
3H	4C	5+C/4H or 5+C/4D
4D		NAT, 4+D
4H*		SCRAMBLE (not slam-suitable): responder's 4NT is a signoff over 4H (5+C/4D)
4S*		FLAG for H+D responder's 4NT=RKCB1430-H; 5C=try for 6D; 5D/5H=NF
4NT*		FITLESS FLAG (control-rich, no obvious fit)
5C*		FLAG for H+C (with weaker club raise SCRAMBLE with 4H and bid C next)

2NT	3C	
3H	4C	5+C/4H or 5+C/4D
4D		NAT, 4+D
	4H*	5+C/4H, but NF
	4S*	5+C/4H, stronger slam try (4NT relays for SPL: 5C=D, 5D=S "upwards")
	4NT*	5+C/4D; NF
	5C*	5+C/4D; RKCB1430-D
	5D	5+C/4D; forward-going
2NT	3C	
3H	4C	5+C/4H or 5+C/4D
4H*		*SCRAMBLE
	Pass	5+C/4H, minimum slam try
	4S*	RKCB1430-H
	4NT*	5+C/4D, NF
	5C*	6C/4D; NF
	5D*	5+C/4H, stronger slam try
2NT	3C	
3H	4D	5+D/4H, or 5+D/4C
4H*		SCRAMBLE
4S*		FLAG for H+D: resp's 4NT=RKCB1430-H; 5C=try for 6D; 5D/5H=NF
4NT		FITLESS FLAG
5C*		General FLAG for H+C: resp's 5D=Last Train-H; 5H=NF, 5S/5NT=7C tries
5D*		Trumps FLAG for H+D
2NT	3C	
3H	4D	5+D/4H, or 5+D/4C
4H*		*SCRAMBLE
	Pass	5+D/4H, minimum slam try
	4S*	RKCB1430-H
	4NT*	5+D/4C, NF
	5C*	5+D/4H, stronger slam try
	5D*	6D/4C; NF

2NT	3C	
3S	3NT	Natural, 3/4H
	4C	Natural, any secondary suit
	4D	Natural, secondary H or S
	4H*	Unambiguous slam try agreeing spades, usually 9+ cards in H+S (usually the best move on hands willing to go past 4S)
	4S	The end
	4NT*	"Weakest" minor two-suiter type, e.g. x x Qxxxx J10xxxx
	5C*	RKCB1430-S
	5D/5H	Splinters for S
	5S*	C SPL for S (replacement bid, since 5C=RKCB)
	5NT*	Weakest minor two-suiter slam shot, e.g. x --- Qxxxxx Kxxxxx
	Others	Signoffs, gambles.

2NT	3C	
3S	4C	5+C/4D or 4H or 4S; Opener continues:
4D		NAT, 4+D
4H*		Good hand for C+S (then responder's 4S=S, 4NT/5C=C, 5D/5H=S, 5NT=C)
4S		Signoff (over which non-S raises are C hands)
4NT		Great hand with C fit

2NT	3C	
3S	4D	Natural, secondary H or S; Opener continues:
4H*		Good hand for D or S (then 4S/4NT (RKCB1430)=S, others=D)
4S*		Signoff (over which non-S raises are D hands)
4NT*		RKCB1430-D
5C*		Best D hand unsuitable for RKCB
5D		Exceptional trumps, only one side ace

2NT	3C	
3NT*		5S
	4C	Ostensibly natural.
	4D	Ostensibly natural
	4H	Puppet to 4S; could be prelude to slam try setting S (next 4NT=DI)
	4S*	RKCB1430-S (as can NEVER want to declare from WEAK side)
	4NT*	"Weakest" minor two-suiter type, e.g. x x Qxxxx J10xxxx
	5m/5H*	SPL for S

2NT	3C	
3NT*		5S
	4C/4D	Ostensibly natural.
4R*		Flag for C, but allows for 4S, which responder may have planned (mild S/T)
4S		Very good S (possibly the best game)
4NT		Clear preference for notrump

JACOBY TRANSFER SEQUENCES

The "Walsh" Substructure

2NT 3D* *Transfer to H, but responder MAY NOT have a genuine H type.

If he doesn't have H, he has:

a three-suited slam try OR a slam try with H shortness and 4D/6C or 4C/6D.

Opener may break the transfer ONLY by bidding 3S*, which promises 4/5-card H support and a slam-suitable hand.

Responder CONFIRMS the genuine H type by bidding 3S* or 3NT* over 3H, OR by bidding 3NT over the 3S* transfer break. All other actions DENY 5+H and pinpoint the shortness. This "double transfer" is known as WALSH.

2NT	3D*	Hearts or a strong three-suiter or SPL H, 6/4 either way in the minors
3H	3S*	ALERT! I have a "normal" 5+H hand: Please describe your H support
	3NT*	ALERT! I have a very weak hand with 5H/5m (4C=pass/correct; 4D=great for C)
	4C*	4=4=1=4
	4D*	4=1=4=4
	4H*	1=4=4=4
	4S*	4=4=4=1
	4NT*	2=1=4=6, F1
	5C*	2=1=6=4, F1

2NT	3D*	Hearts or a strong three-suiter or SPL H, 6/4 either way in the minors
3S*		This is the only transfer break: 4/5-card H support with slam-suitability
	3NT*	ALERT! I have 5+hearts, any strength
	4C*	4=4=1=4
	4D*	4=1=4=4
	4H*	1=4=4=4
	4S*	4=4=4=1
	4NT*	2=1=4=6, F1
	5C*	2=1=6=4, F1

After the three-suiter description, opener can sign off in a suit or 4NT or he can ask for controls by bidding responder's short suit (1st step=0 or 1, 2, 3, etc); follow-up rebid of short suit asks for specific queens). Over opener's signoff, responder can ask for controls himself by bidding his short suit (opener starts with 6, etc unless he's confirmed 25+ and so starts with 7) and his follow-up short suit rebid asks for specific queens (queen asks show interest in seven). If responder has shown 2 controls already with a 2H response to 2C he shows specific queens immediately in reply to the first short-suit continuation by opener. If responder has shown 3+ controls (2C-2S) he clarifies, starting with 3, 4, etc, next shows queens.

2NT	3D*	Hearts or a strong three-suiter or SPL H, 6/4 either way in the minors
3H	3S*	ALERT! I have a "normal" 5+H hand: Please describe your H support
3NT		Natural, two-card H support
4C*		Three-card H support, slam-suitable (responder's 4D*=Last Train)
4D*		Three-card H support, not slam-suitable
4H		Four-card H support, but not slam-suitable

Responder may continue over 3NT with a natural bid in a minor, after which FLAGS and SCRAMBLES will apply but essentially related to slam suitability for the minor or other strains rather than hearts.

When opener confirms H support, however, there is less room to maneuver. 4H is a signoff and 4S by either partner is Kickback RKCB1430 for H. 4NT shows an undisclosed four-card or longer minor, over which opener may introduce a minor himself to investigate alternative strains. Other bids show controls.

2NT	3D*	Hearts or a strong three-suiter or SPL H, 6/4 either way in the minors
3S*		The only transfer break: 4/5-card H support with slam-suitability
	3NT*	ALERT! I have 5+hearts, any strength
4C*		I have a four-card minor if you're looking for a four-four fit: then 4D forces 4H
4D*		I have a hand rich in controls with no obvious lead value
4H*		I do not have a four-card minor

When opener confirms 4/5-card H support and a slam-suitable hand, however, there is little room to maneuver. 4H is a signoff and 4S by either partner is RKCB1430 for H. 4NT directly over 4C or after first bidding 4D to force 4H shows an undisclosed four-card or longer minor, over which opener may introduce a minor himself to investigate alternative strains. Other bids show controls.

2NT	3D*	Hearts or strong three-suiter or SPL H, 6/4 either way in the minors
3H	3S*	ALERT! I have a normal 5+H hand
3NT*		Natural, only two hearts
	4C	Natural 5+H/4+C [switching C for D would be an improvement: a memory issue?]
	4D	Natural 5+H/4+D
	4H	Mild slam try with 6/7H

2NT	3D*	Hearts or strong three-suiter or SPL H, 6/4 either way in the minors
3H	3S*	ALERT! I have a normal 5+H hand
3NT*		Natural, only two hearts
	4C	Natural 5+H/4+C
4D*		Scramble - no special positive direction; 4H still possible opposite decent five-card suit, but opener can try 4NT/5C next, which would NOT be encouraging
4H*		Flag -positive for hearts but trumps limited to Hx or HH, 5233/3253/4243
4S*		Flag for C, rich in controls
4NT*		Fitless flag rich in controls, no known 8-card fit
5C*		Flag for C, based on strong trumps (what it SOUNDS like)
5D*		Superflag for C, e.g. Axx Kx Axx AKQ10x

2NT	3D*	Hearts or strong three-suiter or SPL H, 6/4 either way in the minors
3H	3S*	ALERT! I have a normal 5+H hand
3NT*		Natural, only two hearts
	4D	Natural 5+H/4+D
4H*		Scramble, but more suitable for 4H (Hx or HH) than 4NT or 5D. Although this is the worst case "scramble" scenario it is improvable by also using 4S as a scramble.
4S*		Scramble, but more suitable for 4NT or 5D than for 4H (usually weak hearts)
4NT*		Fitless flag, rich in controls
5C*		Flag for D, good controls
5D*		Flag for D, good trumps
5H*		Superflag for D (you'll know it when you see it, to drive to slam)

Summary (After responder's 3D "transfer" and 3S*-3NT; natural 4C/4D):

- (1) Cheapest step is always the scramble [opener NEVER has 3+H]
- (2) When cheapest=4H it shows preference for play in H rather than NT or D
- (3) When cheapest=4H, 4S is also a scramble with preference for NT or D
- (4) When 4D=scramble, 4H is a "flag" (in context) for H with Hx or HH (good doubleton)
- (5) 4NT is always the fitless flag
- (6) 5m-1 (excluding 4NT) is always the flag for the minor, based on good controls
- (7) 5m is always the minor suit flag, based on good trumps
- (8) 5m+1 is a superflag for the minor (truly sensational hand)

After 2NT-3H

Unambiguous transfer to spades, 5+S; opener may "super-accept" (break) the transfer via:

3NT	"General" superflag: typically 8 controls, big trumps, no concentration
4S	"Control" superflag: 9 controls, 4+H, no "concentration (KQJx+)
4H /4m	"Concentration" superflag: 8/9 controls, 3+ aces, HHxx+ in H, a side suit of at least KQJx

Responder's 4H* over a transfer break is a RETRANSFER, not a cuebid

2NT	3H*	
3S	4H*	Specifically 5044, slam interest.
	Others	Standard JTB sequences

2NT	3H*	
3S	4C	Natural, 5+H/4+C ; opener continues:
4D*		"Scramble," i.e. no special positive direction; 4S still possible, but opener can try 4NT/5C next, which would NOT be encouraging
4H*		"Flag" i.e. positive for spades (limited by non "super-accept")
4S*		"Flag" for C, rich in controls
4NT*		"Fitless flag," rich in controls, no known 8-card fit
5C*		"Flag" for C, based on strong trumps (what it SOUNDS like)
5D*		"Superflag" for C, e.g. Kx Axx Axx AKQ10x
5H*		"Superflag" for C, as above with a second spade honor perhaps
5S*		"Double flag" with 3+S/4+C, critical in evaluating best strain for slam

After a "scramble," responder continues to bid out his shape, since secondary and tertiary 8+ card fits are still possible; after a "flag," however, responder's "new" suit bids show shortness (as strain is established; this follows the SHORTNESS RULE: 9+ card in two suits, prime fit, FG auction), cheapest notrump suggests 5422 with some extra values.

2NT	3H*	
3S	4D	Natural, 5+S/4+D; opener continues:
4H*		"Scramble"
4S*		"Flag" for S (cheapest available non-scramble is FLAG for M)
4NT*		"Fitless flag"
5C*		"Flag" for D, good controls
5D*		"Flag" for D, good trumps
5H*		"Superflag" for D (you'll know it when you see it, to drive to slam)
5S*		"Double flag," 3+S/4+D

SUMMARY (After a transfer to spades and responder's natural 4C or 4D rebid):

- (1) Cheapest step is always the scramble
- (2) Next step is always the (limited) flag for the major
- (3) 4NT is always the fitless flag
- (4) 5m-1 (excluding 4NT) is always the flag for the minor, based on good controls
- (5) 5m is always the minor suit flag, based on good trumps
- (6) 5M is always the double flag
- (7) Any other available bid is a superflag for the minor (truly sensational hand)

2NT-3S* (PUPPET TO 3NT)

2NT	3S*	
3NT	Pass	The "unilateral" route to 3NT (contrast with 3C-3H; 3NT)
	4C*	6+C slam interest: (see below)
	4D*	6+D slam interest: (see below)
	4H*	5+C/5+D, H shortness (limited in context of 5H below)
	4S*	5+C/5+D, S shortness (limited in context of 5S below)
	4NT*	1=2=4=6, F1
	5C*	1=2=6=4, F1
	5D*	1=2=6=4, perfecto required for slam (no aces)
	5H*	5/5+ m's, H void, S control, F6
	5S*	5/5+ m's, S void, H control, F6.
	5NT*	5/5+ m's, first round control both M's, F6

2NT	3S*	
3NT	Pass	The "unilateral" route to 3NT (contrast with 3C-3H; 3NT)
	4C*	6+C slam interest:
4D*		Asks SPL: responder shows in order: none/D/H/S(NF)/S(F): then SPL=RKC1430-D
4H*		RKCB1430-C
4S*		Scramble
4NT*		Prime notrump, modest fit
5C*		Trumps Flag
5D*		Superflag

2NT	3S*	
3NT	Pass	The "unilateral" route to 3NT (contrast with 3C-3H; 3NT)
	4D*	6+D slam interest:
4H*		Asks SPL: responder shows in order: none/C/H/S(NF)/S(F)
4S*		RKCB1430-D
4NT*		Scramble, NF
5C*		Prime notrump, modest fit
5D*		Trumps Flag
5H*		Superflag

Summary (After 3S-3NT, 4m natural slam try):

- (1) Cheap step asks SPL: responder shows in order: none/om/H/S(NF)/S(F)
- (2) Second step=RKCB1430-m
- (3) Third step [4S/4NT]=Scramble
- (4) 5m-1=Prime notrump [controls] with modest trump fit
- (5) 5m raise=Trumps Flag
- (6) 5m+1=Superflag for responder's minor

2NT	3S*	
3NT	4H*	5+C/5+D, H shortness
4S*		General slam try: 4NT=minimum/5C=mild try/5D=stronger/5M=cue, 7-try
4NT		Regressive, NF
5m		Regressive
5H		RKCB1430-C, 6 key cards, etc [2+TQ must be enough for 6NT or 7C]
5S		RKCB1430-D, 6 key cards, etc [2+TQ must be enough for 6NT or 7C]
6m		2 aces plus very good trumps, honor-third in other minor

2NT	3S*	
3NT	4S*	5+C/5+D, S shortness
4NT		Regressive, NF
5m		Regressive
5H		RKCB1430-C, 6 key cards, etc [2+TQ must be enough for 6NT or 7C]
5S		RKCB1430-D, 6 key cards, etc [2+TQ must be enough for 6NT or 7C]
6m		2 aces plus very good trumps, honor-third in other minor

2NT	3S*	
3NT	5H*	5/5+ m's, H void, S control, F5NT
5S*		RKCB1430-C (amounts to exclusion with 6KC)
5NT*		RKCB1430-D (amounts to exclusion with 6KC)
6m		Prospects for seven appear poor
6M		Expect to make 6NT, honor-third in both minors
6NT		Mostly major-suit honors

2NT	3S*	
3NT	5S*	5/5+ m's, S void, H control, F5NT.
5NT*		RKCB1430-minors (amounts to exclusion with 6KC+2TQ)
6m		Prospects for seven appear poor
6M		Expect to make 6NT, honor-third in both minors
6NT		Mostly major-suit honors

2NT	3S*	
3NT	5NT*	5/5+ m's, first round control both M's, F6m
6m		Prospects for seven appear poor
6H		F6NT: try for 7C
6S		F6NT: try for 7D
6NT		Mostly major-suit honors

CONFIT

2NT 3NT Balanced slam try, asks for controls

Opener's 1st step=6 (7 when he shows 25+ HCP), 2nd=7, etc

If responder identifies 10+ controls combined, he continues slam search by introducing cheapest 4+ card suit headed by at least the queen (i.e. with some 5422 pattern, bid the 4-card suit first if it is cheaper).

If there are fewer than 10 combined controls, responder signs off at 4NT.

Opener cooperates by introducing similar suits or by raising. If opener has fewer than the expected minimum number of controls for his opening, he must sign off (in notrump) at his first opportunity.

SUPERCONFIT

2NT 4C Balanced grand slam try, forcing to 6NT, controls shown as above (CONFIT).

If all 12 controls are present, search for suit fit can begin (any suit is biddable here, but trump queen and other key queens can/should be identified later if fit is located).

If there are fewer than 12 controls present, the partner who knows this to be true must sign off at 6NT immediately. NOTE: if a grand slam might logically be bid with fewer than 12 controls, it is better to use CONFIT than SUPERCONFIT.

For details, refer to "CONFIT" and "SUPERCONFIT" by George Rosenkranz

TEXAS TRANSFERS

2NT 4D/4H* Forced TRANSFER to next higher suit; responder uses this sequence with 6+ card M (or distributional equivalent) and no slam interest or a one-suited 5-level drive with a side void or a hand that wants to bid RKCB.

2NT 3D*
 3H 3S*
 3NT 4H Mild slam try, 6+H

2NT 3H
 3S 4S Mild slam try, 6+S

2NT 4D*
 4H 4S* RKCB1430-H
 4NT* S void; slam try
 5m* Voids, slam tries.
 5H xx AKJxxxx xx xx (more or less): with HQ to replace HJ: 2NT-3D; 3H-5H
 5S* GSF-H
 5NT 6H322, choice of slams
 6NT 6H322; try for seven

2NT 4H*
 4S 4NT* RKCB1430-S
 5m/5H* Voids
 5S AKJxxxx xx xx xx (more or less): with SQ to replace SJ: 2NT-3H; 3S-5S
 5NT 6S322; choice of slams
 6C* GSF-S
 6NT 6S322; try for seven

NOTE: Might wish to treat those void-showing bids as EXCLUSION RKCB0314 instead

MINOR SUIT "TEXAS"

2NT 4S RKCB1430-C
 4NT RKCB1430-D

You might instead wish to treat 4S and 4NT as specific types of minor suit slam tries, say something like:

e.g. Kx xx AQxxxxxx xx (4NT)
 Ax xx xx KQ10xxxx (4S)

If opener bids beyond 4NT, he shows key cards; opener may sign off in 4NT over 4S.

2C OPENING

Strong, artificial and game-forcing except: 2C-2D; 2NT

RESPONSES:

2D*	0 or 1 control
2H*	2 controls
2S*	3 or more controls
2NT*	Any AKQ10xx, AKJ10xx, AQJ10xx, or KQJ10xx (or longer)
3x*	Transfer to next higher suit: AKJxxx, AQJxxx, KQJxxx (or longer)
3NT*	Solid 6-card or longer suit
4x	Broken 8-card suit

[where an ace is two controls; a king is one]

RELATED SEQUENCES:

2C	2D*
2H*	Hearts (second suit possible) OR balanced game force (unrelated to hearts)
2S	Natural, game-forcing (9+ tricks)
2NT	23-24 HCP, semi-balanced
3m	Natural, 10+ tricks
3M	4M/5+D, game force
3NT	Solid C or D or S, no slam, 9+ tricks, stoppers
4C	5=4=0=4, game force (responder's 4D="unbiddable" extras for M; 4NT same for clubs)
4D	5=4=4=0, game force (responder's 5C="unbiddable" extras for M; 4NT same for D)
4M	Signoff, too many controls missing (responder may bid with side void)

2C	2D*
2H*	Hearts (second suit possible) OR balanced game force (unrelated to hearts)
	2S*
	Relay
2NT	Balanced
3C	One-suited heart two-bid inappropriate for jump to 3NT
3D	Hearts and diamonds
3H	Hearts and secondary spades
3S	Hearts and clubs
3NT	Solid hearts, no slam, 9+ tricks, stoppers
4x	Hearts and void (AKx AKQJxxx KQ10 ---; looking for help in side suits)

2C	2D*
2H*	Hearts (second suit possible) OR balanced game force (unrelated to hearts)
	2NT*
	6S
	3C
	6C
	3D*
	6D+3H
	3H*
	6S+3H
	3S*
	6C+3H

All show a long suit headed by the king or queen-jack; else go via "normal" 2S)

2C	2D*	
2S	3NT*	Any SPL for spades (4C asks ... 4D/4H/4S+=C/D/H SPL
	4x*	FIT jump (Q10xxx or better, with at least Hxx of spades)
2C	2D*	
3C	3D*	Artificial, opener may introduce four-card major, play notrump from right side, etc.
	jump-shift*	SPL raise of m, might be only three trumps as 3C is very strong
2C	2D*	
3D	3H	NAT; NOTE: opener does NOT have a 4H/6+D hand
	jump-shift*	SPL raise of m, might be only three trumps as 3C is very strong
2C	2M*	
2NT		Wide variety of balanced and quasi-balanced hands, allowing implementation of "2NT" structure. If opener later asks for controls, first step is 0 after 2D response, 3 after 2S response, but over specific 2H (2 controls), responder shows queens by number 0/1/2
2C	2S*	
3H	4H	F1; 3+ controls and a fit=slam zone

After 2C-3x: "take" by opener, new suit by responder is shortness, else 3NT or self-raise

IN COMPETITION

2C	(DBL)	RDBL	0/1 control
		Pass	2+ controls, unsuitable for a different action
		2x	2+ controls, QJ10xx or better
		2NT+	As w/o competition
2C	(2D)	DBL	0/1 control
		Pass	2+ controls, unsuitable for a different action
		2M	2+ controls, QJ10xx or better
		2NT+	As w/o competition
2C	(2H+)	DBL	Weak (0-4 or so)
		Pass	At least semi-positive values, FG
		2S	2+ controls, QJ10xx or better
		2NT+	As w/o competition
2C	(2x)	Pass	(Pass)
DBL			BAL cooperative takeout
2NT			Stoppers
Suit bid			NAT, FG
Cue			Two suits, FG
Jump 4M (theirs)			NAT, NF
2C	(P)	2D*	(2x/3x)
DBL			Takeout
Pass			PENALTY DBL or a balanced hand not suitable for a notrump bid or takeout double [reopening double=takeout, others=natural]
2C	(P)	2M*	(any): All DBL=PEN

SLAM METHODS:

Splinter bids

Bids showing shortness or unspecified shortness after a fit has been established OR that themselves establish a fit. Strong tendency with hands where other FG trump-setting bids are available (by hands that "could be at least minimum opening-bid strength") for SPL bidder to deliver ace or king in both "side" suits, at least queen of trumps (choose another auction otherwise). If "fit" seems more important, that takes precedence to "shortness" in ambiguous-sounding auctions ... (e.g. 1S-1NT; 2H-4D=diamond values, big fit for hearts). The list includes:

- (i) Double jump shift after a major opening
- (ii) Double jump to 4C/4D after 1m-1H; 1S
- (iii) Single jump in third suit after opener rebids his minor
- (iv) After 1C-1D; 1M (jump to 3OM by responder: C or OM SPL)
- (v) Opener's jump shift or jump reverse after a 2/1 response to 1H/1S
- (vi) After a 2NT rebid by opener after a 2/1 response (e.g. 1S-2C; 2NT-4D);
- (vii) After 2C opener rebids 3m (jump shift by responder)
- (viii) After 2C opener rebids 2S (3NT by responder: unspecified SPL)
- (ix) Responder's second or third bid after an inverted raise and 2H* rebid by opener
- (x) Opener's third bid (not 3NT or 4C) after an inverted raise, 2H* rebid and SPL response
- (xi) Opener's third bid after an inverted raise, ART game try, and relay
- (xii) Opener's 3D/3M rebids after a 2NT response to 1C/1D
- (xiii) Opener's new-suit rebid after 1M-2M (2NT=SPL S after 1H-2H)
- (xiv) 1S-2S; 2NT*-3NT and 1H-2H; 2S*-3S* (unspecified three-trump SPL)
- (xv) New suit by opener after 1M-2m; 3m-3M
- (xvi) New suit by responder after making a FIT-showing jump
- (xvii) Responder's next bid after Smolen hits an eight-card fit
- (xviii) After 1m-1M; 2NT-3C* (responder's bid in OM/om)
- (xix) After 1M-2x; 2y-2M (cheap bid in x or fourth suit)
- (xx) New suit [not cheapest, which is relay] by opener after both light/strong SPL
- (xxi) 1S-(2H)-3NT* or 1H-(2S)-3S* are ART (unspecified) SPL raises
- (xxii) 1S-(2S*)-3NT* or 1H-(2H*)-3S* are ART (unspecified) SPL raises
- (xxiii) 1H-2S*; 3M-4m shows SPL m
- (xxiv) Responder's non 3M at three-level after 1m-1M; 2M shows SPL (game try or better)
- (xxv) After 1S-1NT; 2m: various big jumps are SPL raises

Autosplinters

Defined as “Splinters in support of your own long (6+ card) suit.” Although these bids may be looking for the best game contract, they are more often the most descriptive move on hands with slam interest. Classically promise a high card in both "side" suits, appropriate trump quality. The list includes:

- (i) After an inverted minor raise (e.g. 1m-2m; 3M)
- (ii) After a constructive major raise (e.g. 1S-2S; 4m)
- (iii) After a 1NT response (e.g. 1S-1NT; 4C ... or 1C-1NT; 3S)
- (iv) After opener's 1NT rebid (directly, 1C-1S; 1NT-4C ... or indirectly, 1C-1S; 1NT-2C*; 2D-4C)
- (v) After a notrump opening bid and a simple transfer (e.g. 1NT-2D*; 2H-3S or 2NT-3H*; 3S-5C)
- (vi) After a notrump opening and a Texas transfer (e.g. 1NT-4H*; 4S-5C): new suit shows a void
- (vii) After a 1NT opening and a transfer to a minor accepted, responder's 3NT= long m, SPL om
- (viii) After an overcall is raised [e.g. 1C-(1S)-P-(2S); P-(4C)]

Gerber and Super-Gerber

Used when 4NT would be natural. Responses: 0/1/2/3/4. Super-Gerber is a jump to 5C over 3NT

Roman Key Card Blackwood-1430

Responses (with normal distributions):

- 5C 1 or 4
- 5D 0 or 3
- 5H 2 without the trump queen (TQ)
- 5S 2 with the trump queen*

*If responder KNOWS that there is a 10-card or longer fit present he admits to holding the TQ even when he doesn't hold it.

Asking for the trump queen:

Cheapest new suit continuation over 5C/5D response asks about the TQ. When the TQ ask is “below” five of the agreed trump suit there may be a missing key card and the primary concern is deemed to be choosing between five and six. When the TQ ask is “above” five of the agreed trump suit all KC must be present and the primary concern is choosing between six and seven.

In reply to the TQ ask:

- Cheapest return to trump suit denies the TQ
- 5NT shows queen but no outside useful feature
- Other bids show a useful feature in that suit (usually a king) plus the TQ

Specific-suit Asks:

After a reply to RKCB, a continuation other than the cheapest non-playable suit (which would ask for the TQ) or 5NT (which would call for a specific king response) is a grand-slam try, promising that all key cards are present and that trumps are solid, and focusing on THAT specific suit. These are called DIRECT ASKS.

When there is AT LEAST one step between the direct ask and the trump suit, the situation is known as a DIRECT ASK WITH ROOM. Replies are:

STEP 1	No second- or third-round control
STEP 2	Third round control (doubleton, or the queen with any length)
6NT	King-third or longer
7x (below the ASK suit)	Kx
7 of the trump suit	Singleton
7 of the ASK-suit	King-queen with any length

When the ask suit is immediately below the trump suit there is no room to ask about BOTH second- and third-round control in a specific suit. In these cases the direct ask is used to inquire about second-round control and a DELAYED ASK (see below) is used to inquire about third-round control. Replies to a DIRECT ASK WITH NO ROOM are:

STEP 1 (the trump suit)	No second-round control
6NT	King-third or longer
7 of the trump suit	Kx or singleton
7 of the ASK-suit	King-queen with any length

EXCEPTION: When S are trumps 6H inquires about THIRD-ROUND H control (see replies below)

After RKCB, a reply, a TQ ASK and a reply, a NEW-SUIT bid is a grand slam try focusing on THAT specific suit. As is the case with DIRECT ASKS, these DELAYED ASKS may be made both when there is ROOM and where there is NO ROOM.

If there is ROOM, the replies to the DELAYED ASK are the same as those to DIRECT ASKS:

STEP 1	No second- or third-round control
STEP 2	Third round control (doubleton, or the queen with any length)
6NT	King-third or longer
7x (below the ASK suit)	Kx
7 of the trump suit	Singleton
7 of the ASK-suit	King-queen with any length

When there is no room a DELAYED ASK is used to inquire about third-round control. The replies to a DELAYED ASK WITH NO ROOM are:

STEP 1 (the trump suit)	No third round control
6NT	The queen
7 of the trump suit	Doubleton
7 of the ASK-suit	Queen-jack with any length

Asking for kings:

After RKCB and a reply, a continuation of 5NT asks for SPECIFIC kings and promises that all 5KC and the TQ are present; therefore it is an unambiguous grand slam try.

In reply to the king ask:

Cheapest return to trump suit (theoretically) denies a side king
 Other bids NAME a specific king, "cheapest" first
 7C accepts the grand slam invitation, allows for "planned" alternative trump suit selection

Any further bids by the specific king-asker are seven-tries. When there is ROOM, the replies are the same as in normal ASKS WITH ROOM:

STEP 1	No second- or third-round control
STEP 2	Third round control (doubleton, or the queen with any length)
6NT	King-third or longer
7x (below the ASK suit)	Kx
7 of the trump suit	Singleton
7 of the ASK-suit	King-queen with any length

When there is NO ROOM, these are the replies:

STEP 1	No second-round control
6NT	King-third or longer
7x (below the ASK suit)	Kx
7 of the trump suit	Singleton
7 of the ASK-suit	King-queen with any length

REMINDER: When S are trumps 6H inquires about THIRD-ROUND H control

Showing voids:

With a void respond to RKCB as follows:

5D with 0 key cards (unless known to be very weak, in which case 5NT)
 5NT with 2 or 4 key cards (or with 0 when known to be very weak)
 6x with 1 or 3 key cards (bid the void if it's below the trump suit, bid the trump suit if the void is higher ranking than the trump suit)

After a void-showing response a cheap continuation (not the trump suit) asks about the TQ (reply with a bid higher than six of the trump suit when holding the TQ, showing a key feature when applicable)

Interference with RKCB:

If the opponents interfere BELOW five of our trump suit:
we use old-fashioned RKCB DOPI-0/3), i.e.

DBL or RDBL	0 or 3
Pass	1 or 4
1st SUIT step	2 without the TQ
2nd SUIT step	2 with the TQ
5NT	2 or 4 with a void
6x	1 or 3 with a void

If they interfere ABOVE five of our trump suit: (RKCB DEPO):
we use old-fashioned KCB DEPO, i.e.

DBL	0/2/4	Even number of key cards
Pass	1/3/5	Odd number of key cards

In these cases we do not focus on the TQ with the initial reply

RKCB Variations:

EXCLUSION RKCB0314 is used only when it is really obvious. It is virtually always used by a strong hand or when both partnership hands are known to be at least opening-bid strength (i.e. 3+ ace-king controls). In its usual form EX-RKCB is a jump a level higher than a SPL or Autosplinter that is not otherwise defined as simply void-showing (e.g. a Texas Transfer followed by a new suit equivalent). However, where there are several otherwise idle slam-try actions available a lower bid may be defined as EX-RKCB.

Responder uses the following scheme but does not count the ace (or, later, the king) of the EX-RKCB suit. Replies:

STEP 1	0 or 3 (almost always 0)
STEP 2	1 or 4 (almost always 1)
STEP 3	2, no TQ
STEP 4	2, with the TQ

A follow-up bid in EX-RKCB suit asks for specific kings as in RKCB, but the king of the EX-RKCB is not counted. A follow-up bid in a new suit is a specific-suit ASK, using the principles of similar bids in the normal RKCB scenario.

Double Agreement Situations (6RKCB)

There are two primary situations when the replies to RKCB or EX-RKCB include six key cards: the four aces (three in EX-RKCB) and two key kings

- (i) When two suits have been bid and raised (two primary fits: 4/4 and/or 5/3+)
- (ii) When one hand has shown a two-suiter, the other hand is known to be balanced, and a primary fit has been established in one of the long suits

In TYPE (ii) situations we use normal RKCB1430 replies -- with only one TQ (the agreed suit) -- and continuations. "Two-suiter" implies 5/5+, as with 5/4 there may be three useful discards available for the four-card suit and THAT king may not be essential. 5NT and 6x are employed to show voids (even number/odd number, respectively) in standard fashion

In TYPE (i) situations, both key queens are either CERTAIN to be important or LIKELY to be. The important issue is that the third-round of both suits is going to be relevant. Thus, while the prototype is: 1M-2m; 3m-3M, there may be other cases in which it becomes clear to BOTH partners that there are two eight-card fits divided 4/4 or 5/3 that need to be addressed. When there is a 6/2 fit, however, THAT queen may not be essential if the suit can be ruffed out. The most complex "judgment" situation for Double Agreement occurs when there may be enough discards for losers in one of the FIT suits on a THIRD suit. In these cases the IDENTITY of a key queen will be vitally important and the partnership should strive to create a simple RKCB1430 scenario with the "correct" suit as trumps (there may be enough useful discards available for only one specific suit).

When we show BOTH key queens, we use this reply scheme:

STEP 1	1 or 4
STEP 2	0 or 3
STEP 3	2 with neither key queen
STEP 4	2 with the one key queen
STEP 5	2 with both key queens
HIGHER	2 with both key queens plus side king(s) by steps: lower/higher

We ignore void-showing responses in TYPE (i) situations UNLESS the RKCB ASK itself was CHEAPER THAN 4NT (which would leave 5NT and 6x available as even/odd KC responses with a void).

The prototype for the 6KC + 2TQ (by number) treatment involves two suits being bid and IMMEDIATELY raised e.g. 1S-2D; 3D-3S). When RKCB is used in such a scenario the ASKER usually has one key queen himself or knows that the NUMBER rather than the IDENTITY of partner's key queen(s) is the key issue. Else set a PARTICULAR suit as trumps, converting to a TYPE (ii) scenario in which there is one clear TQ.

After a 1/4 or 0/3 reply to 6KCB, the cheapest bid by the Blackwood bidder in a suit that has not been raised is a queen-ask relating to both raised suits, with replies in steps:

STEP 1	No key queen
STEP 2	One key queen
STEP 3	Both key queens
HIGHER	Both key queens plus side king(s) by steps: lower/higher

The primary EXCEPTION to the “TQ by number” reply scheme is (e.g.): 1S-2D; 4D-5C* where 5C is 6RKCB for D/S [4H would have been RKCB1430-D]. In this variation opener shows the IDENTITY of his queen when he has only one, either DIRECTLY or when ASKER follows up a 1/4 or 0/3 reply with a TQ ASK.

RKCB Surrogates:

In most cases when H are trumps, 4S is RKCB and 4NT is assigned the meaning that 4S would have had in that specific situation.

There is a case, however, where a jump to 4H is itself RKCB1430-H

e.g. 1D-1H; 1NT-2C*; 2D-4H* is RKCB1430-H

In most cases when a minor suit is trumps, either 4m or 4m+1 is RKCB, but it must be clear that 4m+1 is NOT better used as a SPL or a void or EX-RKCB, or that 4m is not better used as setting trumps to send a slam signal and initiate cue-bidding or for some artificial purpose.

e.g. 1D-1H; 2C-3D; 4D* is RKCB1430-D
 e.g. 1S-2D; 3D-4H* is RKCB1430-D
 e.g. 1D-2C; 2NT-4C* is RKCB1430-C
 e.g. 1D-2C; 3D-4H* is RKCB1430-D
 e.g. 1C-1D; 2NT-4m* is RKCB1430-m (6KC if jump is to 4C)
 e.g. 1C-2C*; 2D*-4C* is RKCB1430-C
 e.g. 1C-2C*; 2D*-2H*; 3D*[SPL S]-3S* is RKCB1430-C
 e.g. 1D-2D*; 4D* is RKCB1430-D
 e.g. 1D-2D*; 4H* is EX-RKCB1430-D
 e.g. 1D-2D*; 2H*-4D* is RKCB1430-D
 e.g. 1D-2D*; 2H*-4H* is void-showing
 e.g. 1D-2D*; 2H-3S*; 4D* is a C SPL (4H* would be a H SPL; 4S* RKCB1430-D)

When the bidding begins 1M-2m; 3m-3M (Double Agreement), the first available RKCB bid (4S with H involved, 4NT with S involved) is 6 RKCB1430-M/m* with both TQ. Other jumps (4NT=S/5m with H agreed, 5m/5H with S agreed) are EX-RKCB0314 with 5KC + 2TQ.

NOTE that bids in the family of: 1S-2C; 3C-4C are NOT RKCB but simply serious slam statements setting trumps.

When the bidding begins 1M-2m; 4m [picture], 4NT is NAT (as this could be the only cold game). The CHEAPEST available bid in om or OM is RKCB1430 with responder's minor as trumps. The NEXT available bid in om or OM is 6RKCB1430 with responder's minor and OPENER'S MAJOR (Double Agreement) conventionally agreed (both TQ count). This is an important treatment because responder may well be too strong to sign off at 4M with three-card support and there is no need to show controls in the “side” suits, as the “picture” raise specifically denied them. In this SPECIFIC case, opener shows the IDENTITY of his queen when he has only one (either DIRECTLY or when ASKER follows up a 1/4 or 0/3 reply with a TQ ASK).

RKCB vs “Aces” vs Natural vs “Other”

If 4NT is needed as natural, it IS to be interpreted as natural.

4NT by either partner after a “4th suit force” is NAT. Similarly, after a “4th suit force” and NAT 2NT, 4NT by either partner is NAT.

When someone has bid a NAT 3NT and partner tries for slam with a FORCING four-level suit bid, a DIRECT retreat to 4NT is NAT. In this scenario, if the 3NT bidder cooperates with a control-showing bid, 4NT is NAT, non-forcing, when it bypasses a particular control. For example:

1H	2D
3D	3NT
4C	4H
4NT	

Opener denies first- or second-round spade control but has significant extra values to go past 3NT. Responder will usually bid again with the missing S control (5C, for example, would imply a S control but for the moment deny the extra strength in context required to commit to slam).

1m	4NT	NAT (no direct Blackwood after 1m opening)
1M	4NT	Aces, not RKCB

For RKCB, set trumps first

1m	1M	
2NT	4NT	NAT

1M	2m	
2M	2NT	
3NT	4NT	NAT

1m	2NT	
3NT	4NT	NAT

1M	2m	
2NT	3NT	
4NT		NAT

1M	2m	
2NT	4NT	NAT

2m	DBL	Pass	4NT	NAT
3m	DBL	Pass	4NT	NAT
4m	DBL	Pass	4NT	NAT
2M	DBL	Pass	4NT	Minors, distributional
2M	DBL	4M	4NT	At least two suits (initially treated as minors)
3M	DBL	Pass	4NT	At least two suits, etc
4M	DBL	Pass	4NT	At least two suits, etc

1C 4S 4NT "Takeout" (D+C or D+H or "stronger" 5H bid)

1S 2C 4S Pass
 Pass DBL Pass 4NT Takeout

RKCB after splinters OR (with a trump suit agreed) after AT MOST one cue-bid up to the level of 4C, OR when any other interpretation would be ridiculous.

Once two cue-bids have been exchanged, 4NT is not RKCB or Aces, but rather a GENERAL SLAM TRY, which sends the message that there is no more definitive control-showing bid available. The ideas are the same as "rolling" 3NT.

Grand Slam Force

Although an unusual jump to 5NT is traditionally used as the Grand-Slam Force (GSF) to locate as many as two of the top three trump honors, the level is very high. For maximum efficiency a 5-level bid one step higher than the agreed trump suit should be used as the GSF, and in many cases this is possible. The main rival for the affection of those GSF-eligible bids is EXCLUSION RKCB, but as these bids would normally force the partnership to slam they will rarely be needed for EX-RKCB. Thus, the general scheme is as follows:

With S trumps	5NT is the GSF
With H trumps	5S is the GSF
With D trumps	5H is the GSF
With C trumps	5D is the GSF

In reply to the GSF:

STEP 1	No ace, king or queen
STEP 2	The queen, five small or the knowledge that there are 10+ trumps
STEP 3	The ace or king
STEP 4	The ace or king with extra length
HIGHER	Two of the top three honors (plus some extra feature)
7C	Two of the top three honors

The bottom line: the higher the bid, the stronger the holding

AKx	xxx
---	AKx
A10xxx	Kxxxx
AKQxx	xx

1D	2D*	2D*	Inverted Raise
5H*	6D*	5H*	GSF-D
7D	Pass	6D*	Ace or King with extra length (5 rather than 4)

5NT: Pick a Slam

When it is clear that 5NT is NOT a grand slam force or a "rolling" try for seven or a control-showing action, it is used to offer a choice of small slams. Any six-level continuation offers that strain as trumps in the context of the previous bidding.

If the 5NT bidder over-rules his partner's choice he is offering a choice between the new strain and a higher one (often 6NT).

If the 5NT bidder over-rules his partner's choice by bidding 6NT he is trying for seven and partner is invited to take further action based on judgment.

Last Train

Any time there is only one call that indicates slam interest or further slam interest without raising the partnership's level of commitment, it is a LAST TRAIN slam-try, unrelated to the strain named (unless followed by an uninvited further action)

1H	2D
2H	3H
3S	3NT*
4C	4D*

Even though responder's main suit is D, 4D is to be interpreted by opener as LAST TRAIN, responder's only available below-game cooperative move. While responder will usually have something useful in D, he may not.

If he continues with (say) 4S (control-showing) over opener's retreat to 4H, this uninvited further action turns 4D into a control-showing bid (else 4S over 4C with a hand strong enough to go past game).

Showing Controls

Avoid relatively early "shortness" control-bid in a suit that might be considered as a source of tricks for slam unless specific structure calls for shortness bidding (see THE SHORTNESS RULE).

In control-showing situations, tend to show "any" key control at cheap opportunity. Thus, if you bypass a control in a "no judgment required" situation (thus denying one), but later make a bid in that suit (which is not trumps) you are showing THIRD-ROUND CONTROL in that suit.

NOTE: the queen in a known long suit is considered as important as second round control of a side suit (and in some cases, as important as a first round control).

Partnership style is to bid out pattern in constructive auctions. Distinguish between "pattern" and "cue-bid" situations, then stick to the rules.

When there is an agreed suit:

After a slam-try by one partner below four of the agreed suit:

- (i) A non-signoff bid by the other indicates slam-suitability and indicates a specific control, except in LAST TRAIN situations
- (ii) Failure to show a control is slam-negative, but does not categorically deny that control

After a slam-try by one partner above four of the agreed suit, the other must show any biddable control below five of the agreed suit (and doing so carries no implication of overall extra values)

When an opponent doubles a control-showing bid:

- (i) Redouble by either partner indicates first-round control
- (ii) A direct-seat pass is neutral
- (iii) A bid in another suit indicates that control but also confirms second-round control of the doubled suit
- (iv) A return to the trump suit is slam-negative and denies any control in the doubled suit

Asking Bids

Employed primarily after HIGHER OPENINGS to check on a control holding in a specific suit. Replies to the asking bid most often do not deal with third-round control: no control/2nd round control/1st round control. In a few cases, however (e.g. re KANTAR 3NT), the second step reveals third-round control, then second, then first. In many cases “first” will mean first and second because the strong holding will perform be a void (denied holding the ace).

If an ASKING BID is doubled, the replies are:

RDBL	No control
Pass	2 nd round control
CHEAP SUIT	1 st round control

If third-round control would normally be shown Pass shows it, with the CHEAP STEP indicating second-round control, the NEXT STEP showing first-round control.

If someone bids over an ASKING BID, the replies are:

DBL	No control
Pass	2 nd round control
CHEAP STEP	1 st round control

If third-round control would normally be shown, Pass shows it, with the CHEAP STEP indicating second-round control, the NEXT STEP showing first-round control. However, if the interference comes at a high level, passing to show third-round control and bidding to show second-round control can get the partnership too high. In such cases, third-round control would not be shown.

Philosophy and Principles

Except where there is a specific agreement to the contrary, when there is a choice between two game-forcing bids in a particular strain we use **SLOW ARRIVAL**, i.e. a jump is either stronger than a simple bid or it is a **PICTURE BID** with a specific descriptive meaning).

1S	2C	
2H	2NT	Many different hands, not necessarily BAL
	3NT	15-17, 2=3=3=5

1S	2H	
3H		Many different hands
4H		5=4=2=2, concentrated values

1S	2C	
2H	2S	
2NT	3S	Many different hands
	4S	3S5C, concentrated values, balanced

In marginal slam situations, both partners tend to be conservative with (a) doubtful trumps, (b) poor fit in main suit opposite, (c) minimum controls for previous bidding.

In marginal situations, tend to be more aggressive with distributional rather than "high card" hands.

A hand with trumps headed by the AKQ must at LEAST cooperate in slam investigation.

Partnership style is to investigate trick sources for slam rather than focus exclusively on setting trumps when a genuine fit exists

1S	2D	
2S	4C*	Delayed splinter, may have a fourth S, D worth showing
1S	4C*	SPL, definitely 4+ trumps, no side suit worth showing
2C	2D	
2S	2NT	Neutral
	3S	Many different respectable hands
	3NT*	Unspecified SPL raise of S
	4m/4H	FIT-SHOWING JUMP (at least Q10xxx of m/H, at least Hxx of S)
	4S	Strong trumps, no A/K/singleton/void

Emphasis is on TELLING rather than ASKING (except in specific artificial situations). Thus, in order to locate a missing control, show other controls and force partner to show the one you're looking for.

Similarly, we do NOT use TRUMP JUMPS or FIVE-LEVEL RAISES to ask about a missing control. In general, such bids show STRONG TRUMPS, but when it's clear that partner is the one with the superior trumps such bids show WEAK TRUMPS but promise (first-round) CONTROL of all side suits.

NOTE: These principles WILL be assumed in undiscussed situations.

Opener's jump shift rebid is VERY strong, and his simple rebid has a higher maximum than in standard bidding. Responder tends to be CONSERVATIVE without a fit, AGGRESSIVE with a fit, but tries not to pass either a one-bid or opener's new-suit rebid.

General approach in slam situations is for strong hands to bid CONSERVATIVELY and weak hands to bid AGGRESSIVELY. Trump length, fitting honors, controls are all valued positively. CONTEXT is very important (e.g. having limited a hand earlier permits aggressive revaluation when partner continues nonetheless)

To accept a QUANTITATIVE invitation in any strain a MAXIMUM, rather than a non-minimum is required. INVITER is AGGRESSIVE, ACCEPTOR is CONSERVATIVE.

The Shortness Rule:

If responder shows 5-4+ in two suits and hits a "real" fit in a forcing auction, his next bid shows SHORTNESS; if he has NOT hit a fit or if another strain might be better (as in REVERSE and JUMP SHIFT auctions) or if the auction is not FG, he shows length (fragment) instead.

Applications of THE SHORTNESS RULE include:

- (i) Notrump auctions involving transfers and second suits after a fit is located

e.g. 2NT-3D*; 3H-4C; 4S*-5D shows D shortness (5S=S shortness)

- (ii) SMOLEN sequences after a fit is located

e.g. 1NT-2C; 2D-3H*; 3S-4m shows m shortness

- (iii) FIT-SHOWING JUMPS (jumper's NEXT bid in a new suit shows shortness)

e.g. Pass-1S; 3D*-3H*; 4C and 4H both shows shortness

- (iv) After a 2/1 response, a new-suit rebid and two-level support:

e.g. 1S-2C; 2D-2S; 3C and 3H both show shortness

- (v) After immediate double agreement

e.g. 1S-2D; 3D-3S; 4C and 4H both show shortness

Competition in the game/slam zone

Assuming that a pass would be forcing in such situations, a double would be a regressive move, a negative opinion about slam chances, whether or not a fit has been clearly established. When there has been a suit agreed, passing, then removing the double is stronger than bidding directly. When there has been no clear suit agreement, passing, then pulling the double suggests greater flexibility than bidding directly.

When the bidding is so high that any action gets our side to seven of our suit, pass suggests interest in seven and implies that OUR SIDE (perhaps not the PASSER) has 1st round control of the enemy suit.

When 6NT is a legitimate primary alternative, a pass involves that contract rather than a grand slam.

If there are two ways to reach 4NT and one should CLEARLY be some form of Blackwood, the direct action is Blackwood, pass, then 4NT carries the "other" meaning.

If there are two ways to reach 4NT and Blackwood seems less relevant than (say) natural and takeout, the direct 4NT is natural, pass, then 4NT, is takeout.

If there is only one way to reach 4NT and there are two or three possible meanings, some form of takeout is the primary interpretation, e.g.

1NT (4S) 4NT indicates a two-suiter; opener assumes minors

When a call could logically be interpreted as either forcing or nonforcing and there is no explicit agreement, in general, in a competitive situation, treat it as nonforcing.

Vulnerability: some (but not many) situations are forcing only when our side is vulnerable against not. When both sides are simply bidding a major there are no forces regardless of the vulnerability.

The form of scoring does not affect normal forcing pass agreements

If we have been forced to game on strength, we are forced in competition at any level.

A 2NT opening does not create a force if the opponents bid (a double by responder would be "negative" and a raise to 3NT covers a lot of ground)

If a 2C opening is overcalled, responder's pass is forcing at every level.

A force is created when a passed hand raises a preemptive opening to the five-level, whether or not we have intervened.

A competitive force is created when we have made a negative double at the three-level or higher

Weak Two-Bids

Two Diamonds

Weak two-bid, chunky 6-card suit expected 1st and 2nd and 4th position but at favorable vulnerability a strong 5-card suit is acceptable. Nominal range is about 6-11 HCP, maximum HCP hands containing soft values; “constructive” but much more flexible in 3rd position.

Development

2D	2M	NAT, F1
	2NT*	Inquiry, looking first for a notrump feature
	3C*	Inquiry, looking for shortness
	3D	Not INV: captaincy
	3M*	Fit-showing; opener may raise or bid below 4D to try for game
	3NT	The end
	4C*	Fit-showing, but opener may bid game with a C fit.
	4D	PRE; opener may double game to suggest a save with no defense
	4M/5C	Signoffs; may be purely distributional
	4NT	RKCB1430-D
	5D	Captaincy

2D	2H	
2S		Something useful in S
2NT*		Doubleton small H, nothing useful outside
3C		Something useful in C
3D		H shortness, unexceptional hand
3H		Honor doubleton or three-card H support, NF
3S/4C*		SPL raise of H, three-card support
3NT		H shortness, maximum
4D		Prototype: xx Kxx AQ109xx xx
4H		Maximum raise unsuitable for 4D, no SPL

2D	2S	
2NT		Doubleton small S, nothing useful outside
3C		Something useful in C
3D		S shortness, unexceptional hand
3H		Something useful in H
3S		Honor doubleton or three-card S support, NF
4C/4H		SPL raise of S, three-card support
3NT		S shortness, maximum
4D		Prototype: QJx xx AQ109xx xx
4S		Maximum raise unsuitable for 4D, no SPL

2D	3C*	Inquiry; asks for shortness
3D*		No SPL
3H*		C SPL
3S*	H SPL	
3NT*	S SPL	

2D	3C*	
3D*		No SPL
	Pass	A possible action
	3M	NAT, F1: not a 6-card suit
	4C	NAT, FG
	4D	FG (there is no INV action in D available)
	4H*	RKCB1430-D
	4S/4NT/5C*	S/H/C SPL for D

2D	3C*	
3H*		SPL C
	3S	NAT, F1: not a 6-card suit
	4C	NAT, FG
	4D	NF
	4H*	RKCB1430-D
	4S/4NT/5C*	S/H/C SPL for D

2D	3C*	
3S*		SPL H
	4C	NAT, FG
	4D	NF
	4H*	RKCB1430-D
	4S/4NT/5C*	S/H/C SPL for D

2D	3C*	
3NT*		SPL S
	4C	NAT, FG
	4D	NF
	4H*	RKCB1430-D
	4S/4NT/5C*	S/H/C SPL for D

In the preceding sequences, where opener shows a particular SPL (over the 3C SPL INQ), responder may attempt to sign off in 4D if that SPL response was not what he was looking for. 4H is RKCB for D and 4S/4NT/5C are SPL bids in S/H/C respectively [note that 4NT replaces 4H, which follows the general rule when a RKCB surrogate is used]. Note that responder does not have a bid available to set D in forcing mode once he's found a SPL. Thus, if he wants to develop the auction cooperatively he may be better off starting with a 2NT INQ instead.

2D	2NT*	Inquiry; asks for notrump feature
3C/3M		Notrump features
3D		No side stopper, nothing special (or dead minimum)
3NT		AKJ10xx or AKQxxx of diamonds

2D	2NT*	
3C	3D	NF
	3M	F1; looking for some help in OM (xxx or Jx+) for 3NT
	4C	NAT, FG
	4D	FG (there is no INV action in D available)
	4H	RKCB1430-D
	4S/4NT/5C*	S/H/C SPL agreeing D

2D	2NT*	
3D	3M	F1, values, opener may "raise" via 4C
	4C	NAT, FG
	4D	FG
	4H	RKCB1430-D
	4S/4NT/5C*	S/H/C SPL agreeing D

2D	2NT*	
3H	3S	F1; looking for some help in C; opener may "raise" via 4C
	4C	NAT, FG
	4D	FG
	4H	NAT: opener's honors in H helps responder make this decision
	4S*	RKCB1430-D
	4NT/5C*	S/C SPL agreeing D (don't show SPL in opener's "stopper" suit)

2D	2NT*	
3S	4C	NAT, FG
	4D	FG
	4H*	RKCB1430-D
	4S	NAT: opener's honors in S helps responder make this decision
	4NT/5C*	H/C SPL agreeing D (don't show SPL in opener's "stopper" suit)

In contrast with sequences following the 3C SPL INQ, responder's 4D is game-forcing once opener shows a side card or when responder could have passed the stopper-denying 3D. The reason for this arcane agreement is that when opener shows a side stopper he will by definition hold a near-maximum weak 2D (as his suit is always "supposed to be" decent). In this context, it's quixotic to try to stop on a dime in 4D, while setting D in forcing mode is very valuable. The cheapest available 4M (i.e. the one that is NOT a raise of opener's M stopper) is reserved for RKCB1430-D. 4NT replaces that 4M RKCB bid as a M SPL for D. Where opener shows a M stopper and only two bids are available to responder as SPL, he does NOT show a SPL in opener's "stopper" suit as there will often be duplication

In Competition

2D	(DBL)	Pass RDBL* 2M/3C 2NT 3D 3M/4C* 4D 4M/5C 4NT 5D	Neutral; DBL next is PENALTY Puppet to 2H to sign off in 2M or 3C NAT, F1 NAT, F1; 3D next by either is NF Not INV; Captaincy Fit-showing; primarily for the lead Not INV; opener may DBL to suggest save with no defense Signoffs; may be purely distributional Raise to 5D with some defense Captaincy
2D	(2H)	DBL 2S/3C 2NT 3D 3S/4C* 4D 4H 4S/5C 4NT	PEN NAT, F1 NAT, F1; 3D next by either is NF Not INV; Captaincy Fit-showing; opener may bid game with fit Not INV; opener may DBL to suggest save with no defense SPL slam try Signoffs; may be purely distributional Raise to 5D with some defense
2D	(2S)	DBL 2NT 3D 3H 4C/4H* 4D 4S 4NT 5C	PEN NAT, F1; 3D next by either is NF Not INV; Captaincy NAT, F1 (the first move to reach 4H as 4H directly=FIT) Fit-showing; opener may bid game over 4C with fit Not INV; opener may DBL to suggest save with no defense SPL slam try Raise to 5D with some defense Signoff; may be purely distributional
2D	(3C)	DBL 3D 3M 4C* 4D 4M 5C* 4NT	PEN Not INV; Captaincy NAT, F1 (the first move to reach 4M as 4M directly=FIT) Agrees D: ostensibly a game try but might have slam interest Not INV; opener may DBL to suggest save with no defense Fit-showing game raise in D SPL slam try Raise to 5D with some defense
2D	(2NT)	DBL 3x 3D/4D/5D 4x 3NT*	PEN NF Captaincy Fit-showing H+S, probably 6/6+

Two Hearts

Weak two-bid, chunky 6-card suit expected 1st and 2nd and 4th position but at favorable vulnerability a strong 5-card suit is acceptable. Nominal range is about 4 (a KJ109xx suit)-11 HCP, with the maximum HCP hands containing soft values; defined as “constructive” but much more flexible in 3rd position. As our style is based on suits of interior quality the concept of an OGUST-style 2NT INQ is pointless and our approach is based on identifying notrump stoppers and shortness.

Development

2H	2S	NAT, F1
	2NT*	Inquiry, looking first for a notrump feature
	3C*	Inquiry, looking for shortness
	3D	NAT, F1
	3H	Captaincy
	3S*	Fit-showing, no slam interest implied
	3NT	The end
	4m*	Fit-showing, no slam interest implied
	4H	PRE; opener may double game to suggest a save with no defense
	4S*	RKCB1430-H (to reach 4S, start with 2S)
	5m	Signoffs; may be purely distributional
	4NT	Straight Blackwood for aces
	5H	Captaincy
2H	2S	
	2NT*	Doubleton small S, nothing useful outside
	3m	Something useful in m
	3H	S shortness, unexceptional hand
	3S	Honor doubleton or three-card S support, NF
	4m*	SPL raise of S, three-card support
	3NT	S shortness, maximum
	4H	Prototype: QJx AQ109xx xx xx
	4S	Maximum raise unsuitable for 4H, no SPL
2H	3C*	Inquiry; asks for shortness
	3D*	No SPL
	3H*	C SPL
	3S*	D SPL
	3NT*	S SPL
2H	3C*	
	3D*	No SPL
	Pass	A possible (rare) action
	3H	INV, but true maximum needed (responder hoped for a SPL reply)
	3S	NAT, F1: not a 6-card suit
	4C	NAT, FG
	4D*	ART slam try in H (else 3D NAT originally)
	4S	RKCB1430-H
	4NT/5m*	S/m SPL for H

2H	3C*	
3H*		SPL C
	3S	NAT, F1: not a 6-card suit
	4C	NAT, FG
	4D*	ART slam try in H (else 3D NAT originally)
	4S	RKCB1430-H
	4NT/5m*	S/m SPL for H

2H	3C*	
3S*		SPL D
	4C	NAT, FG
	4D*	ART slam try in H (else 3D NAT originally)
	4S	RKCB1430-H
	4NT/5m*	S/m SPL for H

2H	3C*	
3NT*		SPL S
	4C	NAT, FG
	4D*	ART slam try in H (else 3D NAT originally)
	4S	RKCB1430-H
	4NT/5m*	S/m SPL for H

In all of the preceding cases (after the 3C SPL INQ) responder's 3NT and 4H are signoffs and 4S would be RKCB1430 for H. Accordingly 4NT replaces 4S as a S SPL for H.

2H	2NT*	Inquiry; asks for notrump feature
3m/3S		Notrump features
3H		No side stopper, nothing special (or dead minimum)
3NT		AKJ10xx or AKQxxx of H

2H	2NT*	
3C	3D/3S	F1; not a 6-card suit
	3H	NF
	4C	NAT, FG
	4D*	ART slam try in H (else 3D NAT originally)
	4S*	RKCB1430-H
	4NT/5m*	S/m SPL agreeing H

2H	2NT*	
3D	3H	NF
	3S	F1; not a 6-card suit
	4C	NAT, FG
	4D*	ART slam try in H (else 3D NAT originally)
	4S*	RKCB1430-H
	4NT/5m*	S/m SPL agreeing H

2H	2NT*	
3H	Pass	Fairly high frequency
	3S	F1; not a 6-card suit
	4C	NAT, FG
	4D*	ART slam try in H (else 3D NAT originally)
	4S*	RKCB1430-H
	4NT/5m*	S/m SPL agreeing H

2H	2NT*	
3S	4C	NAT, FG
	4D*	ART slam try in H (else 3D NAT originally)
	4S*	RKCB1430-H
	4NT/5m*	S/m SPL agreeing D

When there is room to get out in 3H that action is treated as NF (opener has rights to bid game, however, with a true maximum). If responder has psyched his 2NT response he will have to pay for it on occasion.

When there is a cheap new-suit bid available at the three-level that is used as a convenient force showing values or moderate length. 3NT may still be possible. As responder has no immediate way to force with C (because 3C is a SPL INQ) his delayed 4C is NAT/FG. As 3D is available as an immediate force with D, however, responder's delayed 4D* can be reserved to set H and try for slam after first looking for an outside value.

4S* is reserved for RKCB1430-H, so 4NT replaces 4S as a S SPL for H. Delayed jumps to 5m are m SPL for H, which is what they sound like.

2H	3D	
3H		Minimum, D shortness
3S		Non-minimum, at least two diamonds
3NT		Non-minimum, D shortness
4C		FG, suitable for D, no SPL, CA or CK
4D		FG, suitable for D, no SPL, no CA or CK but SA or SK likely
4H		Prototype: xx AQ109xx Kxx xx (FIT jump)
4S/5C*		SPL raise of D, 3+-card support

In Competition

2H	(DBL)	Pass	Neutral; DBL next is PEN
		RDBL	Puppet to 2S to compete in S; then 3D=NAT with S lead value
		2S	F1
		2NT	C: either NAT or FIT, for the lead
		3C	D: either NAT or FIT, for the lead
		3D	H, at least INV
		3H/4H	Captaincy
		3S/4m*	Fit-showing
		4S/5m	NAT, Signoffs
		4NT*	Raise to 5H with one sure defensive trick
		5H	PRE

2H	(2S)	DBL 2NT 3C 3D 3H/4H 4m* 3S 4S* 4NT* 5m 5H	PEN C: either NAT or FIT, for the lead D: either NAT or FIT, for the lead H, at least INV Captaincy Fit-showing Ownership SPL slam try Raise to 5H with one sure defensive trick NAT, Signoffs PRE
2H	(3C)	DBL 3H/4H 3D/3S 4C* 4D/4S* 4NT* 5D 5H 5C*	PEN Captaincy NAT, F1 (3S=the first move to reach 4S as 4S directly=FIT) Agrees H, sets up forcing passes: opener's 4D=slam-suitable Fit-showing Raise to 5H with one sure defensive trick Fit-showing PRE SPL slam try
2H	(3D)	DBL 3H/4H 3S/4C 4D* 4S/5C* 4NT* 5D* 5H	PEN Captaincy NAT, F1 Agrees H, clear slam try Fit-showing Raise to 5H with one sure defensive trick SPL slam try PRE
2H	(2NT)	DBL 3x 3H/4H/5H 4m* 4S 3NT 4NT* 5m 5H	PEN NF Captaincy Fit-showing NAT, Signoff S+m, probably 6/6+ Raise to 5H with one sure defensive trick NAT, Signoffs PRE

Two Spades

Weak two-bid, chunky 6-card suit expected 1st and 2nd and 4th position but at favorable vulnerability a strong 5-card suit is acceptable. Nominal range is about 4 (a KJ109xx suit)-11 HCP, with the maximum HCP hands containing soft values; defined as “constructive” but much more flexible in 3rd position. As our style is based on suits of interior quality the concept of an OGUST-style 2NT INQ is pointless and our approach is based on identifying notrump stoppers and shortness.

Development

2S	2NT*	Inquiry, looking first for a notrump feature
	3C*	Inquiry, looking for shortness
	3D	NAT, F1
	3H	NAT, F1
	3S	Captaincy
	3NT	The end
	4m/4H*	Fit-showing, no slam interest implied (to reach 4H start with 3H)
	4S	PRE; opener may double game to suggest a save with no defense
	4NT	RKCB1430-S
	5m	Signoffs; may be purely distributional
	5H*	Fit-showing
	5S	Captaincy
2S	3C*	Inquiry; asks for shortness
3D*		No SPL
3H*		C SPL
3S*	D SPL	
3NT*	H SPL	
2S	3C*	
3D*		No SPL
	Pass	A possible (rare) action
	3H	NAT, F1: not a 6-card suit
	3S	INV, but true maximum needed (responder hoped for a SPL reply)
	4C	NAT, FG
	4D*	ART slam try in S (else 3D NAT originally)
	4H/5m*	SPL for S
	4NT*	Natural, SPL honors in S (can't be RKCB when no new info obtained)
2S	3C*	
3H*		SPL C
	3S	INV, but true maximum needed (responder hoped for a SPL D/H)
	4C	NAT, FG
	4D*	ART slam try in S (else 3D NAT originally)
	4H/5m*	SPL for S (although 4H is not a jump)
	4NT	RKCB1430-S (the SPL reply made this feasible)

2S	3C*	
3S*		SPL D
	4C	NAT, FG
	4D*	ART slam try in S (else 3D NAT originally)
	4H/5m*	SPL for S (although 4H is not a jump)
	4NT	RKCB1430-S (the SPL reply made this feasible)

2S	3C*	
3NT*		SPL H
	4C	NAT, FG
	4D*	ART slam try in S (else 3D NAT originally)
	4H/5m*	SPL for S (although 4H is not a jump)
	4NT	RKCB1430-S (the SPL reply made this feasible)

In the preceding cases (after the 3C SPL INQ) responder's 3NT and 4S are signoffs. 4NT would be RKCB1430 for S, EXCEPT where opener denies a SPL (because in this case responder has not gained any information that would make RKCB more attractive than it would have been directly over 2S. Responder's delayed 4C is NAT, FG because 3C NAT was not available (SPL INQ). However, as 3D NAT was available over 2S, responder's delayed 4D is an ART slam try in S, which is a useful follow-up to the SPL INQ. Responder may also show a SPL of his own by bidding 4H or 5m.

2S	2NT*	Inquiry; asks for notrump feature
3m/3H		Notrump features
3S		No side stopper, nothing special (or dead minimum)
3NT		AKJ10xx or AKQxxx of S

2S	2NT*	
3C	3D/3H	F1; not a 6-card suit
	3S	NF
	4C	NAT, FG
	4D*	ART slam try in S (else 3D NAT originally)
	4H/5m*	SPL agreeing S
	4NT	RKCB1430-S

2S	2NT*	
3D	3H	F1; not a 6-card suit
	3S	NF
	4C	NAT, FG
	4D*	ART slam try in S (else 3D NAT originally)
	4H/5m*	SPL agreeing S
	4NT	RKCB1430-S

2S	2NT*	
3H	3S	NF
	4C	NAT, FG
	4D*	ART slam try in S (else 3D NAT originally)
	4H/5m*	SPL agreeing S (although 4H is not a jump)
	4NT	RKCB1430-S

2S	2NT*	
3S	4C	NAT, FG
	4D*	ART slam try in S (else 3D NAT originally)
	4H/5m*	SPL agreeing S (although 4H is not a jump)
	4NT	RKCB1430-S

When there is room to get out in 3S that action is treated as NF (opener has rights to bid game, however, with a true maximum). If responder has psyched his 2NT response he will have to pay for it on occasion.

When there is a cheap new-suit bid available at the three-level, that bid is used as a convenient force showing values or moderate length. 3NT may still be possible. As responder has no immediate way to force with C (because 3C is a SPL INQ) his delayed 4C is NAT/FG. As 3D is available as an immediate force with D, however, responder's delayed 4D* can be reserved to set S and try for slam after first looking for an outside value.

4NT is RKCB1430-S. Delayed 4H and 5m are SPL for S, even when 4H is not a jump.

2S	3D	
3S		Minimum, D shortness
3H		Non-minimum, at least two diamonds
3NT		Non-minimum, D shortness
4C		FG, suitable for D, no SPL, CA or CK
4D		FG, suitable for D, no SPL, no CA/CK so likely HA or HK
4H/5C*		SPL raise of D, 3+-card support
4S		Prototype: AQ109xx xx Kxx xx (FIT jump)

In Competition

2S	(DBL)	Pass	Neutral; DBL next is PEN
		RDBL	Puppet to 2NT to compete in OWN long suit
		2NT	C: either NAT/FG or FIT, for the lead
		3C	D: either NAT/FG or FIT, for the lead
		3D	H, either NAT/FG or FIT, for the lead
		3H	S, at least INV
		3S/4S	Captaincy
		4m/4H*	Fit-showing, no slam or ownership implications
		4NT*	Raise to 5S with one sure defensive trick
		5H	Fit-showing
		5S	PRE

2S	(3C)	DBL 3D/3H 3S/4S 4C* 4D/4H* 4NT* 5C* 5D/5H* 5S	PEN NAT, F1 (3H=the first move to reach 4H as 4H directly=FIT) Captaincy Agrees S, sets up forcing passes: opener's 4D/4H=slam-suitable Fit-showing Raise to 5S with one sure defensive trick SPL slam try Fit-showing PRE
2S	(3D)	DBL 3S/4S 3H/4C 4D* 4H/5C/5H* 4NT* 5D* 5S	PEN Captaincy NAT, F1 (3H=the first move to reach 4H as 4H directly=FIT) Agrees H, clear slam try Fit-showing Raise to 5S with one sure defensive trick SPL slam try PRE
2S	(2NT)	DBL 3x 3S/4S/5S 4m/* 4H 3NT 4NT* 5m 5H	PEN NF Captaincy Fit-showing NAT, Signoff H+m, probably 6/6+ Raise to 5S with one sure defensive trick NAT, Signoffs Fit-showing

A Quiz on Weak Two-Bids

(1)	West	North	East	South
	2S	DBL	3S	4H
	???			

(A) Is opener invited to bid 4S? _____

(B) If not, might he bid 4S anyway? _____

When? _____

Does the vulnerability matter? _____

Provide an example hand for 4S (choose the vulnerability yourself):

(C) Is opener invited to double? _____

(D) If not, might he double anyway? _____

When? _____

Does the vulnerability matter? _____

Provide an example hand for double (choose the vulnerability yourself):

(2)	West	North	East	South
			2H	2S

DBL? _____

2NT?

3C?

3D?

3S?

3NT? _____ Does East have any options? _____

4C? _____

4D? _____

4S? _____

4NT? _____

5m? _____

Do any of these bids change over a takeout double of 2H? _____

What would RDBL mean?

(3) Partner opens 2H weak. Can you do the following (and how)?

- (A) Ask for a feature? _____
- (B) Ask for a singleton? _____
- (C) Force in a new suit? _____
- (D) Invite in a new suit? _____
- (E) Ask for a specific control? _____
- (F) Make a Fit-showing bid without promising strength? _____
- (G) Ask exclusively about trumps? _____
- (H) Offer a choice between 4H and 3NT? _____
- (I) Make a bid that shows a fit and no defensive trick? _____
- (J) Make a bid that shows a fit and one defensive trick? _____
- (K) Reach 3NT without involving partner? _____
- (L) Make a bid that shows a fit and specific shortage? _____

(4) How does the scheme change after partner opens a weak 2S?

(5) Or after partner opens a weak 2D?

(6)	West	North	East 2S	South 3C
3D?				
3H?				
3NT?		Any force over competition?		
4C?				
4D?				
4H?				
4NT?		Captaincy?		
5C?				
5D?				
5H?				
5S?		Captaincy?		
5NT?		Captaincy?		
Higher?				

(7)	West Pass	North Pass	East 2S	South 3D
3H?				
3NT?				Captaincy? _____
4C?				
4D?				
4H?				
4NT?				Captaincy? _____
5C?				
5D?				
5H?				
5S?				Captaincy? _____
5NT?				Captaincy? _____
Higher?				

HIGHER OPENINGS

3x

Sound preempts (good suits) in 2nd and 4th position OR when vulnerable OR when neither side vulnerable. No side ace or king expected. At favorable vulnerability in 1st position a three-bid may be based on a truly pathetic six- or seven-card suit and will never be better than KJ109xxx (which is theoretically too strong but excusable).

Developments

3C	3D*	ART: either INV with 6+H or 6+S, OR a “cooperative” 3NT bid OR strong D hand
	3M	NAT, F1
	3NT	Signoff
	4C	Not INV; opener may double a game bid with a pure save-oriented hand
	4D	RKCB1430-C
	4M	Asking Bids: opener shows by steps no control/2 nd rd control /1 st rd (void) control
	4NT*	Asking bid in D: opener bids 5C=no control/5D=2 nd rd control/5H=1 st rd control
	5C/6C/7C	Captaincy
	5D*	Asks about trumps: worst first (depends on vulnerability/position)
	5M/5NT*	Fit-showing in M/D: no strength inferences available, F6C
3C	3D*	ART: either INV with 6+H or 6+S, OR a “cooperative” 3NT bid OR strong D hand
3H*		Would pass an INV 3H response
3S*		Would raise 3H to 4H but would pass an INV 3S response
3NT*		Would raise both and INV 3H and INV 3S to game
3C	3D*	
3H*	Pass	INV 3H bid
	3S	INV 3S bid
	3NT	Cooperative 3NT bid: opener removes with a poor suit, playing responder for Hx
	4D	FG D hand
	4C	FG D hand with Hx in C
	4M	FG D hand with at most a singleton C looking for help in M
	4NT	RKCB1430-D
3C	3D*	
3S*Pass		INV 3S bid
	3NT	Cooperative 3NT bid: opener removes with a poor suit, playing responder for Hx
	4D	FG D hand
	4C	FG D hand with Hx in C
	4H	INV 3H bid
	4S	FG D hand with at most a singleton C looking for help in S
	4NT	RKCB1430-D

3C	3D*	
3NT*	Pass	Cooperative 3NT bid: opener removes with a poor suit, playing responder for Hx
	4D	FG D hand
	4C	FG D hand with Hx in C
	4H	INV 3H bid
	4S	INV 3S bid
	4NT	RKCB1430-D
3D	3M	NAT, F1
	3NT	Signoff
	4C	NAT, F1
	4D	Not INV; opener may double a game bid with a pure save-oriented hand
	4H*	RKCB1430-D
	4S/4NT/5C*	Asking Bids in S/H/C: opener shows by steps no control/2 nd rd /1 st rd (void)
	5D/6D/7D	Captaincy
	5H	Asks about trumps: worst first (depends on vulnerability/position)
	5S/5NT/6C*	Fit-showing in S/H/C: no strength inferences available, F6D
3H	3S	NAT, F1
	3NT	Signoff
	4m	NAT, F1
	4H/5H/6H	Captaincy
	4S*	RKCB1430-H
	4NT/5m*	Asking Bids in S/m: opener shows by steps no control/2 nd rd /1 st rd (void)
	5S*	Asks about trumps: worst first (depends on vulnerability/position)
	5NT/6m*	Fit-showing in S/m: no strength inferences available, F6H
3S	3NT	Signoff
	4m	NAT, F1
	4H	Signoff
	4S/5S/6S	Captaincy
	4NT	RKCB1430-S
	5m/5H*	Asking Bids: opener shows by steps no control/2 nd rd /1 st rd (void)
	5NT*	Asks about trumps: worst first (depends on vulnerability/position)
	6m*	Fit-showing: no strength inferences available, F6S
	6H	NAT

A Quiz on Three-Bids

(1)	West	North	East	South
	Pass	Pass	3C	DBL
	4C	4H	???	

(A) Is Opener invited to act again? _____

(B) Are your agreements different for minors and majors? _____

(C) Given that the preemptor might double, would this double be:

(i) Penalty? _____

(ii) A maximum 3C bid? _____

(iii) Lightner style? _____

(iv) Interest in a save? _____

(D) Or is the 4C bidder 100% the captain? _____

(E) Do you think that 4NT is a possible action for the 3C bidder? Explain:

(F) Or 4S? _____

(2)	West	North	East	South
	3D	3S	5D	6S
	???			

(A) May the preemptor save on this auction? _____

(B) What would a double mean? _____

(C) If North had bid 4NT instead of 5D, would your options be the same?

(D) Do you know about "Negative Slam Doubles" (this is not a trick question)?

If not, you don't want to know! Read the Encyclopedia of Bridge

(E) What would 5NT (over 5S) by the 3D bidder mean?

(3) Is it permissible in your style and philosophy to open with a three-bid, then reopen an overcall with a double? _____

What might you have? _____

(4) Can you state a rule(s) explaining when a simple raise invites preemptor to bid again and if he does, what distinction is made between double and bidding one more?

(5) Are you sure which doubles after preempts (by preemptor and his partner) are Lightner (lead)? Explain:

(6)	West	North	East	South
	Pass	Pass	3C	DBL
	3D?	_____		
	3M?	_____		
	3NT?	_____	Captaincy?	_____
	4C?	_____	Captaincy?	_____
	4D?	_____		
	4M?	_____		
	4NT?	_____	Captaincy?	_____
	5C?	_____	Captaincy?	_____
	5D/5M?	_____		
	5NT?	_____	Captaincy?	_____
	Higher?	_____		

KANTAR 3NT

3NT Solid 7/8 card major with at most one king or two queens outside. Thus, a 4H or 4S opening denies a solid suit. Responder may pass 3NT, which is a fringe benefit of this treatment.

Developments

3NT	Pass	An enlightened decision
	4C*	King Ask
	4D*	Bid your major
	4H*	Pass, or correct to 4S
	4S*	Pass with S, treat as Roman Ask with H (none/3 rd /2 nd /1 st)
	4NT*	Queen Ask
	5m/5H*	Roman Ask (none/3 rd /2 nd /1 st)
	5NT	Bid seven if your suit is solid opposite a void

3NT	4C*	King Ask
4D		DK
4OM*		OMK
4M*		No K
4NT		CK

To make the King Ask responder must have an honor(s) in one of the majors, which tells him that partner's solid suit is the other major (OM). Thus, when opener replies in a major responder will know whether he is denying a king or showing THAT king.

3NT	4C*	King Ask
4x	6C*	Bid your major (positional considerations)
	4NT*	Queen Ask

3NT	4C*	King Ask
4x	4NT*	Queen Ask
5m/5OM		That Q
5M		No Q
5NT		CQ plus DQ
6m		mQ plus OMQ

3NT	4NT*	Queen Ask
5m/5OM		That Q
5M		No Q
5NT		CQ plus DQ
6m		mQ plus OMQ

3NT	4D*	Bid your major
4M	4NT*	Queen Ask
	New suit	Roman Ask (nne/3 rd /2 nd /1 st)

4C/4D

Classical preempts in 2nd position OR vulnerable OR with neither side vulnerable. No side ace or king expected.

Development

4C	4D*	ART: H+S OR slam try in C with weak trumps OR slam try in D
	4M	NAT, signoff
	4NT*	Slam try in C with a trump honors, all suits controlled
	5C/6C/7C	Captaincy
	5D	NAT, signoff
	5M	FIT, no strength implications, F6C
	Slams	Signoffs

4C	4D*	
4H	Pass	The best trump suit
	4S	At least 7S/5H very strong, NF
	4NT*	Slam try in C with 0/1 C
	5C*	Slam try in C with two small C
	5D	Slam try in D
	5H	Look at your majors
	5S	Stronger than 4S

4C	4D*	
4S	Pass	The best trump suit
	4NT*	Slam try in C with 0/1 C
	5C*	Slam try in C with two small C
	5D	Slam try in D
	5H	At least 7H/5S very strong, NF
	5S	Look at your majors

4D	4M/5C	NAT, signoff
	4NT*	General slam try in D (5C reply is Last Train)
	5M	FIT, no strength implications, F6D (opener's 6C*=C void)
	Slams	Signoffs

4H/4S

Classical, based on vulnerability; at most one side king. Not a high-card hand. Third seat 4M may be tactical, but if made with unexpected strength, must double later to show it. Could easily be a two-suiter.

Development

4H	4NT/5m*	Roman Asking Bids in S/m: opener replies – no control/2 nd round/1 st round
	4S*	RKCB1430-H
	5H	PRE
	5S*	Grand Slam Force in H
4S	5m/5H	Roman Asking Bids
	4NT	RKCB1430-S
	5S	PRE
	5NT	Grand Slam Force in S

Higher Openings**5C/5D**

Classical preempts in 2nd position OR vulnerable OR with neither side vulnerable. No side ace or king expected.

Development

5m	5x	Roman Asking Bids
	5NT	Grand Slam Force in m

5H/5S Raise to six with the ace or king, to seven with both.

6x Raise to seven with the ace or king of trumps.

4NT Blackwood, for aces.

5NT Solid minor two-suiter missing ace or king in one of the suits.

6NT Solid minor two-suiter. Responder chooses between 7C and 7D (or 7NT).

7x You'll know it when you see it.

A Quiz on Higher Openings

(1) Vul vs Nonvul, IMPs

West	North	East	South
Pass	4H	4S	5H
5S	???		

(A) Is this a forcing pass situation for your side? _____ Explain carefully.

(B) What sort of hand would you have to double 5S?

(C) If you bid 6C or 6D, would that be for the lead or a second suit, involving partner in the declare-vs-defend decision that will arise if they bid 6S? Explain why/not

(2) Any vulnerability, IMPs

West	North	East	South
4H	4S	P	5C
DBL			

(A) Is double penalty? _____ or? _____

(B) If the 4H bidder tries 5D over 5C, what is that? _____

(C) What would you expect for a voluntary 5H?

(3) Any vulnerability, IMPs

West	North	East	South
		4C	DBL

4D? _____

4M? _____

4NT? _____ Captaincy? _____

5C? _____ Captaincy? _____

5D/5M? _____

5NT? _____ Captaincy? _____

Higher? _____

(4) Any vulnerability, IMPs

West	North	East	South
Pass	Pass	4C	DBL
4D?	_____		
4M?	_____		
4NT?	_____		Captaincy? _____
5C?	_____		Captaincy? _____
5D/5M?	_____		
5NT?	_____		Captaincy? _____
Higher?	_____		

COMPETITIVE BIDDING SUMMARY

Responder Passes

Reopening actions by opener

1m	1 ANY	Pass	Pass
1NT			
2NT			
3NT			
DBL			
Others			

Reopening with 1NT suggests 18-20 HCP and a relatively balanced hand, usually with a guard in the overcaller's suit. Two-level suit continuations (including a cue bid) are natural, signoffs. 2NT/3NT are natural. 3C/3D/3H are invitational-plus transfers (including a transfer into overcaller's suit. A jump to 3S is FG, a three-suited hand short in an unbid major, typically a trap pass with sound values: there may be a slam if the hands fit well.

Reopening with 2NT suggests a slightly lower minimum than 1NT but with a long minor of significant quality and possibly an unbalanced hand. Partner raises with a fast trick and/or some useful-looking bits and pieces. A retreat to opener's minor is nonforcing but everything else is forcing and suggests length in the overcaller's suit and perhaps significant values.

Reopening with 3NT is in the same family of hands as 2NT but with an extra length trick. A raise to 4NT is invitational while 5m (opener's suit) and slam bids are signoffs. A raise to 5NT is forcing, offering a choice of strains. Other continuations are forcing and suggest a source of tricks.

With hands in the 15-17 range and length in overcaller's suit, opener generally passes. Thus, if responder believes his side will do best in 1NT or higher opposite this sort of hand he should act directly after the overcall, presumably with a negative double when he can't introduce a major.

A reopening double is for takeout and suggests appropriate shape. In particular, at least three-card support for any unbid major is expected. A reopening double at the one level does not imply extra values. Balanced hands that reopen with a double will always deliver at least 15 HCP (else open 1NT).

Opener's rebid of his minor needn't deliver extra values but he will have at least a 6-card suit. With 6331 and shortness in the opponent's suit, he can choose between 2m and DBL, depending on his inclination to defend facing a penalty pass. A jump in his minor is stronger than it would be over a response from partner. He can introduce a new suit freely, with a reverse indicating extra strength.

1m 2 ANY Pass Pass
 2NT
 3NT
 DBL
 Others

Reopening with 2NT *ostensibly* suggests 18-20 HCP with a relatively balanced hand, stoppers, etc. However, with some of these hands we would prefer to pass, especially non-vulnerable. We are more likely to have a source of tricks and may well have an unbalanced hand. Responder's continuations over 2NT follow the scheme for 1m-1x; 2NT uncontested, including transfers into the overcaller's suit (which caters to five-card or even psychic overcalls). Slam try sequences, however, are limited to hands that trap-passed over the overcall.

Reopening with 3NT indicates a good hand with a serious source of tricks and may well be an unbalanced hand. A raise to 4NT is invitational while 5m (opener's suit) and slam bids are signoffs. A raise to 5NT is forcing, offering a choice of strains. Other continuations are forcing and suggest a source of tricks.

A reopening double at the two-level or higher does not promise extra values when particularly shape-suitable but at the three or four level will usually deliver more than a dead minimum.

After a reopening double of 2H or 2S, responder's 2NT is a scramble, initially aiming to find the best minor-suit fit, typically with 5om/3m or perhaps 4C/3D (after a 1D opening). However, scrambling with 2NT and converting three-of-a-minor to 3H (after a 2S) overcall is invitational in H. Converting to 3S (after a 2H overcall) suggests only four spades, while a jump to 3S directly over the reopening double suggests at least five. Examples:

1C	2H	Pass	Pass	
DBL	Pass	2S		Less than a NEG DBL or INV, therefore at most 6/7 HCP
		2NT*		"SCRAMBLE" (often 3C/5D as opener would DBL with 4=2=2=5)
		3C		Not constructive: we're not in lebensohl mode
		3D		Usually 5+D, no implication of strength
		3H		A trap pass with some anticipated fit
		3S		INV, 5+S (with only 4S/INV, start with 2NT, convert to 3S)
		3NT		A trap pass with no other direction
		4C		Based on shape (3C over 2S would show about 7-8 HCP)
		4D		INV
1D	2S	Pass	Pass	
DBL	Pass	2NT*	Pass	2NT="SCRAMBLE"
3C	Pass	Pass		One way to reach C
		3D		Typically, 3D/4H (opener did not guarantee 4H)
		3H		INV
		3S		A trap pass
		3NT		Hopeful

1C	2D	Pass	Pass	
DBL	Pass	2M		NAT, limited
		2NT		NAT, limited
		3C		Not constructive
		3D		A trap pass with some anticipated fit
		3M		INV, 5+-card suit, not much in HCP
		3NT		A trap pass with no other direction

The partnership style is slightly conservative when it comes to doubling to cater to partner's penalty pass. Doubling with dangerous patterns is not the norm. Thus a reopening double followed by conversion of partner's takeout to a different strain indicates extra values rather than an aggressive failed attempt to extract a penalty with a near-minimum. There is a tradeoff for both styles and our approach is to give up on some penalties and maintain the integrity of apparently constructive sequences.

From the other side of the table, we do not trap routinely with very strong hands when our side is vulnerable as partner may not be able to reopen with a slightly awkward minimum.

Exposed actions by opener

1C	1D	Pass	1S	[and similar sequences]
DBL				
2H/3H				
2C/3C				
1NT/2NT/3NT				
2D/3D				
2S/3S				

Double is takeout, in this case showing four hearts and significant strength, as responder didn't need much to bid 1H over 1D. Thus, 2H (which is NF) promises 6/5+. 3H, also 6/5+, is forcing, but opener may pass a return to 4C. 2C (6+C) shows some values and a decent suit and 3C a longer suit. 1NT suggests a BAL 18-20 (refer to reopening 1NT for continuations), but 2NT and 3NT are based on a trick source in clubs. 2D and 2S show stoppers with long but not solid C in a very strong hand. 3D and 3S show long solid C suit and side stoppers, looking for a D and S guard respectively.

1m	1x	Pass	2x
DBL			
2NT			
3NT			
2M/3M/3om			
3m			
3x			

Any action in this exposed position shows a good hand. Double is takeout and **if the opponents are bidding a major**, responder's 2NT reply is a scramble for the best strain (not lebensohl, not NAT). **If the opponents are bidding diamonds**, however, 2NT is natural and mildly constructive. Opener's 2NT is more likely to be based on a trick source than a balanced 18-20 but 3NT is always based on a long minor. A reverse to 2M or introducing the other minor are presumed to be strong actions but may be based on 6/5 distribution with decent suits. A jump reverse shows 6/5 and creates a force. A second bid in the original minor is defined as constructive rather than competitive. A cue-bid shows a long solid suit and asks for a stopper in the opponents' suit.

1m 1x Pass 2y
 DBL
 2z/3z
 2NT/3NT
 3m
 3x
 3y

Double shows four cards in the remaining suit (z), while bidding it shows 6/5+. If there is ALSO a three-level bid in z available, 2z is NF. Notrump bids suggest a source of tricks. 3m shows a good hand but usually not a solid suit, which may be shown by 3x or 3y, which ask for a stopper in that suit.

1C 1H Pass 1NT [and similar sequences]
 DBL
 2C/3C
 2D/3D
 2S/3S
 2NT
 2H/3H

Double is takeout of H, which means that you can't double comfortably when you think you can beat 1NT. Nonetheless, you might do so because partner can't have much if he has at least four spades, as he could have bid 1S over 1H: therefore he is unlikely to bid too many spades. 2C shows playing strength rather than extra HCP and 3C more of the same. 2D and 2S suggest 6/5+ with moderate values. 3D and 3S show more playing strength and may be raised to game with trump support or a cover card and little else. 2H shows a "real" hand with long clubs and 3H a hand with one more trick than 2H that includes shortness in H. You don't really expect to bid and make 3NT but these are the most descriptive actions to get you to 5C when it's playable. 2NT (which has never happened in real life) can be reserved for a moderate hand with 6D/7C.

1C 1H Pass 2C [and similar sequences]
 DBL
 2D/2S
 3D/3S
 2NT/3NT
 3C
 2H/3H

Opener's double of fourth hand's cue-bid response to an overcall is a takeout double of the overcall suit, always with suitable distribution and with extra values. The double is NOT used to show strong clubs. 2D and 2S suggest 6/5+ with moderate values/ 3D and 3S show more playing strength, etc. 2NT and 3NT are natural, both based on a source of tricks in C. 3C shows playing strength rather than high cards. 2H shows a strong C one-suiter while 3H shows nine running tricks if responder can stop the H suit.

After a Takeout Double

1m - (DBL):

1M is forcing, could be a weak hand with a poor four-card suit;

1D	DBL	2C	Pass	2C is not forcing opposite an unbalanced hand, 6+C
2D				F1
2H*				4=4=4=1, extras
2S*			FG	C raise
2NT				F1, 15+ HCP: 3C=NF, others FG
3C				NF, a "courtesy" raise
3D				At worst a one-loser suit, FG
3M				SPL C raises
3NT				4=4=3=2, 18-20 (4D=H, 4H=S)

New suit jumps and big jumps are FIT-SHOWING, with the strength to offer a good play for the contract at the next level in opener's suits. Game-level FIT JUMPS are semi-preemptive but establish a force if the opponents compete further (as a practical matter)

1NT=8-10 HCP, no four-card M

2NT=weak raise

3m=limit raise

3NT=nonforcing positional strong raise

REDOUBLE shows strength and suggests length in two or three enemy suits. However, as 1D-(DBL)-2C is nonforcing with a playable suit, it may be necessary to redouble in this situation with a good hand and long clubs. After redoubling, subsequent doubles are PENALTY, UNLESS an opponent jumps, in which case DBL by both partners is "cooperative penalty" below three of our minor, "cooperative takeout" above 3m.

PASS, then double, is cooperative PENALTY, but suggests 4333 shape and general strength rather than 4441 (redouble first) or five cards in their suit (bid it over DBL if a major).

REMINDER: We are forced competitively only through 3m after 1m (DBL) RDBL, so in NF situations, DBL or BID shows EXTRA VALUES. In F situations, DBL=PENALTY, BID or JUMP shows EXTRA SHAPE.

With a light distributional opening bid and a low defense-to-offense ratio, opener should act immediately at his second turn, whether fourth hand bids or passes (unless fourth hand makes a bid higher than three of the minor opened originally). Even jumps and cheap reverses deny extra high-card strength, and a voluntary 1NT rebid is NOT NATURAL. By a 1D bidder, it shows longer clubs; by a 1C bidder it shows secondary diamonds.

1M - (DBL):

Special Agreements After 1M-(DBL): "CAPPELLETTI" (transfers)

1M	DBL	2M	Weak raise; Qxx xx xxxx xxxx (2S raise is OK, minimum) Kxx xxx Kxx Jxxx (2S raise is OK, maximum)
1H	DBL	1S	Natural, F1; could be moderate four-card suit with some values
1H	DBL	1NT*	Transfer to 2C; shows EITHER real CLUBS, OR about 8-10 HCP with DOUBLETON support for H. If opener "takes" 2C (expected), responder's 2D would show 5D and 2H (choice of partials); if, instead, he prefers to 2H, he may or may not have clubs. When he has genuine clubs, he may hold as little as KJ10xxxx and out, with no upper limit.
1H	DBL	2C*	Transfer to genuine DIAMONDS; later support for hearts shows three cards, INV values, but JUMP SUPPORT=FG NOTE the distinction between these sequences and immediate FIT JUMPs, which promise four-card support, at least five of the long suit.
1H	DBL	2D*	Constructive raise to 2H (about 7+ to 10 HCP), usually three trumps.
1H	DBL	2NT*	Artificial limit raise; 4+ trumps
1H	DBL	3NT*	FG raise, 4+ trumps, usually balanced
1H	DBL	2S/3m*	FIT JUMP, typically limit raise values, but perhaps FG strength
1H	DBL	3S/4m*	FIT JUMP, semi-PRE; with: xx Qxxxx AQ10xx x (4D)
1H	DBL	4H	PRE: with: Qxxxx KJxxx x xx (4H)

1S	DBL	1NT*		Transfer to CLUBS, as above, but MAY instead have 8-10 with five of EITHER RED SUIT with DOUBLETON SUPPORT (bid 2R over 2C) or merely DOUBLETON SUPPORT with C not a factor (bid 2S over 2C)
1S 2C	DBL Pass	1NT* 3R	Pass	CLUBS + THAT RED SUIT (NAT), FG. Remember that 2R INSTEAD would show 5R and two spades, moderate hand.
1S	DBL	2C*		Transfer to diamonds; then, 2H=FG with at least 5D/4H; 3H = autoSPL, 4H=SPL/S support; e.g. with: KJx x AQ10xxx Kxx (bid 2C, then 4H); 2S = 3S/5+D, INV, 3S=3S/5+D, FG, etc.
1S	DBL	2D*		Transfer to hearts; continue using same approach as above.
1S	DBL	2H*		Constructive raise in spades
1S	DBL	2NT/3NT*		Limit/FG raises; 4+ trumps.
1S	DBL	3m/3H*		FIT JUMP, typically limit raise values, but perhaps FG strength
1S	DBL	4m/4H*		FIT JUMP, semi-PRE; with: Qxxxx xx x AQ10xx (4C)
1S	DBL	4S		PRE: with: Qxxxx KJxxx x xx (4S)

There are two other actions that responder may take over the double. He may **PASS**, which is either neutral (non-committal) or a decent balanced hand with at least a solid 9 HCP, two cards in partner's major. Or he may **REDOUBLE**, which either suggests a penalty with length in at least two other suits and a misfit for partner's major, or three-card support for his major and about 11-12 HCP (with a bit less transfer to the major). Thus:

1M Pass	DBL Pass	Pass 2M DBL	2x	Two-card support (typically an honor), roughly 7-9 useful HCP COOPERATIVE PENALTY; typically 2M344, 9+ HCP, a flexible hand with decent defense [not quite the same after 1m, where Pass, then DBL suggests 4333 without 4m]
1H DBL	DBL	RDBL	1S	PENALTY
1H Pass	DBL Pass	RDBL DBL	1S	PENALTY, typically only four spades, so opener may remove freely

1H DBL	DBL	RDBL 2S	TAKEOUT, as PASS would not be forcing
1H Pass	DBL Pass	RDBL 2S DBL	COOPERATIVE TAKEOUT as opener's PASS was not forcing. Responder might have 3=1=5=4, for example
1H Pass DBL 2D 2H 2S	DBL	RDBL 2C	Forcing PENALTY Light shapely opening 6H, light opening (not much defense) 5S/6H, light opening
1H Pass	DBL Pass	RDBL 2C 2H DBL 2D 2S	Usually three trumps, about 11-12 PENALTY, as opener's PASS was forcing F1; natural, with some length in S (else no initial RDBL) F1, very unusual as no 1S over DBL: likely 5=1=4=3
1S Pass DBL 3H 3S 3NT	DBL	RDBL 3D	Not forcing (we are forced only through 2S TAKEOUT, as PASS would not be forcing NAT, forcing NAT, 6+S, extra values, FG NAT, based on long solid S
1S Pass	DBL Pass	RDBL 3C Pass DBL 3S 3D/3H	Possible, as opener's pass was not forcing COOPERATIVE TAKEOUT, perhaps 1=4=5=3 Usually three trumps, about 11-12 FG; natural, with length in the remaining suit (else no initial RDBL)
1H Pass	DBL 3D	RDBL 2D Pass 3H 3S 4C	Not forcing (we are forced only through 2H) Usually three trumps. about 11-12 FG, secondary C FG, secondary S
1S Pass Pass DBL 3S 4m	DBL 3H	RDBL 2H Pass Pass	Possible, as responder's pass was not forcing COOPERATIVE TAKEOUT 6+S, FG FG, secondary length in om

Negative Doubles

through 5D after suit, 1NT and 2NT openings. Specific distributional requirements in only a few cases:

- (1) 1m-(1H)-DBL denies as many as four spades
- (2) 1C-(1D)-DBL shows either both majors (4/4, 4/5, 5/5 [only if weak], or neither major
- (3) 1m-(1S)-DBL "attempts" to deliver four+ hearts, but NOTE that in a weak notrump framework, responder can't afford to pass if opener might pass also with a strong notrump and length in the enemy suit. Therefore, a "nonspecific" negative double shows either the right shape or 8+ HCP.

Negative doubles promise competitive values and the ability to handle the auction. Responder acts with proper shape with any excuse, but with "improper" shape only if opener might be **FATALLY** trapped with a strong notrump and length in the enemy suit. Opener should lean towards natural notrump rebids whenever possible, bringing the partnership notrump structure into play (**2C puppet / 2D FG inquiry over 1NT rebid**). Use **normal 2NT rebid kit (transfer style) over opener's jump 2NT rebid**.

Developments after a one-level negative double:

Opener's rebid after a pass by fourth hand

A simple 2H by 1m opener after a NEG DBL of 1S implies extra values in shape or HCP (i.e. not a weak notrump). He does not need to jump with such a hand.

A jump to 3H after a negative DBL of 1S suggests 17+-19 HCP BAL or just under a SPL game "raise" in H. Remember that the doubler may not have four hearts. However when responder lacks the trumps to raise he will have enough HCP for game, so in effect 3H is forcing. While it may seem that 3H could then deliver an even better hand (say a 5422 20-value) this would overload 3H and create some serious problems for the partnership. Thus with "more" opener starts with a cue-bid and then bids H.

A jump to 4H after a negative double of 1S confirms 6/5+ without overwhelming HCP.

A jump in spades when doubler has *denied* four of them confirms 6/5+ without overwhelming HCP. Nonetheless, opener may make a minimum rebid in spades (1S) when he has four of them and an unbalanced hand because this is a descriptive action. He would NOT do this with 4S and a BAL 15-17.

A simple 2D by 1C opener indicates reversing values and is therefore FG as doubler has shown some values. A jump in D by 1C opener confirms 6/5+ without overwhelming HCP. It is not forcing and doubler's preference to 4C is not forcing.

A 1NT rebid is strong (15-17) and may conceal a four-card major. Thus with four hearts and spade stoppers, opener may prefer 1NT to 2H after a negative double of 1S, but 2H if he has little in spades and a suitable hand for H. Another influence with BAL hands is the number of C held (with only three, generally prefer 1NT, even with a dubious S holding) because doubler, lacking H support, will often return to clubs (a sequence that suggests game-going values opposite a strong notrump, however). Responder advances by using "1NT rebid" kit as w/o competition.

Opener's 2C or 2D rebid after 1H-(1S)-DBL-Pass may be made on a three-card suit on occasion, with $4=5=31$, for example. A jump to 3C or 3D is a one-round force (this is a non-standard treatment) as when responder lacks a fit he will have enough high cards for safety and when he has a fit, there will be enough playing strength for safety.

A cue-bid is FG and suggests either a long minor or a prime fit for a suit doubler is suggesting or a strong quasi-BAL hand with no clear direction. Having doubled 1S, responder does not introduce H DIRECTLY over opener's cue-bid unless he has at least five. Indeed, his first concern should be to bid notrump with a full stopper. His return cue-bid unambiguously shows a half stopper. As the cue-bid is FG, doubler's first rebid should cater to as many of opener's hand types as possible. A frequent first choice would be to support opener's minor as opener will generally be able to clarify his intentions with his next call.

A jump cue-bid by opener indicates a long solid minor, sufficient strength to commit to game, but denies a stopper in the overcall suit. It is not, per se, a slam try and 3NT is the primary objective. Note that opener's simple cue-bid denies this type of hand.

Doubler's simple preference for opener's minor after opener's minimum rebid suggests roughly a 10-count and denies length in the second suit (just) bid by opener. This sequence is unambiguously NOT a game try in the suit just bid by opener. That would include:

1D	1S	DBL	RDBL	
2H	2S	3D		Constructive but NF (raise H with support)
1C	1S	DBL	2D	
2H	Pass	3C		Constructive but NF (raise H with support)

The opponents bid again after our one-level negative double

1C	1D	DBL*	2D	[where DBL=both H+S or neither]
DBL*				15+ HCP, no M, no D stopper expected
2M				4M, a strong NT or some shape
2NT*				COMP 3C bid or 17+-20 with D stopper
3C				NAT, INV
3D*				FG, long C
3M				NAT, FG because DBL showed some values
3NT				Based on long strong C
4C				NAT, FG, not a 3NT hand
4D*				$4=4=0=5$, strong
4M				$6+C/5M$, moderate values

1C	1D	DBL*	3D	
DBL*				Good hand, no M, no D stopper expected
3M				Sound raise to 2M or minimum raise to 3M
3NT				NAT, not an indifferent 15-17 BAL
4D*				Covers a lot of ground: assume strong 4M
4M				$6+C/5M$, moderate values

1C 1D DBL* 4D
 DBL*
 4M/5C
 4NT
 5D*

Good BAL hand, no 4M expected
 Best guess
 Blackwood, aces
 4=4=0=5, very strong

1C 1D DBL* 5D
 Pass
 DBL*
 5M
 5NT*
 6C/6M

NF
 Transferable values, extras
 4+M/6+m (or something in that family), strong
 4=4=0=5, very strong
 Best guess

1C 1D DBL* 1S
 DBL*
 1NT
 2C
 2D*
 2H
 2S*
 2NT
 3C
 3D*
 3H
 3S*4D*
 3NT
 4C/4H

15+ BAL, reason not to be declarer, likely S flaw
 Positionally appropriate strong NT (use 1NT rebid kit)
 6+C, no extras implied, could be fair hand if suit indifferent
 4=4=1=4 or 4=4=0=5, no extras implied
 4M, normal raise
 FG, long C
 NAT (use 2NT rebid kit)
 INV, good suit
 FG, 4H
 FG because DBL showed some values
 6+C/4H CONC, SPL S/SPL D (respectively)
 Based on long strong C
 1=5=1=6 CONC / 6+C/5H moderate values (respectively)

Use similar scheme if fourth hand advances with 1H; 1S by opener would be NAT

1C 1D DBL* 2S
 DBL*
 2NT
 3C
 3D*
 3H
 3S*4D*
 3NT
 4C/4H

15+ BAL
 COMP 3C or 3H or 17+-20 BAL (3NT next)
 NAT, INV
 FG, long C or 4H
 FG because DBL showed some values
 6+C/4H CONC, SPL S/SPL D (respectively)
 Based on long strong C
 1=5=1=6 CONC / 6+C/5H moderate values (respectively)

Use similar scheme if fourth hand advances with 2H; 2S by opener would be NAT

1C	1H	DBL*	2H	[where DBL denies 4S and implies D length]
DBL*				15+ BAL or quasi-BAL, no H stopper expected
2S*				Good hand, short H: includes 3=1=3=6 and 3=1=4=5 (reverse)
2NT*				COMP 3C or 3D bid or 17+20 with H stopper
3C				NAT, INV
3D				NAT, FG (then: 3M=stopper, 4m sets trumps)
3H*				FG, long C
3S*				6+C/5S, moderate values
3NT				Based on long C
4C				FG, not a 3NT hand
4D				6+C/5D, moderate values
4H*				3=0=4=6, very strong
4S				6+C/5S, stronger than 3S

Use similar scheme if the opening bid is 1D

1C	1H	DBL*	3H	
DBL*				Good BAL or quasi-BAL hand (then 3S asks H stopper)
3S/4S				6+C/5S, moderate/better values respectively
3NT				Based on long C
4C				FG, not a 3NT hand
4D				6+C/5D, moderate HCP values but FG
4H				3=0=4=6, very strong

Use similar scheme if the opening bid is 1D

1D	1S	DBL*	2S	[where DBL indicates 4H (or more if not FG) or sound 8+ HCP]
Pass				Could easily be an unexceptional 15-17 BAL
DBL*				Responsive, typically 1=3=5=4 or 2=3=4=4, or too strong to pass
2NT*				COMP 3C/3D/3H or BAL 3NT with S stopper: responder assumes D+C
3C				NAT, good hand, F1
3D				6+D, INV
3H				NAT, extras (FG in practice; as when responder lacks 4H he has 10+ HCP)
3S*				6+D, FG
3NT				Based on long strong D
4C				D+C, FG
4D*				4H/6D CONC, SPL C
4H*				4H/6D CONC, SPL S

Use similar scheme if the opening bid is 1C (2NT* would be COMP 3C/3H or BAL 3NT with S stopper}

1C	1S	DBL*	3S	
Pass				Could be a normal strong NT
DBL*				Responsive, typically 1=3=5=4 or 2=3=3=5, or too strong to pass (no S stop)
3NT				Covers a lot of ground
4C				C, FG (else DBL)
4D				6+C/5D, moderate HCP values (or better) but FG
4H				Covers a lot of ground

Use similar scheme if the opening bid is 1D (4C=INV)

Doubler's continuations

When both opponents are bidding, the **partnership onus is very definitely on responder**. This is an important aspect of the system and impacts in several areas. Opener need not overbid in close cases. With a normal strong notrump and no likely primary fit or convenient descriptive double available, it's normal for opener to pass after fourth hand raises or introduces a new suit after responder's negative double. Responder bids again whenever he figures to be able to compete effectively opposite such a hand. For example:

1C	1S	DBL*	2S	
Pass	Pass	DBL*		Extra values, still takeout (now: opener's 2NT=15-17)
		2NT*		ART COMP 3C or 3H or moderate hand with 4H/6D
		3C		Primary club fit, about 9-10 (with more DBL, with less use 2NT)
		3D		Same as 2NT-then 3D, but a better hand, NF
		3H		Same as 2NT-then 3H, but a better hand, NF
		3S*		C, FG, too distributional to risk a second DBL

Repeat same-suit double by negative doubler for takeout, extra high cards. Two doubles, then support establishes a force and suggests a balanced or quasi-balanced hand (else cue-bid).

Negative double followed by VOLUNTARY support:

After 1m opening: suggests 9-10 HCP (10-12 support points), four-card support for opener's minor (where 2NT is used as a weaker lebensohl mechanism).

After 1M opening: 10-12 support points, three-card support.

Developments after a two-level negative double:

As the level gets higher, doubler will have either support for both unbid suits, support for opener, or enough high cards for safety. He does not promise a rebid over a minimum rebid by opener but as he has not promised anything specific opener may not be comfortable with a jump rebid even with a fair hand. Therefore, doubler strains to bid again with a fit. This is the system compromise. Other approaches are to pass without "pure" support requirements, but that does not work well in this style, where opener might be trapped over a pass with a strong notrump. Doubler does not promise to bid again in competition.

1D	2C	DBL	Pass	
2D				NF, might be only 5D if 2=2=5=4 or (31)=5=4
2M				4M, strong notrump or shape (a "standard" INV 3M)
2NT				NAT, 15+, F1
3C				FG, likely to be long D
3D				INV, strong suit (needn't be as good as one loser)
3M				FG, 18-20 support points (2NT often an alternative)
3NT				Based on long strong D
4C*				4=4=5=0, strong
4M				6+D/5M, moderate HCP

1S	2H	DBL	Pass	
2S				NF, if only 5S, then good ones
2NT				NAT, 15+, F1
3m				NAT, NF, might be 3m if S are not strong
3H				FG, likely to be long S
3S				INV, strong internal suit
3NT				Based on solid S (responder may correct to 4S or look for slam)
4m				5+S/5+m, FG (might not be a huge HCP hand)
4H*				5=0=4=4, strong
4S				Like 1S-2x; 4S uncontested

After negative double of two-level overcall and opener's 15+ F1 2NT rebid, responder uses transfers and Stayman [cue-bid over S or transfer cue-bid over H is Stayman after 2M overcall; 3C Stayman after 2m overcall] after nonjump 2NT [forcing] rebid. This is the scheme:

1C	2H	DBL	P	
2NT		3C		NAT, FG
		3D*		Stayman (Transfer Cue-bid over H)
		3H*		S
		3S*		D ("highest available" 3M=always other minor)
1C	2S	DBL	P	
2NT		3C		NAT, FG
		3D*		H
		3H*		D (3S o/wise used; this is "highest available" 3M)
		3S*		Stayman (Cue-bid over S, critical to play H from opener's side)
1D	2H	DBL	P	
2NT		3C*		D
		3D*		Stayman (Transfer Cue-bid over H)
		3H*		S
		3S*		C ("highest available" 3M=always other minor)
1D	2S	DBL	P	
2NT		3C*		D
		3D*		H
		3H*		C (3S o/wise used; this is "highest available" 3M)
		3S*		Stayman (Cue-bid over S, critical to play H from opener's side)
1m	2om	DBL	P	[applies also to NATURAL 2m overcall]
2NT		3C*		Stayman
		3R*		JTB
		3S*		Agrees opener's minor (3NT not obvious)

1H	2S	DBL	P	
2NT		3C*		D
		3D*		H support (therefore at least 10-12)
		3H*		C
		3S*		C+D, slam interest

Negative Doubles at Higher Levels

Although responder may take certain liberties with a fit, there is a real possibility that opener might pass the double or get the partnership too high. If the NEG DBL hits a new fit, responder will not pass. The main question is whether four of opener's minor by either partner in the ensuing auction should be forcing and as a practical matter we will play it as forcing. There are pluses and minuses, but it's the way we'll play.

THE SPECIAL CASE OF 1D-(3C)-DBL-(Pass)

For the sake of completeness:

1D	3C	DBL	Negative, many hand types
		3D	6+H, INV or 5+H FG (assume INV)
		3H	6+S, INV or 5+S FG (assume INV)
		3S	Diamond support, INV+, typically unbalanced (else DBL)
		3NT	NAT, could be a slight stretch or UNBAL
		4C	4=4=5=0, whatever turns you on strength-wise
		4D	At least a 4H bid
		4H	At least a 4S bid
		4NT	NAT, 16-18
		5C	EXclusion RKCB0314-D
		5D	PRE, vulnerability-related

1D	3C	DBL	Pass	
4H				Very strong
4S				Extras but not as strong as 4H
4D				Forcing, invites 4M on five or 4NT/5C slam tries for D
4C				Right strain for game with H+S, or very strong for S

1D	3C	DBL	Pass	
4H		4S		NAT, directional move
		5D		Support, secondary spades, not too strong
		4NT		Slam try in H
		5C		Slam try in D

1D	3C	DBL	Pass	
4S		4NT		Slam try in S
		5C		Slam try in D
		5D		Support, side hearts, not too strong

1D 4D	3C	DBL 4M 4NT 5C 5D	Pass	5M, NF NAT Slam try in D Limited
1D 4C	3C	DBL 4D 4H 4S 4NT 5C	Pass	Right strain for game or very strong for S Waiting, extras or 5S/D support limited 4/5H, perhaps equal or longer S, limited Direction Slam try with both majors Slam try for D
1D 4C 4H 4S	3C	DBL 4D	Pass	H+S, limited Very strong, slam opposite 5S/D support
1D 4C 4H	3C	DBL 4D 4S 4NT 5C 5D 5H 5S	Pass	Correction (either 5S/D support, or 4S without 4H) RKCB1430-H RKCB1430-S D support, no 4M, therefore roughly opening-bid strength General slam try for H General slam try for S
1D 4C 4S	3C	DBL 4D 4NT 5C 5D 5H 5S	Pass	RKCB1430-S RKCB1430-D D support, no 4M, therefore roughly opening-bid strength FIT bid, therefore too strong for 4H last turn General slam try for S
1D 4C 4S 4NT 5C 5D	3C	DBL 4H	Pass	Very strong but NF opposite limited hand with S support 4S, stronger than 4S, but no C control Like 4NT, but with C control 4S/independent D, strong but NF

Other Actions

One-level "free bid" carries no implication of extra values (unlimited), could easily be a poor 4-card suit.

Two-level "free raise" of minor denies the values to force to game opposite a strong notrump, i.e. 1C-(1H)-2C shows about 4-bad 8 HCP.

Three-level "jump raise" of minor denies the values for game opposite a normal 15-19/20 HCP notrump type. Opener bids again at his own risk. May prefer to raise to "only" 2m if game is likely opposite the maximum 18+-20 type. The alternative is to overload the negative double, which is dangerous.

Four-level "double jump raise" of minor is very weak, usually 6/7 card support. Need good controls to think of game.

"Free 1NT" by responder after overcall on right suggests about 8-bad 11 HCP. With 11+-12, prefer negative double; with less than 8, prefer to pass unless negative double seems safe.

"Free 2NT" by responder after one-level overcall on right is FG, nominally 13-15 HCP;
 continuations: after *1m opening*, as if no interference (3C=no SPL, 3D=om SPL, 3M=SPL);
 after *1M opening*, natural continuations.

"Free 3NT" by responder after one-level overcall on right suggests about 16-18 HCP, stoppers, etc (as without competition).

"Free 2NT" by responder after TWO-LEVEL overcall on right [but not 1M-(2OM)] suggests about 9+-12-HCP; NF; opener's continuations: (1) After 1C opening: 3C=NF, higher than 3C=SPL, etc; (2) After 1D opening: 3D=NF, others=SPL; with D/C two-suiter, show M SPL first; with no SPL raise to 3NT or much more rarely try 4C (2=2=5=4, or 4D with 6+D and no SPL. (3) After 1M opening: natural continuations: 3M is NF, new suits are forcing.

Cue-bid by responder after opponent's direct overcall shows primary fit, at least limit raise values [but not after 1M-[2OM] or, if a lower bid is available to show a limit raise, game forcing values, e.g. 1H-(2S)-3D=limit raise, so 3S and 3NT are available for UNBAL/BAL FG raises, respectively. In this structure, 1M-(2OM)-4m are available as FIT JUMPS. With balanced values, responder tends to prefer negative double to cue-bid.

After responder's one-level "free bid"

1C	1D	1H	Pass	
1S				5+C/4S, NF: could be quite a good hand, very rarely passed
1NT				15-18-; perhaps no D stopper (2C=PUP2D; 2D=FG INQ)
2C				6+C, NF: could be a decent hand with moderate C
2D*				FG, usually long C but perhaps 2=4=2=5 20-count
2H				4H, strong NT or shape
2S				5+C/4S, FG
2NT				NAT, 18+-20 (normal 2NT transfer kit)
3C				NAT, INV, very good suit
3D*				3H/6+C, FG, SPL D/SPL S: (over 3H/4C: lower SPL/higher SPL)
3H				4H, INV: BAL 18-20 or just under a FG SPL raise (3S asks: 3NT=2=4=2=5, 4C=SPL D, 4D=SPL S, 4H=other BAL)
3S*				ART FG SPL raise with SPL D or SPL S: 3NT asks: 4C=D SPL, 4D=S SPL
3NT*				NAT, long solid C, SPL H
4C*/4D*				6+C/4H CONC, SPL D, or 1=5=1=6 CONC/ 6+C/4H CONC, SPL S
4H*				6+C/5H, other, not strong
1C	1D	1S	Pass	
1NT				15-18-; perhaps no D stopper (2C=PUP2D; 2D=FG INQ)
2C				6+C, NF: could be a decent hand with moderate C
2D*				FG, long C or 4S, 4=2=2=5 20-count (4S) next) or SPL raise
2H				NAT, reverse, F2NT (normal continuations as uncontested)
2S				NAT, 4S
2NT				NAT, 18+-20 (normal 2NT transfer kit)
3C				NAT, INV, very good suit
3D*/3H*				3S/6+C, FG, SPL D/SPL H (respectively)
3S				4S, INV: BAL 18-20 or just under a FG SPL raise (3NT asks: 4C=4=2=2=5, 4D=SPL D, 4H=SPL H, 4S=other BAL)
3NT*				NAT, long solid C, SPL S
4C*/4D*				6+C/4S CONC, SPL D/SPL H (respectively)
4H*				5=1=1=6 CONC
4S				5S/6+C (other), not particularly strong
1C	1H	1S	Pass	
1NT				15-18-; perhaps no H stopper (2C=PUP2D; 2D=FG INQ)
2C				6+C, NF: could be a decent hand with moderate C
2D				NAT, reverse, F2NT (normal continuations as uncontested)
2H*				FG, long C or 4S, 4=2=2=5 (4S next) or SPL raise
2S				4S, strong NT or shape
2NT				NAT, 18+-20 (normal 2NT transfer kit)
3C				NAT, INV, very good suit
3D*/3H*				3S/6+C, FG, SPL D/SPL H (respectively)
3S				4S, INV: BAL 18-20 or just under a FG SPL raise (3NT asks: 4C=4=2=2=5, 4D=SPL D, 4H=SPL H, 4S=other BAL)
3NT*				NAT, long solid C, SPL H
4C*/4D*				6+C/4S CONC, SPL D/SPL H (respectively)
4H*				5=1=1=6 CONC
4S*				6+C/5S (other), not strong

1D	1H	1S	Pass	
1NT				15-18-; perhaps no H stopper (2C=PUP2D; 2D=FG INQ)
2C				NAT, NF, could be a good hand
2D				6+D, NF: could be a decent hand with moderate D
2H*				FG, long D or 4S, 4=2=5=2 (4S next) or SPL raise
2S				4S, strong NT or shape
2NT				NAT, 18+-20 (normal 2NT transfer kit)
3C				NAT, FG
3D				INV, very good suit
3H*				3S/6+D, FG, SPL C/SPL H (over 3S or 4D: lower SPL/higher SPL)
3S				4S, INV: BAL 18-20 or just under a FG SPL raise (3NT asks: 4C=4=2=5=2, 4D=SPL C, 4H=SPL H, 4S=other BAL)
3NT*				NAT, long solid D, SPL S
4C/4D*				6+D/4S CONC, SPL D/SPL H (respectively)
4H*				5=1=6=1 CONC
4S*				6+C/5S (other), not strong

Fourth hand gets involved after responder's one-level "free bid"

1C	1D	1H	2D	
Pass				Could easily be an indifferent strong notrump
DBL*				3H, some extras, or an awkward BAL hand too strong to pass
2H				4H, as without the D raise
2S				NAT, FG
2NT*				COMP 3C or 18-20 BAL with a D stopper (3NT next)
3C				INV
3D*				FG, long C or 4H + some SPL
3H				4H, INV, as without the D raise
3S				6+C/5S, moderate HCP hand but FG
3NT				Based on long strong C
4C*/4D*				6+C/4H CONC, SPL D or 1=5=1=6 CONC/SPL S (respectively)
4H				2=4=2=5, strong
4S				6+C/5S, better than 3S

1C	1D	1H	2D	
2NT*	Pass	3C		"I would pass a COMP 3C"
		3D*		FG (then: 3H=H honor, 3S=stopper)
		3H		6+H, INV
		3S*		ART, C fit, try for 3NT with no D stopper (4C=NF)
		3NT		NAT
		4C		NAT, FG (else 3S* or 3D*), clear direction
		4D*		SPL C raise, FG
		4H		NAT

1C	1D	1H	3D
Pass			Could be a strong NT
DBL*			3H, some extras, or an awkward hand too strong to pass
3H			Good raise to 2H possible
3S			NAT, FG
3NT			Covers a lot of ground
4C			NAT, FG (else DBL)
4D*			Strong UNBAL H raise, often a SPL D
4H			2=4=5=2, strong

Same general scheme and ideas apply if responder bids 1S rather than 1H

1C	1D	1H	DBL	[where DBL shows 4S plus D tolerance)
Pass				Could be an awkward strong NT
RDBL*				Three-card H raise or 18+ BAL
1S				NAT, 5+C/4S
1NT				15-17, D stopper certain
2C				6+C, could be a decent hand with moderate C
2D*				FG, C
2H/3H				4H, normal raise
2S				6+C/5S, moderate hand, NF
2NT				Strong BAL 4-card H raise
3C				INV
3D*/3S*				SPL game raise in H
3NT				Based on long strong C
4C*/4D*				6+C/4H CONC, SPL D or 1=5=1=6/SPL S (respectively)
4H				6+C/5H (other), not strong
4S				NAT, 6+C/5S, good suits

Same general scheme applies if fourth hand bids 1S, showing 5+S, but:

1C	1D	1H	1S
DBL*			18+ BAL
1S*			ART 3-card H raise
2S*			Raise to 3H with SPL (2NT asks: 3C=D, 3D=S)
4S*			RKCB1430-H

Same general principles (as immediately) above apply if fourth hand jumps to 2S

1C	1D	1H	1NT	
Pass				Could be an awkward strong NT
DBL*				Three-card H raise or awkward strong hand (4S/5C possible)
2C				6+C, could be a decent hand with moderate C
2D*				FG, C
2H				4H, 15-17 or minimum unbalanced
2S				6+C/5S, moderate hand, NF
2NT*				4H, BAL 3H bid
3C				INV, more playing strength than usual, less HCP
3D*/3S*				SPL game raise in H
3H				4H, shape, might have bid only 2H uncontested
3NT*				2=4=2=5, strong
4C*/4D*				6+C/4H CONC, SPL D or 1=5=1=6/SPL S (respectively)
4H				6+C/5H (other), not strong
4S				NAT, 6+C/5S, good suits
1C	1H	1S	2H	
Pass				Could easily be an indifferent strong notrump
DBL*				3S, some extras, or an awkward BAL hand too strong to pass
2S				4S, as without the H raise
2NT*				COMP 3C or 18-20 BAL with a H stopper (3NT next)
3C				INV
3D				NAT, FG
3H*				FG, long C or 4S + some SPL (over 3S: 3NT=SPL D/4C=SPL H)
3S				4S, INV, as without the D raise
3NT				Based on long strong C
4C*/4D*/4H*				6+C/4S CONC, SPL D/SPL H/5=1=1=6 (respectively)
4S				4=2=2=5, strong
1C	1H	1S	2H	
2NT*	Pass	3C		"I would pass a COMP 3C"
		3D*		ART, C fit, try for 3NT with no H stopper (4C=NF)
		3H*		FG (then if opener bids 3S, 3NT shows a half stopper in H)
		3S		6+S, INV
		3NT		NAT, H stopper
		4C		NAT, FG (else 3H* or 3D*), clear direction
		4D*/4H*		SPL C raises, FG
		4S		NAT
1C	1H	1S	3H	
Pass				Could be a strong NT
DBL*				3S, some extras, or an awkward hand too strong to pass
3S				Good raise to 2S possible
3NT				Covers a lot of ground
4C				NAT, FG (else DBL)
4D				NAT, FG
4H*				Strong UNBAL H raise, often a SPL D
4S				4=2=2=5 strong

1C	1H	1S	DBL	[where DBL shows 5+D plus H tolerance)
Pass				Could be an awkward strong NT
RDBL*				Three-card S raise or 18+ BAL
1NT				15-17, D stopper certain
2C				6+C, could be a decent hand with moderate C
2D*				FG, C
2S/3S				4S, normal raises (but not a 4=(32)+4 or 4=3=3=3 20-count)
2H*				4=2=2=5, strong
2NT*				Strong BAL 4-card S raise (only 3/4C, 20 HCP)
3C				INV
3D*/3S*				SPL game raises in H
3NT				Based on long strong C
4C/4D*				6+C/4S CONC, SPL D/SPL S (respectively)
4H				5=1=1=6 CONC
4S				6+C/5S, other, not strong

1C	1H	1S	2D	
Pass				Could be an awkward strong NT
DBL*				3S, some extras, or 18+ BAL
2H*				FG, C
2S/3S				4S, normal raises
2NT*				COMP 3C or 18-20 BAL with H/D stoppers (3NT next)
3C				INV
3D				FG, S, BAL (only 3/4C, 4=(32)=4 or 4=3=3=3
3H*				FG S raise with some SPL (3S asks: 3NT=D SPL/4C=H SPL)
3NT				Based on long strong C
4C*/4D*				6+C/4S CONC, SPL D/SPL H (respectively)
4H*				5=1=1=6 CONC
4S				4=2=2=5, strong

1D	1H	1S	2H	
Pass				Could easily be an indifferent strong notrump
DBL*				3S, some extras, or an awkward BAL hand too strong to pass
2S				4S, as without the H raise
2NT*				COMP 3C or 3D, or 18-20 BAL with a H stopper (3NT next)
3C				NAT, F1
3D				NAT, INV
3H*				FG, long C or 4S + some SPL (over 3S: 3NT=SPL C/4C=SPL H)
3S				4S, INV, as without the H raise
3NT				Based on long strong D
4C*/4D*				6+D/4S CONC, SPL C/SPL H (respectively)
4H				5=1=6=1 CONC
4S				4=2=2=5, strong

With adjustments for 2NT* (to include COMP 3D or 3C) higher sequences follow the same scheme as if the opening bid were 1C, not 1D

When fourth hand acts at the two level, opener may be trapped with an indifferent strong notrump, so responder must cater to this possibility. When opener passes, responder's three-level bid in a suit LOWER RANKING than his initial response is NAT but NF; it DOES invite preference. With a weakish canapé type or a weak hand with support for opener's minor, responder may reopen with a "lebensohl-style" 2NT. Responder's reopening cue-bid covers unbalanced hands with at least six cards in his own suit or a prime fit for opener's suit. Double takes up the slack, covering all other hands with values.

1C	1H	1S	2H
Pass	Pass	DBL*	COOP T/O, some high cards
		2S	6+S, NF; if stronger start with DBL or jump to 3S (good suit, INV)
		2NT*	Puppet to 3C, to show 4S/6D or weak preference for C
		3C	NAT, NF but stronger than via 2NT, not as strong as via DBL
		3D	NAT, NF, 5+S/5+D
		3H*	Only 2 hand types: FG with 6+S (UNBAL, else DBL) or FG with C (UNBAL)
		3S	6+S INV, good suit
		3NT	15-17, else start with DBL
		4C	NAT, FG, no SPL H
		4D	NAT, 5+S/5+C, FG
		4H*	C support, FG, SPL H
		4S	One-loser suit, SPL H, not much else

1D	1H	1S	2H
Pass	Pass	DBL*	COOP T/O, some high cards
		2S	6+S, NF; if stronger start with DBL or jump to 3S (good suit, INV)
		2NT*	Puppet to 3C, to show 4S/6C or weak preference for D
		3C	NAT, NF, 5+S/5+C
		3D	COMP 3D, stronger than via 2NT* but not as strong as via DBL
		3H*	Only 2 hand types: FG with 6+S (UNBAL, else DBL) or FG with D (UNBAL)
		3S	6+S INV, good suit
		3NT	15-17, else start with DBL
		4C	NAT, 5+S/5+C, FG
		4D	NAT, FG, no SPL H
		4H*	D support, FG, SPL H
		4S	One-loser suit, SPL H, not much else

1C	1H	1S	2D
Pass	Pass	DBL*	"Action" DBL, typically a BAL 9+ with 5S (opener's 2NT=NAT, F1)
		2S	6+S, NF; if stronger start with DBL or jump to 3S (good suit, INV)
		2NT*	Puppet to 3C, to show weak preference for C,
		3C	NAT, NF, 5+S/5+C, stronger than via 2NT
		3D*	FG, C support but not 5/5+
		3H*	FG, 6+S
		3S	6+S INV, good suit
		3NT	15-17, else start with DBL
		4C	NAT, 5+S/5+C, INV
		4D*	C support, FG, SPL D,
		4H*	C support, FG, SPL H
		4S	One-loser suit, SPL H, not much else

Similar scheme after: 1D 1H 1S 2C (adjust accordingly)

After responder's "free 1NT" (after a 1C/1D opening):

After fourth hand's two-level raise of direct overcall (after third hand bids 1NT), opener's double shows at least an invitational hand for notrump. Opener's "free" 2NT is a competitive mechanism to introduce distributional hands, used in place of any competitive three-level bid ("good/bad 2NT") – albeit with a "different" STR BAL option. As a result, opener's "free bids" show good hands where 2NT is available to show distributional hands. With a balanced 18-20 HCP, opener chooses between DBL, and the ART COMP 2NT, depending on the degree of "help" in the opponents' suit. Opener's cue-bid indicates a game-forcing one-suiiter. A jump to 3NT is based on a long minor of some quality. Examples include:

1C 1H 1NT 2H

DBL*	Raise to 2NT, or raise to 3NT without help in H
2S	NAT, FG, but not a moderate 6+/5S
2NT*	"Good/Bad 2NT" – COMP 3C or raise to 3NT with H help
3C	INV (else 2NT*)
3D	NAT, FG, but not a moderate 6+C/5D (else 4D)
3H*	FG with long C, 3NT possible
3S	NAT, FG, moderate 6+C/5S
3NT	Always based on long strong diamonds
4C	FG, not a 3NT hand
4D	NAT, FG, moderate 6+C/5D
4S	NAT, better than 3S, but not a huge HCP hand

1D 1S 1NT 2S

DBL*	Raise to 2NT, or raise to 3NT without help in S
2NT*	"Good/Bad 2NT" – COMP 3C or 3D bid or raise to 3NT with S help
3C	F1 (else 2NT*)
3D	INV (else 2NT*)
3H	NAT, FG, but not a moderate 6+D/5H (else 4H)
3S*	FG with long D, 3NT possible
3NT	Always based on long strong diamonds
4C	FG, 5+D/5+C
4D	FG, not a 3NT hand
4H	NAT, moderate 6+D/5H

After responder's "free 1NT" (after a 1H opening and 1S overcall):

After fourth hand's two-level raise of direct overcall (after third hand bids 1NT), opener's double is takeout. Opener's "free" 2NT is a competitive mechanism to introduce distributional hands, used in place of any competitive three-level bid ("good/bad 2NT") - albeit with a "different" STRONG BAL option). As a result, opener's "free bids" show good hands where 2NT is available to show distributional hands. Opener's jump to 3NT is as it would be without competition – a long "solid" H suit, good hand. With a balanced 18-20 HCP, opener chooses between DBL, and the ART COMP 2NT, both likely to lead to 3NT arbitrarily after most rebids by responder). In reply to the (ostensibly) takeout DBL, responder uses SCRAMBLE- style responses. Opener's 2NT, then 3NT shows at least one stopper, while DBL, then 3NT does not. Thus, responder may remove 3NT freely when appropriate.

1H	1S	1NT	2S	
DBL*				Takeout, or BAL 18-20 without promising a S stopper
2NT*				COMP 3m or 3H bid or BAL 18-20 with a S stopper
3C/3D				NAT, intended as F1 (else 2NT)
3H				Sound values, INV (else 2NT)
3S				FG with long H (if solid H, then no S stopper)
3NT				Always based on long solid H (some help in S)
4C/4D				NAT, FG, 5+H/5+m
4H				Sets up forcing pass over impending 4S

After fourth hand introduces a new suit over responder's "free 1NT"

1C	1S	1NT	2H	
DBL*				Raise to 2NT, or raise to 3NT without help in H
2S*				FG with long but not solid C
2NT*				"Good/Bad 2NT" – COMP 3C or raise to 3NT with H help
3C				INV (else 2NT*)
3D				6+C/5D, INV
3H*				FG with long solid C but no H stopper
3S*				6+C/4+D, FG, high cards
3NT				Based on long solid C with a H stopper
4C				FG, not a 3NT hand
4D				6+C/5D, a playing hand rather than big HCP
4H*				RKCB1430-C

1D	1H	1NT	2S	
DBL*				Raise to 2NT, or raise to 3NT without help in S
2NT*				"Good/Bad 2NT" – COMP 3C or 3D bid or raise to 3NT with S help
3C				F1 (else 2NT*)
3D				INV (else 2NT*)
3H*				FG with long but not solid D
3S*				FG with long solid D, no S stopper
3NT				Based on long solid diamonds with S stopper
4C				FG, 5+D/5+C
4D				FG, not a 3NT hand
4H*				RKCB1430-D

1H	1S	1NT	2D	
DBL*				4C, extras, or BAL 18-20 without promising a D stopper
2S*				FG with 5+H/5+C, enough HCP that 3NT might be best
2NT*				COMP 3C or 3H bid or BAL 18-20 with a D stopper
3C				NAT, 5+C, intended as F1 (else 2NT)
3D*				FG with long but not solid H
3H				Sound values, INV (else 2NT)
3S				FG with long solid H but no D stopper)
3NT				Always based on long solid H with a D stopper
4C				NAT, FG, 6+H/5+C
4H				Sets up forcing pass over impending 4S
4S*				RKCB1430-H

Responder's Raise

After a COMP minor-suit raise

1D	2C	2D	3C	
DBL*				"Maximal Overcall" DBL: game try in diamonds
3D				COMP
1D	1S	2D	2S	
DBL*				DBL is a "balanced HCP" game try (or better)
3C*				3C is a more distributional game try (or better)

After a major-suit raise

1M ANY 2M Pass
All uncontested agreements apply.

1M Pass 2M ANY
Maximal double (see later), natural G/T when room, ART G/T with unbalanced hand when cramped, RDBL (when available) shows BAL extras.

e.g.	1S	Pass	2S	3C	
	DBL				Balanced G/T
	3D				Unbalanced G/T, length in D
	3H				Unbalanced G/T, real H
	3S				Competitive
	3NT				Long S, C stopper, choice of games
	4R				5/5+ (sets up FORCING PASS)
But . . .	1S	Pass	2S	3D	
	DBL				High-card, balanced G/T
	3H				ART, unbalanced G/T H
	3S				Competitive
	3NT				Long S, C stopper, choice of games
	4R				5/5+ (sets up FORCING PASS)

Extended "maximal overcall" doubles to try for game when the opponents are bidding (a) the suit immediately below "opener's" suit, (b) another suit, not immediately below "opener's" suit, in which case double is a high card hand and a suit bid shows distributional values with game interest. Opener's re-raise in competition is a decision about level.

1M ANY 2M ANY

Non-jump 2NT general game try

Non-jump 3NT clear slam try

Non-jump new suit at four-level shows length, attempt to judge level if auction remains competitive, after which responder's double is penalty, but his pass is nonforcing

Jump to 3NT long good M, choice of games

Jump new-suit at four-level shows length (10+ cards combined), sets up FORCING PASS, at least mild slam interest

Competitive 3M (reason to bid)

Maximal overcall doubles (even if no raise; making distinction between balanced, unbalanced, and specific help-suit tries when more room is available

1M ANY 3M(jump) PRE

1M ANY 4M(jump) PRE, slightly better over weak jump overcall

1M ANY Jump new suit FIT-SHOWING, at least nine cards in the two suits and the distributional values to raise to that level. With HCP to force to game and the same sort of distribution, generally bid new suit without jumping or (if three- and four-level jumps are both available, choose the three-level jump and hope to sort it out later). More details in separate section.

1H 1S Simple Cue-bid Limit raise+, FORCING PASS beyond 3M *only* if opponents bid HIGHER than our game.

1M 2m Jump Cue-bid SPL raise, sets up FORCING PASS if opponents compete.

NOTE: Special Agreements in direct position after 1H 2S and after 1S 2H. *[see later section]*

Double by responder after making a single raise:

A reopening double by responder **under the bidder**, after having made a single raise, is competitive, showing good defense without a trump stack, usually only three-card support for opener's suit.

1S Pass 2S 3C
Pass Pass DBL

1S 2H 2S 3H
Pass Pass DBL

The same is not quite true of a double by "single raiser" **over the bidder** after a reopening overcall by second hand:

1S Pass 2S Pass
Pass 3C DBL

. . . which shows a good raise and *some* trumps (but not *all* trumps), e.g. H10xx with two useful cards outside. Opener is expected to pull with a primarily offensive hand with shortage in the enemy suit

After a Competitive 2/1

After a Minor-Suit Opening:

In most cases (the D+C combination is a special case) a competitive 2/1 response creates a game force UNLESS responder rebids his suit at the next opportunity in a potentially weak sequence. Opener rebids as naturally as possible with notrump rebids establishing a game force (15+ HCP) and new suit bids confirming genuine shape. Simple same-suit rebids and simple raises are not as straightforward as they might seem and it's worth considering the various situations individually to make some sense of them:

1D	1M	2C	Pass
2D			5+D, unlimited, F1
2H*			4=4=4=1, unlimited, F1
2S*			ART FG club raise
2NT			NAT, FG, 15+
3C			NAT, NF raise
Others			As if there were no 1M overcall

Of responder's rebids, 2NT, 3C, 3D are NF over 2D and 2H. The special 1D-2C structure remains intact. Thus, in this sequence ONLY, responder may compete with 2C with non-FG hands as long as he has a suitable hand to rebid 2NT, 3C or 3D (about 9-11 HCP).

1C	1H	2D	Pass
2H*			Waiting bid: 4=4=1=4 or 3=4=1=5 or minimum w/ long C or D support: responder's 3C(3C+6D)/3D=NF
2S			NAT, 4S/5+C, unlimited: responder's 3C (3C+6D) and 3D NF, others FG
2NT			NAT, FG, 15+
3C			6+C, FG
3D			Support, FG: responder's 3H asks for stopper, may be minimum for 2D
3M			Splinter D raises, extras
3NT			Based on long solid clubs and a H stopper, something in spades, SPL D

1C	1H	2D	Pass
2H*			Waiting bid, may be awkward 4=4=1=4 or 3=4=1=5 minimum
		2S*	Tell me more [with clear NF 3C (3C+6D) or 3D, bid that immediately instead] 3=4=1=5 or 4=4=1=4, minimum: responder's 3C/3D=NF, 3S NAT FG
2NT*			NF, 6+C/D support (respectively): resp's 3D=FG (else 3D last turn), 3S=FG
3C/3D			4=4=1=4/3=4=1=5 extras (respectively), FG
3H/3S*			

1C	1S	2D	Pass
2H			NAT, 4H/5+C, unlimited: responder's 3C (3C+6D) and 3D NF, others FG
2S*			Waiting bid: 4=4=1=4 or 4=3=1=5 or minimum w/ long C or D support: responder's 3C(3C+6D)/3D=NF
2NT			NAT, FG, 15+
3C			6+C, FG
3D			Support, FG: responder's 3H asks for stopper, may be minimum for 2D
3M*			Splinter D raises, extras
3NT			Based on long solid clubs and a S stopper, something in hearts, SPL D

1C	1S	2D	Pass
2S*			Waiting bid, may be awkward 4=4=1=4 or 3=4=1=5 minimum
		2NT*	Tell me more [[with clear NF 3C (3C+6D) or 3D, bid that immediately instead]
3C/3D			NF, 6+C/D support (respectively): resp's 3D=FG (else 3D last turn), 3H=FG
3H/3S*			4=4=1=4/4=3=1=5 (respectively), FG although not necessarily strong: (responder's 2NT implies that he'll know what to do over these rebids)

Note the differences between 1D-(1M)-2C and 1C-(1M)-2D. While it's fine to compete with 2C in "go as you please" style because there is a coded structure that allows responder to escape to a playable partscore in NT/C/D, the same can not be said for a competitive new-suit 2D. In this scenario responder must have long diamonds when he competes on a hand with less than game-forcing values. Having three-card club support is a bonus, but is not necessary when diamonds are playable opposite shortness (when they are not, it may be better to start with a negative double of a 1H overcall, which denies four spades and so will usually deliver diamonds. In the sequences where responder can offer NF preference to clubs, he also promises at least six diamonds, as he would not introduce diamonds with a limited hand unless prepared to rebid the suit. **Note that opener's cue-bid rebid at his second turn is much more often the start of a weak sequence than a strong one.**

1C	1S	2H	Pass
2S*			Waiting bid: 4=1=3=5 or 4=2=2=5 or minimum w/ long C: responder's 3C(3C+6H)/3H=NF
2NT			NAT, FG, 15+
3C			6+C, FG
3D			Reverse, FG
3H			FG, but may be a minimum (raise improves an invitational 2H/3H hand)
3S			Splinter raise, some extras
3NT			Based on long solid clubs and a S stopper, something in diamonds, SPL H

1C	1S	2H	Pass
2S*			Waiting bid: 4=1=3=5 or 4=2=2=5 or minimum w/ long C: responder's 3C(3C+6H)/3H=NF
		2NT*	Tell me more [[with clear NF 3C (3C+6H) or 3H, bid it immediately instead]
3C			NF, 6+C: responder's 3H=FG (else 3H over 2S)
3D*			4=1=3=5: responder's 3H=FG (else 3H over 2S); 3S asks stopper
3H*			4=2=2=5 minimum
3S*/3NT*			4=2=2=5 extras/4=2=2=5 extras plus stopper

1D	1S	2H	Pass
2S*			Waiting bid: 4=1=4=4 or 4=1=5=3 or 4=2=5=2 or minimum w/ long C: responder's 3D(3D+6H)/3H=NF
2NT			NAT, FG, 15+
3C			NAT, 5+/4+ or 4/5, F1
3D			NAT, FG
3H			FG, but may be a minimum (raise improves an invitational 2H/3H hand)
3S			Splinter raise, some extras
3NT			Based on long solid diamonds and a S stopper, something in clubs, SPL H

1D	1S	2H	Pass
2S*			Waiting bid: 4=1=4=4 or 4=1=5=3 or 4=2=2=5 or minimum w/ long C: responder's 3D(3D+6H)/3H=NF
		2NT*	Tell me more [with clear NF 3D (3D+6H) or 3H, bid that immediately instead] 4=1=4=4 any strength: responder's 3H=FG (else 3H over 2S)
3C			NF, 6+D
3D			
3H*			4=2=2=5 (then 3S asks for stopper)
3S/*3NT*			4=1=5=3/4=1=5=3 with a spade stopper

When responder asks with 2NT there is an inference that he can handle any continuation. Thus 2H in these sequences, ALWAYS has at least six hearts if responder is not strong enough to commit to game. As the competitive 2/1 bidder did not promise to go past three-of-his-suit, the partnership is not forced if the opponents bid higher than that "safety level." In those situations, DBL by either partner is used to get the partnership back into the auction, usually with inconvenient-to-describe values. Opener's free competitive raise of the competitive 2/1 implies minimum values, NF, if responder has the moderate one-suited type with a long MINOR. However, an invitational hand with a six hearts is sufficiently improved to bid game if raised, so opener's raise to 3H is FORCING. Note: the competitive 2/1 is more descriptive for us than in go-as-you-please methods (when we have the "weak" type, we promise a rebid within the limits of our safety level.) Partly, this is because our negative doubles are more flexible than in Standard.

After a Major-Suit Opening:

A competitive 2/1 response is not a game force if responder's suit can be rebid at his next opportunity in a potentially weak sequence. The competitive 2/1 response is forcing only to three-of-responder's suit. Should the opponents bid past this "safety" level, we are not obliged to take further action. Nonetheless, the competitive 2/1 is far more constructive for us than in go-as-you-please methods. To an extent, this is because our negative doubles are considerably more flexible. A competitive 2/1 followed by support, new suit, notrump, or cue-bid is FG.

Therefore: 1S-(2C)-2D-(3C); Pass-(Pass)-4C denies spades (else 3S), denies hearts (else 3H), denies the ability/desire to bid 3NT, denies long, solid diamonds (else 4D); denies the ability to double (something like 2353 pattern). Therefore, responder must have a long, non-solid diamond one-suiter and a good hand willing to go past 3NT.

As the competitive 2/1 bidder did not promise to go past three-of-his-suit, the partnership is not forced if the opponents bid HIGHER than the "safety level." In THOSE situations, DBL by either partner is used to get the partnership back into the auction, usually with some inconvenient-to-describe values, described as "closer to takeout."

After a competitive 2/1 response and further action by an opponent BELOW the "safety level," doubles OVER the bidder are pure penalty, doubles UNDER the bidder show three or more cards in the enemy suit, no clear action to take.

After a competitive 2/1 response, the notion of FORCING PASSES at high levels becomes very important. We MAY allow the opponents to play a high level contract UNDOUBLED if our "safety" level was only three-of-responder's suit. Once past the "safety" level, the primary message sent by a double is a belief that our side "own the deal" and that it is worthwhile for us to take SOME action. As in most of these situations, a fit (primary or secondary support) will not have been established, these doubles will be left in quite frequently, although they are defined as showing "two-way values" rather than trump tricks.

Raise of competitive 2m by 1M opener implies minimum values and is therefore NF if responder has the moderate one-suited type BUT this minimum raise of a competitive 2H is to be treated as FG. [As the worst hand that responder can hold is something like an 8-9 count with a six-card suit (that planned to rebid 3H, NF); such a hand is sufficiently improved by a raise to merit a shot at game as a practical matter]. With a good raise, opener can make a FORCING PASS if the bidding is BELOW the "safety level" or CUE-BID or SPLINTER (extra high card values). In a forcing situation, prefer immediate action with extra values and four-card support but prefer pass with extra values and three-card support.

Special (Response) Structure after: 1M -(2OM)-?

1H	2S	2NT*	Clubs, COMP or better (opener's 3D=F1/3H=INV)
		3C*	Diamonds, COMP or better (opener's 3H=INV)
		3D*	Limit raise in H, usually four+ trumps
		3H	COMP H raise
		3S*	FG H raise, unknown SPL (3NT asks: bid SPL upwards)
		3NT*	BAL FG H raise
		4m*	FIT JUMP, sets up forcing passes (new suit next = short)
		4H	PRE
		4S*	RKCB1430-H
		4NT*	Exclusion RKCB0314-H (void in S)
		5m*	Exclusion RKCB0314-H (void in m)
		DBL	Everything else (perhaps FG C hands with less than a half-stopper in S)
1S	2H	2S	COMP S raise
		2NT*	Clubs, COMP or better (opener's 3D=F1/3S=INV)
		3C*	Diamonds, COMP or better (opener's 3S=INV)
		3D*	Three-card limit raise in S (may prefer to treat 3D or 3H as a Mixed S raise)
		3H*	Four-card limit raise in S
		3S	PRE S raise
		3NT*	FG S raise, unknown SPL (4C asks: bid SPL upwards)
		4m*	FIT JUMP, sets up forcing passes (new suit next = short)
		4H*	BAL FG S raise
		4S	PRE
		4NT	RKCB1430-S
		5x*	Exclusion RKCB0314-H (void in x)
		DBL	Everything else (perhaps FG C hands with less than a half-stopper in H)

In both cases, third hand's negative double takes up some of the slack from not having a natural 2NT or 3NT available. Having a way to mention a long minor without overstating your values and having a limit raise(s) over 2S are huge advantages, and you also get a clear FG raise, both BAL and UNBAL, plus FIT-showing jumps.

When third hand has clubs, no stopper in the opponents' major, and a hand that will often wish to consider 3NT, it will often be better NOT to show C via 2NT and risk wrong-siding 3NT. Thus double might well include a FG quasi-BAL hand with clubs.

Special (Rebid) Structure after: 1M-(3m)-3OM-(Pass); ?

1H	3m	3S	P	
3NT/4NT				NAT
4m*				6+H, weak or strong (buys time on good hands)
4om				NAT
4H*				Extra value S raise (then 4NT=RKCB1430-S)
4S				Clearly a minimum

1S	3m	3H	P	
3S				6+S
3NT/4NT				NAT
4m*				Extra value H raise (then 4S=RKCB1430-H)
4om				NAT
4H				Clearly a minimum
4S				Solid or one-loser suit, extra values, no m control

Fit-showing Jumps

All new-suit jumps by responder (except jump to game BEYOND game in opener's suit) after an opening bid and competitive action by second hand, show a four+-card fit and (usually) at least five cards in the new suit, defensive strength appropriate to the level jumped (four-level FIT JUMPS are semi-preemptive). Game-going fit jumps establish a FORCE for the partnership if the bidding continues competitively -- DBL in these situations by the fit-jumper suggests two losers in the enemy suit, but DBL by opener is a negative opinion about offense, with legitimate defense. For background on this subject, find and read Eddie Manfield's series in THE BRIDGE WORLD entitled "High Level Bridge."

Fit-showing jump followed by new suit=SPL; others suggest 5422.

Fit-showing jumps are forcing to the cheapest level in the fitting suit, unless we double the opponents. If we double below the cheapest level of our own suit, it denies (in theory) as many as two cards in the FIT suit. Pass-and-double (or pass partner's double) is the next-most penalty-oriented action (although it suggests at least two-card support for the jump suit). Bidding our suit at the cheapest level, followed by doubling is the most offensive-oriented of these three actions.

Fit-showing jumps that force to game set up a forcing pass situation even if semi-preemptive (four-level). In these forcing situations, responder uses a variation of the singleton rule: he doubles in the direct position with two or three losers in the opponents' suit, but passes or takes action with one loser or no losers. In reopening position, responder is invited to use his judgment but will tend to double with two or more losers and bid on with fewer losers.

Jump cue-bid over overcall is FG splinter raise, at least four trumps, no great side suit (as no FIT JUMP). Forcing passes. An alternative is to use this Kantar idea: "responder's jump to 3S is a transfer to 3NT." The possible lead advantages in this method make it more valuable (in my opinion) than the 3S=SPL S notion in STRONG NOTRUMP systems. Playing WEAK NOTRUMPS, however, we can always start with a "cards" double when it is likely that partner should be declarer in 3NT.

Double jump cue-bid is EXCLUSION RKCB0314. To show a VOID SPL without taking control, start with a SIMPLE SPL and then rebid the SPL suit, almost surely controls in both side suits. Forcing passes.

Forcing Passes

After we open 1M, a pass is forcing when:

- (1) The partnership is in a game-forcing auction.
- (2) An invitational bid has been accepted.
- (3) A bid is forcing to a particular level not yet reached.
- (4) The sound of bidding makes it so: if the opponents are willing to play a partscore and finally bid game after we have voluntarily bid a game.

Exceptions:

- (a) after an opening bid, a preemptive jump overcall forces responder to bid game in another suit, e.g. 1S-(4H)-5D-(5H) ... Pass ... not forcing except VUL vs NONVUL.
- (b) after an opening of 1M and a preemptive jump overcall, responder jumps to game instead of cue-bidding, e.g. 1H-(3C)-4H-(5C)... Pass ...not forcing unless the 5C bidder is a passed hand.

When a pass is forcing, either the opponents play a contract doubled or we play the hand.

Forcing passes at high levels express doubt, double suggests playing for penalty, bidding "one more" suggests primarily distributional extra values, and passing, then pulling a double, suggests slam possibilities. An exception occurs in the situation where we play the pass/double inversion, but that does not apply to situations where we open the bidding.

Hopeless hands must double in "forcing pass" auctions to warn partner against bidding.

When two passed hands get to game after our side has VOLUNTARILY bid game, a forcing pass is always in effect.

After A Single Raise

Opener can create a forcing pass situation after a single raise by:

- (1) Bidding a new suit at the three level, AND having responder accept this game try. If responder refuses and opener bids game anyway, a forcing pass is in effect.

If the opponents reach game BEFORE we do in this type of auction, there are NO forcing passes in effect because we have NOT stated that we would get to game, i.e. responder might have REJECTED the game try.

Maintain the same rules as always; treat this as a PASS=NF situation, so DOUBLE (instead) shows TRANSFERABLE VALUES situation. The scenario has not changed so drastically from normal NON-FORCING PASS situations to merit a change in the basic structure of rules. Note that we still get SOME of our juicy penalties when opener can double to announce that he was always going to bid game anyway; responder will pass that double with trumps or defensive values.

To summarize: if our side has NOT actually accepted a game invitation after a three-level trial bid, doubles by both partners are NOT for penalty. They simply show extra values, normally without a powerful holding in the enemy suit.

(2) Bidding 3NT* after a single MAJOR raise. Opener might have a second suit and slam interest or a 6331 type where it is too bulky to cue-bid the enemy suit. Responder is encouraged to double with ANY BAD HAND; i.e. he does NOT need trump tricks. His pass is at least moderately encouraging; i.e. definitely NOT trump tricks.

(3) Cue-bidding the opponent's suit, which invariably shows SHORTAGE.

(4) Bidding a new suit at the four-level

Take: 1H-(1S)-2H-(2S); 4m ... This should indeed establish a force. Opener is showing concentration in two long suits (at least five-five). There is reason to believe that if the opponents can make their higher contract, opener's side can bid on with profit as a save or make. And if they are going down, we ought to double, if only to protect our likely plus.

But: 1S-(2H)-2S-(3H); 4m ... is NOT A JUMP. Maybe this makes a difference. Opener may not be certain he can make 4S here but would like to tell responder that he has a second suit. Of course, the partnership is in game arbitrarily if the opponents stop bidding (and that is the case for playing that future passes are forcing) but as a practical matter, the opponents will often bid 4H for a variety of reasons. It is not unreasonable to treat this as more of a GAMBLING situation, another SPECIAL CASE.

Responder may DOUBLE for penalty and may bid higher than the opponents when he has a double fit. Or he may pass when he is not sure of which way to go. It is almost as if that four-level new suit was a game try; it was NOT particularly strong, after all. Opener may be intending to DOUBLE himself to say that he was expecting to make game; responder would then be invited to PASS or PULL according to his hand (normally, he would PASS). Thus, this SPECIAL CASE is a HYBRID. Opener has given up CAPTAINCY with his four-level-bid; responder may DOUBLE for PENALTY, BID ONE MORE, or simply PASS. If responder chooses to PASS, Opener may double to bring his side back into the auction, but he too may PASS. In this example auction, Opener may continue over 4H with 4S. That WOULD establish a subsequent force.

Take: 1H-(1S)-2H-(3S); 4m ... Also NOT A JUMP. But here the opponents can outbid us on the four-level (and probably will). This is still one of these HYBRID cases. Responder may DOUBLE for PENALTY, BID ONE MORE, or PASS (NF). Opener may double to bring his side back into the auction, but he too may PASS. The interesting variation is that opener may continue by bidding 5H or 5m. These bids would NOT establish a force. A bid of 4NT instead, WOULD establish a subsequent force. Thus opener may show extra length to ensure playing in the RIGHT SUIT without risking a silly result later when responder thinks he MUST double or bid on. This HYBRID situation stresses the GAMBLING element in bridge. It is often a question of WHO MAKES THE LAST GUESS.

BUT NOT . . .

(5) Leaping to game, even VUL vs NONVUL.

A leap to game by opener is to be treated as primarily DISTRIBUTIONAL. It does NOT ask for the "raiser's" cooperation. The guy who leaps to game may be intending to double his opponents UNILATERALLY after luring them into a PHANTOM SACRIFICE. Thus, he is not expecting a TRANSFERABLE VALUES DOUBLE from "raiser" and is planning to PASS/DOUBLE FOR PENALTY/BID ON by himself.

The only thing that "raiser" might do in such a situation is DOUBLE FOR PENALTY, i.e. real trump tricks and/or enough values to suggest that the opponents are going down.

This sort of situation is a SPECIAL CASE, one in which normal NFP rules do NOT apply. In brief: the guy who leaps to game after being raised (1M-2M; 4M) is the CAPTAIN. The captain's partner may ONLY pass or double for penalty. If the CAPTAIN wanted to hear from the CREW about future OFFENSIVE prospects, he would NOT have jumped directly to game.

After A Limit Raise (or ART Limit Raise)

(1) If the limit raise is based on HCP and not merely distribution, then we are really in a situation where SOMEONE ACCEPTS A GAME INVITATION with extra values. While it is true that some of our extra values may be distributional, does it really pay to allow the opponents to play undoubled after we bid a game based on what figures to be more than half the high cards in the deck? If they can make theirs and we were planning to make ours (ACCEPTANCE), should we not BID ONE MORE (which should be cheap)? And if they can't make theirs, should we not DOUBLE to get maximum compensation for ours?

Thus, this IS a FORCING PASS SITUATION based on the MATHEMATICS OF BRIDGE, i.e. there is so little to gain by PASSING it out that it pays to do SOMETHING.

(2) After a limit raise, opener cue-bids, bids a new suit or 3NT:

The auction is ALREADY FORCING, so new suits are simply to help responder judge what to do when the opponents save (he may DOUBLE FOR PENALTY/BID ON/OR MAKE A FORCING PASS). The new-suit bid MAY turn out to be a slam try if opener follows with something strong next time, but it is for the time being a "HELP PARTNER" bid. 3NT is a CLEAR slam try, and so too is a SHORTAGE CUE-BID.

(3) If the opponents compete to the five-level:

We were forced after we accepted the limit raise invitation. This rule (3) applies even if we don't accept the limit raise AND there is no evidence to suggest that opener has psyched (e.g. opponents are at the five-level at UNFAV vul AND we did NOT accept the game invitation).

Direct Raise from One To Four

Opener can create a F/P auction after a PRE game raise only by bidding a new suit or cue-bidding. 4NT, while it could mean different things, is easiest treated as RKCB1430

e.g.	(a)	1H	Pass	4H	4S	
		Pass				Non-forcing
		DBL				Transferable values
		5H				No forcing passes
		5m				Forcing passes follow
	(b)	1H	2S	4H	4S	
		Pass				Non-forcing, because there was no cue-bid
		DBL				Transferable values
		5H				No forcing passes follow
		5m				Forcing passes follow

After A 1S Response to 1H Opening

- (1) Opener invites game and responder accepts. Forcing pass in effect.
- (2) Responder invites game and opener accepts. Forcing pass in effect.
- (3) Opener invites game and responder does not accept. No forcing pass.
- (4) Responder invites game and opener does not accept. No forcing pass.
- (5) A cue-bid by opener creates forcing pass.
- (6) Opener raises to game or jump raises to game after a weak jump overcall.

1H	Pass	1S	3C	
3S				Slightly better than a 2S bid; no FP
DBL*				Too strong to pass, no clear bid; no FP but often DBL
3NT				NAT, long hearts, good hand, C stopper; FP
4C*				S Raise; 4 trumps, good hand (minimum is good 3S without comp); FP
4S				Distributional raise: K10xx AKJ10xx xx x; no FP

The vulnerability does not matter; what is important is the NATURE OF THE RAISE. If it is defined as HCP, passes are forcing; if it is defined as distributional and tightly limited, there is no reason to treat a pass BY THAT HAND as forcing. Nor is there any reason to treat his partner's pass as forcing since he can do the right thing facing a well-defined hand.

(7) Opener makes a single raise and responder bids game.

1H	Pass	1S	2D
2S	3D	4S	5D

This is exactly the same case as:

1H	1S	2H	2S
4H			

The game-bidder will usually have a distributional hand and is on his own and may make a unilateral PENALTY DOUBLE or bid on or pass. His partner is invited to make a PENALTY DOUBLE of his own but he is otherwise expected to PASS. There are no FORCING PASSES. This is a variation of the SPECIAL CASE.

(8) Opener's side voluntarily bids game with no established fit. All subsequent passes by both partners are forcing.

(9) If both sides have an established fit, and both sides bid game, and there have been no weak jump overcalls, takeout, responsive or negative doubles, forcing passes are in effect when:

(a) Opener leaped from one to four in partner's suit showing a big balanced hand;

(b) The "sound of the bidding" demands it (they are sacrificing);

(c) Your side clearly has the preponderance of high cards.

(d) VUL vs NONVUL: This is different. Although everyone may be a trick or two beyond their depth and gambling slightly, passes are NONFORCING. DOUBLES show TRANSFERABLE VALUES and express an opinion about "ownership" of the hand;

After A Two-Over-One Response

As a two-over-one response to 1H/1S is forcing to game, all passes by either player are forcing until you bid a game or double the opponents.

The following principles apply to **Competitive 2/1 Responses** [e.g. 1H-(1S)-2C]

A two-over one response creates a forcing pass only through the level at which responder promised to bid. As 2C was FG unless responder rebid precisely 3C, any opposing bid higher than 3C removes the force. This is true unless opener showed extra values, when the auction becomes FG.

NOTE: Once the "safety level" has been passed, DOUBLE by both partners shows extra (FG) values that cannot otherwise be expressed.

A raise by opener of a competitive 2/1 in a minor is NF. With a better hand, opener can pass below the 3m level but must take action if past the "safety level".

For example:	1H	1S	2C	2S	
	Pass				Forcing
	3C				NF
However:	1C	1S	2D	3S	
	Pass				NF
	4D				NF
	4C				Forcing
	4S				Extra-value D raise
	4H				NF but strong
	DBL				Good hand o/wise difficult to show

NOTE: If the competitive 2/1 (new suit) was 2H or 2S, a raise IS FORCING as the raise should improve responder's COMP hand (always a 6-card suit) enough to take a shot at game.

Three-Level Competitive Bids

When responder's original new suit response is at the three- or four-level (as opposed to the two-level), forcing passes are on throughout.

Removing Partner's Double

After a fit has been established or one player has shown a totally independent suit, passing and then bidding is stronger than bidding at once. Pass expresses doubt, and that concern COULD be about slam potential although its primary message is "declare or defend?" The auction now becomes quantitative.

Before a fit has been established, a forcing pass indicates at least a partial fit with partner, but doubt as to whether to go on. Raising partner is somewhat forward-going.

Exception: You open a major, partner responds with two-of-a-minor and right-hand opponent bids at the four-level. A pass is forcing to allow responder to show support for opener. Opener's support bid over a reopening double does not promise extras. Opener's pass over the interference suggests tolerance for responder's suit.

Exception: see DEFENSIVE BIDDING SUMMARY for "PASS/DBL INVERSION" situation after an opponent's PRE is raised to the five-level, where DBL shows a fit

Forcing Passes and Doubles (general concepts)

If both sides are simply bidding one suit, there are no forcing passes, regardless of vulnerability UNLESS there has been a DEFINITE sign of strength (a jump to game is not such a sign).

Partnership style is to bid out two-suiters in competition to help judge the higher levels. If 1m opener bids game competitively, then DBLs a continuation, responder is EXPECTED to pass.

If the other side reaches the five-level+ with a "passed hand opposite a clear preempt," we establish a force for ourselves if one of us has opened in second position and the other has taken sound action (a two-level+ negative double, e.g.) In such cases, pass is "encouraging" in context (like a responsive double), while double is discouraging and penalty-oriented. With neutral values, you must choose between PASS and DOUBLE. A bid in such a situation is based primarily on distribution rather than high cards.

However, auctions such as: (P)-1D-(2S)-DBL; (4S)- do not create a forcing situation for us despite the two-level negative double and despite the fact that we are likely to have the balance of high-card power. That negative double could have been based on ideal shape and the opponents may have enough trumps and a good enough fit to be cold for theirs (they are only at the FOUR-level) and be quite ready for ours. In this type of auction, both our doubles are competitive, closer to takeout, but likely to be converted to penalty with some frequency.

Auctions that should logically be treated as forcing receive that treatment if otherwise undiscussed, e.g. P-(P)-1D-(2S); 3H-(4S)-P is perhaps best agreed as forcing! The opponents have a PH opposite a preempt AND we have suggested (although not guaranteed) that we have values (we generally do not open 1m in third seat with a weak hand). Consider, however, what sort of hand responder might have for his PH 3H (no original preempt).

A competitive two-over-one or a competitive limit-plus cue-bid do not commit our side to act beyond three of responder's suit or three of opener's suit (respectively). However, in these cases if the opponents reach a game contract **in a strain higher than "ours,"** a forcing pass situation is deemed to exist unless we have already clearly signed off in a partscore.

In FORCING situations, pass, then pull, is strong (with a few specific exceptions); immediate bids suggest extra shape, not extra power; an immediate double is an opinion (negative) about likely offensive prospects.

In NONFORCING situations, after a fit has been established, a double by either partner shows transferable values (good offense and good defense) and involves the other partner in a final decision. If a fit has NOT been established, a double by either partner is used to get the partnership back into the auction - it is defined as takeout-oriented, but if partner wishes to pass with a poorish hand, the opponents figure to be going down on the basis of doubler's aces and kings, not trumps.

In general, if we are forced by the nature of our bidding to a particular level (e.g. a game-try cue-bid forces us to 3m; a slam-try 4M cue-bid forces us to 5m), a return to the trump suit at that level (in competition) is a regressive action.

After second hand's 1NT overcall**After 1m:**

1m	1NT	DBL	Penalty, usually 8+ HCP: Forcing passes only through 2D
		2C*	H+S
		2D*	H
		2H*	S
		2S*	C+D, emphasis on the other minor
		2NT*	FG, usually 6/5+ (could be C+ANY)
		3x	PRE
		4x	PRE

After 1M:

1M	1NT	DBL	Sound 8+ HCP (slightly higher minimum); Forcing passes only through 2D
		2C*	C+OM, usually 5/5+
		2D*	D+OM, usually 5/5+
		2M	Weak raise
		2OM	NAT, NF
		2NT*	C+D, or FG, usually 6/5 (could be C+ANY)
		3x	PRE
		3NT*	C+D, more extreme
		4m	FIT, length
		4M	PRE
		4OM	NAT
		4NT*	C+D, even more extreme

After the penalty double of 1NT, our partnership is entitled to one “cooperative takeout” double (i.e. our NEXT double is takeout, but may be removed). All doubles after that are “cooperative penalty” under the bidder, “pure penalty” over the bidder (or the known length). If the opponents escape to 2H or higher, we are no longer forced and all doubles are “cooperative takeout.” If we double them for penalty in their escape to 2C or 2D (most likely by passing a cooperative takeout double) and then they escape to 2H or higher, we are not obliged to double or take further action. However, any double is for penalty (the logic is that once we’ve gone into penalty mode we do not revert to takeout mode – we had our one takeout double already).

A new suit by third hand, after doubling 1NT, is NF. 2NT indicates a two-suited hand with defensive strength (else act directly over 1NT) and is forcing to suit agreement. A cue-bid, in contrast, is FG.

NOTE: Use these methods whether 1NT=NAT or COMIC or GARDENER

If the 1NT overcall is passed around to opener, his reopening double is defined as “takeout of the lowest unbid suit.” Thus, after 1m-(1NT)-Pass-Pass, double shows length in the majors, shortness in the other minor. After 1M-(1NT)-Pass-Pass, double is takeout of clubs.

vs Natural Club Overcalls of Our 1C Opening

1C	2C	[where 2C=NATURAL]
	Pass	Limited
	DBL*	NEG, BAL or no six-card suit, not 5/5+ Majors
	2D	NAT, NF, could be as good as INV
	2M	NAT, NF, strictly COMP
	2NT	NAT, NF (game opposite 15+ BAL)
	3C*	5+S/5+H, perhaps not a great hand
	3D*	H, INV+ (opener assumes INV)
	3H*	S, INV+ (opener assumes INV)
	3S	D, FG
	3NT	NAT
	4C*	5+S/5+H, good hand (opener's 4D=slam-suitable)
	4D*	At least a 4H bid (e.g. KQJxxxxx and out)
	4H*	At least a 4S bid
	4S*	At least a 5D bid
	4NT	Blackwood, aces
	5C*	4=4=5=0, very strong
1C	3C	[where 3C=NATURAL]
	Pass	Limited, but could be a modest COMP 3D/3M hand
	DBL*	NEG, BAL or no six-card suit, not 5/5+ Majors
	3D*	H, "INV"+ (opener assumes minimum INV)
	3H*	S, "INV"+ (opener assumes minimum INV)
	3S*	D, INV+
	3NT	NAT
	4C*	5+S/5+H, maybe a stretch (opener's 4D=slam-suitable)
	4D*	At least a 4H bid (e.g. KQJxxxxx and out)
	4H*	At least a 4S bid
	4S*	At least a 5D bid
	4NT	Blackwood, aces
	5C*	4=4=5=0, very strong
1C	4C	[where 4C=NATURAL]
	Pass	Limited, but could be a modest COMP 4D/4M hand
	DBL*	NEG, BAL (covers a lot of ground: could be 5S/5H)
	4D*	H (4D-4H; 4S=CANAPE 6S/5H, NF)
	4H*	S (4H-4S; 5H=5+S/5H, slam try, NF)
	4S*	D
	3NT	NAT
	4NT	Blackwood, aces
	5C*	4=4=5=0, very strong

Over Second Hand's Natural 3nt Overcall**(based on an unknown long suit but usually the other minor)**

1C	3NT	Pass	No inferences available
		DBL*	H+S; strength unknown
		4C*	H
		4D*	S
		4H*	5H + support for C
		4S*	5S + support for C
		4NT*	Sound raise to 5C
		5C	PRE
1D	3NT	Pass	No inferences available
		DBL*	H+S; strength unknown (but see 5C*)
		4C*	H
		4D*	S
		4H*	5H + support for D
		4S*	5S + support for D
		4NT*	Sound raise to 5D
		5C*	5=5=3=0 slam try
5D	PRE		
1H	3NT	Pass	No inferences available
		DBL*	C or D (a P/C situation for Opener)
		4C*	C+S
		4D*	D+S
		4H	NAT
		4S	NAT
		4NT	RKCB1430-H
		5C/5D	NAT
1S	3NT	Pass	No inferences available
		DBL	C or D (a P/C situation for Opener)
		4C*	C+H
		4D*	D+H
		4H	NAT
		4S	NAT
		4NT	RKCB1430-S
		5C/5D	NAT

Over Second Hand's 4M Overcall

1C	4H	Pass	Neutral; could be a penalty double of 4H
		DBL*	Negative; cards (opener passes often if balanced)
		4S	NAT, NF, strength uncertain (no F/P to follow)
		4NT*	D + secondary C, OR strong 5D, OR strong 5S
		5m	NAT, strength uncertain (no F/P to follow)
		5H	Slam drive, ostensibly a raise but perhaps only S
		5S	Too good for 4S (no 1 st rd H control; else 4NT ... 5S)
		5NT	Big C raise, all first rd controls, focus on trumps
		Higher	No inferences
1D	4H	Pass	Neutral; could be a penalty double of 4H
		DBL*	Negative; cards (opener passes often if balanced)
		4S	NAT, NF, strength uncertain (no F/P to follow)
		4NT	C + secondary D, OR strong 5D, OR strong 5S
		5m	NAT, strength uncertain (no F/P to follow)
		5H	Slam drive, ostensibly a raise but perhaps only S
		5S	Too good for 4S (no 1 st rd H control; else 4NT ... 5S)
		5NT	Big D raise, all first rd controls, focus on trumps
		Higher	No inferences
1C	4S	Pass	Neutral; could be a penalty double of 4S
		DBL*	Negative; cards (opener passes often if balanced)
		4NT	C+D, OR D+H, OR strong 5H
		5m	NAT, strength uncertain (no F/P to follow)
		5H	NAT, NF, strength uncertain (see 4NT, then 5H)
		5S	Slam drive, usually a raise but perhaps only H
		5NT	Big C raise, all first rd controls, focus on trumps
		Higher	No inferences
1D	4S	Pass	Neutral; could be a penalty double of 4S
		DBL*	Negative; cards (opener passes often if balanced)
		4NT	C+D, OR strong 5D, OR strong 5H
		5m	NAT, strength uncertain (no F/P to follow)
		5H	NAT, NF, strength uncertain (see 4NT, then 5H)
		5S	Slam drive, usually a raise but perhaps only H
		5NT	Big D raise, all first rd controls, focus on trumps
		Higher	No inferences
1H	4S	Pass	Neutral; could be a penalty double of 4H
		DBL	Negative; cards (Opener passes if balanced)
		4NT	C+D, OR strong 5D, OR strong 5H
		5m	NAT, strength uncertain (no F/P to follow)
		5H	NAT, NF, strength uncertain (see 4NT, then 5H)
		5S	Slam drive, a raise but not the same as 5NT
		5NT	Big H raise, all first rd controls, focus on trumps
		Higher	No inferences

NOTE: Reopening double=T/O-oriented; Responder usually applies THE LAW.

After Fourth Hand Interference

After fourth hand's **one-level overcall**, opener's double shows AT LEAST strong notrump values with no stopper OR specifically the ace. However, if opener thinks he will survive, he might double with something like Kxx or Qxx also, hoping responder will provide a second POSITIONAL stopper by declaring from his side. Responder bids as if opener had rebid 1NT (i.e. 2C=puppet to 2D, 2D=FG inquiry, etc), but his 1NT and 2NT rebids are natural (signoff/invitational respectively) opposite the expected 15-17 HCP. If opener PASSES after the overcall, responder's reopening minimum bid in a suit LOWER RANKING than his initial response is NF, typically 5/5. After a 1D opening, responder's reopening jump to 3C is a fairly weak canape and does NOT invite correction. Furthermore a natural reopening reverse to 2H after a 1D response to 1C is merely INV and confirms 5+D. Stronger hands reopen with a double instead. Reopening 1NT and 2NT bids by responder do NOT assume 15-17 but rather a minimum unbalanced or quasi-balanced hand with no clear bid to make.

After fourth hand's **two-level (or higher) overcall or raise of second hand's direct overcall** (after third hand's "suit" response at one-level), *opener's double* shows EITHER extra values with three-card support OR 18+ HCP and a hand opener considers too strong to pass but inappropriate for a different action, balanced or quasibalanced. Partner of the "Support Doubler" uses lebensohl-style continuations. The corollary to the "Support Double" is that opener's direct raise promises four trumps and either a balanced strong notrump in high cards or the distributional equivalent.

In the same scenarios, *opener's 2NT is a weakish competitive move* (a variation of Good/Bad 2NT), ostensibly related to opener's minor or perhaps both minors after a 1D opening; or perhaps a weak four-card heart "raise" (after spade bidding by the opponents with responder suggesting heart length). The corollary to the "G/B 2NT is that opener's "free bids" show stronger hands wherever 2NT is available to show distributional hands.

If opener PASSES the two-level action around to his partner, responder's three-level bid in a suit LOWER RANKING than his initial response is NAT but NF; it DOES invite preference. Responder's reopening reverse to 2S after responding 1H, or to 2H after responding 1D are merely invitational and promise 5+ cards in the first suit. With a weakish canapé type or a weak hand with support for opener's minor, responder may reopen with a "lebensohl-style" 2NT. Responder's reopening cue-bid covers unbalanced hands with at least six cards in his own suit or a prime fit for opener's suit. Double takes up the slack, covering all other hands with values.

If fourth hand's initial action is a NATURAL overcall in one of OUR suits, the reopening DBL shows BAL HCP with the shortest possible length (2 in opener's suit, 2 in D, 4 in own M) in the opponent's suit.

With a normal strong notrump and no 3+ card fit for responder, the 1m opener tends to pass in competition. Responder bids again whenever he figures to be able to compete effectively opposite such a hand, using a diverse approach that includes nonforcing fourth-suit bids, nonforcing reverses, a lebensohl-style 2NT where applicable, competitive doubles and cue-bids.

When the opponents intervene the **partnership onus is very definitely on responder**. This is an important aspect of the system and impacts in several areas. Opener need not overbid in close cases.

After a one-level response and a two-level overcall by fourth hand: If opener passes the overcall around to his partner, responder's three-level bid in a suit lower-ranking than his initial response is NAT, but NF; it DOES invite preference [see below]. With a light CANAPE type, he can reopen with a lebensohl-like 2NT. Double takes up the slack.

1D	Pass	1S	2H	
Pass	Pass	DBL*		COOP T/O, some high cards
		2S		6+S, NF; if stronger start with DBL or jump to 3S (good suit, INV)
		2NT*		Puppet to 3C, to show 4S/6C or weak preference for D
		3C		NAT, NF, 5+S/5+C
		3D		COMP 3D, stronger than via 2NT* but not as strong as via DBL
		3H*		Only 2 hand types: FG with 6+S (UNBAL, else DBL) or FG with D (UNBAL)
		3S		6+S INV, good suit
		3NT		15-17, else start with DBL
		4C		NAT, 5+S/5+C, FG
		4D		NAT, FG, no SPL H
		4H*		D support, FG, SPL H
		4S		One-loser suit, SPL H, not much else

1D	Pass	1S	2H	
2S	3H	DBL		Extended "Maximal Overcall" double; only available game try
		3S		Competitive

1D	Pass	1S	2C	
2S	3C	DBL		BAL game try
		3D		Natural game try
		3H		Natural game try
		3S		Competitive

When fourth hand overcalls in the other minor:

1C	Pass	1H	2D	
DBL*				Three-card H support or 18+ BAL or quasi-BAL
2H				Four-card raise, as without interference
2S				NAT reverse, F1 (not a moderate 6+C/5S hand)
2NT*				COMP 3C bid
3C				Good hand, INV
3D*				FG with long strong C or FG SPL raise of H (show SPL next)
3H				INV, four-card raise, as without interference
3S				NAT, NF: 6+C/5S,
3NT				NAT, based on solid C
4C*				2=4=2=5 power raise: Kx KQ10x Ax AKJxx
4D*				6+C/4H concentrated, short D
4H*				6+C/4H concentrated, short S

1C Pass 1S 2D

DBL*

2H

2S

2NT*

3C

3D*

3H

3S

3NT

4C*

4D*

4H*

4S

Three-card S support or 18+ BAL or quasi-BAL

NAT reverse, F1 (not a moderate 6+C/5H hand)

Four-card raise, as without interference

COMP 3C bid

Good hand, INV

FG with long strong C or FG SPL raise of S (show SPL next)

NAT, NF: 6+C/5H,

Four-card raise, as without interference

NAT, based on solid C

4=2=2=5 power raise: AQJx Kx Ax AQ10xx

6+C/4S concentrated, short D

6+C/4S concentrated, short H

5=1=1=6 concentrated: KQJ10x x x AKJ10xx

1D Pass 1H 2C

DBL*

2D

2H

2S

2NT

3C

3D

3H

3S

3NT

4C*

4D*

4H*

Three-card H support or 18+ BAL or quasi-BAL

6+D, limited

Four-card raise, as without interference

NAT reverse, F1 (not a moderate 6+D/5S hand)

NAT, usually a source of tricks, about 18-20 (transfer continuations)

FG with long strong D or FG SPL raise of H (show SPL next)

As without interference

Four-card raise, as without interference

NAT, NF: 6+D/5S,

NAT, based on solid D

2=4=2=5 power raise: Ax KQJx AK10xx Kx

6+D/4H concentrated, short C

6+D/4H concentrated, short S

1D Pass 1S 2C

DBL*

2D

2H

2S

2NT

3C

3D

3H

3S

3NT

4C*

4D*

4H*

4S

Three-card S support or 18+ BAL or quasi-BAL

6+D, limited

NAT reverse, F1 (not a moderate 6+D/5H hand)

Four-card raise, as without interference

NAT, usually a source of tricks, about 18-20 (transfer continuations)

FG with long strong D or FG SPL raise of S (show SPL next)

As without interference

NAT, NF: 6+D/5H,

Four-card raise, as without interference

NAT, based on solid C

4=2=2=5 power raise: AQJx Kx Ax AQ10xx

6+D/4S concentrated, short C

6+D/4S concentrated, short H

5=1=6=1 concentrated: KJ109x x AKQ10xx x

1C 2H	Pass	1H 2S* 2NT* 3m * 3H	2D	ART game try or better (as w/o interference) SPL S, game try or better SPL m, game try or better INV, good suit
1C 2S	Pass	1H 2NT* 3C 3D* 3H 3S 3NT 4C 4D* 4H 4S 4NT	2D	ART, weak lebensohl-style puppet, or NAT, FG FG ART, FG, no convenient bid to make (could be 5H) FG, 6+H FG (4NT next=RKCB1430-S) NAT, about 11-13, usually not 5H NAT, 2=5=2=4 PICTURE SPL S raise One-loser suit, no D control, NF NAT, 4=5=2=2 PICTURE NAT, about 13+-15, sound stoppers
1C 2S	Pass 3D	1H Pass DBL* 3H 3S 3NT 4C 4D* 4H 4S 4NT	2D	NF ART, FG: often C support or 5H FG, 6+H FG NAT, NF NAT, NF: Jxx J10xxx x Jxxx (for example) SPL S raise One-loser suit, no D control, NF NAT, 4=5=2=2 PICTURE NAT, about 13+-15, sound stoppers
1C 2S Pass DBL 3H 3S 3NT 4C 4D* 4H 4S	Pass 3D	1H Pass	2D Pass	A real possibility Too strong to pass, 3NT still possible FG, 4=2=1=6, typically two H honors FG, 6+C/5S NAT, almost surely SPL H/6+ good C FG D void, huge C hand (but not same as 4H) 4=2=0=7, two H honors 7C/6S, NF

Same principles applied to other competitive reverse sequences

When fourth hand overcalls in opener's minor (natural)

1C	Pass	1D	2C	[where 2C=NAT]
Pass				UNBAL with 4=4=1=4 or 5+C or 15-16 BAL
DBL*				17-20 BAL, not 4H+4S (at most one C trick)
2D*				17-20 4H+4S, could be SPL D
2H				F1, typically: AKx AKQ10 Kx xxxx
2S				F1, switch the S and H from 2H example
2NT				NAT, 18-20 BAL (transfer continuations)
3C*				Axx AK AKx xxxxx (D raiselet)
3D*				AK Ax AKJx xxxxx
3M				FG SPL "raises" with 4D/five weak C

REMEMBER that 1D response may be relatively short ONLY with 4+C support

1C	Pass	1H	2C	[where 2C=NAT]
DBL*				Three-card H support
2D*				UNBAL four-card raise, i.e. 4/5C with 4H
2H				BAL four-card raise, as without interference
2S				F1, typically: AKJ10 Kx AKx xxxx
2NT				NAT, 18-20 (transfer continuations)
3C				Ax AKQx AK xxxxx
3D*				SPL raise to 4H
3H				Four-card raise, as without interference
3S*				SPL raise to 4H

1C	Pass	1S	2C	[where 2C=NAT]
DBL*				Three-card S support
2D*				UNBAL four-card raise, i.e. 4/5C with 4S
2H				F1, typically: Kx AKJ10 AKx xxxx
2S				BAL four-card raise, as without interference
2NT				NAT, 18-20 (transfer continuations)
3C				AKQx AK Ax xxxxx
3D*				SPL raise to 4S
3H*				SPL raise to 4S
3S				Four-card raise, as without interference

1D	Pass	1H	2D	[where 2D=NAT]
DBL*				Three-card H support
2H				Four-card raise, as without interference
2S				F1, typically: AKJ10 Kx AKx xxxx
2NT				NAT, 18-20 (transfer continuations)
3C*				F1, typically: AKx Kx xxxx AKQ10
3D*				AKx AKQx xxxxx A (singleton BLACK ace)
3H				Four-card raise, as without interference
3S*				SPL raise to 4H
4C*				SPL raise to 4H

1D	Pass	1S	2D	[where 2D=NAT]
DBL*				Three-card S support
2H				F1, typically: Kx AKJ10 xxxx AKx
2S				Four-card raise, as without interference
2NT*				NAT, 18-20 (transfer continuations)
3C				F1, typically: AKx Kx xxxx AKQ10
3D*				AKQx A xxxxx AKx (singleton CA or HA)
3H*				SPL raise to 4S
3S				Four-card raise, as without interference
4C*				SPL raise to 4H

After a 1C/1D opening: After fourth hand's two-level overcall (after third hand's 1NT response), opener's double shows at least an invitational hand for notrump. Opener's "free" 2NT is a competitive mechanism to introduce distributional hands, used in place of any competitive three-level bid ("good/bad 2NT") – albeit with a "different" STR BAL option. As a result, opener's "free bids" show good hands where 2NT is available to show distributional hands. With a balanced 18-20 HCP, opener chooses between DBL, and the ART COMP 2NT, depending on the degree of "help" in the opponents' suit. Opener's cue-bid indicates a game-forcing one-suiter. A jump to 3NT is based on a long minor of some quality. Examples include:

1D	Pass	1NT	2S	
DBL*				Raise to 2NT, or raise to 3NT without help in S
2NT*				"Good/Bad 2NT" – COMP 3C or 3D bid or raise to 3NT with S help
3C				F1 (else 2NT*)
3D				INV (else 2NT*)
3H				NAT, FG, but not a moderate 6+D/5H (else 4H)
3S*				FG with long D, 3NT possible
3NT				Always based on long strong diamonds
4C				FG, 5+D/5+C
4D				FG, not a 3NT hand
4H				NAT, moderate 6+D/5H

1C	Pass	1NT	2H	
DBL*				Raise to 2NT, or raise to 3NT without help in H
2S				NAT, FG, but not a moderate 6+/5S
2NT*				"Good/Bad 2NT" – COMP 3C or raise to 3NT with H help
3C				INV (else 2NT*)
3D				NAT, FG, but not a moderate 6+C/5D (else 4D)
3H*				FG with long C, 3NT possible
3S				NAT, FG, moderate 6+C/5S
3NT				Always based on long strong diamonds
4C				FG, not a 3NT hand
4D				NAT, FG, moderate 6+C/5D
4S				NAT, better than 3S, but not a huge HCP hand

After a 1H/1S opening: After fourth hand's two-level overcall (after third hand's 1NT response), opener's double is T/O. Opener's "free" 2NT is a COMP mechanism to introduce distributional hands, used in place of any COMP three-level bid ("good/bad 2NT") - albeit with a "different" STRONG BAL option). As a result, opener's "free bids" show good hands where 2NT is available to show distributional hands. Opener's jump to 3NT is as it would be without COMP – a long "solid" M, good hand. With a BAL 18-20 HCP, opener chooses between pass, DBL, and the ART COMP 2NT, the last two likely to lead to 3NT arbitrarily after most rebids by responder). In reply to the (ostensibly) takeout DBL, responder uses SCRAMBLE- style responses. Opener's 2NT, then 3NT shows at least one stopper, while DBL, then 3NT does not. Thus, responder may remove 3NT freely when appropriate.

1H Pass 1NT 2S

Pass	Conceivable with an awful 18 BAL
DBL*	Takeout, or BAL 18-20 without promising a S stopper
2NT*	COMP 3m or 3H bid or BAL 18-20 with a S stopper
3C/3D	NAT, intended as F1 (else 2NT)
3H	Sound values, INV (else 2NT)
3S*	FG with long H (if solid H, then no S stopper)
3NT	Always based on long solid H (some help in S)
4C/4D	NAT, FG, 5+H/5+m
4H	Sets up forcing pass over impending 4S

1S Pass 1NT 2H

Pass	Conceivable with an awful 18 BAL
DBL*	Takeout, or BAL 18-20 without promising a H stopper
2S	NAT, NF: not essential with all hands with 6S
2NT*	COMP 3m bid or BAL 18-20 with a H stopper
3C/3D	NAT, intended as F1 (else 2NT)
3H*	FG with long S (if solid S, then no H stopper)
3S	NAT, INV, good suit
3NT	Always based on long solid S (some help in S)
4C/4D	NAT, FG, 5+S/5+m
4H*	5=0=4=4, very strong
4S	Sets up forcing pass over further competition

1S Pass 1NT 2D

Pass	Conceivable with an awful 18 BAL
DBL*	Takeout, or BAL 18-20 without promising a D stopper
2H	NAT, a sound opening
2S	NAT, NF: not essential with all hands with 6S
2NT*	COMP 3C bid or BAL 18-20 with a D stopper
3C	NAT, intended as F1 (else 2NT)
3D*	FG with long S (if solid, then no D stopper)
3H	FG, 5/5+, else start with Dble
3S	NAT, INV, good suit
3NT	Always based on long solid S (some help in D)
4C	NAT, FG, 5+S/5+m
4D*	5=4=0=4, very strong
4H*	Typically 6/6, not a huge hand
4S	Sets up forcing pass over further competition

After a two-over-one response and fourth-hand intervention, doubles **OVER** the bidder are pure penalty, doubles **UNDER** the bidder show three or more cards in the enemy suit, no clear action. This is true whether the 2/1 is FG (1M-2x) or F2NT (1D-2C).

1S	Pass	2C	2D	
DBL				PENALTY
1H	Pass	2D	2S	
Pass	Pass	DBL		"ACTION" (3+S)
1D	Pass	2C	2H	
DBL				PENALTY
1D	Pass	2C	2S	
Pass	Pass	DBL		"ACTION" (3+S)

There will often be an advantage in defending in the "action" DBL situations because there may be no game with both partners having three cards in the opponent's suit, and in the case of 1D-2C, there may not be enough high cards.

Opener's double of fourth hand's intervention after an INVERTED RAISE is PENALTY, suggesting only three cards in his own minor; responder pulls only with shortage and/or higher ambitions.

Responder's reopening double is competitive, however, showing good defense without a trump stack, usually only four-card support for opener's suit. The same is true if "single raiser" is able to double in the direct seat after a reopening overcall once THIRD-HAND OPENER passes the raise.

After fourth hand makes a takeout double:

1C	Pass	1D	DBL	
Pass				Neutral; later double=PENALTY
RDBL				Extras, looking for a cooperative penalty (could be BAL 2NT rebid)
1H*				Minimum hand with 4D6C
1S*				Extras, 3-card D support, usually BAL
1NT				Normal range "offensive" notrump, not 44 M's
2C				Minimum range 2C bid
2D				Ostensibly NAT reverse
2M*				Typically 6C331 with SPL M, FG
2NT/3NT				Strong, NAT, long quality clubs
3C				Distributional 3C bid
3D/3M*				Typically 7C330 with SPL in bid suit – "Autosplinter"
4C/4D				2=0=5=6/0=2=5=6 respectively
4M				Void, with 5D/7C
4NT				1=1=5=6

1C	Pass	1H	DBL	
Pass				Neutral; later double=PENALTY
RDBL				Extras, looking for a cooperative penalty (could be BAL 2NT rebid)
1S*				Extras, three-card support for hearts
1NT				Strong NT, not 3H
2C				Minimum range 2C bid
2D*				A normal 3C bid on values; but may be enough to FG
2H				Normal range four-card raise
2S/3D*				SPL value raise to 3H, but not FG (will pass 3H)
2NT*				Sound four-trump raise to 3+H, usually BAL
3C				Distributional 3C bid
3H				Shapely raise to 3H (really a 2H bid)
3S/4D*				SPL raise of H, FG type (full value)
3NT*				Strong BAL raise to 4H, typically 2425
4C/4H*				The 6/4 CONCENTRATED raise type, SPL D/SPL S respectively
4S*				RKCB1430-H

1C	Pass	1S	DBL	
Pass				Neutral; later double=PENALTY
RDBL				Extras, looking for a cooperative penalty (could be BAL 2NT rebid)
1NT				Strong NT, not 3S
2C				Minimum range 2C bid
2D*				A normal 3C bid on values; but may be enough to FG
2H*				Extras, three-card raise
2S				Normal range four-card raise
3H/3D*				SPL value raise to 3S, not FG (will pass 3S)
3S				Shapely raise to 3S
2NT*				Sound raise to 3S, usually BAL
3C				Distributional 3C bid
4H/4D*				SPL raise of S, FG type (full value)
3NT*				Strong BAL raise to 4S, typically 4225
4C/4S*				The 6/4 CONCENTRATED raise type, SPL D/SPL H respectively
4NT				RKCB1430- S

1D	Pass	1H	DBL	
Pass				Neutral; later double=PENALTY
RDBL				Extras, looking for a cooperative penalty (could be BAL 2NT rebid)
1S*				Extras, three-card support for hearts
1NT				Strong NT, not 3H
2C*				A normal 3D bid on values; but may be enough to FG
2D				Minimum range 2D bid
2H				Normal range four-card raise
2S/3C*				SPL value raise to 3H, not FG (will pass 3H)
2NT*				Sound raise to 3H, usually BAL
3D/3H				Distributional 3D/3H bids, respectively
3S/4C*				SPL raise of H, FG type (full value)
3NT*				Strong BAL raise to 4H, typically 2452
4D/4H*				The 6/4 CONCENTRATED raise type, SPL C/SPL S, respectively
4S*				RCB1430-H

1D	Pass	1S	DBL	
Pass				Neutral; later double=PENALTY
Redouble				Extras, looking for a cooperative penalty (could be BAL 2NT rebid)
1NT				Strong NT, not 3S
2C*				A normal 3D bid on values; but may be enough to FG
2D				Minimum range 2D bid
2H*				Extras, three-card S raise, BAL hand
2S				Normal range four-card raise
3H/3C*				SPL value raise to 3S, not FG (will pass 3S)
2NT*				Sound raise to 3S, usually BAL
3D				Distributional 3D bid
3S				Shapely raise to 3S
4H/4C*				SPL raise of S, FG type (full value)
3NT*				Strong BAL raise to 4S, typically 4252
4D/4S*				The 6/4 CONCENTRATED raise type, SPL C/SPL H respectively
4NT				RKCB1430-S

1H	Pass	1S	DBL	
Pass				Neutral; later double=PENALTY
RDBL				Extras, looking for a cooperative penalty
1NT				Three-card raise, not 6H, could be minimum
2C				Extra-value 2H bid (or better)
2D				3S/6H, could be minimum
2H				NAT, usually not 3S
2S				Normal range four-card raise
3C/3D				SPL raise of S, not FG (will pass 3S)
2NT				Sound raise to 3S or 4S, usually BAL
3H				Distributional 3H bid
3S				Shapely raise to 3S
4C/4D				SPL raise of S, FG type (full value)
3NT/4S				The 6/4 CONCENTRATED raise type, SPL C/D respectively
4H				NAT, not a high card hand
4NT				RKCB (S)
5C/5D				EXCLUSION RKCB (S)

If fourth hand comes in after a one-level response with a NATURAL 1NT overcall:

1C	Pass	1H	1NT	(example)
Pass				Neutral; may be a STR BAL hand
DBL				PEN, based on strong long C, extras
2C				NAT, normal range 2C bid, could conceal secondary diamonds
2D*				Extras, three-card raise (keeps us low enough)
2H				Normal range four-card raise
2S				6+C/5S, not strong
2NT*				Sound raise to 3H, usually BAL
3C				Distributional 3C bid
3D*				SPL raise to 3H (not FG)
3H*				SPL raise to 3H (short S), NF
3S/4D*				SPL raises to 4H (full value)
4C/4H*				The 6/4 CONCENTRATED raise type, SPL D and SPL S respectively.
4S*				RKCB1430-H
4NT/5D*				EXCLUSION RKB0314 (Short S/D)-H

If fourth hand comes in after a one-level response with an UNUSUAL 1NT overcall:

1C	Pass	1H	1NT [S+D]
Pass			Neutral; may be a PURE penalty double
DBL			Extras, sound 17+; general strength, not all defense
2C			NAT, normal range 2C bid
2D*			Extras, three-card raise (keeps us low enough)
2H			Normal range four-card raise
2S*			A normal 3C bid on values; but may be enough to FG
2NT*			Sound raise to 3H, usually BAL
3C			Distributional 3C bid
3D*			SPL raise to 3H (not FG)
3H*			SPL raise to 3H (short S), NF
3S/4D*			SPL raise to 4H (full value)
4C/4H*			The 6/4 CONCENTRATED raise type, SPL D and SPL S respectively.
4S*			RKCB1430-H
4NT/5D*			EXCLUSION RKB0314 (Short S/D)-H
Others follow the same scheme, using the enemy bids as wisely as possible.			

1H	Pass	1S	1NT [D+C]
Pass			Neutral; later double=PENALTY
DBL			Extras, sound 17+; general strength, not all defense
2C			Extra-value 2H bid (or better)
2D*			Three-card S raise, could be minimum
2H			NAT, usually not 3S
2S			Normal range four-card raise
3C/3D*			SPL raise of S, not FG (will pass 3S)
2NT*			Sound raise to 3S or 4S, usually BAL
3H			Distributional 3H bid
3S			Shapely raise to 3S, not as good as 3C/3D
4C/4D*			SPL raise of S, FG type (full value)
3NT/4S*			The 6/4 CONCENTRATED raise type, SPL C/D respectively
4H			NAT, not a high card hand
4NT*			RKCB1430-S
5C/5D*			EXCLUSION RKCB 0314-S

If fourth hand comes in after a one-level response with an UNUSUAL 2NT overcall:

1C Pass 1H 2NT [S+D]

Pass Neutral; may be a PURE penalty double
 DBL Extras, sound 17+; general strength, not all defense
 3C Normal 3C bid, not minimum
 3D* Sound raise to at least 3H
 3H Competitive raise to 3H
 3S* Clubs; good hand; FG
 3NT* SPL raise to 4H short S
 4C* The 6/4 CONCENTRATED raise type, SPL D
 4D* SPL raise to 4H (full value)
 4H* The 6/4 CONCENTRATED raise type, SPL S
 4S* RKCB1430-H
 4NT/5D* EXCLUSION RKCB0314 (short S/D)-H

1D Pass 1S 2NT [H+C]

Pass Neutral; may be a PURE penalty double
 DBL Extras, sound 17+; general strength, not all defense
 3C* Extra value 3D bid; may be FG type
 3D Normal 3D bid, not minimum
 3H* Sound raise to 3S
 3S Competitive raise to 3S
 3NT* Sound raise to 4S, usually BAL
 4H/4C* SPL raise to 4S (full value)
 4D/4S* The 6/4 CONCENTRATED raise type, SPL C/SPL H respectively
 4NT RKCB1430-S
 5C/5H* EXCLUSION RKCB0314-S

NOTE that those two schemes are not quite the same; it's a memory job but logical.

1H Pass 1S 2NT [D+C]

Pass Neutral; later DBL=PENALTY
 DBL Extras, sound 17+; general strength, not all defense
 3C Extra-value 3H bid (or better)
 3D Extra-value raise to 3S, i.e. more than "COMP"
 3H COMP 3H, good suit
 3S COMP 3S bid
 3NT The 6/4 CONCENTRATED raise type (4C asks SPL: C/D/Both)
 4C/4D* SPL raise to 4S, SPL C/D respectively
 4H NAT, not a high card hand
 4S 6+H/5S. not a great hand
 4NT RKCB 1430-S
 5C/5D* EXCLUSION RKCB 0314-S

COUNTERING TWO-SUITED OVERCALLS:**MICHAELS**

1C	2C*	[where 2C=H+S]
	Pass	Neutral; may be a PURE unilateral penalty double
	DBL	Balanced hand, general values, not just defense
	2D	NAT (6+D), NF, reason to bid
	2H*	6+D/INV or 5+D/FG (cheaper cue-bid="fourth suit")
	2S*	Limit raise+ in C (dearer cue-bid=limit raise+)
	2NT	NAT, NF (about 10-11 HCP)
	3C	COMP raise
	3D*	FIT-JUMP (C+D) with sound values for 4C
	3H/3S*	SPL, big club fit (with void, bid 4M late if practical)
	3NT	NAT, usually based on a club fit (if anti-positional, start with 2S)
	4C/5C	PRE
	4D*	RKCB1430-C
	4M*	EXCLUSION RKCB0314-C
	4NT*	FIT-JUMP (C+D) – 4D is unavailable for FIT (forcing passes follow)
	5D	NAT, distributional (e.g. xx x KQJxxxx xx)
1D	2D*	[where 2D=H+S]
	Pass	Neutral; may be a PURE unilateral penalty double
	DBL	Balanced hand, general values, not just defense
	2H*	6+C/INV or 5+C/FG,(cheaper cue-bid="fourth suit")
	2S*	Limit raise in D (dearer cue-bid=limit raise)
	2NT	NAT, NF
	3C	NAT, NF, reason to bid
	3D	COMP raise
	3H/3S*	SPL, big D fit (with void, bid 4M later if practical)
	3NT	NAT, usually based on a D fit. [start with 2S if anti-positional]
	4C*	FIT-JUMP (D+C) with sound values for 4D (forcing passes follow)
	4D/5D	PRE
	4S/4NT*	EXCLUSION RKCB0314-D with short S/H respectively
	4H*	RKCB1430-D
	5C	NAT, distributional (e.g. xx x xx KQJxxxx)

After initial DBL by responder, Forcing Passes only up to and including 2S (DBLs are PEN). Over higher bids, as a pass would be nonforcing, double is more along the lines of "transferable values" with cue-bids to show more distributional hands. Opener's "at risk" 2NT over 2M=secondary om, but after partner's DBL, 2NT=NAT with m tricks.

1H 2H* [where 2H=5+S/5+m]

Pass	Neutral or pure PENALTY DOUBLE coming next
DBL	BAL, values, invites cooperation (F/P thereafter)
2S*	C, COMP or better: Opener bids 3C unless extra values
2NT*	Limit raise (3 trumps); best "positionally" to use NT=fit
3C*	D, COMP or better: Opener bids 3D unless extra values
3D*	Limit raise (4 trumps); less room necessary to explore
3H	COMP
3S*	FG SPL (any): 3NT asks: bid the SPLs upwards
3NT*	FG H raise (bulkiest bid=BAL FG raise)
4m*	FIT-JUMP (forcing passes follow)
4H	PRE
4S*	RKCB1430 (H)
4NT/5m*	EXCLUSION RKCB0314-H (short S/m respectively)

1S 2S* [where 2S=5+H/5+m]

Pass	Neutral or pure PENALTY DOUBLE coming next
DBL	BAL, values, invites cooperation (F/P thereafter)
2NT*	C, COMP or better: Opener's 3C=expected; no room to use NT=M
3C*	D, COMP or better: Opener bids 3D unless extra values
3D*	Limit raise (3 trumps)
3H*	Limit raise (4 trumps)
3S	COMP
3NT*	FG SPL (any): 4C asks: bid the SPLs upwards
4m *	FIT-JUMP (forcing passes follow)
4H*	FG BAL S raise (bulkiest bid=BAL FG raise)
4S	PRE
4NT	RKCB1430-S
5m/5H*	EXCLUSION RKCB0314-S

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver, so it takes a bit more to DBL 2M (Michaels) than 2m (Michaels). Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1S 2S* DBL Pass

Pass	Neutral
2NT*	6S/4m, light opening: KQ109xx xx KQJx x
3m	5+S/5+m, light opening
3H*	One-loser S, void H, control in both minors
3S	6+S, light opening, unwilling to defend w/o repeating S
3NT*	7=2=2=2, solid S and a couple of queens, NF
4m	6+S/6m, light opening
4H*	Solid S, void H, control in both minors
4S	Likely to be an eight-card suit, light opening

UNUSUAL 2NT

1C	2NT*	[where $2NT=5+D/5+H$]
	Pass	Neutral, may be unilateral penalty double.
	DBL	Balanced hand, general values, not just defense
	3C	Moderate raise
	3D*	FG, length in S (cheaper cue-bid="fourth suit")
	3H*	Sound raise in C (HIGHER cue-bid=limit raise)
	3S	NAT, NF, reason to bid (usually 6+ cards)
	3NT	NAT, based on C fit, NF.
	4C/5C	PRE
	4D*	RKCB1430-C
	4H/4NT*	SPL raises with shortness in H/D respectively.
	4S*	NAT, PRE
1D	2NT*	[where $2NT=5+C/5+H$]]
	Pass	Neutral, may be unilateral penalty double.
	DBL	Balanced hand, general values, not just defense
	3D	Moderate raise
	3C*	FG, length in S (cheaper cue-bid="fourth suit")
	3H*	Sound raise in D (dearer cue-bid=limit raise)
	3S	NAT, NF, reason to bid (usually 6+ cards)
	3NT	NAT, based on D fit, NF.
	4D/5D	PRE
	4H*	RKCB1430-D
	4C/4NT*	SPL raises with shortness in C/H respectively.
	4S*	NAT, PRE
1M	2NT*	[where $2NT=5+D/5+C$]
	Pass	Neutral, may be unilateral penalty
	DBL	BAL, values, invites cooperation
	3C*	NEG DBL, or FG with OM; Opener stalls with 3D
	3D*	Limit raise in M
	3OM	NF, long suit, typically a sound weak two-bid
	3M	COMP
	3NT*	FG M raise, usually BAL
	4m*	SPL (then 4NT by responder is EXCLUSION RKCB0314-M)
	4M	PRE
	4OM	NAT PRE
	4NT	RKCB1430-M
	5m	EXCLUSION RKCB0314-M

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

“UPPER SUITS” (a MICHAELS variant)

1C	2C*	[where 2C=H+S]
	Pass	Neutral; may be a PURE unilateral penalty double
	DBL	Balanced hand, general values, not just defense
	2D	NAT (6+D), NF, reason to bid
	2H*	6+D/INV or 5+D/FG (cheaper cue-bid="fourth suit")
	2S*	Limit raise+ in C (dearer cue-bid=limit raise+)
	2NT	NAT, NF (about 10-11 HCP)
	3C	COMP raise
	3D*	FIT-JUMP (C+D) with sound values for 4C
	3H/3S*	SPL, big club fit (with void, bid 4M late if practical)
	3NT	NAT, usually based on a club fit (if anti-positional, start with 2S)
	4C/5C	PRE
	4D*	RKCB1430-C
	4M*	EXCLUSION RKCB0314-C
	4NT*	FIT-JUMP (C+D) – 4D is unavailable for FIT (forcing passes follow)
	5D	NAT, distributional (e.g. xx x KQJxxxx xx)
1D	2D*	[where 2D=H+S]
	Pass	Neutral; may be a PURE unilateral penalty double
	DBL	Balanced hand, general values, not just defense
	2H*	6+C/INV or 5+C/FG (cheaper cue-bid="fourth suit")
	2S*	Limit raise in D (dearer cue-bid=limit raise)
	2NT	NAT, NF
	3C	NAT, NF, reason to bid
	3D	COMP raise
	3H/3S*	SPL, big D fit (with void, bid 4M later if practical)
	3NT	NAT, usually based on a D fit. [start with 2S if anti-positional]
	4C*	FIT-JUMP (D+C) with sound values for 4D (forcing passes follow)
	4D/5D	PRE
	4S/4NT*	EXCLUSION RKCB0314-D with short S/H respectively
	4H*	RKCB1430-D
	5C	NAT, distributional (e.g. xx x xx KQJxxxx)

After initial DBL by responder, Forcing Passes only up to and including 2S (DBLs are PEN). Over higher bids, as a pass would be nonforcing, double is more along the lines of "transferable values" with cue-bids to show more distributional hands. Opener's "at risk" 2NT over 2M=secondary om, but after partner's DBL, 2NT=NAT with m tricks.

1H	2H*	[where $2H=5+S/5+D$]
	Pass	Neutral, may be penalty double of OM or D
	DBL	BAL, values, invites cooperation
	2S*	C, INV+; best positionally when there's room)
	2NT*	Limit raise in H (3 trumps; less NT concern when M fit)
	3C	C, COMP
	3D*	Limit raise in H (4 trumps)
	3H	COMP
	3S/4D*	SPL raises
	3NT*	FG H raise (BAL)
	4C*	FIT-JUMP
	4H	PRE
	4S*	RKCB1430-H
	4NT/5D*	EXCLUSION RKCB0314-H with S/D shortness respectively
	5C	NAT, PRE

1S	2S*	[where $2H=5+H/5+D$]
	Pass	Neutral, may be penalty double of OM or D
	DBL	BAL, values, invites cooperation
	2NT*	C, INV+ (no room to deal with "positional" issue)
	3C	C, COMP
	3D*	Limit raise (3 trumps)
	3H*	Limit raise (4 trumps)
	3S	COMP
	3NT*	FG S raise (BAL)
	4C*	FIT-JUMP
	4D/4H*	SPL raises
	4S	PRE
	4NT	RKCB1430-S
	5D/5H	EXCLUSION RKCB0314-S
	5C	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

“TOP AND BOTTOM SUITS”**(a.k.a. “EXTREMES” or “HIGH/LOW”)**

1C	2C*	[where $2C=5+S/5+D$]
	Pass	Neutral, may be unilateral PENALTY DOUBLE
	DBL	Balanced, transferable values
	2D*	NEG DBL type with 4/5H or 5+H, FG
	2H	NAT/NF, decent suit
	2S*	Limit raise in C
	2NT*	FG C raise (if positional concerns, start with 2S instead)
	3C	COMP
	3D/3S*	SPL raises of C
	3H*	FIT, exactly 5H
	3NT	NAT, NF, based on C fit
	4C	PRE
	4D*	RKCB1430-C
	4H	NAT, PRE
	4S/4NT	EXCLUSION RKCB0314 with S/D shortness respectively
	5C	PRE
1D	2D*	[where $2C=5+S/5+C$]
	Pass	Neutral, may be unilateral PENALTY DOUBLE
	DBL	Balanced, transferable values
	2H	NAT/NF, decent suit
	2S*	NEG DBL type with 4/5H, or 5+H, FG
	2NT*	FG D raise (if positional concerns, start with 3C instead)
	3C*	Limit raise in D
	3D	COMP
	3S/4C*	SPL raises of D
	3H	FIT, exactly 5H
	3NT	NAT, NF, based on D fit
	4D	PRE
	4H	NAT, PRE
	4S*	RKCB1430-D (cheapest available 4-level bid)
	4NT/5C*	EXCLUSION RKCB0314-D with S/C shortness respectively
	5D	PRE

After initial DBL by responder, Forcing Passes only up to and including 3om (DBLs are PEN). Over higher bids, as a pass would be nonforcing, double is more along the lines of "transferable values" with cue-bids to show more distributional hands. 1m opener's "at risk" 2NT over 2S=secondary H, but after partner's DBL, 2NT=NAT with m tricks.

1H	2H*	[where $2H=5+S/5+C$]
	Pass	Neutral, may be penalty double of OM or D
	DBL	BAL, values, invites cooperation
	2S*	6+D/INV, or 5+D/FG
	2NT*	Limit raise in H (3 trumps)
	3C*	Limit raise in H (4 trumps)
	3D	NAT, NF
	3H	COMP
	3S/4C*	SPL raises of H
	3NT*	FG H raise (BAL)
	4D*	FIT-JUMP (forcing passes follow)
	4H	PRE
	4S*	RKCB1430-H
	4NT/5C*	EXCLUSION RKCB0314-H
	5D	NAT, PRE

1S	2S*	[where $2S=5+H/5+C$]
	Pass	Neutral, may be penalty double of S or C or both
	DBL	BAL, values, invites cooperation
	2NT*	6+D/NV or 5+D/FG
	3C*	Limit raise in S (3 trumps)
	3D	NAT, NF
	3H*	Limit raise of S (4 trumps)
	3S	COMP
	3NT*	FG S raise (BAL)
	4C/4H*	SPL raises of S
	4D*	FIT-JUMP (forcing passes follow)
	4S	PRE
	4NT	RKCB1430-S
	5C/5H*	EXCLUSION RKCB0314-S
	5D	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

“COLORFUL CUE BIDS”**(BLACK CUE=REDS; RED CUE=BLACKS)**

1C	2C*	[where $2C=5+H/5+D$]
	Pass	Neutral, may be unilateral PENALTY DOUBLE
	DBL	Balanced, transferable values
	2D*	NEG DBL type with 4/5S, or FG, 5+S
	2H*	Limit raise in C
	2S	NAT/NF, decent suit
	2NT*	FG C raise (if positional concerns, start with 2H instead)
	3C	COMP
	3D/3H*	SPL raises of C
	3S*	FIT, exactly 5S
	3NT	NAT, NF, based on C fit
	4C	PRE
	4D*	RKCB1430-C
	4H/4NT*	EXCLUSION RKCB0314-C with H/D shortness respectively
	4S	NAT, PRE
	5C	PRE
1D	2D*	[where $2D=5+S/5+C$]
	Pass	Neutral, may be unilateral PENALTY DOUBLE
	DBL	Balanced, transferable values
	2H*	NAT/NF, decent suit
	2S*	NEG DBL with 4/5H, or FG, 5+H
	2NT*	FG D raise (if positional concerns, start with 3C instead)
	3C*	Limit raise in D
	3D	COMP
	3H	FIT, exactly 5H
	3S/4C*	SPL raises of D
	3NT	NAT, NF, based on D fit
	4D	PRE
	4H	NAT, PRE
	4S*	RKCB1430-D [cheapest available 4-level bid]
	4NT/5C	EXCLUSION RKCB0314-D with shortness in S/C respectively
	5D	PRE

After initial DBL by responder, Forcing Passes only up to and including 3om (DBLs are PEN). Over higher bids, as a pass would be nonforcing, double is more along the lines of "transferable values" with cue-bids to show more distributional hands. 1D opener's "at risk" 2NT over 2S=secondary H. After 1C opening or after 1m and responder's DBL, 2NT=NAT with m tricks.

1H	2H*	[where $2H=5+S/5+C$]
	Pass	Neutral, may be penalty double of S or C or both
	DBL	BAL, values, invites cooperation
	2S*	6+D/INV, or 5+D/FG
	2NT*	Limit raise in H (3-card support)
	3C*	Limit raise in H (4-card support)
	3D	NAT, NF
	3H	COMP
	3S/4C*	SPL raises of H
	3NT*	FG H raise (BAL)
	4D*	FIT-JUMP (forcing passes follow)
	4H	PRE
	4S*	RKCB1430-H
	4NT/5C*	EXCLUSION RKCB0314-H with S/C shortness respectively
	5D	NAT, PRE

1S	2S*	[where $2S=5+H/5+D$]
	Pass	Neutral, may be penalty double of H or D or both
	DBL	BAL, values, invites cooperation
	2NT*	6+C, INV, or 5+C/FG
	3C*	C, NF
	3D*	Limit raise in S (3-card support)
	3H*	Limit raise in S (4-card support)
	3S	COMP
	3NT	FG raise (BAL)
	4C*	FIT-JUMP
	4D/4H*	SPL raises of S
	4S	PRE
	4NT	RKCB1430-S
	5D/5H*	EXCLUSION RKCB0314-S
	5C	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

“ASTRO CUE BIDS”

1H	2H*	[where $2H=4S/5+m$]
	Pass	Neutral or pure PENALTY DOUBLE coming next
	DBL	BAL, values, invites cooperation (F/P thereafter)
	2S*	C, COMP or better: Opener bids 3C unless extra values
	2NT*	Limit raise in H (3 trumps); NT less likely if M fit
	3C*	D, COMP or better: Opener bids 3D unless extra values
	3D*	Limit raise in H (4 trumps)
	3H	COMP
	3S*	FG SPL (any): 3NT asks: show SPLs upwards
	3NT*	FG BAL H raise
	4m*	FIT-JUMPS (forcing passes follow)
	4H	PRE
	4S*	RKCB1430-H
	4NT/5m*	EXCLUSION RKCB0314-H, with S/m shortness respectively

1S	2S*	[where $2S=4H/5+m$]
	Pass	Neutral or pure PENALTY DOUBLE coming next
	DBL	BAL, values, invites cooperation (F/P thereafter)
	2NT*	C, COMP or better: Opener bids 3C unless extra values
	3C*	D, COMP or better: Opener bids 3D unless extra values
	3D*	Limit raise (3 trumps)
	3H*	Limit raise (4 trumps)
	3S	COMP
	3NT*	FG SPL (any): 4C asks: show SPLs upwards
	4m	FIT-JUMPS (forcing passes follow)
	4H*	FG BAL S raise
	4S	PRE
	4NT	RKCB1430-S
	5m/5H*	EXCLUSION RKCB0314-S

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

“TOP AND ANOTHER CUE-BIDS”

1C	2C*	[where $2C=5+S/5+x$]
	Pass	Neutral, may be unilateral PENALTY DOUBLE
	DBL	Balanced, transferable values
	2D	NAT/NF
	2H	NAT/NF
	2S*	C, INV+
	2NT*	C, COMP [less likely to have a viable 3NT]
	3C*	D, INV+
	3D*	H, INV+
	3H*	FIT JUMP, C+5H
	3S*	SPL S, C raise, FG
	3NT	NAT, NF, based on C fit
	4C	PRE
	4D*	RKCB1430-C
	4H	NAT, PRE
	4S*	EXCLUSION RKCB0314-C
	4NT*	FIT JUMP, C+D (forcing passes follow)
	5C/5D	PRE
1D	2D*	[where $2D=5+S/5+x$]
	Pass	Neutral, may be unilateral PENALTY DOUBLE
	DBL	Balanced, transferable values
	2H	NAT/NF
	2S*	C, COMP+ (more likely to be game, so cater to "position")
	2NT*	D, COMP
	3C*	D, INV+
	3D*	H, INV+
	3H	FIT JUMP, D+5H
	3S*	SPL S, D raise, FG
	3NT	NAT, NF, based on D fit
	4C*	FIT JUMP, D+C
	4D	PRE
	4H	NAT, PRE
	4S	RKCB1430-D [first available bid at the four-level]
	4NT*	EXCLUSION RKCB0314-D, with S shortness
	5C/5D	PRE

After initial DBL by responder, Forcing Passes only up to and including 3om (DBLs are PEN). Over higher bids, as a pass would be nonforcing, double is more along the lines of "transferable values" with cue-bids to show more distributional hands. 1C opener's "at risk" 2NT over 2S=secondary H or D. 1D opener's "at risk" 2NT over 2S=secondary H. After responder's DBL, however, 2NT=NAT with m tricks.

1H	2H*	[where $2H=5+S/5+x$]
	Pass	Neutral or pure PENALTY DOUBLE coming next
	DBL	BAL, values, invites cooperation (F/P thereafter)
	2S*	C, COMP or better: Opener bids 3C unless extra values
	2NT*	Limit raise (3 trumps); best "positionally" to use NT=fit
	3C*	D, COMP or better: Opener bids 3D unless extra values
	3D*	Limit raise (4 trumps); less room necessary to explore
	3H	COMP
	3S*	FG SPL (any): 3NT asks: show SPLs upwards
	3NT*	FG H raise (bulkiest bid=BAL FG raise)
	4m*	FIT-JUMP (forcing passes follow)
	4H	PRE
	4S*	RKCB1430-H
	4NT*	EXCLUSION RKCB0314-H, with S shortness
	5C/5D	PRE
1S	2S*	[where $2S=5+H/5+m$]
	Pass	Neutral or pure PENALTY DOUBLE coming next
	DBL	BAL, values, invites cooperation (F/P thereafter)
	2NT*	C, COMP or better: Opener's 3C=expected; no room to use NT=M
	3C*	D, COMP or better: Opener bids 3D unless extra values
	3D*	Limit raise (3 trumps)
	3H*	Limit raise (4 trumps)
	3S	COMP
	3NT*	FG SPL (any): 4C asks: show SPL upwards
	4m*	FIT-JUMP (forcing passes follow)
	4H*	FG BAL S raise (bulkiest bid=BAL FG raise)
	4S	PRE
	4NT	RKCB1430-S
	5C/5D	PRE
	5H*	EXCLUSION RKCB0314-S

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

“GHESTEM”**(several variations in vogue, mostly European, some of which follow)**

1C	2C*	[where 2C=H+S]
	Pass	Neutral; may be a PURE unilateral penalty double
	DBL	Balanced hand, general values, not just defense
	2D	NAT (6+D), NF, reason to bid
	2H*	6+D/INV or 5+D/FG (cheaper cue-bid="fourth suit")
	2S*	Limit raise+ in C (dearer cue-bid=limit raise+)
	2NT	NAT, NF (about 10-11 HCP)
	3C	COMP raise
	3D*	FIT-JUMP (C+D) with sound values for 4C
	3H/3S*	SPL, big club fit (with void, bid 4M late if practical)
	3NT	NAT, usually based on a club fit (if anti-positional, start with 2S)
	4C/5C	PRE
	4D*	RKCB1430-C
	4M*	EXCLUSION RKCB0314-C
	4NT*	FIT-JUMP (C+D) – 4D is unavailable for FIT (forcing passes follow)
	5D	NAT, distributional (e.g. xx x KQJxxxx xx)

After initial DBL by responder, Forcing Passes only up to and including 2S (DBLs are PEN). Over higher bids, as a pass would be nonforcing, double is more along the lines of "transferable values" with cue-bids to show more distributional hands. Opener's "at risk" 2NT over 2M=secondary om, but after partner's DBL, 2NT=NAT with m tricks.

1C	2D*	[where 2D=H+S: also known as “ GAROZZO ”]
	Pass	Neutral; may be a PURE unilateral penalty double
	DBL	Balanced hand, general values, not just defense
	2H*	6+D/INV or 5+D/FG (cheaper cue-bid="fourth suit")
	2S*	Limit raise+ in C (dearer cue-bid=limit raise+)
	2NT	NAT, NF (about 10-11 HCP)
	3C	COMP raise
	3D	6+D, COMP
	3H/3S*	SPL, big club fit (with void, bid 4M late if practical)
	3NT	NAT, usually based on a club fit (if anti-positional, start with 2S)
	4C/5C	PRE
	4D*	RKCB1430-C
	4M*	EXCLUSION RKCB0314-C
	4NT*	FIT-JUMP (C+D) – 4D is unavailable for FIT (forcing passes follow)
	5D	NAT, distributional (e.g. xx x KQJxxxx xx)

After initial DBL by responder, Forcing Passes only up to and including 2S (DBLs are PEN). Over higher bids, as a pass would be nonforcing, double is more along the lines of "transferable values" with cue-bids to show more distributional hands. Opener's "at risk" 2NT over 2M=secondary om, but after partner's DBL, 2NT=NAT with m tricks.

1C	2NT*	[where $2NT=5+D/5+H$]
	Pass	Neutral, may be unilateral penalty double.
	DBL	Balanced hand, general values, not just defense
	3C	Moderate raise
	3D*	FG, length in S (cheaper cue-bid="fourth suit")
	3H*	Sound raise in C (HIGHER cue-bid=limit raise)
	3S	NAT, NF, reason to bid (usually 6+ cards)
	3NT	NAT, based on C fit, NF.
	4C/5C	PRE
	4D*	RKCB1430-C
	4H/4NT*	SPL raises with shortness in H/D respectively.
	4S*	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1C	3C*	[where $3C=5+S/5+D$]
	Pass	Neutral, or pure PENALTY DOUBLE coming next
	DBL	Balanced, values, etc
	3D*	FG, long H
	3H	NAT, NF
	3S*	Limit C raise
	3NT	NAT, NF, based on C fit
	4C	COMP
	4D*	RKCB1430-C
	4H	NAT, PRE
	4S/4NT	S/D SPL raises of C
	5C	Natural; PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1C	3C*	[where 3C=5+S/5+H]
	Pass	Neutral, or pure PENALTY DOUBLE coming next
	DBL	Balanced, values, etc
	3D	NAT, NF
	3H	D, INV+
	3S*	Limit C raise
	3NT	NAT, NF, based on C fit
	4C	COMP
	4D*	RKCB1430-C
	4H/4S*	SPL raises of C
	4NT*	FIT JUMP (C+D): forcing passes follow
	5C/5D	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1C	3C*	[where 3C=5+H/5+D]
	Pass	Neutral, or pure PENALTY DOUBLE coming next
	DBL	Balanced, values, etc
	3D*	S, INV+
	3H	C, INV+
	3S*	NAT, COMP
	3NT	NAT, NF, based on C fit
	4C	COMP
	4D*	RKCB1430-C
	4H/4NT*	SPL raises of C (short H/D respectively)
	4S	NAT, PRE
	5C	PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1D	2D*	[where 2D=H+S])
	Pass	Neutral; may be a PURE unilateral penalty double
	DBL	Balanced hand, general values, not just defense
	2H*	6+C/INV or 5+C/FG (cheaper cue-bid="fourth suit")
	2S*	Limit raise in D (dearer cue-bid=limit raise)
	2NT	NAT, NF
	3C	NAT, NF, reason to bid
	3D	COMP raise
	3H/3S*	SPL, big D fit (with void, bid 4M later if practical)
	3NT	NAT, usually based on a D fit. [start with 2S if anti-positional]
	4C*	FIT-JUMP (D+C) with sound values for 4D (forcing passes follow)
	4D/5D	PRE
	4S/4NT*	EXCLUSION RKCB0314-D with short S/H respectively
	4H*	RKCB1430-D
	5C	NAT, distributional (e.g. xx x xx KQJxxxxx)

After initial DBL by responder, Forcing Passes only up to and including 2S (DBLs are PEN). Over higher bids, as a pass would be nonforcing, double is more along the lines of "transferable values" with cue-bids to show more distributional hands. Opener's "at risk" 2NT over 2M=secondary om, but after partner's DBL, 2NT=NAT with m tricks.

1D	3C*	[where 3C=5+S/5+H]
	Pass	Neutral, or pure PENALTY DOUBLE coming next
	DBL	Balanced, values, etc
	3D	COMP
	3H	FG, C
	3S	Good raise in D
	3NT	NAT, NF, based on D fit
	4C	NAT, long suit, NF
	4D	PRE
	4M	Splinter raise of D
	4NT	RKCB (D)
	5C	Fit Jump
	5D	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1D	3C*	[where $3C=5+S/5+C$]
	Pass	Neutral, or pure PENALTY DOUBLE coming next
	DBL	Balanced, values, etc (could include prime D support)
	3D	COMP/INV raise (use DBL to separate ranges)
	3H	NAT, NF
	3S*	H, FG
	3NT	NAT, NF, based on D fit (else DBL)
	4C	D: FG/UNBAL (4D asks SPL: show them upwards)
	4D/5D	NAT, PRE
	4H	NAT, PRE
	4S*	RKCB1430-D
	4NT/5C*	EXCLUSION RKCB0314-D with S/C shortness respectively

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1D	3C*	[where $3C=5+H/5+C$]
	Pass	Neutral, or pure PENALTY DOUBLE coming next
	DBL	Balanced, values, etc (could include prime D support)
	3D	COMP or slightly better raise (use DBL to separate ranges)
	3H*	S, COMP or better (opener assumes near-minimum)
	3S*	D, INV+
	3NT	NAT, NF, based on D fit (else DBL)
	4C	D: FG/UNBAL (4D asks SPL: show them upwards)
	4D/5D	NAT, PRE
	4H*	RKCB1430-D
	4S	NAT, PRE
	4NT/5C*	EXCLUSION RKCB0314-D with H/C shortness respectively

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1D	2NT*	[where $2NT=5+H/5+C$]
	Pass	Neutral, may be unilateral penalty double.
	DBL*	Balanced hand, general values, not just defense
	3D	Moderate raise
	3C*	FG, length in S (cheaper cue-bid="fourth suit")
	3H*	Sound raise in D (dearer cue-bid=limit raise)
	3S	NAT, NF, reason to bid (usually 6+ cards)
	3NT	NAT, based on D fit, NF.
	4D/5D	PRE
	4H*	RKCB1430-D
	4C/4NT*	SPL raises with shortness in C/H respectively.
	4S*	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1H	2H*	[where $2H=5+S/5+C$]
	Pass	Neutral, may be penalty double of S or C or both
	DBL*	BAL, values, invites cooperation
	2S*	6+D/INV, or 5+D/FG
	2NT*	Limit raise in H (3-card support)
	3C*	Limit raise in H (4-card support)
	3D	NAT, NF
	3H	COMP
	3S/4C*	SPL raises of H
	3NT*	FG H raise (BAL)
	4D*	FIT-JUMP (forcing passes follow)
	4H	PRE
	4S*	RKCB1430-H
	4NT/5C*	EXCLUSION RKCB0314-H with S/C shortness respectively
	5D	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1H	3C*	[where $3C=5+S/5+D$]
	Pass	Neutral, may be unilateral penalty
	DBL*	BAL, values, covers a lot of ground
	3D*	Limit raise (stays below 3M)
	3H	COMP
	3S*	C, INV+ (still below 3NT; therefore efficient)
	3NT*	FG H raise/(SPL D or S: 4C asks, then 4D=D SPL; 4H=S SPL)
	4C	COMP
	4D*	FG BAL H raise (one-under)
	4H	PRE
	4S*	RKCB1430-H
	4NT/5D*	EXCLUSION RKCB0314-H, with S/D shortness (respectively)
	5C	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1H	3C*	[where $3C=5+S/5+C$]
	Pass	Neutral, may be penalty double of S or C
	DBL*	BAL, values, covers a lot of ground
	3D	NAT, NF
	3H	COMP/INV (use DBL to separate ranges or take a position)
	3S*	D, INV+ (still below 3NT)
	3NT*	FG H raise (may be S SPL: 4C asks, then 4D=S SPL; 4H=No SPL)
	4C*	SPL C, strong H raise
	4D*	FIT JUMP (4S asks SPL: 4NT=C; 5C=S; 5D=Both; 5H=no SPL)
	4H	PRE
	4S*	RKCB1430-H
	4NT/5C*	EXCLUSION RKCB0314-H with shortness in S/C respectively
	5D	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1H	3C*	[where $3C=5+D/5+C$]
	Pass	Neutral, may be unilateral penalty of D
	DBL*	BAL, values, covers a lot of ground
	3D*	S, INV+
	3H	COMP [need to overbid with true LIM RAISE]
	3S	NAT, NF
	3NT*	FG H raise, BAL or SPL D: 4C asks: 4D=D SPL/4H=no SPL
	4C*	SPL H raise
	4D*	H limit raise, overbidding
	4H	PRE
	4S	NAT PRE
	4NT	RKCB1430-H
	5C/5D*	EXCLUSION RKCB0314-H

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1H	3D*	[where $3D=5+S/5+D$]
	Pass	Neutral, may be penalty double of OM or D
	DBL*	BAL, covers a lot of ground
	3H	COMP/INV (use DBL to separate ranges, or take a position)
	3S*	C, INV+
	3NT*	FG raise (may be S SPL: 4C asks, then 4D=S SPL; 4H=no SPL)
	4C	NAT, NF
	4D	SPL D, H raise
	4H	NAT PRE
	4S*	RKCB1430-H
	4NT/5D	EXCLUSION RKCB0314-H with S/D shortness respectively
	5C	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1H	2NT*	[where $2NT=5+D/5+C$]
	Pass	Neutral, may be unilateral penalty
	DBL	BAL, values, invites cooperation
	3C*	NEG DBL, or FG with S; opener stalls with 3D
	3D*	Limit raise in H
	3S	NF, long suit, typically a sound weak two-bid
	3H	COMP
	3NT*	FG H raise, usually BAL
	4m*	SPL (then 4NT by responder is EXCLUSION RKCB0314-H)
	4H	PRE
	4S	NAT PRE
	4NT	RKCB1430-H
	5m	EXCLUSION RKCB0314-H

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1S	2S*	[where $2S=5+H/5+C$]
	Pass	Neutral, may be penalty double of S or C or both
	DBL	BAL, values, invites cooperation
	2NT*	6+D/NV or 5+D/FG
	3C*	Limit raise in S (3 trumps)
	3D	NAT, NF
	3H*	Limit raise of S (4 trumps)
	3S	COMP
	3NT*	FG S raise (BAL)
	4C/4H*	SPL raises of S
	4D*	FIT-JUMP (forcing passes follow)
	4S	PRE
	4NT	RKCB1430-S
	5C/5H*	EXCLUSION RKCB0314-S
	5D	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1S	2S*	[where $2S=5+H/5+D$]
	Pass	Neutral, may be penalty double of H or D or both
	DBL	BAL, values, invites cooperation
	2NT*	$6+C$, INV, or $5+C/FG$
	3C*	C, NF
	3D*	Limit raise in S (3-card support)
	3H*	Limit raise in S (4-card support)
	3S	COMP
	3NT	FG S raise (BAL)
	4C*	FIT-JUMP (forcing passes follow)
	4D/4H*	SPL raises of S
	4S	PRE
	4NT	RKCB1430-S
	5D/5H*	EXCLUSION RKCB0314-S
	5C	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1S	3C*	[where $3C=5+H/5+D$]
	Pass	Neutral, may be unilateral penalty
	DBL*	BAL, covers a lot of ground
	3D*	C, INV+ (opener may stall with 3H)
	3H*	Limit raise (still below 3S)
	3S	COMP
	3NT*	FG S raise (BAL)
	4C	COMP
	4D/4H*	SPL S raises
	4S	PRE
	4NT	RKCB1430-S
	5C	NAT PRE
	5D/5H*	EXCLUSION RKCB0314-S

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1S	3C*	[where $3C=5+H/5+C$]
	Pass	Neutral, may be penalty double of H or C
	DBL*	BAL, covers a lot of ground
	3D	NAT, NF
	3H*	D, INV+ (still below 3NT)
	3S	COMP/INV (use DBL to separate ranges or take a position)
	3NT*	FG S raise (BAL)
	4C/4H*	SPL S raises
	4D*	FIT JUMP (4H asks SPL: 4S=None; 4NT=C; 5C=H; 5D=Both)
	4S	PRE
	4NT	RKCB1430-S
	5C/5H*	EXCLUSION RKCB0314-S
	5D	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1S	3C*	[where $3C=5+D/5+C$]
	Pass	Neutral, may be unilateral penalty of D (or C!)
	DBL*	BAL, covers a lot of ground
	3D*	H, INV+
	3H	COMP
	3S	COMP [need to overbid with true LIM RAISE]
	3NT	FG S raise,: 4C asks: 4D=SPL D/4H=no SPL, extras/4S=other
	4C*	SPL C, FG S raise
	4D*	Limit S raise, overbidding to relieve pressure on 3S
	4H	NAT PRE
	4S	PRE
	4NT*	RKCB1430-S
	5C/5D*	EXCLUSION RKCB0314-S

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1S	3D*	[where $3D=5+H/5+D$]
	Pass	Neutral, may be penalty double of H or D or both
	DBL*	BAL, values, invites cooperation
	3H*	C, INV+
	3S	COMP/INV (use DBL to separate ranges, or take a position)
	3NT	FG raise (BAL)
	4C	NAT, NF
	4D/4H*	SPL S raises
	4S	PRE
	4NT	RKCB1430-S
	5D/5H*	EXCLUSION RKCB0314-S
	5C	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1S	2NT*	[where $2NT=5+D/5+C$]
	Pass	Neutral, may be unilateral penalty
	DBL	BAL, values, invites cooperation
	3C*	NEG DBL, or FG with H; opener stalls with 3D
	3D*	Limit raise in S
	3H	NF, long suit, typically a sound weak two-bid
	3S	COMP
	3NT*	FG S raise, usually BAL
	4m*	SPL (then 4NT by responder is EXCLUSION RKCB0314-S)
	4H	NAT, PRE
	4S	PRE
	4NT	RKCB1430-S
	5m	EXCLUSION RKCB0314-S

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

HYBRID 2NT

1C	2NT*	[where $2NT=5+M/5+D$]
	Pass	Neutral, may be unilateral penalty DBL
	DBL*	BAL, covers a lot of ground
	3C	COMP
	3D*	H
	3H*	S
	3S*	INV+ raise in C
	3NT	NAT, NF, based on C fit
	4C	PRE
	4D*	RKCB1430-C
	4M	NAT, PRE
	4NT*	FG C raise, SPL D (as $4D=RKCB$)
	5C	PRE
	5D/5M*	EXCUSION RKCB0314-C

1D	2NT*	[where $2NT=5+M/5+C$]
	Pass	Neutral, may be unilateral penalty DBL
	DBL*	BAL, covers a lot of ground
	3C*	H
	3D	COMP
	3H*	S
	3S*	INV+ raise in D
	3NT	NAT, NF, based on D fit
	4D	PRE
	4C*	RKCB1430-D (cheapest available 4-level bid)
	4M	NAT, PRE
	4NT*	FG D raise, SPL C (as $4C=RKCB$)
	5D	PRE
	5C/5M*	EXCUSION RKCB0314-D

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

“MOST UNUSUAL 2NT”

1C	2NT*	[where 2NT=ANY TWO UNBID SUITS]
	Pass	Then: DBL=PEN, D=COMP
	DBL*	BAL, values, covers a lot of ground
	3C*	COMP: no game opposite 15-17 (else DBL)
	3D	H, COMP+
	3H	S, COMP+
	3S	D, INV+
	3NT	NF, based on C fit
	4C	PRE
	4D*	RKCB1430-D
	4M	NAT, PRE
	4NT*	“Mixed” raise to 5C
	5C	PRE
	5D	NAT, PRE

1D	2NT*	[where 2NT=ANY TWO UNBID SUITS]
	Pass	Then: DBL=PEN, C=COMP
	DBL	BAL, covers a lot of ground
	3C*	H, COMP+
	3D	COMP: no game opposite 15-17 (else DBL)
	3H	S, COMP+
	3S	C, INV+
	3NT	NF, based on D fit
	4D	PRE
	4C*	RKCB1430-D (cheapest available 4-level bid)
	4M	NAT, PRE
	4NT	“Mixed” raise to 5D
	5C	NAT, PRE
	5D	PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

1H	2NT*	[where 2NT=ANY TWO UNBID SUITS]
	Pass	Neutral, may be unilateral penalty DBL
	DBL*	BAL, covers a lot of ground
	3C*	D
	3D*	S
	3H	COMP (overbid with a limit raise)
	3S	C, INV+
	3NT*	FG H raise (4C asks: 4D=SPL D/4H=no SPL)
,	4C*	SPL H raise
	4D*	Limit H raise, overbidding to relieve pressure on 3H
	4H	PRE
	4S	NAT, PRE
	4NT	RKCB1430-H
	5C/5D	NAT, PRE

1S	2NT*	[where 2NT=ANY TWO UNBID SUITS]
	Pass	Neutral, may be unilateral penalty DBL
	DBL*	BAL, covers a lot of ground
	3C*	D
	3D*	H
	3H	C, INV+
	3S	COMP
	3NT*	FG S raise (4C asks: 4D=SPL D/4H=no SPL, extras, 4S=others)
,	4C*	SPL H raise
	4D*	Limit H raise, overbidding to relieve pressure on 3H
	4H	NAT, PRE
	4S	PRE
	4NT	RKCB1430-S
	5C/5D	NAT, PRE

After initial DBL by responder, Forcing Passes apply throughout because there is no room to maneuver. Nonetheless, three-level DBL by opener suggests only 3+ cards in the suit doubled and decent defense, but DBL by responder is a stronger penalty suggestion. Over higher bids, a direct DBL by opener might be made with two cards in the opponents' suit and a poor offensive hand. A reopening (second) DBL by responder is closer to COOPERATIVE PENALTY than PURE PENALTY, the assumption being that a jump by the opponents suggests enough trump length to have some safety. If opener bids or jumps in front of his partner he suggests extra shape and definitely not extra high cards (else pass).

“POLISH CANAPE 1NT”

1C	1NT*	[where 1NT=4H/5+D]
	Pass	Neutral, could be unilateral PEN DBL of D/H
	DBL*	Values (forcing passes only through 2D)
	2C	NAT
	2D*	C, limit raise
	2H*	5+S/INV+
	2S	NF, might be an unsound weak two-bid
	2NT*	FG C raise, positional values (else 2D)
	3C	PRE
	3D/3H*	SPL C raises, FG
	3S*	FIT, S+C, exactly 5S
	3NT	NAT, based on C fit
	4C	PRE
	4D*	RKCB1430-C
	4H/4NT*	EXCLUSION RKCB0314-C with H/D shortness respectively

With H length, PASS, then bid H or DBL

After responder's NEG-style DBL, no F/P beyond 2D (after which doubles are COOP T/O)

After responder's initial PASS, opener's DBL=T/O, o/wise GB2NT style

1D	1NT*	[where 1NT=4H/5+C]
	Pass	Neutral, could be unilateral PEN DBL of D/H
	DBL*	Values (forcing passes only through 2C)
	2C*	C, limit raise
	2D	NAT
	2H*	5+S/INV+
	2S	NF, might be an unsound weak two-bid
	2NT*	FG D raise, positional values (else 2C)
	3D	PRE
	3C/3H*	SPL D raises, FG
	3S*	FIT, S+D, exactly 5S
	3NT	NAT, based on D fit
	4C*	RKCB1430-D (cheapest available 4-level bid)
	4D	PRE
	4H/4NT*	EXCLUSION RKCB0314-D with H/C shortness respectively

With H length, PASS, then bid H or DBL

After responder's NEG-style DBL, no F/P beyond 2C (after which doubles are COOP T/O)

After responder's initial PASS, opener's DBL=T/O, o/wise GB2NT style

1H	1NT*	[where 1NT=4S/5+m]
	Pass	Neutral, could be unilateral PEN DBL of S/m
	DBL*	Values (forcing passes only through 2D)
	2C	NAT, NF
	2D	NAT, NF
	2H	COMP
	2S*	C, INV+
	2NT*	Limit raise in H (3-card support)
	3C*	D, INV+
	3D*	Limit raise in H (4-card support)
	3H	PRE
	3S*	FG H raise with SPL (3NT asks: show SPL upwards)
	3NT*	BAL FG H raise
	4C/4D*	FIT JUMPS (forcing passes follow)
	4H	PRE
	4S*	RKCB1430-H
	4NT/5m*	EXCLUSION RKCB0314-H with S/m shortness respectively

With S length, PASS, then bid S or DBL

After responder's NEG-style DBL, no F/P beyond 2D (after which doubles are COOP T/O)

After responder's initial PASS, opener's DBL=T/O, o/wise GB2NT style

1S	1NT*	[where 1NT=4H/5+m]
	Pass	Neutral, could be unilateral PEN DBL of S/m
	DBL*	Values (forcing passes only through 2D)
	2C	NAT, NF
	2D	NAT, NF
	2H*	C, INV+
	2S	COMP
	2NT*	Limit raise in S (3-card support)
	3C*	D, INV+
	3D*	Limit raise in S (4-card support)
	3H*	Mixed raise in S (4-card support)
	3S*	PRE
	3NT*	FG S raise with SPL (4C asks: show SPL upwards)
	3NT*	BAL FG H raise
	4C/4D*	FIT JUMPS (forcing passes follow)
	4H*	BAL FG H raise
	4S	PRE
	4NT	RKCB1430-S
	5m/5H*	EXCLUSION RKCB0314-S

With H length, PASS, then bid H or DBL

After responder's NEG-style DBL, no F/P beyond 2D (after which doubles are COOP T/O)

After responder's initial PASS, opener's DBL=T/O, o/wise GB2NT style

“UNUSUAL 1NT”

1H	1NT*	[where 1NT=5+/4+ D+C]
	Pass	Neutral, could be pure penalty DBL of C/D
	DBL*	Values, NEG-style
	2C*	5+S, INV+
	2D*	Limit raise in H
	2H	COMP
	2S	NAT/NF, might be an unsound weak two-bid
	2NT*	FG BAL H raise
	3m*	SPL m, "mixed" H raise
	3H	PRE (fairly sound)
	3S*	FIT JUMP (forcing passes follow)
	3NT*	Sound 4H PRE
	4m*	SPL m, FG H raise
	4H	Lesser PRE
	4S	NAT, PRE
	4NT	RKCB1430-H
	5m*	EXCLUSION RKCB0314-H

1S	1NT*	[where 1NT=5+/4+ D+C]
	Pass	Neutral, could be pure penalty DBL of C/D
	DBL*	Values, NEG-style
	2C*	5+H, INV+
	2D*	Limit raise in S
	2H	NAT/NF, might be an unsound weak two-bid
	2S	COMP
	2NT*	FG BAL S raise
	3m*	SPL m, "mixed" S raise
	3H*	FIT JUMP (forcing passes follow)
	3S	PRE (fairly sound)
	3NT*	Sound 4S PRE
	4m*	SPL m, FG S raise
	4H	NAT, PRE
	4S	Lesser PRE
	4NT	RKCB1430-S
	5m/5H*	EXCLUSION RKCB0314-S

With great length in a minor, PASS, then bid it or DBL

After responder's NEG-style DBL, no F/P beyond 2D (after which doubles are COOP T/O)

After responder's initial PASS, opener's DBL=T/O, o/wise GB2NT style

DEFENSIVE BIDDING SUMMARY

Overcalls and Subsequent Actions

One-level overcall may be good four-card suit; general range=6-19 HCP (prefer overcall on most one-suited hands); tend to overcall with most normal 5/4 M's, all normal 5/3 M's, many 5/5 M's; prefer 1M on decent four-card-suit to 2m on mediocre five-card-suit (even with fair hand).

After a one-level overcall,

- ♦ 1NT advance: 8-11 HCP (try not to pass overcall)
- ♦ 2NT advance: 12+-15 HCP, NF
- ♦ 3NT advance: 16+, suggests a BAL hand, correctable
- ♦ Transfer Advances where applicable (includes simple cue bid)
- ♦ New suit (otherwise) at one- and two-level is NF
- ♦ Jump new suit where simple new suit is NF is natural, opening bid 6/7-cards, INV
- ♦ Jump new suit where Transfer Advances apply are FIT JUMPS
- ♦ Jump cue-bid shows distributional "medium" raise with 4/5 trumps
- ♦ Jump raise is PRE, used freely with 4/5 trumps
- ♦ Double jump cue-bid is SPL [but may be more useful as a higher "mixed" raise]

Transfer Advances

(1C)	1D	(P)	2C* 2M	Sound limit-plus D raise NAT, INV
(1C)	1H	(P)	2C* 2D* 2S 3D*	D (overcaller's 2D says he'd pass a NF 2D advance) Sound limit-plus H raise NAT, INV FIT
(1C)	1S	(P)	2C* 2D* 2H* 3R*	D (overcaller's 2D says he'd pass a NF 2D advance) H (overcaller's 2H says he'd pass a NF 2H advance) Sound limit-plus S raise FIT
(1D)	1H	(P)	2C 2D* 3C	NAT, NF Sound limit-plus H raise NAT, INV
(1D)	1S	(P)	2C 2D* 2H* 3C 3H*	NAT, NF H (overcaller's 2H says he'd pass a NF 2H advance) Sound limit-plus S raise NAT, INV FIT
(1H)	1S	(P)	2C 2D 2H* 3m	NAT, NF NAT, NF Sound limit-plus S raise NAT, INV

After a one-level overcall and third hand's NEG DBL,

- ♦ Redouble shows good hand, usually 2/3 -card support (expect two), general strength
- ♦ Transfer Advances where applicable (includes simple cue-bid; as w/o the NEG DBL)
- ♦ New suit (otherwise) is NF
- ♦ Jump to 2NT is sound 4/5-trump raise
- ♦ Jump cue-bid is distributional "medium" raise, etc
- ♦ Jump raise is PRE
- ♦ Jump new suit where simple new suit is NF is natural, opening bid 6/7 cards, INV
- ♦ Pass, then DBL is penalty suggestion
- ♦ Pass, then bid suggests second place to play (doubleton support only if more logical)

(1C)	1H	(DBL)	P	
(2C)	P	(P)	2D	5D/2H (else bid 2C=D over DBL)
			2H	2H/4S or 5 weak S
			2S	4S or 5 weak S/5D

(1C)	1H	(DBL)	P	
(1NT)	P	(P)	2C	C+D
			2D	5D/2H
			2H	2H/4S or 5 weak S
			2S	4S or 5 weak S/5D

(1C)	1S	(DBL)	P	
(2C)	P	(P)	2D	D+H
			2H	5H/2S (else bid over DBL)
			2S	2S/5D (NOTE 2D=D+H, DBL=PEN)

(1C)	1S	(DBL)	P	
(1NT)	P	(P)	2C	C+D or C+H (pass or correct technique)
			2D	D+H
			2H	5H/2S (else bid over DBL)
			2S	2S/5D

(1D)	1H	(DBL)	P	
(2D)	P	(P)	2H	2H/5C
			2S	4S or 5 weak S/5C

(1D)	1H	(DBL)	P	
(1NT)	P	(P)	2C	5C/2H
			2D	5+D/2H
			2H	2H/4S or 5 weak S
			2S	4S or 5 weak S/5C

(1D)	1S	(DBL)	P	
(2D)	P	(P)	2H	H+C
			2S	2S/5C

(1D)	1S	(DBL)	P	
(1NT)	P	(P)	2C	C+D or C+H
			2D	D+H
			2H/2S	5H/2S; 5C/2S respectively

After a one-level overcall and third hand's one-level new suit,

- ♦ Double "SNAPDRAGON" shows 5(6) cards in the 4th suit, tolerance for overcaller's suit, some values
- ♦ Transfer Advances where applicable (includes cue-bid of opener's suit; as w/o COMP)
- ♦ Cue-bid of third hand's suit is used to show length in opener's minor, good hand
- ♦ New suit (where there is no Transfer Advance) is NAT, NF
- ♦ Notrump bids are natural
- ♦ Jump raise PRE
- ♦ Jump cue-bid in opener's suit is a distributional "medium" raise, etc
- ♦ Jump in responder's suit or double jump shift in opener's suit are SPL raises of the overcall, FG
- ♦ Jump new suit where simple new suit is NF is natural, opening bid 6/7 cards, INV
- ♦ Bigger jumps in new suits are FIT-SHOWING unless they are useful as NAT game bids
- ♦ Pass, then DBL is penalty suggestion
- ♦ Pass, then bid suggests second place to play (doubleton support only if more logical) unless it's the only way to reach that strain (then it's NAT)

(1C)	1D	(1H)	DBL	4S, some cards, D tolerance
			1S	5+S, NF
			2C*	Sound limit-plus D raise
			2H*	C, decent hand (even where 1C=4+C)
			2S	NAT, INV
			3C*	Mixed raise
			3H/4C*	SPL
			3S	FIT
			4S	NAT, game

(1C)	1D	(1S)	DBL	5H, some cards, D tolerance
			2C*	Sound limit-plus D raise
			2H	NAT, 6+H, NF
			2S*	C, decent hand (even where 1C=4+C)
			3C*	Mixed raise
			3S/4C*	SPL
			3H	NAT, INV
			4H	NAT, game

(1C)	1H	(1S)	2C*	D
			2D*	Sound limit-plus H raise
			2S*	C, decent hand (even where 1C=4+C)
			3C*	Mixed raise
			3D/4D/5D*	FIT (because transfer available)
			3S/4C*	SPL

(1D)	1H	(1S)	2C	NAT, NF
			2D*	Sound limit-plus H raise
			2S*	D, decent hand (even where 1D=4+D)
			3C*	C, INV
			3D*	Mixed raise
			3S/4D*	SPL
			4C*	FIT
			5C	NAT, game

(1C)	1D	(1H)	P	
(1NT)	P	(P)	2C	NAT, NF (limited by failure to bid 2H=C)
			2H	NAT
(1C)	1D	(1H)	P	
(2C)	P	(P)	2D*	2D/5+H
			2H	NAT
(1C)	1H	(1S)	P	
(1NT)	P	(P)	2C	NAT, NF (limited by failure to bid 2S=C)
			2D*	D+S
			2H*	2H/5+S
			2S	NAT, NF
(1C)	1H	(1S)	P	
(2C)	P	(P)	2D*	D+S
			2H*	2H/5+S
			2S	NAT, NF
(1D)	1H	(1S)	P	
(1NT)	P	(P)	2C*	C+S
			2D	NAT
			2H*	2H/5+S
			2S	NAT, NF
1D	1H	(1S)	P	
(2D)	P	(P)	2H*	2H/5+S
			2S	NAT

After a one-level overcall and third hand's 1NT,

- ♦ Double indicates the other two suits OR a sound three-card raise
- ♦ New suit NF
- ♦ 2NT/3NT are a sound 4-trump limit raise/FG raise respectively
- ♦ Cue-bid is a good hand with 6+ cards in an unbid suit
- ♦ Jump cue-bid is a non-specific distributional "mixed" raise
- ♦ Jump raise PRE
- ♦ Jump, double Jump in new suit is FIT JUMP
- ♦ Double jump in opener's suit is SPL raise
- ♦ Pass, then DBL is pure penalty

(1C)	1H	(1NT)	DBL	S+D or sound 3-card H raise
			2C*	Good hand with 6+D or 6+S
			2D/2S	NF
			2NT*	Sound 4-trump raise
			3C*	"Mixed"-style raise
			3D/3S/4D*	FIT
			3H	PRE
			3NT*	FG 4-trump raise
			4C*	SPL
			4H	PRE

After a one-level overcall and third hand's two-level new suit,

- ♦ Double "SNAPDRAGON" shows 5(6) cards in the 4th suit, tolerance for overcaller's suit, some values
- ♦ New suit is NAT, NF
- ♦ Jump in the fourth suit (below game) or to three of opener's suit is FIT-SHOWING
- ♦ Jump to game in the fourth suit is NAT
- ♦ Bid of opener's suit is NAT, NF
- ♦ 2NT is 4-card limit raise
- ♦ Cue-bid of third hand's suit is Mixed Raise
- ♦ 3NT is a 4-card FG raise
- ♦ Jump raise PRE
- ♦ Jumps in both opponents' suits are SPL raises
- ♦ Pass, then DBL is penalty suggestion unless the auction is forcing

(1C)	1H	(2D)	DBL	5S, some H tolerance or 3-card H limit raise
			2H	To be avoided without an honor
			2S	NF, 6+S
			2NT*	4-card H limit raise
			3C	NAT, NF
			3D*	Mixed H raise
			3H	PRE
			3S*	FIT-JUMP (forcing passes follow)
			3NT*	4-card FG H raise
			4m*	SPL
			4H	PRE
			4S	NAT

(1C)	1S	(2D)	DBL	5H, some S tolerance or 3-card S limit raise
			2H	NF, 6+H
			2S	To be avoided without an honor
			2NT*	4-card S limit raise
			3C	NAT, NF
			3D*	Mixed S raise
			3H*	FIT-JUMP (forcing passes follow)
			3S	PRE
			3NT*	4-card FG S raise
			4m*	SPL
			4H	NAT
			4S	PRE

(1C)	1S	(2H)	DBL	5D, some S tolerance or 3-card S limit raise
			2S	To be avoided without an honor
			2NT*	4-card S limit raise
			3C/3D	NAT, NF, 6+-card suits
			3H*	Mixed S raise
			3S	PRE
			3NT*	4-card FG S raise
			4C/4H*	SPL
			4D*	FIT-JUMP (forcing passes follow)
			4S	PRE

(1D)	1H	(2C)	DBL	5S, some H tolerance or 3-card H limit raise
			2D/2S	NAT, NF, 6+-card suits
			2H	To be avoided without an honor
			2NT*	4-card H limit raise
			3C*	Mixed H raise
			3D*	FIT (low enough to be worthwhile)
			3H	PRE
			3S*	FIT-JUMP (forcing passes follow)
			3NT*	4-card FG H raise
			4m*	SPL
			4H	PRE
			4S	NAT
(1D)	1S	(2C)	DBL	5H, some S tolerance or 3-card S limit raise
			2D/2H	NAT, NF, 6+-card suits
			2S	To be avoided without an honor
			2NT*	4-card S limit raise
			3C*	Mixed S raise
			3D*	FIT-JUMP (low enough, etc)
			3H*	FIT-JUMP (forcing passes follow)
			3S	PRE
			3NT*	4-card FG S raise
			4m*	SPL
			4H	NAT
			4S	PRE
(1D)	1S	(2H)	DBL	5C, some S tolerance or 3-card S limit raise
			2S	To be avoided without an honor
			2NT*	4-card S limit raise
			3C/3D*	NAT, NF, 6+-card suits
			3H*	Mixed S raise
			3S	PRE
			3NT*	4-card FG S raise
			4C*	FIT-JUMP (forcing passes follow)
			4D/4H*	SPL
			4S	PRE
(1H)	1S	(2C)	DBL	5D, some S tolerance (or 3-card S limit raise if 1H=4)
			2D	NAT, NF, 6+-card suit
			2H*	3-card limit raise (if 1H=5), NAT NF (if 1H=4+)
			2S	To be avoided without an honor
			2NT*	4-card S limit raise
			3C*	Mixed S raise
			3D/3H*	FIT-JUMPS
			4D*	FIT-JUMP (forcing passes follow)
			3S	PRE
			3NT*	4-card FG S raise
			4C/4H*	SPL
			4S	PRE

(1H)	1S	(2D)	DBL	5C, some S tolerance (or 3-card S limit raise if 1H=4+)
			2H*	3-card limit raise (if 1H=5), NAT NF (if 1H=4+)
			2S	To be avoided without an honor
			2NT*	4-card S limit raise
			3C	NAT, NF, long suit
			3D*	Mixed S raise
			3H*	FIT (low enough, etc)
			3S	PRE
			3NT*	4-card FG S raise
			4D/4H*SPL	
			4S	PRE

Double of "third suit" by fourth hand suggests length in fourth suit, tolerance for overcaller's suit (**SNAPDRAGON**) convention, while **bid of the fourth suit at two-level** implies six+ cards. Note that where a bid of the fourth suit would not be forcing, advancer must start with double and bid strongly afterwards.

As advancer's non-jump new suit at three-level is nonforcing:

e.g. (1C) 1S (2H) 3D

advancer, when he has a strong hand, must double (**"SNAPDRAGON"** or **"fourth suit double"**) instead, in order to avoid finishing in 3D without showing his potential. Thus:

(1C) 1S (2H) DBL
(P) 2S (P) 3D is F1

. . . although perhaps this is counter-intuitive

Two-level overcall suggests a six-card or longer suit, sound values; exceptions are full value hands with five hearts, or minor two-suiters in the medium range (with bad or very good hands, start those with 2NT instead), or major-minor two-suiters that don't fit into the agreed-upon direct cue-bid structure.

After a two-level overcall,

- ♦ New suit at two-level or three-level is F1
- ♦ Jump in new suit is FIT JUMP (fit plus decent side suit)
- ♦ Jump in opener's suit is SPL
- ♦ 2NT is F1
- ♦ Cue-bid shows some sort of fit or perhaps 4441 with shortness in the overcall suit

New suit jumps by PH or in competition (after an action on its right [but not NEG DBL] or in UNAMBIGUOUS situations) by advancer are FIT JUMPS: four+ card support and at least nine combined cards in the two suits.

P	(1D)	1S	(2D)	
3H				FIT (H+S)
4C				FIT (C+S)

If fourth-hand overcalls and second hand (delayed advancer) introduces a suit WITHOUT JUMPING that could have been overcalled at the one-level, he shows values (usually in a four-card suit) in the suit and good trump support (FIT) for the overcall, e.g.

(1C)	P	(1H)	1S	
(P)	2D			Bid 2D on: Jxxx xx KQxx Axx

After third hand's 1NT response:

(1C)	P	(1NT)	DBL	Three-suit takeout
			2C	MICHAELS (H+S)

(1C)	P	(1NT)	P	
(P)	DBL			Penalty
	2C			Majors
	2D			D and a major, weak
	2H			Just H
	2S			Just S

(1D)	P	(1NT)	DBL	HCP
			2C	Takeout of D
			2D	MICHAELS (H+S)

(1D)	P	(1NT)	P	
(P)	DBL			Penalty
	2C			C and a Major (handle with care as 1NT might conceal long C)
	2D			Majors (4/4 possible)
	2H			Just H
	2S			Just S

(1M)	P	(1NT)	DBL	HCP
			2C	Takeout of M
			2D/2OM	NAT
			3C	Sound overcall in C
			3D/3OM	PRE
			2M	ASTRO (4+OM/5+m)

(1M)	P	(1NT)	P	
(P)	DBL			Penalty
	2C			Light takeout of M
	2D			D+OM
	2M/OM			NAT
	3x			x+M length, unsuitable PEN DBL, good offense

All **jumps to game** are to be considered PRE, even at unfavorable vulnerability; therefore, there are NO FORCING PASSES in such situations.

Preemptive jump overcalls

- ♦ Nonvulnerable only; might be 5-card suit at 2-level
- ♦ 2NT advance of 2-level PJO natural game try; usually based on fit (new=SPL/3NT=good suit)
- ♦ Cue-bid is game try aiming for notrump (initially)
- ♦ New suits forcing, might be simply lead-directing
- ♦ Jumps to game (any) are natural, not necessarily strong.
- ♦ Advancer rarely saves without 4+ trumps (AND a singleton if at 5-level)

(1C)	2x	(3C)	DBL	Penalty
(1D)	2M	(3D)	DBL	Maximal, game try
(1H)	2S	(3H)	DBL	Maximal, game try

Intermediate-style jump overcalls after a weak notrump (except at favorable then weak), or to the three-level after a weak two-bid, or in fourth position after a one-bid is passed around.

Strong jump overcalls: 4S after an opponent's 3H opening, or 5m over any preemptive three-bid.

Doubles and Subsequent Actions

Takeout Doubles

May be light with good pattern; 4333 pattern OK with 13 HCP OUTSIDE opener's suit. **No "Equal Level Conversion"** to diamonds from clubs.

Development

Advancer's replies to a one-level takeout double:

Simple suit response: 0-7, perhaps a terrible 8 with only a four (or three)-card suit. With bad hand and no four-card (unbid) suit, prefer minor-suit response, preferably leaving as much room as possible. Prefer 1M with four to 2m with five but when very weak or willing to bid twice, prefer 2m with six. Bidding a minor, then a major voluntarily suggests a little something in HCP, but if forced to bid twice merely shows appropriate length.

1NT shows values, nominal range 7-11, depending on room. Suggests stoppers but in a pinch can respond 1NT without a stopper as least of evils when holding values. With stopper(s) prefer 1NT to jump in major on poor four-card suit. Also prefer value-showing 1NT to underbid of simple major response.

2NT jump response: NF, roughly 12-14 HCP. Doubler strains to raise (the high maximum caters to some of our shapely takeout doubles) and we are willing to play 12 opposite a chunky 11 in 3NT (that's the price we pay for these ranges and doubling light with shape)

3NT double jump response: 15+ HCP or the equivalent

Jump response in major could be four-card suit. With 5M, HCP requirements are shaded.

Jump response in minor usually 5+ cards, four-card (unbid) major not expected.

Jump to 4M: six-card or longer suit, modest HCP. Does not establish forcing pass situation (so double by both partners suggest transferable values). Thus, with something like:

x Qxxxxx AQxxx xx

in response to a takeout double of 1S, prefer cue-bid of 2S, then 3H over forcing 2NT but pass jump to 3NT [which would show 19-21 HCP with only two (one) heart]. Note that the cue-bid response is forcing to suit agreement and does not guarantee length in ANY suit. We bid suits up the line in reply to the cue-bid but bid 2NT with a stopper and a sound (or better) takeout double.

Cue-bid response: will usually lead to game but partnership is committed to bidding only until a suit has been bid twice. A second cue-bid creates an unambiguous game-force. After a cue-bid a jump by either partner suggests a strong six-card suit (for doubler that marks him with a 20-value hand, for responder a full opening bid).

Blackwood substitutes; if a delayed jump to 4D over a C bid or 4H over a D bid or 4S over a H bid cannot be natural, those bids become RKCB1430 and 4NT is a SPL in D/H/S respectively. If that jump could be NATURAL to show suit quality, that interpretation takes precedence.

1S	DBL	Pass	4H	
Pass	4S*			RKCB1430-H
	4NT*			S splinter, H raise, slam try
	5C			Natural, strong, typically 1=3=3=6 or the like, F1
	5D			Natural strong, typically 1=3=6=3 or them like, F1
	5H			Very strong, all aces, two spade losers (xx AKJ AKQJx Axx)
	5S*			EXCLUSION RKCB0314-H (seven-try)

1D	DBL	Pass	4H	
Pass	4S			Natural, strong, typically 5=3=1=4 or the like, F1
	4NT			RKCB1430-H
	5C			Natural, strong, typically 3=3=1=6 or the like, F1
	5D			General slam try in H
	5H			Very strong, all aces, two spade losers (Axx AKJ xx AKQJx)

Doubler's continuations:

- ◆ If rebid in NT, minimum is sound 19 HCP
- ◆ If rebid in suit over minimum response, minimum is exceptional 19 HCP (good suit)
- ◆ New suit over CONSTRUCTIVE response is simply forcing and unlimited (suit quality is uncertain)
- ◆ "Correction" of 1NT (values) response to 2x=FG
- ◆ Advancer tends to be aggressive while doubler tends to be conservative
- ◆ Doubler's competitive bid facing a minimum response shows extra strength, not simply a fourth trump
- ◆ Second double after minimum response suggests 3-card support, lots of extra values
- ◆ Delayed double by advancer suggests MAX for initial MINIMUM response, some defense but not a trump stack, no extra length if initial response was M, but 5m likely if initial response was in minor.
- ◆ Delayed double by advancer also suggests MAX for initial CONSTRUCTIVE response, but with positive defensive prospects; doubler may take out this double with four-card support for advancer.

(1x) DBL (P) 2x (CUE) Forcing to suit agreement (both partners must name the same strain)

After cue-bid response, both partners "naturally," introducing four-card (or longer) suits up the line, generally showing a biddable four-card suit before a higher-ranking five-card suit in order to locate any four-four fit as expeditiously as possible. However, when the cue-bid advance is by a PH, doubler aims to bid missing M if he has it. In response to a cue-bid advance by an unpassed hand, doubler's jump (which is not necessary to maintain the force) indicates that his plan was to double and bid a new suit voluntarily: thus it is FG and the partnership is likely to be in the slam zone. Doubler's notrump reply to advancer's cue-bid merely shows a positional stopper and does not imply 19+ HCP (although he may well have such a hand).

(1x)	DBL	(1Y)	DBL	PENALTY, 4+ cards in Y, some values
(1x)	DBL	(1y)	2y	CUE
(1x)	DBL	(1y)	2x	Natural, NF
(1m)	DBL	(1NT)	2m	H+S, does not promise rebid
(1x)	DBL	(1NT)	2NT	CUE, typically a two- or three-suited hand
(1x)	DBL	(1NT)	DBL	HCP, RESP

P (1x) DBL (P)
2x
Passed-hand cue-bid does NOT promise a rebid

Jump cue-bid advance shows an unspecified “solid” suit. Doubler’s priority is 3NT with a stopper

(1H) DBL (P) 3H Advancer might have: Ax xx AKxxxxx xx

With a **close choice between an INV jump advance in a major or a cue bid**, advancer prefers the cue bid when he has length (5+ cards) in his major.

(1D) DBL (P) 2D Advancer prefers 2D to 2S with: KJ10xx Axx xx QJx. Over 2H he will force with 2S, but will continue with a NF 3S at his next turn

The opponents raise to 2M over our takeout double

(1S)	DBL	(2S)	DBL*	Responsive, values (about 8+ HCP)
			2NT*	Light hand with minors, light 3D, or INV+ with H
			3C	Normal, might be light
			3D	Constructive (better than 2NT, then 3D)
			3H	Competitive, always fairly light
			3S*	FG, one or both minors, not 4H, no S stopper, 3NT a target
			3NT	NAT
			4C	INV, better than 3C
			4D	INV, highly distributional
			4H	Long hearts, not much defense
			4S*	Minors, S control, slam try
			4NT*	Minors, not slammish
			5m	Long suits, not great hands

(1S)	DBL	(2S)	DBL*	
(P)	3m	(P)	3H	4-card suit, values, NF, no inference re second suit
			3S*	FG, 4H, no S stopper expected
			3NT*	Game choice, 4H+ S stopper (DBLer may transfer to H via 4D)

(1S)	DBL	(2S)	DBL*	
(P)	3C	(P)	3D	4+D/4H, values, NF

(1S)	DBL	(2S)	DBL*	
(P)	2NT			NAT, NF
	3m			NAT, NF
	3H			Forcing, 5+H (but needn't be 19+ planned two-step)
	3S			FG: too good for 3m (NF), not 5+H (else 3H)
	3NT			NAT, fair power, more direction than 2NT
	4m			INV (x AKxx Kxx KJxxx)
	4H			Long suit, great hand (the planned two-step)
	4S			Huge takeout double, void S
	4NT			NAT, power (22-24)

(1S) (P)	DBL 3C	(2S) (P)	2NT* Pass 3D 3H* 3S* 3NT*	Suggests weak hand with BOTH minors (else 3C over 2S) Light 3D bid (else 3D over 2S) INV, 5H, or 4H+S stopper (doubler's 3S FG, but denies S stopper) FG, 5+H, no S stopper 5H, game force but with S stopper (with 4H, DBL then 3NT); doubler may transfer to 4H via 4D*
(1S) (3S)	DBL DBL	(2S) (P)	DBL*	Extra values
(1S) (3S)	DBL P	(2S) (P)	DBL* DBL	Extra values; most often with 4H
(1S) (P)	DBL 3x	(2S) (3S)	DBL* DBL	Extra values; almost certainly 4H
(1S) (P) (P)	DBL 3x DBL 3NT*	(2S) (3S)	DBL* P	Extra values in context, good defense, 2/3 S Extra values in context, good defense, SPL S
(1H)	DBL	(2H)	DBL* 2S 2NT* 3C 3D 3H* 3S 3NT 4C 4D 4H* 4S 4NT* 5m	Responsive, values (about 8+ HCP) Competitive, minimum is quite low Light hand with minors, light 3D, or INV+ with S Normal, might be light Constructive (better than 2NT, then 3D) FG, one minor, not 4S, no H stopper, 3NT a target INV, exactly 5S no H stopper NAT INV, better than 3C INV, highly distributional Minors, H control, slam try Long spades, not much defense Minors, not slammish Long suits, not great hands
(1H) (P)	DBL 2S	(2H) (P)	DBL* 2NT 3m 3H* 3S 3NT 4m* 4H* 4S 4NT	NAT, INV Both minors, INV (bid 3D only with 5 good ones) Both minors, FG, relatively BAL, probably no H stopper INV NAT, not as much direction as direct 3NT FIT JUMPs, slam tries SPL for spades NAT RKCB1430-S

(1H) (P)	DBL 3m	(2H) (P)	DBL* 3H* 3S 3NT*	FG, 4S, no H stopper expected 4S INV, no inference re second suit NAT, 4S and a H stopper (doubler may transfer to S via 4H*)
(1H) (P)	DBL 3C	(2H) (P)	DBL* 3D	4+D/4S, values, NF
(1H)	DBL 2S 2NT 3m 3H* 3S 3NT 4m 4H* 4S 4NT	(2H)	DBL*	NAT, NF (with minimum, prefer 2S with four to 3m with five) NAT, NF NAT, NF (not 4S) FG: too good for 3m (NF), not 5+S (else 3S) FG, 5+S (strong hand: the planned two-step) NAT, fair power, more direction than 2NT INV, 4=1=5=3 or 4=1=3=5 specifically Huge takeout double, void H Long suit, great hand, but NF NAT, power (22-24)
(1H) (P)	DBL 3C	(2H) (P)	2NT* Pass 3D 3H* 3S* 3NT*	Suggests weak hand with BOTH minors (else 3C over 2S) Light 3D bid (else 3D over 2S) FG, 5+S, no H stopper INV, 5S, H stopper 5S, game force but with H stopper (with 4S, DBL, then 3NT); doubler may transfer to 4S via 4H*
(1H) (3H)	DBL DBL	(2H)	DBL*	Extra values
(1H) (3H)	DBL P	(2H) (P)	DBL* DBL	Extra values, probably with 4S
(1H) (P)	DBL 3x	(2H) (3H)	DBL* DBL	Extra values, probably with 4S
(1H) (P) (P)	DBL 3x DBL 3NT*	(2H) (3H)	DBL* P	Extra values in context, good defense, 2/3 H Extra values in context, good defense, SPL H

Fourth Position Intervention after their Major-Suit Raise**(1M) P (2M) ???**

DBL	Takeout; treat as pre-BAL
4m	5+m/5+OM, FG
2NT	Two-suited T/O; treat as not quite pre-BAL; conversion of any response implies the other two suits. Advancer must consider the worst possible combination when he plans strong action. If advancer has his own suit (unlikely; no direct action), he will NOT be able to show it DIRECTLY after the 2NT call as suit bids are pass-or-correct.

Responsive Double of opponents' raise after our overcall or takeout double. After our overcall a responsive double strongly suggests length in unbid major(s) although overcaller is invited to bid an unbid minor without fear. A responsive double may be used as to indicate a decent three-trump raise of the overcall. As the level gets higher the double will be passed more often, so although higher-level doubles might cover the same hand types, in practice doubler tends to have more in high cards and will less often have decent support for the overcaller's suit .

After third hand's cue-bid (limit-plus) raise:

(1C) 1S (2S=limit-plus C raise)	DBL*	Responsive (H, perhaps some C)
	2NT*	4-trump "limit-style" S raise
	3C*	3-card "limit-style" raise with unknown SPL
	3D/3H	NAT, NF, 6+ cards
	3NT*	FG S raise (defensive strength implied)
	4D*	FIT JUMP
	4H	NAT (no cheaper force in H available)

Double of Drury 2C is takeout of the major opened.

Double of ART Limit Raise (or lesser raise) is takeout of their FIT suit.

Double of ART FG bids are lead-directing with some save overtones at favorable vulnerability.

Double of direct SPL response: prefer lead in lower of the two remaining suits EXCEPT at favorable vulnerability (save-oriented) or when we double SPADES (save-oriented)

Double of opener's SPL raise: not much help in the "obvious" lead suit (the remaining suit)

Double by overcaller of cue-bid in his suit when clearly out of the auction: prefer a lead in a different suit(s). Similarly, if advancer passes a cue-bid in overcaller's suit but doubles a SECOND cue-bid in that suit, he suggests that he can't provide any help in that suit.

If OPPTS use TRANSFER ADVANCES, double is whatever the double of their REAL SUIT would have been.

Cue-bids and Subsequent Actions

They open 1C or 1D

In the DIRECT POSITION

Simple cue-bid after their natural 1C/1D (including “SHORT” 1C) opening:

(1C)-2C or (1D)-2D is **MICHAELS** (H+S), 4+S/5+H; our style is to prefer a simple overcall unless the hand is very good or quite poor (although internally sound). Advancer jumps with a four-card fit, bids 2NT or 3NT with values, cue-bids with at least invitational strength. The Michaels bidder should separate his hand types as early as possible. Bidding either minor at his next turn shows shortness and a strong hand.

2D cue-bid after their “PRECISION” 1D opening:

(1D)- 2D is a natural sound overcall (normal agreements but 2NT F1 may include more support hands as there is no cue-bid advance available

Jump cue-bid after their 1C/1D opening:

(1C)-3C or (1D)-3D are natural and fairly weak, but based on an internally sound suit

Double jump cue-bid after their 1C/1D opening:

(1C)-4C or (1D)-4D are artificial bids indicating an excellent hand with an undisclosed long major, sound high-card values for defense; sets up forcing pass situation if opponents compete.

e.g. AQJ10xxx Ax AJ10 x

Advancer's 4D (over 4C) is a waiting move, allowing the strong hand to declare. Any *subsequent* move is a slam try agreeing overcaller's major. Advancer's 4H over 4C/4D asks overcaller to pass with H or correct to 4S with S. Advancer's 4S will nearly always hit overcaller's strong suit, but when it doesn't it should be interpreted as a serious slam try agreeing H. Advancer's direct or indirect 4NT is RKCB1430 for overcaller's suit (which will be apparent to advancer).

In the REOPENING POSITION

Simple cue-bid after their 1C/1D opening:

(1C)-P-(P)-2C and (1D)-P-(P)-2D show strong two-suited hands with the suits unspecified. Advancer need not jump without at least two four-card or longer potential fits as reopener promises to bid again. Reopener may be slightly lighter when he has both majors, but even in those cases he must have a good hand. If he “converts” to a new suit he suggests the two suits that advancer did NOT bid. The reopening cue-bid is forcing to suit agreement. Advancer's notrump bid are natural and below-game notrump bids are forcing.

Jump cue-bid after their 1C/1D opening:

(1C)-P-(P)-3C and (1D)-P-(P)-3D show strong one-suited hands with an unspecified SOLID SUIT, asking advancer to bid 3NT with a stopper in opener's minor. Reopener may start this way if he wishes to make a descriptive slam try with a long MAJOR for example.

Double jump cue-bid after their 1C/1D opening:

(1C)-P-(P)-4C or (1D)-P-(P)-4D are artificial bids indicating an excellent hand with an undisclosed long major, sound high-card values for defense; sets up forcing pass situation if opponents compete.

e.g. AQJ10xxx Ax AJ10 x

Advancer's 4D (over 4C) is a waiting move, allowing the strong hand to declare. Any subsequent move is a slam try agreeing overcaller's major. Advancer's 4H over 4C/4D asks overcaller to pass with H or correct to 4S with S. Advancer's 4S will nearly always hit overcaller's strong suit, but when it doesn't it should be interpreted as a serious slam try agreeing H. Advancer's direct or indirect 4NT is RKCB1430 for overcaller's suit (which will be apparent to advancer).

Note that in the reopening position a jump to game also shows a fairly strong hand, but there is a distinction:

e.g.	with: KQJ9xxxx xx AJx ---	4S after (1m)-Pass-(Pass)-???
	with: AKJ10xxx AQx Kx x	4C after (1C)-Pass-(Pass)-???

They open 1H or 1S:**In the DIRECT POSITION****Simple cue-bid after their 1H/1S openings or after (1M)-Pass-(1NT)-???**

(1H)-2H or (1S)-2S or (1H)-P-(1NT)-2H or (1S)-P-(1NT)-2S is **ASTRO**, showing 4OM/5+m, normal overcall strength. Advancer's 2NT is F1 and his 3C/3D are pass-or-correct. A jump to 3NT is based on the expectation that the ASTRO bidder has a minimum-range opening bid. The ASTRO bidder may on occasion have a weak five-card major that he elects to treat as four, preferring to emphasize a longer minor of much better quality.

Jump cue-bid after their 1H/1S opening or after (1M)-Pass-(1NT)-???

(1H)-3H or (1S)-3S or (1H)-P-(1NT)-3H or (1S)-P-(1NT)-3S show strong one-suited hands with an unspecified SOLID SUIT, asking advancer to bid 3NT with a stopper in opener's major.

Double jump cue-bid after their 1H/1S opening or after (1M)-Pass-(1NT)-???:

(1H)-4H or (1S)-4S or (1H)-P-(1NT)-4H or (1S)-P-(1NT)-4S show very strong two-suited hands with great length in both minors. With two cover cards advancer should drive to slam.

In the REOPENING POSITION

Simple cue-bid after their 1H/1S opening:

(1H)-P-(P)-2H or (1S)-P-(P)-2S shows a strong two-suited hand with the suits unspecified. Although reopener will usually have the other major and a minor, he may have both minors if not quite strong enough to force to game.

Advancer:

- ♦ bids a suit only with four or more cards (notrump otherwise)
- ♦ may jump with two suits of at least four cards and a reason to be optimistic
- ♦ may cue-bid with values but without length
- ♦ stalls with a minimum notrump bid (not necessarily natural)
- ♦ jumps in notrump with at least two stoppers and about 6-11 HCP.

Jump cue-bid after their 1H/1S opening:

(1H)-P-(P)-3H or (1S)-P-(P)-3S show strong one-suited hands with an unspecified SOLID SUIT, asking advancer to bid 3NT with a stopper in opener's major. However, if the strong hand removes 3NT or bids strongly over advancer's negative 4C, he is making a one-suited slam suggestion.

Double jump cue-bid after their 1H/1S opening:

(1H)-P-(P)-4H or (1S)-P-(P)-4S show very strong two-suited hands with great length in both minors. With two cover cards advancer should drive to slam.

After the opponents bid two suits:

(1C)	Pass	(1S)	1NT	"fourth position live" 1NT is NAT, 16-19 (1NT system ON)
			2S	NAT, somewhat limited
			2C	NAT
			DBL	D+H (virtually always at least four of both suits)
			2NT	5+D/5+H, strong or quite weak (advancer jumps with a fit)
			3C	NAT, PRE
			3S*	Some solid suits, asks for S stopper
			4C	NAT, PRE
			4S	NAT

With a stronger NAT overcall in spades, fourth hand may pass over 1S, intending to bid the suit strongly at his next turn. There's no clear line delineating the parameters for 2S versus pass-then-bid S.

The big thing to remember is that fourth hand's overcall's in BOTH the opponents' suits are NATURAL and that the ONLY direct stopper ask by fourth hand on the first round is a JUMP IN RESPONDER'S SUIT

Notrump Overcalls

After **OUR direct 1NT overcall**, complete OPENING 1NT structure applies if third hand passes; negative doubles and **TRANSFER LEBENSÖHL** (see special section dealing with interference after our 1NT opening) if third hand raises or bids new suit: cue-bids relate to any new suit introduced by third hand.

This is the most convenient way to play, but in truth it's more efficient to use **TWO-WAY STAYMAN** with *crossed major responses* because it will more often be best to have the OPENING BIDDER on lead (he might even be endplayed on occasion). If the memory strain is not too great, the recommended structure is:

(1x)	1NT	(P)	2C	NF Stayman
			2D	FG Inquiry (opener bids 2H with 4S, 2S with 4H, 3m with 5m, 2NT o/wise)
			2M	Signoff (including cue-bid)
			2NT	Minors
			3x	INV, 6-card suit

After our reopening 1NT:

This covers a wide variety of hands. Nominal range is about 11-16 HCP, but 17 might be acceptable over 1M and an awful 18 would not be outrageous over 1S. It's the nature of the hand that is most important and a stopper in opener's suit is NOT a requirement. If a shape-suitable takeout double or a normal-looking overcall is possible, prefer that to 1NT, but especially when the hand contains only a five-card suit in a balanced hand and the overcall would be at the two-level, prefer 1NT by a wide margin.

Advancer bids as follows:

(1x)	P	(P)	1NT	
(P)	2C*			THE ONLY FORCE: asks range and 4-card major(s)
	Other 2x			(including cue-bid) intended as signoffs
	2NT*			(including after 1m opened) Minors (weak or 55+)
	3x			(including jump cue-bid) INV, suit inappropriate for direct overcall

(1x)	P	(P)	1NT	
(P)	2C*			THE ONLY FORCE
			2D*	No M, minimum
			2M	4+M, minimum (H first with 4H/4S)
			2NT*	Maximum (continuations below)
			3M	5M, maximum

(1x)	P	(P)	1NT	
(P)	2C*		2NT*	Maximum
	3C*			Stayman
	3D*			5+H
	3H*			5+S
	3S*			Asks for stopper in x

(1m) (P)	P 2C 2H* 2S 2NT 3m* 3om 3M* 3NT	(P)	1NT 2D	No M, minimum Scramble, both majors INV, NAT (context: no 1S overcall) NF, usually the end (could include 5 weak H) FG, asks for m stopper INV, NAT (with 4M) SMOLEN, FG (4M/5+OM) Shows a stopper in m
(1M) (P)	P 2C 2H* 2S 2NT 3m 3M* 3OM 3NT	(P)	1NT 2D	No M, minimum Scramble, both majors INV, NAT NF, usually the end INV, NAT (with 4OM) FG, asks for stopper in M FG, NAT (suggests length in M too) Shows a stopper in M
(1m) (P)	P 2C 2S 2NT 3m* 3om 3H 3S* 3NT 4m*	(P)	1NT 2H	4+H, minimum INV, NAT NF, usually the end FG, asks for m stopper INV, NAT (with 4S) INV ART slam try, undisclosed SPL (3NT asks: bid SPL upwards: 4H=SPL S) Shows a stopper in m FIT JUMP, slam try
(1m) (P)	P 2C 2NT 3m* 3om 3H* 3S 3NT 4m*	(P)	1NT 2S	4+S, minimum (denies 4H) NF, usually the end FG, asks for stopper in m INV, NAT (with 4H) ART slam try, undisclosed SPL (3S asks: bid SPL upwards) INV Shows a stopper in M FIT JUMP, slam try

(1S)	P	(P)	1NT	
(P)	2C		2H	4+H, minimum
	2S			INV, NAT
	2NT			NF, usually the end
	3C*			(1) NAT game try in H, OR (2) FG, no S stopper (3D INQ: 3H=(1), 3NT=(2))
	3D*			NAT game try in H
	3H			INV
	3S*			ART slam try, undisclosed SPL (3NT asks: bid SPL upwards: 4H=SPL S)
	3NT			Shows a stopper in S
	4m*			FIT JUMP, slam try

(1H)	P	(P)	1NT	
(P)	2C		2S	4+S, minimum (denies 4H)
	2NT			NF, usually the end
	3C*			(1) NAT game try in S, OR (2) FG, no H stopper (3D INQ: 3H=(1), 3NT=(2))
	3D*			NAT game try in S
	3H*			ART slam try, undisclosed SPL (3S asks: bid SPL upwards)
	3S			INV
	3NT			Shows a stopper in H
	4m*			FIT JUMP, slam try

Direct 2NT jump overcall:

This is the UNUSUAL NOTRUMP: takeout for the two lowest unbid suits, generally with concentrated strength, either weak or very strong. Advancer is expected to jump with a fit or cue-bid with at least two likely cover cards. A later DBL by the 2NT bidder in a NF situation shows the very strong type. A later bid by the 2NT bidder in one of the suits in which he has not indicated length shows SHORTNESS (i.e. NOT fragment). Thus, with the "right" 5530, you may not reach a profitable 3-5 fit if you start with 2NT. With some of those hands prefer to overcall, then DBL for takeout if the opportunity presents itself.

(1C)	2NT	5+D/5+H
(1D)	2NT	5+C/5+H
(1H)	2NT	5+C/5+D
(1S)	2NT	5+C/5+D

Reopening 2NT jump overcall:

In the protective position this is a NAT action, indicating roughly 19-21 HCP. At least one stopper is expected. The partnership advances by using the methods employed after a "2NT" opening.

Direct and Reopening 3NT double jump overcall:

This is a natural action, always based on long running suit. It is definitely NOT a pure gamble, as overcaller's range is about 17-19 HCP, typically two-and-a-half would-be stoppers outside his long suit. A stopper in opener's suit is expected. It's unusual for advancer to bid over 3NT, but if he does: 4C asks overcaller to name his suit, 4D and 4H are transfers to H and/or S where applicable, 4S=Aces, 4NT=INV.

3NT is always to play if that interpretation is possible and reasonable:

(1S)	P	(3S)	3NT	NAT (where 3S=limit, or less)
(1S)	P	(2D)	3NT	NAT (usually a long suit)
(1S)	P	(3C*)	3NT	NAT (where 3C is an ART raise, e.g. MINISPLINTER or BERGEN)

4NT is to play (or NAT) if that is a reasonable interpretation:

(3m)	DBL	(P)	4NT	NAT
(4m)	DBL	(P)	4NT	NAT
(2M)	DBL	(P)	4NT* 4M*	Minors (no obvious slam interest) Slam try (includes M control)
(3M)	DBL	(P)	4NT*	Minors (too important)
(4M)	DBL	(P)	4NT*	Minors or two suits (too important)
(3M)	4m	(P)	4NT	NAT
(3S)	4H	(P)	4NT* 4S*	S cue-bid, slam try in H RKCB1430-H [straight BLACKWOOD is a sensible alternative]

Fourth position "live" 1NT overcall:

1NT is natural, about 16-19 HCP

(1x)	Pass	(1y)	1NT	NAT (advancer uses response structure to 1NT opening)
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Fourth position non-jump 2NT intervention after raise of a minor:

(1m)	P	(2m)	2NT	NAT if 2m is NOT inverted raise 5+om/5+M if inverted 5+H/5+S, constructive
		3m		

Fourth position non-jump 2NT intervention after raise of a major

(1H)	P	(2H)	2NT	C+D, not quite a pre-balancing situation.
(1S)	P	(2S)	2NT	C+D or H+m, not quite a pre-balancing situation. Advancer must consider the worst possible combination when he plans an action. If Advancer has his own suit (unlikely; no direct action), he will not be able to show it directly as all his suit bids are pass-or-correct. Thus, with something like 3=5=2=3 he responds 3C, but over intervenor's 3D (D+H), he will bid 4H.

Methods Versus Treatments Requiring Defense

ONE CLUB

STR, ART 1C (same vs strong ART 2C): at all vulnerabilities**“CRASH”**

DBL*	D+H OR C+S	(Color)
1D*	H+S OR C+D	(RAnk)
1NT*	C+H OR D+S	(SHape)

After 1C*-P-1D (Neg)*

DBL*	D+H OR C+S	(Color)
1NT*	H+S OR C+D	(RAnk)
2C*	C+H OR D+S	(SHape)

After 1C*-P-1H(Neg)*

DBL*	D+H OR C+S	(Color)
1NT*	H+S OR C+D	(RAnk)
2C*	C+H OR D+S	(SHape)

In all cases where the opponent over the CRASH bidder PASSES or makes a SUIT BID, if advancer wishes to play in his OWN SUIT, he bids notrump (ANY) and the CRASH bidder is expected to continue with the cheapest step (i.e. club bid) a la lebensohl.

If an opponent DOUBLES a CRASH bid, then advancer's REDOUBLE is artificial, acting as a cheap lebensohl puppet to the NEXT STEP, allowing advancer to sign off in his OWN SUIT at the cheapest possible level. If advancer instead PASSES over the double, he sends a warning sign that there may well be a MISFIT (which could, of course, turn out to be a huge trump fit instead).

Otherwise all jumps are correctable if the CRASH bidder has the "other combination."

Our style in using CRASH is fairly CONSERVATIVE. Thus 4/4 is not a real possibility and 5/4 is less likely than 5/5 but possible with sound internal suits, e.g., with: J10973 QJ108 532 8, (1C)-1D* is acceptable.

Other suit bids are NAT overcalls, which may be very light with a purpose. Nonetheless, we do not "delay" actions on good hands. Thus, with: KQ10xxx Ax Axx xx, bid 1S (or a tactical 2S) over 1C or after a negative response to 1C.

Delayed action over the 1NT rebid: we bid as if they had opened a strong notrump, keeping in mind that we didn't act DIRECTLY over 1C.

POLISH CLUB, SWEDISH CLUB, or TWO-WAY CLUB

1. Weak NT (about 11-13) OR
2. Some hands with clubs (4C441, e.g.) OR
3. 17+, ANY (Polish: 19+ ANY)

1C 1D 0-6/7 HCP (or some strong hands)

Other responses are NAT, 8+HCP

Opener may occasionally rebid 3-card M (11-13HCP, no 4-card M)

Ranges, style may vary (Swedish may rebid 1M with a minimum STRONG CLUB)

Recommended Serious Defense (Martel-Stansby):

Pass* May be 16+ HCP (BAL or with 5-card M)

DBL* 1C opening playing strong NT style: subsequent auctions develop as if we had opened 1C
(including any specialized "funny" jump shifts)

1D 1D opening playing strong NT style: subsequent as above

1M NAT, up to about 15 (NV) or 16 (VUL); with more ... TRAP

1NT* 4M/5+m (not weak):

2C response asks minor, NF; 2D response asks major; 2M/3m response=NAT/NF;

2NT resp=FG one-suiter PUPPET to 3C: then 3x=NAT, 3NT=C/NF, 4C=C/FG

2m NAT (not MICHAELS); not a very good hand (else 1D or DBL)

2M PRE

2NT* H+C or D+S; 5/5+ normal style

(1C)	P	(1D=0-7)	DBL	H+S
			1NT	15+-18 NAT (normal 1NT structure for advancer)
			1M	NAT (2C advance=cue-bid; jump advance=strong TRAP type)
			2m	NAT (new minor advance=cue-bid; jump advance=strong TRAP type)

(1C)	P	(1D=0-7)	Pass	
(1M)				Weak NT type, perhaps only 2/3 cards in M) but Swedes may have 17-18
		DBL*		16+ HCP, 4+ cards in opener's bid M (i.e. penalty hopes)
		1S*		16+ HCP, 5+S, probably no minor
		1NT*		16-18 HCP, 2/3 cards in opener's M (two-way Stayman)
		2m*		16+ HCP, 4+ cards in this minor and 5+ cards in other Major
		Cue*		Some FG type unsuitable for a different action

(1C)	P	(1D)	P	
(1NT)	DBL			16+ HCP with a good lead, typically with a 5+-card major
	2m*			16+ HCP, 4+ cards in this minor and 5+ cards in H or S
	2M			16+ HCP with six-card suit better for offense than defense

DBL of an ART BID, if neither opponent has promised extras, shows willingness to compete, interest in majors, e.g. (1C*) P (1D*) DBL H+S

DBL of an ART BID that is STR, INV, or FG is LEAD DIRECTING: (1C*) P (2H=INV C+D) DBL=H

(1C)	1M	(P)	2C*	ART F1, usually with support for M
			NEW	NF
			3C*	NAT, good 6+-card suit, sound opening bid but NF
			JUMPs	NAT, good 6+-card suit, sound opening bid but NF

POLISH CLUB, SWEDISH CLUB or 2-WAY CLUB:

1. Weak NT (about 11-13) OR
2. Some hands with clubs (4C441, e.g.) OR
3. 17+, ANY (Polish: 19+ ANY)

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Other responses are NAT, 8+HCP

Opener may occasionally rebid 3-card M (11-13HCP, no 4-card M)

Ranges, style may vary (Swedish may rebid 1M with a minimum STRONG CLUB)

[Recommended less complex defense]

DBL T/O (may be imperfect re minors)

1x NAT, wide-range (2C advance general force; jump to 3C NAT/NF)

1NT 16-bad 19-HCP (1NT system ON)

2C NAT (SUGGEST: new suit and 2NT=F1, jump=FIT)

2x PRE

2NT* H+C or D+S

Pass, then DBL T/O of last-bid suit

(1C) P (1D*) P

(1NT) ???

Use your favorite STRONG NOTRUMP defense. BE CAREFUL

DBL of an ART BID, if neither opponent has promised extras, shows willingness to compete, interest in majors, e.g. (1C*) P (1D*) DBL H+S

DBL of an ART BID that is STR, INV, or FG is LEAD DIRECTING: (1C*) P (2H=INV C+D) DBL=H

(1C) 1M (P) 2C* ART F1, usually with support for M

NEW

NF

3C*

NAT, good 6+-card suit, sound opening bid but NF

JUMPs

NAT, good 6+-card suit, sound opening bid but NF

(1C) P (2D) ? [where 1C=NAT, 2D=ART LIMIT+ C RAISE]

DBL Takeout of clubs

2NT* M+D two-suiter (OPPTS ARE DEEMED TO BE STRONG)

3C/4C* Majors

2M/3D NAT

3M/4D PRE

4M/5D Non-specific

ONE DIAMOND

STR, ART 1D: at all vulnerabilities**“CRASH”**

DBL*	D+H OR C+S	(Color)
1NT*	H+S OR C+D	(RAnk)
2C*	C+H OR D+S	(SHape)

After 1D*-P-1H (Neg)*

DBL*	D+H OR C+S	(Color)
1NT*	H+S OR C+D	(RAnk)
2C*	C+H OR D+S	(SHape)

In all cases where the opponent over the CRASH bidder PASSES or makes a SUIT BID, if advancer wishes to play in his OWN SUIT, he bids notrump (ANY) and the CRASH bidder is expected to continue with the cheapest step (i.e. club bid) a la lebensohl.

If an opponent DOUBLES a CRASH bid, then advancer's REDOUBLE is artificial, acting as a cheap lebensohl puppet to the NEXT STEP, allowing advancer to sign off in his OWN SUIT at the cheapest possible level. If advancer instead PASSES over the double, he sends a warning sign that there may well be a MISFIT (which could, of course, turn out to be a huge trump fit instead).

Otherwise all jumps are correctable if the CRASH bidder has the "other combination."

Our style in using CRASH is fairly CONSERVATIVE. Thus 4/4 is not a real possibility and 5/4 is less likely than 5/5 but possible with sound internal suits, e.g., with: J10973 QJ108 532 8, (1D*)-1NT* is OK.

Other suit bids are NAT overcalls, which may be very light with a purpose. Nonetheless, we do not "delay" actions on good hands. Thus, with: KQ10xxx Ax Axx xx, bid 1S (or a tactical 2S) over 1D* or after a negative 1H* response to 1D*.

Delayed action over the 1NT rebid: we bid as if they had opened a strong notrump, keeping in mind that we didn't act DIRECTLY over 1D*.

(1D) P (3C) ? [where 3C=PRE with 4D/6+C; or simply 3C=PRE]

DBL	Majors (not 5/5+)
3D*	Majors (5/5+), not especially strong
4C*	Majors (5/5+), strong
4D/5D	NAT
3M	Aggressive style, especially where 3C shows a fit
4M	Non-specific

ONE-OF-A-MINOR

After a REVERSE FLANNERY response to 1C/1D [responder has 5S/4+H, less than FG values]

(1C)	P	(2D)*	DBL	"Defensive" strong NT+
			2NT	"Offensive" strong NT
			2H	NAT
			2S*	H+D
			3C	NAT
			3S*	Stopper ask
			Others	NAT

(1m)	P	(2H)*	DBL	"Defensive" strong NT+
			2NT	"Offensive" strong NT
			2S*	H+D
			3m	NAT
			3S*	Stopper ask
			Others	NAT

(1m)	P	(2S)*	DBL	"Defensive" strong NT+
			2NT	"Offensive" strong NT
			3m	NAT
			3H	NAT
			3S*	Stopper ask
			4om	5+om/5+H
			Others	NAT

The assumption is that the initial responses show different degrees of strength, all less than FG values. Some treat 2D as 5/5 WEAK, in which case both 2H and 2S could be treated as NAT, losing 2H=H+D.

(1m) P (2M) ? [where 2M=NAT/PRE]

DBL	Takeout (om/OM)
2NT	Roughly 16-18 HCP, NAT [bid as if (weak 2M)-2NT-P-???
3m	Distributional takeout
3M	Stopper ask
3NT	Tricks
Others	NAT

ONE HEART

(1H) P (1S)* ? [where 1S=ART, forcing notrump type]

DBL	Takeout of H
1NT	NAT (then, respond as over 1NT overcall)
2H*	4+S/5+m [ASTRO]
Others	NAT

AND

(1H) P (1NT)* ? [where 1NT=S (usually 5+S)]

DBL	STR, BAL (respond as if the DBL were a strong notrump opening bid)
2C*	Both minors, normal values
2D/2S	NAT
2NT*	More minors
3C	Weak 2C overcall
2H*	Stronger C overcall
3M*	Stopper ask

ONE-OF-A-MAJOR

(1M) P (3x)* ? [where 3x=ART limit raise (or weaker) of M]

DBL	Takeout of M
3M	Two-suiter (usually OM+m)
3NT	NAT, long suit
4M	C+D, slam interest
4NT	C+D, distributional rather than STRONG
Others	NAT

ONE NOTRUMP

ROMEX 1NT (ART, strong non-game force)**“CRASH”**

DBL*	D+H OR C+S	(Color)
2C*	H+S OR C+D	(RAnk)
2D*	C+H OR D+S	(SHape)

Follow-up as in other CRASH auctions (NT or RDBL=LEB)

STRONG NOTRUMP (roughly 14-18 HCP)

DBL*	Four-way: (1) 4M/5+m; (2) 6+C; (3) 6+D; (4) very strong quasi-BAL hand
2C*	S+H
2D*	6+H or 6+S
2M*	5M/4+m
2NT*	Minors or strong two-suiter
3M	PRE at FAV VUL, STR (offensively, about 7+/8 tricks) at other VUL

DBL of Stayman	Lead-directing (serious)
DBL of Transfer	Takeout of the ANCHOR transfer suit
Cue of ANCHOR transfer suit	Two-suiter
2NT over Transfer	Minors
Pass, then DBL	Lesser or imperfect takeout

(1NT) DBL* (P)	2C*	Pass with C or convert to D with 5+D/4M or 6+D
	2D*	Asks for the 4-card M (3C reply=6+C)

(1NT) DBL* (P)	2C*	Very STR BAL (continue as over 2NT opening)
(P) 2NT		STR with 4M, longer minor
2M		

(1NT) DBL* (RDBL)	Pass	To play in doubler's minor
	2C*	To play in doubler's major

(1NT) DBL* (P)	2D*	Very STR BAL (continue as over 2NT opening)
(P) 2NT		STR 5M/6+m: KJ10xx --- AKJ10xxx x (optional DBL or 2S)
3M		

(1NT) DBL* (2M)	DBL*	COMP DBL: bid OM with four, use judgment with four of their M
	2NT*	To compete in doubler's minor
	3C/3D	NAT, own suit

(1NT) DBL* (TFR)	DBL*	COMP DBL: support for OM: mandatory 2S over 2H, likely 3H over 2S
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(1NT) 2C* (P)	2D*	ART, asks longer M: H with equal length
	2NT	NAT, INV
	3M	4/5M, mildly INV (with STR INV, ask with 2D*, then bid 3M)

(1NT) 2D* (P)	2H/2S*	Pass or correct (2S=constructive in H)
	3HS/4H*	Pass or correct to S
	3S*	NAT/INV, a sound opening bid with a strong suit
	2NT*	Game try with support for both majors
	3C/3D	NAT: corrective/constructive (respectively)

(1NT) 2D* (P)	2NT*	
3C*		H, some extras
3D*		S, some extras
3M		NAT, minimum

(1NT) P (P)	2D*	Constructive with support for both majors
2S*		

(1NT)	2D*	(DBL)	Pass*	D, suit good enough to prefer play opposite SPL
			RDBL*	Puppet to 2H, to play in advancer's OWN suit
			2M*	Pass or correct
			Higher	As without the DBL
(1NT)	2M*	(P)	2NT*	Value-showing ASK for the minor
			3m*	Pass or correct
			2S	NAT, NF
			3OM	NAT/INV, a sound opening bid with a strong suit

Same agreements apply if third hand bids 2S over a 2H overcall.

When an ART 2NT is available, DBL by advancer is PEN (unless he doubles a forcing bid, in which case DBL shows a useful opening bid, strength outside the suit being doubled)

A DBL by intervenor is TAKEOUT, in context, extra values

WEAK NOTRUMP (roughly 11-15) or MINI-NOTRUMP (roughly 9-12 HCP)

DBL	HCP (pull only with length AND weakness; delayed pull to 2C=SCRAMBLE)
DBL(PH)*	6+C or 6+D
2C*	H+S, constructive (may be lighter if reopening)
2D*	6+H or 6+S, constructive (may be lighter if reopening)
2H*	H+m (at least 5/4 either way)
2S*	S+m (at least 5/4 either way)
3M	NAT, playing strength, not HCP, according to VUL

After they run from 1NT doubled, **FORCING PASSES only through 2D**; our partnership's first DBL AFTER THAT is COOPERATIVE TAKEOUT; subsequent DBLs are COOPERATIVE PENALTY (and are usually passed by an unexceptional hand).

Should they run to **2H or higher**, **PASS=NF**, and DBL is COOPERATIVE TAKEOUT (cards); **TRANSFER LEBENSOHL** (along the same lines as if the bidding had gone: e.g. 1NT (2M) 3C=D, INV+)

(1NT)	2C*	(P)	2D*	ART, asks longer M: H with equal length
			2NT	NAT, INV
			3M	4/5M, mildly INV (with STR INV, ask with 2D*, then bid 3M)
(1NT)	2D*	(P)	2H/2S*	Pass or correct (2S=constructive in H)
			3HS/4H*	Pass or correct to S
			3S*	NAT/INV, a sound opening bid with a strong suit
			2NT*	Game try with support for both majors
(1NT)	2D*	(P)	2NT*	
	3C*			H, some extras
	3D*			S, some extras
	3M			NAT, minimum
(1NT)	P	(P)	2D*	
	2S*			Constructive with support for both majors

(1NT)	2D*	(DBL)	Pass*	D, suit good enough to prefer play opposite SPL
			RDBL*	Puppet to 2H, to play in advancer's OWN suit
			2M*	Pass or correct
			Higher	As without the DBL
(1NT)	2M*	(P)	2NT*	Value-showing ASK for the minor
			3m*	Pass or correct
			2S	NAT, NF
			3OM	NAT/INV, a sound opening bid with a strong suit

Same agreements apply if third hand bids 2S over a 2H overcall.

When an ART 2NT is available, DBL by advancer is PEN (unless he doubles a forcing bid, in which case DBL shows a useful opening bid, strength outside the suit being doubled)

A DBL by intervenor is TAKEOUT, in context, extra values

(1NT)	P	(2C)	DBL	DBL of 1NT (14-18-)
			2D*	H (could be CANAPE two-suiter)
			2H*	S (could be CANAPE two-suiter)
			2S*	Good hand with C or D ("Reject" Advances?)
			2NT	Very good DBL of 1NT (roughly 18+-21; 2NT system ON)
			3m	Lesser hand than 2S*
(1NT)	P	(2C)	2D*	H (could be CANAPE two-suiter)
		2H	2NT*	Confirms CANAPE (now pass-or-correct technique)
			3m	NAT, 5+H/4+m, extras
			3H	6+H, extras

Same techniques used by 2D* bidder if opponents compete to 2S

(1NT)	P	(2C)	2H*	S (could be CANAPE two-suiter)
		2S	2NT*	Confirms CANAPE (now pass-or-correct technique)
			3m	NAT, 5+S/4+m, extras
			3H	6+S, extras

Same techniques used by 2H* bidder if opponents DBL 2H

(1NT)	P	(2M)	DBL	DBL of 1NT (14-18-) where 2M=NAT
			2NT	Very good DBL of 1NT (roughly 18+-21; 2NT system ON)
			3M	Strong two-suiter
(1NT)	P	(2R)*	DBL	Takeout of the ANCHOR transfer suit (where 2R=TFR)
			2R+1	Two-suiter, OM+m
			2NT	Very good DBL of 1NT (roughly 18+-21; 2NT system ON)
			Pass, then DBL	Lesser or imperfect takeout
			Pass, then 2NT	C+D

See also: **"DEFENSE vs the MINI-NOTRUMP"** by EOK (Bridge Today Magazine)

TWO CLUBS

2C: NAT, limited (about 11-15/16)

DBL	T/O
2x	NAT
2NT	NAT (3C=Stay; 3R=JTB; 3S=D; 4C=Gerber; 4R=Texas)
3C*	H+S
3x	Strong
3NT	Tricks (TFR advances)
4C*	D+H, FG
4D*	D+S, FG
4M	Strong
4NT	Blackwood, aces

(2C)	DBL	(P)	2D	Lebensohl (0-7: scramble technique follows)
			2M	NAT (about 7+-10, max only if only 4M)
			2NT*	ART puppet to 3C
			3C*	D, INV+ TFR
			3R*	R+1 (i.e. M) INV+ TFR
			3NT	NAT, sound
			4C*	6+D/4H; INV
			4D*	6+D/4S; INV
			4M	Long suit, not strong (else TFR to 3M and raise)
			4NT	Blackwood

(2C)	DBL	(P)	2NT*	
(P)	3C*	(P)	3D*	INV+, both 4+H/4+S
			3M*	4+M, club stopper, FG
			3NT	NAT, not so sound, not 4M; doubler may remove freely
			4C*	6+D/4H, FG
			4D*	6+D/4S, FG
			4M*	5M/5D, fair hand, about 9-11 HCP
			4NT	NAT

(2C)	DBL	(3C)	P	Could be PEN DBL; but second DBL (reopening) is sound
			DBL*	Responsive (then 4NT=Blackwood, after fit)
			3x	COMP
			3NT	NAT, a guess
			4C	Not 44 Majors (start with DBL instead)
			4D	INV
			4M	NAT, not very strong
			4NT	NAT

(2C)	DBL	(4C)	P	Could be PEN DBL; but second DBL (reopening) is sound
			DBL*	Responsive (then 4NT=Blackwood, after fit)
			4D	INV
			4M	NAT
			4NT	NAT

2C "MAJORS" (undisciplined; 4-4+ majors, say 3-9 HCP):

DBL 14-16+ HCP or 20+ HCP
 2D NAT (advances: 2M=NAT/F1; 2NT=F1; 3C=F1/NAT or good D raise; 3M=SPL)
 2NT 17-19 HCP
 2H NAT (advances: 2S=ART, 2NT=F1, 3m=F1, 3S=NAT/FG)
 2S*C+D (easier to show S later than to show H later)
 3C NAT (advances: 3D=H, 3H=S, 3S=ART)
 3D NAT (advances: 3S NAT, 3H=H or H guard [then 3S=OK for H: resp's 3NT=H guard/other=H])
 3M NAT, strong
 3NT Tricks
 4m* 6+m/4+M, FG
 4H* Strong, 6+C/secondary D
 4S*Strong, 6+D/secondary C
 4NT C+D, freak but not strong

Pass, then M is NAT

Pass, then DBL is PENALTY

2C	Pass	2D*	DBL	13-15 or 19+ HCP
			2H	NAT
			2S	D+C
			2NT	16-18 (system on)
			Others	As above

2C STR, ART, OR weak PRE in D)

Treat as STRONG in direct position: **CRASH**: DBL=C+S or D+H, 2NT=H+S or C+D, 3C=C+H or D+S

After (2C)-P-(2D)-???, DBL as if a D PRE (takeout), and reopen as if acting DIRECTLY over a D PRE (allow a little leeway)

TWO DIAMONDS

2D: PRECISION (short diamonds, "3-suiter," 11-16 HCP)

DBL	D, but unsuitable for 3D overcall or 2NT
2NT	16-19 (3C=Stayman; 3R=transfers; 3S=D)
2M	NAT, constructive.
3C*	5+H/5+S, strong
3M	NAT, strong
3NT	Strong BAL or based on long-suit: (advance as in other unclear 3NT situations)
PRE	Likely to be an 8-card suit as opener ALWAYS has 4/5C
4D	PRE

2D: "weak" ROMAN (limited three-suiter, unknown shortage)

DBL	HCP (with some diamonds)
2NT	NAT, tricks (use transfer continuations)
3NT	Tricks (4-suit transfers if choosing unlikely continuation)
Others	NAT

Intermediate jump overcalls

Pass, then DBL Takeout (be very careful)

2D: "POLISH" (both majors, 5-5+, limited values) and similar toys

DBL	13-15+ HCP or 20+ HCP
2NT	16+-19- HCP (2NT system ON)
2H*	"Strong" minor-suit TO
2S*	"Normal" minor-suit TO
3m	NAT (advances: 3D=NAT, 3M=stopper)
3M*	Stopper ASK
3NT	Tricks (4-suit transfers if choosing unlikely continuation)
4m	Strong (about 8+/9 playing tricks)
4H*	Strong, 6+C/secondary D
4S*	Strong, 6+D/secondary C

Pass, then M is NAT

Pass, then DBL is PENALTY

2D	Pass	2M*	DBL	C+D, or STRONG BAL
			2S	NAT
			2NT	16-18 (system on)
			Others	As above

2D: (NAT, weak, usually 6-cards) or 2D: NAT, limited opening (6+D, or perhaps D/C):

DBL			T/O	
2M/3C			NAT	
2NT			NAT (3C=Stay; 3R=JTB; 3S=C; 4C=Gerber; 4R=Texas)	
3D*			H+S	
3M			Strong	
3NT			Tricks (TFR advances)	
4C			C+H, FG	
4D			C+S, FG	
4M			Strong	
4NT			Blackwood, aces	
(2D)	DBL	(P)	2M	NAT, limited
			2NT*	LEB puppet to 3C
			3C	NAT, values, but NF
			3D*	H, INV+ TFR
			3H*	S, INV+ TFR
			3S*	C, INV+ TFR
			3NT	NAT, sound
			4C*	6+C/4H; INV
			4D*	6+C/4H; FG
			4M	Long suit, not strong
			4NT	Blackwood
(2D)	DBL	(P)	2NT*	
(P)	3C*	(P)	3D*	INV+, both 4+H/4+S
			3H*	4+H, diamond stopper, FG
			3S*	4+S, diamond stopper, FG
			3NT	NAT, not so sound, not 4M; doubler may remove freely
			4C*	6+C/4S, INV
			4D*	6+C/4S, FG
			4M*	5M/5C, fair hand, about 9-11 HCP
			4NT	NAT
(2D)	DBL	(3D)	P	Could be PEN DBL; but second DBL (reopening) is sound
			DBL*	Responsive (then 4NT=Blackwood, after fit)
			3M	COMP
			3NT	NAT, a guess
			4C	COMP (wide-ranging; try to relieve pressure if MAX)
			4D*	Not 44 Majors (start with DBL instead)
			4M	NAT, not very strong
			4NT	NAT
(2D)	DBL	(4D)	P	Could be PEN DBL; but second DBL (reopening) is sound
			DBL*	Responsive (then 4NT=Blackwood, after fit)
			4M	NAT
			4NT	NAT

2D "MULTI": weak 2M, with/without strong option(s)

Pass	Neutral, OR takeout DBL of one M, or decent but not FG two-suiter
DBL	14-16+ or 20+ (bid again) BAL, or sound 18+ UNBAL
2NT	17-19 (3C=Stayman, 3R=transfer, 3S=minors)
2M	NAT (2NT F1, cheap OM=ART, jump OM=NAT); Responsive DBLs
3C	NAT (3D=ART, 3M NAT); Responsive DBLs
3D	NAT (3S NAT, 3H=H or H guard [then 3S=OK for H: resp's 3NT=H guard/other=H]); Resp DBL
3H	Intermediate (3S=ART)
3S	5+m/5+S, FG (3NT=NAT; 4C asks: 4D=D/4H=C/4S=6+S; 4D=S/T in minor; 4H=S/T-S)
3NT	NAT, tricks (transfer advances)
4m*	5+m/5+H, FG (over 4m: cheapest=S/T-H; next non-4NT=S/T-m; 4NT=6 RKCB)
4M	Strong (cheap step RKCB1430-M, others: controls agreeing M/4NT over 4H=S control)
4NT*	Minors, sound

(2D) DBL (2H)* 2S NAT, NF: theoretically 5+S as DBL suggests 2+S

(2D) DBL (2M)* Pass NF: then DBL of CORRECTION is for takeout
 DBL* At least invitational values (9⁺), some defensive tolerance. If less than
 FG: no SPL or 5M. If FG: stopper only in their BID M. 4M/4OM possible.
 2NT* Puppet to 3C: "signoff" or FG with a minor OR balanced with a stopper
 only in the UNBID Major. (follow-ups below). With the "signoff" type
 advancer will have about 6-9 HCP
 3C* "Stayman": GF opposite 14-16 type; continuations as after 2NT-3C.
 3R* Transfer to 3R+1, at least INV values (may be slightly lighter with H).
 3S* ART FG with SPL in their BID M
 3NT About 11-15 HCP, stoppers in both majors.
 4m Strong invitation.
 4M NAT, distributional (else 3R*)
 4NT Blackwood, aces.

(2D) DBL (2M)* 2NT*
 3C* 14-16 BAL (with "more" doubler does o/wise)
 3D* ART, 20⁺ BAL GF (then: 3M=SPL, 4m=NAT/GF, 3NT/4NT= NAT)
 3M NAT, 18⁺, UNBAL, GF (then: OM is a cue bid, 4m is NAT)

(2D) DBL (2M)* 2NT*
 3C* Pass Our route to 3C
 3D Expected to be the end
 3H* GF with C (corresponding minor)
 3S* GF with D (corresponding minor)
 3NT* BAL, GF, stopper only in M they DIDN'T BID

(2D) DBL (2M)* Pass
 (P/2S) DBL 20+, cooperative takeout (LEB advances)
 SUIT NAT, STR

(2D)	DBL	(P/RDBL)	[where Pass or RDBL is neutral or shows D]
		Pass	Willing to defend, may not be big D stack
		2M	NAT, COMP strength
		2NT*	C (PUP to 3C when DBL=14-16: then 3D=FG, 3M=NAT)
		3C*	Stayman
		3R*	Transfers to 3R+1, INV+
		3S*	3NT bid, but no D stopper
		3NT	About 11-15 HCP, stoppers in both majors.
		4m	Strong invitation.
		4M	NAT, distributional (else 3R*)
		4NT	Blackwood, aces.

(2D)	DBL	(2H)*	DBL*
(P)	Pass		Good defense
	2S		4S (but not both maximum and a H stopper)
	2NT		NAT, non-maximum
	3m		NAT, non maximum
	3H*		Max, 4S + H stopper (3S PUP \square 3NT; 4H PUP 4S) OR 20+ BAL or SEMI-BAL (bid again)
	3S*		Maximum, not 4S, no H stopper OR 20+ BAL (bid again)
	3NT		Maximum, not 4S, but has a H stopper
	4m/4S		NAT, 20+ (now 4NT is NAT)
	4H*		Huge three-suiter

(2D)	DBL	(2H)*	DBL*
(2S)	Pass		NF (reopening: DBL=PEN, 3S=FG w/ SPL S)
	DBL		PEN (takeout to 3S=FG w/ SPL S)
	2NT		NAT, non-minimum
	3m		NAT, non-minimum
	3H		NAT, non-minimum
	3S		Maximum, no S stopper, or 20+ BAL (bid again)
	3NT		NAT, expecting a minimum of 9 HCP
	4m/4H		NAT, 20+ (now 4NT = NAT)
	4S		Huge three-suiter

(2D)	DBL	(2S)*	DBL*
(P)	Pass		Good defense
	2NT		NAT, non-maximum
	3m/3H		NAT, non-maximum
	3S*		Maximum, no S stopper OR 20+ BAL (bid again)
	3NT		NAT
	4m/4H		NAT, 20+ (now 4NT is NAT)
	4S*		Huge three-suiter

(2D)	DBL	(2S)*	DBL*	
(3H)	Pass			F, either 14-16 without 4S, OR 20+
	DBL			14-16, 4S, defensively oriented
	3S			14-16, 4S, offensively oriented
	3NT			NAT, NF (stopper, 15-16)
	4x			NAT, 14-16, unwilling to defend 3H doubled
(2D)	DBL	(2S)*	DBL*	
(3H)	Pass	(P)	DBL	Desire to defend opposite 14-16
			3S*	FG, no H stopper
			3NT*	Takeout (denies 4S, presumably shows at least 4+C/4+D)
			4H*	FG, SPL H
(2D)	DBL	(2S)*	DBL*	
(3H)	DBL	(P)	Pass	Desire to defend opposite 14-16
			3S/4S	NAT
			3NT	NAT (probably invitational values with heart stopper and not 4S)
			4m	NAT, INV (with signoff or FG with a minor, bid 2NT* over 2S)
			4H*	GF with 4S, slam interest
(2D)	DBL	(3C)	Pass	NF
			DBL*	Responsive (cooperative takeout)
			3D*	H INV+ TFR (3S*=cue, looking for club stopper)
			3H*	S INV+ TFR
			3S*	D INV+ TFR (FG unless doubler bids 4D)
			3NT	NAT (C stopper)
			4C	
(2D)	DBL	(3D)	Pass	NF
			DBL*	Responsive (cooperative takeout)
			3M	FG (perhaps a stretch)
			3NT	NAT (D stopper)
			4C	INV
			4R*	TRF to 4R+1
			4S*	TRF to C
(2D)	DBL	(3H)*	Pass	NF (later: DBL correction for takeout, bid 4H NAT)
			DBL*	Responsive (cooperative takeout)
			3S	FG (perhaps a stretch)
			3NT	NAT (H stopper)
			4m	NAT, INV
			4H*	TRF to S
			4S*	TRF to C
			4NT*	TRF to D

(2D)	DBL	(3S*)	Pass DBL* 3NT 4C 4D* 4H* 4S*	NF (later: DBL correction for takeout, bid 4S NAT) Responsive (cooperative takeout) NAT (H stopper) NAT, INV TRF to H TRF to C TRF to D (no INV 4D available)
(2D)	Pass	(2H*)	Pass DBL 2NT/3NT 2S/3m/3H 3S 4m 4M	NF (later: DBL S= T/O, 2NT=2-suiter, 3x NAT/limited) Takeout of H (LEB advances) NAT (transfers as above) NAT (advance as after DIRECT overcall of 2D) Intermediate 5+m/5+S, FG NAT, strong
(2D)	Pass	(2S*)	Pass DBL 2NT/3NT 3x 4m 4M	NF (later: DBL H= T/O, 2NT=2-suiter, 3x NAT/limited) Takeout of S (LEB advances) NAT (transfers as above) NAT (advance as after DIRECT overcall of 2D) 5+m/5+H, FG NAT, strong
(2D) (P/2S)	Pass DBL 2NT Cue Suit bids	(2M)*	Pass	Takeout, could be full value (LEB advances) C+D (but over 2S C+H or D+H possible) Two-suiter, good hand but not FG NAT (limited by failure to act over 2D)
(2D)	Pass	(3M/4M)*	Pass DBL 3NT Others	NF (later DBL=takeout) Takeout NAT, covers a lot of ground (4C asks TYPE/TFR advances) NAT
(2D) (P)	Pass DBL 3S/4S* 3NT/4NT* 4H* Others	(3H/4H)*	Pass	Takeout S+m C+D Stronger than 3S (S+m) Less than immediate suit bids (not very likely)
(2D) (P)	Pass DBL 3NT* 4H* Others 4NT	(3S)*	Pass	Takeout Two-suiter (pass-or-correct technique when advancing) H+C or H+D (stronger than 3NT*) Less than immediate suit bids (not very likely) C+D (stronger than 3NT*)
(2D)	Pass	(4m*)	DBL	Like a sound overcall in that suit (where 4m is artificial)

(2D)	Pass	(4m*)	Pass	
(4M)	DBL			Takeout

(2D)	Pass	(2NT=INQ)	DBL	STR at least 4/3 Ms
			3x	NAT
			3NT	Tricks
			4M	STR
			4m	5+m/5+M, FG

(2D)	Pass	(P)*	?	[where Pass is random or shows D]
			DBL	Takeout of D or very strong
			2M	NAT
			2NT	About 15-18 (2NT structure to advance)
			3C	NAT (3D=ART, 3M=NAT)
			3D*	Some solid suit, no D guard
			3M	STR
			3NT	Tricks
			4C*	5+C/5+M, FG
			4D*	5+D/5+M, FG (penalty vs 2D inadequate)

See Also: "DEFENSE VS THE MULTI 2D" by EOK (Bridge Today Magazine)

2D FLANNERY (11-15HCP), 4S/5+H:

(2D)	DBL	15+ BAL or quasi-BAL
	2H*	Sound takeout of H (advances: NAT); Responsive DBLs
	2S	NAT (advances: 2NT=F1, 3m=F1, 3H); Responsive DBLs
	2NT*	C+D (not a freak hand, sound HCP); PEN DBLs
	3C	NAT (advances: 3D=NAT, 3H=cue, 3S=NAT F1); Responsive DBLs
	3D	NAT (advances: 3H=cue, 3S/4C=NAT F1); Responsive DBLs
	3H*	Asks stopper
	3S	NAT, strong
	3NT	Tricks
	4m	Strong
	4H*	C+D, very strong
	4S	NAT, stronger
	4NT	C+D, 6/6+ (not very strong)

(2D)	Pass	(2M)	DBL	C+D
			2S	NAT
			2NT	NAT (3C/3D=NF; 3H/3S=C/D FG)
			3m	NAT
			Others	As above (but if 3S=cue, it asks for S stopper)

(2D)	Pass	(Pass)	DBL	HCP, PEN oriented
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2D: "POLISH" (undisciplined; 4-4+ majors, say 3-9 HCP):

DBL	14-16+ HCP or 20+ HCP
2NT	17-19 HCP
2H	NAT (advances: 2S=ART, 2NT=F1, 3m=F1, 3S=NAT/FG)
2S*	C+D (easier to show S later than to show H later)
3C	NAT (advances: 3D=H, 3H=S, 3S=ART)
3D	NAT (advances: 3S NAT, 3H=H or H guard [then 3S=OK for H: resp's 3NT=H guard/other=H])
3M	NAT, strong
3NT	Tricks
4m*	6+m/4+M, FG
4H*	Strong, 6+C/secondary D
4S*	Strong, 6+D/secondary C

Pass, then M is NAT

Pass, then DBL is PENALTY

TWO-OF-A-MAJOR**2M: NAT Weak Two-bid, or Dutch (weak/5+M/4+m) or Roman (11-16/5+M/4+C):**

DBL	Takeout of M (NO EQUAL-LEVEL CONVERSION of C response to D)
2S	NAT, mildly aggressive with 6+S, conservative with only 5S
2NT	"16-18" NAT (for advances see below):
3x	NAT
3M*	Cue asks stopper with very good one-suiter
4m*	5+m/5+OM, FG (same in reopening position)
4OM	NAT, STR
4M*	5+C/5+D, STR (4S* or 4NT*=ART slam tries by advancer)
4NT*	5+C/5+D, not in the same family as 4M*
3NT	Tricks (transfer advances)

(2H)	2NT	(P)	3C*	D
			3D*	STAYMAN (TFR CUE)
			3H*	S
			3S*	C
			4C*	5S/6+C, moderate hand
			4D*	5S/6+D, moderate hand
			4H*	S (then 4NT=RKCB1430-S and 5x=EXRKCB0314-S)
			4S*	C+D (4NT* advance: ART slam try)
			4NT	INV

(2S)	2NT	(P)	3C*	D
			3D*	H
			3H*	C
			3S*	STAYMAN (CUE)
			4C*	5H/6+C, moderate hand
			4D*	H (then 4S*=RKCB1430-H and 4NT(S)/5m=EXRKCB0314-SH
			4H*	5H/6+D, moderate hand
			4S*	C+D (4NT* advance: ART slam try)
			4NT	INV
(2H)	DBL	(P)	2S	Weak
			2NT*	LEB puppet to 3C (then pass or 3D=weak)
			3m	Constructive (about 8-11)
			3H*	FG, 4+S, no H stopper
			3S*	INV, exactly 4S, no H stopper
			3NT	NAT, stoppers
			4m*	NAT, slam try, no H control
			4H*	C+D, no H control, slam interest
			4S	Just a shot (Kxxxx xx x KJ10xx)
			4NT*	C+D, just game (equal length or longer C)
(2H)	DBL	(P)	2NT*	
(P)	3C*	(P)	3H*	FG, denies both 4S and H stopper (e.g. xx xxx AKxx AQxx)
			3S*	INV; either 4S with a H stopper, OR 5S (remove 3NT with 5S)
			3NT*	FG, 4S with a H stopper (then 4H*=transfer to 4S)
			4m*	NAT, slam try, no H control
			4H*	C+D, H control, slam interest
			4S	Sound hand, usually 5+S with opening bid values
			4NT*	C+D, just game (longer D)
(2H)	DBL	(P)	2NT*	
(P)	3C*			Limited; the "expected" rebid
	3D			NAT, strong but not FG
	3S			NAT, strong but not FG
	3H*			FG, non-specific
	3NT			NAT, strong
(2H)	DBL	(P)	3H*	
(P)	3S	(P)	4x	Slam try, agreeing S
			4NT	RKCB1430-S
			5x	EXRKCB0314-S
(2H)	DBL	(P)	3H*	
(P)	4m	(P)	4S	5+S, slam try, lots of HCP (16/17): NOTE: 4m denies 4S

(2S)	DBL	(P)	2NT*	LEB puppet to 3C (then pass or 3R=weak)
			3m	Constructive (about 8-11)
			3H	Constructive (good 6-bad 11: xxx AQxxx xxxx x)
			3S*	FG, 4+H
			3NT	NAT, stoppers
			4m	NAT, slam try, no S control
			4H	Just a shot
			4S*	C+D, no S control, slam interest
			4NT*	C+D, just game (equal length or longer C)
(2S)	DBL	(P)	2NT*	
(P)	3C*	(P)	3S	FG, denies both 4H and S stopper
			3NT*	FG, 4H with a spade stopper (then 4D=transfer to 4H)
			4m*	NAT, slam try, S control
			4H	Sound hand, usually 5+H with opening bid values
			4S*	C+D, S control, slam interest
			4NT*	C+D, just game (longer D)
(2S)	DBL	(P)	2NT*	
(P)	3C*			Limited; the "expected" rebid
	3D			NAT, strong but not FG
	3H			NAT, strong but not FG
	3S*			FG, non-specific
	3NT			NAT, strong
(2S)	DBL	(P)	3S*	
(P)	4H	(P)	4S/5m	Slam tries, agreeing H
			4NT	RKCB1430-H
(2S)	DBL	(P)	3S*	
(P)	4m			Denies 4H
	4H			No obvious slam interest
	4S*			RKCB1430-H
	4NT*			EXRKCB0314-H (void S)
	5m*			FIT JUMP, strong hand, no S control
(2S)	DBL	(P)	3S*	
(P)	4m		4H	5+H, slam try, lots of HCP (16-17); 4m denies 4H
				With slam interest and 4H,

NOTE: Applies also by a passed hand and if a passed hand reopens with a DBL

2H: FLANNERY (4S/5H/11-16 HCP)

(2H)	DBL	15+ BAL or quasi-BAL
	2S	NAT (advances: 2NT=F1, 3m=F1, 3H); Responsive DBLs
	2NT*	C+D (not a freak hand, sound HCP); PEN DBLs
	3C	NAT (advances: 3D=NAT, 3H=cue, 3S=NAT F1); Responsive DBLs
	3D	NAT (advances: 3H=cue, 3S/4C=NAT F1); Responsive DBLs
	3H*	Asks stopper
	3S	NAT, strong
	3NT	Tricks
	4m	Strong
	4H*	C+D, very strong
	4S	NAT, stronger
	4NT*	C+D, 6/6+ (not very strong)

(2H)	P (P)	DBL or
(2H)	P (2S)	DBL C+D
	2S	NAT (if available)
	2NT	NAT (3C/3D=NF, 3H/3S=C/D FG respectively)
	3m	NAT
	3H	Stopper ask
	3S*	NAT over 2H but if over 2S it asks for S stopper
	Others	as above

2H: Both majors, 5+/5+, fairly weak

(2H)	DBL	13-15+ HCP or 20+ HCP (BAL or quasi-BAL)
	2NT	16+-19 HCP (3C/3D=NF; 3H/3S=C/D FG)
	2S*	C+D, "normal" or very strong
	3m	NAT (3M advance=stopper)
	3M	Stopper ASK
	3NT	Trickst
	4m	NAT (playing strength)
	4H*	Strong, 6+C/secondary D
	4S*	Strong, 6+D/secondary C
	4NT	C+D, not a high-card hand (else 2S*)

Pass, then: M	NAT
Pass, then DBL	PENALTY

2H: Both majors; 4+/4+ weak

(2H)	DBL	C+D, OR very strong BAL
	2NT	16+-19 HCP (3C/3D=NF; 3H/3S=C/D FG)
	2S	NAT
	3m	NAT (over 3C: 3D=ART/3M=NAT; over 3D: 3H=H or H guard/3S=NAT)
	3M	NAT (strong if 3S)
	3NT	Tricks
	4m	NAT (playing strength)
	4H*	Strong, 6+C/secondary D
	4S*	Strong, 6+D/secondary C
	4NT	C+D, not a high-card hand (else DBL)
	Pass, then M	NAT
	Pass, then DBL	PENALTY

2H: PRECISION (short diamonds, 3-suiter, 11-16 HCP)

(2H)	DBL	D, enough to compete but unsuitable for 3D overcall or 2NT
	2S	NAT (3C advance=ART, 2NT=F1)
	2NT	16-19 (3C=Stayman; 3R=transfers; 3S=D)
	3C*	5+H/5+S, good hand
	3D	NAT (3M advance=NAT)
	3M	NAT, strong
	3NT	NAT (STR BAL, or long-suit: advance as normal in similar situations)
	4D	PRE
	4C	PRE (likely to be an 8-card suit as opener ALWAYS has 4/5C)

TWO NOTRUMP**2NT (NAT):**

(2NT)	DBL*	S+H	The acronym: MASHCOMI (MAjors-SHape-COlor-MInors)
	3C*	C+H	
	3D*	D+S	
	3H*	H+D	
	3S*	S+C	
	3NT*	C+D	
	4x*	NAT	

With a one-suiter or the least effective two-suiter you will have to compete to the four-level. This scheme caters well to the concept of the high-level save or make but if you pick up a seven-card suit and want to offer some obstruction at the three-level, hoping it will cost slightly less than their game you can't do it.

ALTERNATIVELY: play something like your structure over a strong 1NT opening.

2NT: BOTH MINORS (weak, or limited)

(2NT)	DBL	14-16+ or 20+ or inappropriate BAL hand for 3NT
	3NT	17-19, often a source of tricks
	3C*	H+S, strong
	3D*	H+S, not as strong as 3C*
	3M	NAT, sound (more aggressive if 2NT shows opening strength)
	4C*	6+H/4+S, strong (4m advance slam try, strain not specified)
	4D*	6+S/4+H, strong (4m advance slam try, strain not specified)
	4M	Strong (4M+1 RKCB1430-M, others EXRKCB0314-M)
	4NT	Blackwood

(2NT)	Pass	(3C)	DBL	High cards, BAL (16+)
			3D*	H+S, COMP
			3M	NAT
			3NT	NAT (covers a lot of ground)
			4C*	H+S, strong (equal length or longer H)
			4D*	H+S, strong (longer S)
			4M	NAT, strong
			4NT	Blackwood

(2NT)	Pass	(3D)	DBL	High cards, BAL (16+)
			3M	NAT
			3NT	NAT (covers a lot of ground)
			4C*	H+S, strong
			4D*	H+S, more distributional
			4M	NAT, strong
			4NT	Blackwood

(2NT)	Pass	(4C)	DBL	High cards, BAL (16+)
			4D*	H+S, wide-ranging but expected range about 12-16
			4M	NAT
			4NT	Blackwood

(2NT)	Pass	(4D)	DBL	H+S, wide-ranging, etc
			4M	NAT
			4NT	Blackwood

(2NT)	DBL	(3C)	DBL*	Responsive
			3D*	H, INV+
			3H*	S, INV+
			3S*	5+H/5+S, game values
			3NT/4NT	NAT
			4C*	5+H/5+S, slam try
			4R*	TFR to R+1 (4M+1 next=RKCB1430-M, Higher=EXRKCB0314-M)
			4S*	6+S/4+H, slam interest opposite 16+ FIT hand

(2NT) DBL	(3D)	DBL* 3M* 3NT/4NT 4C* 4R* 4S*	Responsive INV NAT 5+H/5+S, FG (4D advance=sлам-suitable 15.16 or 20+ [bid again]) TFR to R+1 (4M+1 next=RKCB1430-M, Higher=EXRKCB0314-M) 6+S/4+H, slam interest opposite 16+ FIT hand
(2NT) DBL	(4C)	DBL* 4R* 4S* 4NT 5m*	Responsive TFR to R+1 (4M+1 next=RKCB1430-M, Higher=EXRKCB0314-M) 6+S/4+H, slam interest opposite 16+ FIT hand Blackwood 5+H/5+S, slam interest, control in that minor
(2NT) DBL	(4D)	DBL* 4M 4NT 5C* 5R*	Responsive NAT, NF Blackwood 5+H/5+S, slam interest Transfer to R+1, slam try (advances: 5M=signoff, others=RKCB1430 replies, with the 1/ 4 and 0/3 replies assumed to be 4 and 3 keys)
(2NT) DBL/3M	(5m)	Pass DBL* 5M	Forcing; doubt re defense vs declaring Preference for defending Strong preference for declaring
			Pass and pull DBL to 5M is stronger than direct 5M

HIGHER

"TRANSFER PREEMPTS" (including "two-under"):**Direct Action**

DBL Takeout double of the known suit (RESP DBLs later)
Cue Two-suiter with H+S (over minor-suit preempt), decent hand
 Two-suiter with OM+m (over Major-suit preempt), strong hand
2NT/3NT NAT (transfer continuations; normal partnership style)
Others NAT, sound
If we pass and responder "takes" the TFR, we act as if over a natural PRE in their real suit

Delayed Action

Pass, then: DBL is PENALTY
Pass, then 3NT is lesser two-suiter
Pass, then CUE is two-suiter with M+om (after minor-suit preempt),
Pass, then CUE is two-suiter with C+D (after Major-suit preempt), strong hand

3C: Natural PREEMPT

(3C)	DBL		Takeout (then 3D-3NT just “different” from direct; i.e. 3M-3NT allows 4M on 5)
	3x		Fairly aggressive style
	3NT		NAT, considered 18-19 on average but many hands possible
	4C*		5+H/5+S, decent hand (AQJxx, AKJxx, xx, x is a minimum); 4D=INQ
	4D*		Unspecified STRONG JUMP OVERCALL, FG (“reject” advances)
	4M*		5+M/5+D, FG: 4NT = 6RKC; 5C = D S/T; OM = NAT; 5M = M S/T; 5M+1 = RKC-M
	4NT		Blackwood
	5D		NAT (tricks rather than power)

(3C)	DBL	(P)	4S	
(P)	5D			Typically 3=3=6=1 or 3=4=5=1 or 3=4=6=0, strong (example)

All four-level actions create SPECIAL FORCING PASS agreements if they compete further

(3C)	4S	(5C)	DBL*	S support, but no clear preference for offense
			5R	NAT, NF
			5S	Constructive
			Pass*	Requests reopening DBL, then pull is strongest S raise, with pull to 5R control-showing bids with S support
(3C)	3NT	(P)	4C*	Inquiry (replies: 4NT=15-19 HCP, 5C=20+ HCP, 4x=6+-card suit)
			4D*	H
			4H*	S
			4S*	D
			4NT	INV (about 13-14 HCP)
			5C*	Aces

Agreements OFF if 3NT is doubled for PEN (RDBL=business; others=NAT)

(3C)	3NT	(P)	4C*	
(P)	4D	(P)	4H*	RKCB1430-D [4D shows 6+D]
			4S	5S, BAL INV
			4NT	Strong NAT INV
(3C)	3NT	(P)	4C*	
(P)	4H	(P)	4S*	RKCB1430-H [4H shows 6+H]
			4NT	Strong NAT INV
(3C)	3NT	(P)	4C*	
(P)	4S	(P)	4NT	Strong NAT INV
			5C*	RKCB1430-S [4S shows 6+S]

3D: Natural PREEMPT

(3D)	DBL		Takeout (then 3M-3NT just “different” from direct; i.e. 3M-3NT allows 4M on 5)
	3M		Fairly aggressive style
	3NT		NAT, considered 18-19 on average but many hands possible
	4C*		5+H/5+S, decent hand (AQJxx, AKJxx, xx, x is a minimum); 4D=INQ
	4D*		Unspecified STRONG JUMP OVERCALL, FG (“reject” advances)
	4M*		5+M/5+C, FG (4NT = C S/T; 5D = RKC-C; OM = NAT; 5M = M S/T; 5M+1 = RKC-M
	4NT		Blackwood
	5C		NAT (tricks rather than power)

(3D)	DBL	(P)	4S	
(P)	5C			Typically 3=3=1=6 or 3=4=1=5 or 3=4=0=6, strong (example)

All four-level actions create SPECIAL FORCING PASS agreements if they compete further

(3D)	4H	(5D)	DBL*	H support, but no clear preference for offense
			5S	NAT, NF
			6C	NAT
			5H	Constructive
			Pass*	Requests reopening DBL, then pull is strongest H raise, with pull to 5S/5NT(no SA)/6C grand slam tries with H support
(3D)	3NT	(P)	4C*	Inquiry (replies: 4NT=15-19 HCP, 4D=20+ HCP, 4M/5C=6+-card suit)
			4D*	H
			4H*	S
			4S*	C
			4NT	INV (about 13-14 HCP)
			5C*	Aces

Agreements OFF if 3NT is doubled for PEN (RDBL=business; others=NAT)

(3D)	3NT	(P)	4C*	
(P)	4H	(P)	4S*	RKCB1430-H [4H shows 6+H]
			4S	5S, BAL INV
			4NT	Strong NAT INV

(3D)	3NT	(P)	4C*	
(P)	4S	(P)	4NT	Strong NAT INV
			5C*	RKCB1430-S [4S shows 6+S]

(3D)	3NT	(P)	4C*	
(P)	4D*	(P)	4H	F1, NAT (4D* showed 20+ BAL)
				Effectively, we’re bidding suits upwards to find a fit

3H: Natural PREEMPT

(3H)	DBL	Takeout
	3S	Fairly aggressive style
	3NT	Wide range (includes some "normal" 4m overcalls)
	4C*	5+C/5+S, FG (4D = NAT; 4H = C S/T; 4NT = 6RKC; 5D = RKC-C; 5H = RKC-S)
	4D*	5+D/5+S, FG (4H = D S/T; 4NT = 6RKC; 5C = NAT; 5H = RKC-S)
	4H*	UNSPECIFIED STRONG JUMP OVERCALL (advance Multi-style)
	4S/5m	NAT (tricks rather than power)
	4NT*	C+D (sound)

(3H)	DBL	(P)	4S	
(P)	5C			Typically 3=1=3=6 or 3=1=4=5 or 3=0=4=6, strong (example)

All four-level actions create SPECIAL FORCING PASS agreements if they compete further

(3H)	4S	(5H)	DBL	S raise but not strong
			5S	Constructive raise
			5NT*	Either wild C+D or 7S try with only 2 nd round H control
			6m	NAT
			Pass	Requests reopening DBL, then pull= strongest S raise, with pull to 5NT/6x tries for 7S with 1 st round H control
(3H)	3NT	(P)	4C*	Inquiry (replies: 4NT=15-19 HCP, 4H=20+ HCP, 4D/4S/5C=6+-card suit)
			4D*	C
			4H*	S
			4S*	D
			4NT	INV (about 13-14 HCP)
			5C*	Aces

Agreements OFF if 3NT is doubled for PEN (RDBL=business; others=NAT)

(3H)	3NT	(P)	4C*	
(P)	4H*	(P)	4S	F1, NAT (4H showed 20+ BAL) Effectively, we're bidding suits upwards to find a fit

(3H)	3NT	(P)	4C*	
(P)	4S	(P)	4NT	Strong NAT INV
			5C*	RKCB1430-S [4S shows 6+S]

(3H)	3NT	(P)	4C*	
(P)	4NT	(P)	5C	F1, NAT (4NT showed about 15-19 BAL) We're bidding suits upwards to find a fit

3S: Natural PREEMPT

(3S)	DBL	Takeout
	3NT	Wide range (includes some "normal" 4m overcalls)
	4C*	5+C/5+H, FG (4D = NAT; 4S = C S/T; 4NT = 6RKC; 5D = RKC-C; 5H = RKC-H)
	4D*	5+D/5+H, FG (4S = D S/T; 4NT = 6RKC; 5C = NAT; 5H = RKC-H)
	4H	NAT
	4S*	STRONG JUMP OVERCALL of 5C or 5D or huge H hand (advance Multi-style)
	5m	NAT (tricks rather than power)
	4NT*	C+D (sound)

(3S)	DBL	(P)	4H	
(P)	5C			Typically 1=3=3=6 or 1=3=4=5 or 0=3=4=6, strong (example)

All four-level actions create SPECIAL FORCING PASS agreements if they compete further

(3S)	4C*	(4S)	DBL	C or H raise but not strong
			5C/5H	Constructive raise
			4NT*	6RKCB1430 with both C/H TQ's by number 0/1/2
			5D/6D	NAT
			Pass	Requests reopening DBL, then pull= strongest C/H raises, with pull to 5NT/6D LAST TRAIN tries for 7C/7H respectively

(3S)	3NT	(P)	4C*	Inquiry (replies: 4NT=15-19 HCP, 4S=20+ HCP, 4D/4H/5C=6+-card suit)
			4D*	H
			4H*	C
			4S*	D
			4NT	INV (about 13-14 HCP)
			5C*	Aces

Agreements OFF if 3NT is doubled for PEN (RDBL=business; others=NAT)

(3S)	3NT	(P)	4C*	
(P)	4S	(P)	4NT	NAT, NF (4S showed 20+ BAL)
			5m	Cheapest four-card suit (upwards)

(3S)	3NT	(P)	4C*	
(P)	4H	(P)	4S*	RKCB1430-H [4H shows 6+H]
			4NT	Strong NAT INV

(3S)	3NT	(P)	4C*	
(P)	4NT	(P)	5C	F1, NAT (4NT showed about 15-19 BAL) We're bidding suits upwards to find a fit

3NT: GAMBLING, SOLID OR SEMI-SOLID MINOR

(3NT)	DBL	HCP
	4C*	UNSPECIFIED SOUND ONE-SUITER
	4D*	H+S
	4M	5+M/5+m (5C/6C=pass or correct to D, others=general slam tries)
	4NT	Blackwood

Same methods in fourth position

(3NT)	Pass	(4C)*	DBL	HCP	[where C bids are pass-or-correct to D]
			4D*	H+S	
			4M	NAT	
			4NT	Big M/m two-suiter	

(3NT)	Pass	(4C)*	DBL	
(4D)	DBL*			RESP
	4M			NAT, 5+M
	4NT			Blackwood

(3NT)	Pass	(4C)*	Pass	
(4D)	DBL			T/O

(3NT)	Pass	(5C)*	DBL	Takeout, strong
			5D/5M	NAT

(3NT)	Pass	(4D*)	DBL	For the lead	[where 4D asks for shortness]
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3NT: "KANTAR" (strong, solid 4M):

(3NT)	DBL	HCP
	4C*	5+C/5+M, FG
	4D*	5+D/5+M, FG
	4M*	NAT
	5m	Sound, NAT
	4NT*	5+C/5+D

(3NT)	DBL	(4H)*	DBL*	RESP (i.e. it is our hand)	[where 4H=pass or correct to 4S]
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(3NT)	P	(4H)	DBL	Takeout of hearts
			4NT	Minors or very strong S+minor
			Others	NAT, ambiguous as to strength
			5H*	Slam drive, two-suiter, usually with spades

3NT: 4C PRE or 4D PRE

(3NT)	DBL	HCP (RESP DBLs)
	4C*	H+S, strong
	4D*	H+S, not as strong
	4M/5m	NAT
	4NT	Blackwood, aces

Pass, then DBL is T/O

Pass, then 4D is NAT

Pass, then 5C is NAT (not as good as direct 5C)

Pass, then 4M is 5+M/5+om, two-suiter

(3NT)	P	(4C)*	DBL	Takeout
			4D*	H+S
			4M	NAT
			4NT	Blackwood
			5C	Strong (usually 5+M/5+D) two-suiter
			Pass, then DBL	Takeout of D
			Pass, then others	As above, but not as strong

“NAMYATS”, strong 4M opening: 4C=4H; 4D=4S

DBL	Takeout of the known major
DBL, then DBL	Stronger takeout of the known major
4NT	5+C/5+D

(4C)	4D/4S/5m	NAT
	4H*	5+S/5+m

(4D)	4H/5m	NAT
	4S*	5+H/5+m

Pass, then DBL	Strong, balanced
Pass, then bid	Lesser two-suiter

4C: NAT PRE

(4C)	DBL	Takeout (passable with indifferent shape)
4D*		H+S, somewhat limited OR a five-level slam drive
4M		NAT
4NT		Blackwood
5C*		5+D/5+M, strong (else gamble 4M instead)

4D: NAT PRE

DBL	Takeout (passable with indifferent shape)
4M/5C	NAT
4NT	Blackwood
5D	Majors, very strong

4H: NAT PRE

DBL	Takeout (passable with indifferent shape)
4S/5m	NAT
4NT*	Two-suiter (usually minors, but "correction"=5+om/5+S, very strong)
5H*	5=0=4=4 near slam force
5NT*	5+C/5+D try for seven (some help in a minor will do)

4S: NAT PRE

DBL	Takeout (pass the DBL without high expectation for a make)
4NT*	Two-suiter (suits unspecified)
5x	NAT
5S*	0=5=4=4 slam force
(4S)	4NT (P) 5C
(P)	5D D+H
	5H H+C, forcing

4NT: C+D, PRE:

DBL	HCP, offensive values (with pure PEN DBL, pass first)
5C	NAT
5D*	H+S
5NT*	H+S, very strong, no minor suit losers
6C/6D*	H+S, very strong, one loser in the other minor

Pass, then DBL	PEN
Pass the 5D	NAT

4NT: 5C OPENING or 5D OPENING, PRE

DBL	HCP
Pass then DBL	Takeout of m
Others	NAT
Pass, then bid	Two-suiter (bidding the cheaper)

4NT (Blackwood):

"CRASH" (double; 5C; 5D)

CARDING SUMMARY

LEADS

- We try not to lead a suit in which the opponents are very likely to hold at least seven combined cards unless (a) the auction screams for it; (b) partner screams for it; (c) everything else looks worse. This is particularly true against notrump contracts.
- We are likely to be leading a SHORT SUIT when
 - ⇒ Partner is strong or opening leader is known to be weak;
 - ⇒ Partner has bid or implied that suit;
 - ⇒ Declarer is "short" in the suit;
 - ⇒ Dummy's suit is led when it would otherwise be ridiculous;
 - ⇒ Opening leader has either shown another two-suiter, or has made a takeout double of the suit led (not trumps); or
 - ⇒ Opening leader has preempted in another suit.
- We tend to lead partner's suit rather than our own suit in the marginal cases. This is particularly true after a third seat opening bid where we lean strongly towards partner's suit. We would tend to be very short in partner's suit, or relatively strong in our own suit, in order to lead our own suit (vs notrump). Usually, we would tend towards partner's suit in a blind situation unless we are short.

VERSUS SUITS

- Whenever we break a suit, we lead THIRD highest from an EVEN number of cards, LOWEST from an ODD number. We lead third and low from length in partner's suit with small cards if we HAVEN'T raised it; high from three small if we HAVE raised it FREELY (i.e. a raise which guaranteed three or more trumps, not in ambiguous situations). When the lead is third best, the "RULE OF 12" applies: subtract the card led from 12 to obtain the number of higher cards outstanding.
- Rusinow leads
 - ⇒ When you are known NOT to be short in the suit you lead
 - ⇒ NOT in dummy's suit or partner's suit or trumps or in PREEMPTOR's "off" suit
 - ⇒ King from AKx+ with known length, Q from KQx+ etc.
 - ⇒ However, CONSIDER: A for ATTITUDE signal, K for COUNT signal (an improvement).
- Trump spot-cards: if you wish to give COUNT rather than SUIT PREFERENCE lead low from a doubleton trump, middle from three small.
- Trump leads are to be given serious respect. They are virtually automatic against one- and two-level part scores where ruffs MAY be relevant, and in all the "they settle in declarer's second suit" types (unless opening leader's holding in declarer's or dummy's suit suggests that it will be better to attack).
- Against major suit games, we lean towards long suit leads rather than short suit leads. When there is a choice between a forcing defense (particularly when they seem to hold only eight trumps and we have either one trump or four) and a short suit lead, give serious consideration to the short-suit lead, especially when they are on a four-four fit and the defenders lack trump control.
- Honor through declarer promises relative shortness or a higher honor, not necessarily touching.

Thus, from Q10x, switch to the ten with only small cards in dummy.

VERSUS NT

- 4th best at TRICK ONE, then switch to THIRD from even and LOW from ODD.
- Second highest from a bad suit (optional).
- Ace or queen lead asks for an ATTITUDE signal e.g. KQxx KQx AKx AKJx
- King lead asks for a COUNT signal or an UNBLOCK, e.g. KQ109 AKJ109 KQJxxx KQ10xx
- Rusinow leads (through the nine, which shows the ten) but NOT in dummy's suit or partner's suit: We lead the SECOND OF TOUCHING HONORS (including interior sequences) against no trump contracts EXCEPT that we lead the king from strong holdings to ask for an UNBLOCK (or COUNT).
- We UNBLOCK opposite a king lead, theoretically, always, UNLESS you can determine that partner has led FOR YOU or has led a fancy card (e.g. KJx, K10x, KJ9x, etc). There may be other exceptions as well.
- An honor through declarer promises relative shortness, the need to hold the lead, or a higher honor, not necessarily touching.
- Against "long suit" 3NT contracts, we tend to lead aggressively. We try to avoid giving up a cheap trick. We will often lead an ace or a king in these cases, looking for assistance.
- We don't generally make fancy leads against 1NT-3NT auctions, although we might prefer to look for partner when we are relatively weak in high cards. We will commonly lead from short combinations like QJ10, J10x, KQx, AKx in a variety of situations, particularly when nothing else looks attractive. J10xx and even J9xx are perfectly acceptable leads, common disdain for them notwithstanding.

SIGNALS

UPSIDE DOWN count and attitude signals.

However, we give **STANDARD count and attitude ONLY against notrump at TRICK ONE**, but NOT if partner is clearly leading YOUR suit (bid or hoped-for). Count is given when dummy wins with Qx (when dummy wins the queen from Qxx, give attitude for the J).

We use **standard remainder count**, LOW meaning an ODD number of cards remaining in the suit prior to that low card being played. A remainder situation occurs when following to, or discarding a suit after one or more cards has been previously played by that hand from that suit, but once one "remainder" count card has been played, further cards are suit preference-oriented or (less likely), random. This does not apply to leading a suit after one or more cards have been played in that suit. In this situation we would lead: high from two, as high as possible from 4, low from 3 and 5 remaining.

“ODDBALL” (Alarm Clock) against No Trump: an unnecessary high card from either defender says, "WAKE UP"; from 3rd hand it would often mean I have a better holding than expected; from opening leader it would often mean that there is not much future in returning the suit. This is much like some form of SMITH. This signal applies at TRICK TWO, if possible. If there is a long suit in dummy and no possible quick entry (K or higher in a side suit) then we give count in this suit as a priority. If 3rd hand has shown count at TRICK ONE (Qx in dummy), then ODDBALL shows attitude for the jack.

Versus notrump: dummy has a singleton in suit led, 3rd hand has 5⁺ of suit & holds the lead ... return original 3rd best. But when all the spots are irrelevant to trick taking, return the highest card remaining (from A6532, return the six as all the spots are “equal,” but from A10532 - not all “equal” - return the five).

Versus Suits: non-standard play in trumps is suit preference (e.g. from 973 in trumps starting with the middle card is meaningless, a high-low is suit preference or ruff potential, a low card is low suit preference. In many situations, suit preference is merely the least-of-evils. Starting with the middle-card when no ruff is likely, is usually tolerance for the opening lead, in context.

Versus slams, a high trump signal by the opening leader is a form of “Alarm Clock” signal: this play denies an established trick in the suit led and shows a side trick that may go away if not cashed immediately.

SUIT PREFERENCE SIGNALS

- We use "standard" suit preference signals, LOW meaning THE LOWER ranking suit.
- If partner leads a suit that we have headed by AKQ, then the normal play is QAK. If we play the honors in a different order then it is suit preference (AKQ indicates the highest suit, QKA indicates the lowest suit and KQA indicates trump suit).
- When partner's length in a suit and exact holding in the suit is known and declarer is known to have a singleton (dummy has xxx), then on the lead of an honor partner's card has the following meaning:
 - ⇒ A (the) middle card suggests a continuation
 - ⇒ The lowest card is suit preference REQUESTING a switch to the lowest suit excluding trumps
 - ⇒ The highest card is suit preference REQUESTING a switch to the highest suit excluding trumps
 - ⇒ Other relatively low and relatively high cards (when available) are suit-preference SUGGESTIONS. An example:

Partner leads the HA against 4S in an auction that indicates that you hold 6 hearts and your partner holds 3 hearts. You hold H-KJ10742 and dummy has H-Qxx. The H7 would ask for a heart continuation. The HJ would be a strong request for a switch to diamonds. The H2 would be a strong request for a switch to clubs. The H10 would suggest a switch to diamonds (possibly an honor in the suit). The H4 would suggest a switch to clubs.

- When we lead an honor against a suit contract and dummy has a singleton (or a void) and third hand is known (or inferred) to have length in the suit (four or more cards), third hand's card is suit preference as follows:
 - ⇒ A low card is suit preference for the lowest suit excluding trumps
 - ⇒ A high card is suit preference for the highest suit excluding trumps
 - ⇒ A middle card asking for continuation of the suit led
- When we lead a singleton and partner returns it to give us a ruff, partner's card is suit preference as follows:
 - ⇒ Low card is suit preference for the lowest ranking of the other suits excluding trumps
 - ⇒ High card is suit preference for the highest ranking of the other suits excluding trumps
 - ⇒ Middle card no strong preference
 - ⇒ Second highest card (if it is clear that it is not the highest) is suit preference for TRUMPS.

Example: partner leads a singleton H and you hold H-AJ1092 and the ace of trumps and dummy has H-xxxx. If declarer follows low to the opening lead and he is known NOT to have four hearts, play the H10 back. Opening-leader knows that declarer did not start with H-KQJx since declarer denied having four Hearts, and therefore will know that the H10 is NOT your highest or middle card and therefore must be your second highest, and therefore indicates suit preference for trumps.

ALTERNATIVE: if the position is too obscure, asking for a suit that can't be essential or that might be deemed impossible would suggest a trump return instead. Indeed, this method could be used in most cases.

- We give SUIT PREFERENCE when partner's opening lead sets up (or strikes) unassailable trick(s) in dummy (e.g. ace led and Kx or KQx) AND when third hand is known to have at least three cards in the suit (else MANDATORY count, so that we will get at least some of our ruffs when third hand has a singleton). For example:

West leads the DA against 4H:

Dummy	
Qxx	
Axxx	
KQxxx	
x	
	East
	AJxx
	x
	875
	K9742

If East is known to hold at least three diamonds, the D8 is intended as suit preference for S, the D5 is suit preference for C, the middle card (D7) expresses no preference. In this case if West switches to a spade (following our signal), then:

- (1) a low S is just count and denies a singleton D, or indicates a S honor (e.g. switch to the fifth-best S from: xxxxx Qxx Ax xxx) because you do not have a S ruff coming)
- (2) a high S indicates that there is a D ruff coming and neither promises nor denies a S honor (e.g. switch to the S10 from: K10xx 10x A Jxxxx)
- (3) a S honor denies a D ruff and is an attempt to cash out (e.g. SK, then low from: K10xx 10x Ax Jxxx, SK then 10 from: K10x 10x Ax Jxxxx)

- We give SUIT PREFERENCE if dummy wins and we suspect that partner led a singleton.
- We give SUIT PREFERENCE when partner leads what could be a short honor in our suit. For example, West leads the CQ against 4H after you overcalled 3C:

Dummy	
K10x	
Jx	
KQJxx	
xxx	
	East
	AJ
	Q9x
	xx
	AK10942

The C10 shows the SA, the C2 shows the DA or (more likely) shortness, and a middle card expresses no preference. In this case if West switches to a spade (following our signal), then:

- (1) a low S is just count and shows C length (e.g. QJx) and no S honor
(e.g. xxxxx 10x xxx QJx)
- (2) a high S indicates a C ruff and denies a S honor

- Partner leads ace then king against a suit contract (AK doubleton): our second card is SUIT PREFERENCE. For example, vs 4S, holding C-J10972 then, play the jack under the ace (normal), then the ten under the king to show a H entry, the deuce 2 to show a D entry, the nine a S entry.

THIRD HAND RULES

- As third hand, we usually give, (in order of priority), ATTITUDE, then COUNT, then SUIT PREFERENCE, but if count has already been given (first) or is "known", we give suit preference immediately.
- We signal ATTITUDE as a first priority. We give count to a lead presumed to be from KQ when dummy has Jxx or longer or AJx(+).
- When we lead a suit against a trump contract, if partner wins the King and switches to a side suit he DENIES having a singleton in the new suit. However if partner wins the Ace and switches to a side suit then it is possible he has a singleton. If you know that partner has ace-king in the suit you led and won the ace, then he DEFINITELY has a singleton in the new suit. Example:

		North	
		764	
		Q98	
		KJ6	
		Q1095	
West			East
Q103			AKJ982
3			A72
A5432			97
7642			83
		South	
		5	
		KJ10654	
		Q108	
		AKJ	
West	North	East	South
		1S	2H
2S	3H	3S	4H///

West leads the S3. If East wins the SK and returns the D9, he denies a singleton D, so West must duck the D to have a chance to defeat the contract. But, if the situation is:

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East should win the SA (not the king) and return the D9. West should be alert to the possibility that East has a singleton D, although he cannot be 100% sure that East had the SK and was actually sending a message. West should play the D2 to indicate an entry in C. Now, when E wins the HA, he puts West in with the CA to get his D ruff (this time the defense was obvious in any case).

	North	
	7642	
	Q98	
	KJ6	
	Q109	
West		East
Q103		AKJ98
3		A72
85432		9
A742		8653
	South	
	5	
	KJ10654	
	AQ107	
	KJ	

On the same bidding and lead if East wins the SA and leads the D9, West KNOWS that East is switching to a singleton D, as he KNOWS that he won the SA from AK.

- In general, third hand gives "ATTITUDE" to the suit led but in the context of the full deal. Thus, discouraging the suit led will attract a normal switch. If third hand can't handle that switch he will NORMALLY encourage the suit led as a "least of evils" message. Similarly, if third hand would prefer the so-called "normal" switch, he NORMALLY discourages a continuation, even with a strong holding in the suit led.
- When we are following to partner's lead and we are in a COUNT situation holding four small against a suit contract, we play the LOWEST, then SECOND LOWEST. For example partner leads the SA against 4H and you hold S-9762, play deuce, then six. If we play six-nine or deuce-nine this shows only two spades (which we may do to trick partner into cashing in cash out situations).
- We give "ATTITUDE" to a lead presumed to be from AKx(x) if the dummy has Qxx(x) or four or more cards headed by at least the ten, encouraging ONLY with a doubleton only (or occasionally if you cannot stand a switch) EXCEPT at the five-level or higher, when we normally give count.
- If we lead (say) the jack, and continue with the queen (against notrump), 3rd hand should not unblock with Kxx. This is the way we defend with QJ10 alone or QJx or QJ doubleton. Similarly, if we lead (say) the jack, and continue with the ten, we have either real length or (rarely) Q10 doubleton or Q10x (you will always know in these few instances).
- When we lead a suit against notrump, if third hand wins the ace and then plays the king (from apparent length he asks for an UNBLOCK. The same applies if partner gains the lead in the middle of the hand and plays ace, then king of a different suit.

- Two unusual situations related to third hand play in a suit contract:

	North	
	AKx	
West		East
Qxx		Jxx
	South	
	xx(x)(x)	

Say that West might want to unblock when declarer plays ace-king. Count seems less important here for East as his priority in following suit. Our solution is to play "high" under the first spade with a weak holding and follow "low" only when he has the jack.

Similarly, here:

	North	
	Axx	
West		East
Qxx		Jx

This is a side suit in a trump contract: declarer plays the KING from hand, then low to the ACE, then LOW from dummy. It might be important for East to know whether or not to ruff in with (say) the master trump. He won't want to ruff (usually) if West can win the trick, or if he can stop the FOURTH round of the suit. You might make an agreement that West follows "high-low" to the first two leads UNLESS he has a useful holding (the problem arises when East has Qx and West Jxx, and West doesn't know whether the jack will be "useful" until AFTER East follows twice. The best we can do would seem to be "high" from useless holdings, "low" from promising ones.

- At notrump:

	North		
	73		
	KQ1097		
	KQJ6		
	83		
West		East	
AQ965		842	
A4		652	
984		532	
K62		A754	
	South		
	KJ10		
	J83		
	A107		
	QJ109		

West	North	East	South
1S	2H	Pass	2S
Pass	3D	Pass	3NT///

West leads the S6, three, deuce, jack. Declarer knocks out the HA, West ducking once, East playing deuce-five. West switches to the C6. The S2 is STANDARD COUNT (TRICK ONE vs NT only). The H2 is suit preference, which is much more important than count here. The C6 is NEGATIVE ATTITUDE to induce a spade return. The C2 instead would normally suggest a C continuation.

Clearly, this disaster would not have happened if you were E/W. Our East said something about deuce of spades, deuce of hearts as suit preference. Perhaps he was right. Nonetheless, West should simply switch to a club since that won't give away the contract even if it's into the AQ.

Just for fun (ha!), please write in the following space, the complete play to the first few tricks, with explanations, as they would be played if you and your partner were E/W Declarer knocks out the HA

Trick 1: S6/5; 3; _____
 Trick 2: HJ _____
 Trick 3: _____
 Trick 4: _____
 Trick 5: _____
 Trick 6: _____

LEAD-DIRECTING DOUBLES

- Consider: When opener reverses or jump shifts and the opponents reach 3NT from responder's side, double requests the lead of opener's second suit.
- When partner overcalls and opponents reach 3NT, partner's double generally suggests another suit, although vulnerability and level of overcall might dictate otherwise.
- When you overcall and opponents reach 3NT, partner's double shows great defense positionally, with good stoppers in dummy's main suit.
- When both partners bid and opponents reach 3NT, double calls for leader's suit.
- When we double 3NT when opening leader has bid, double is defined as a "LEAD THROUGH" situation, meaning that we have entries and a couple of small cards in partner's suit to lead when those entries materialise.
- (1X)-P-(1NT)-P-(P)-DBL PEN showing length, values in opener's suit, not lead-directing per se.
- Double after opponents open 1NT:

(1NT)-P-(3NT)-DBL	Lead shortest (or weaker) major
(1NT)-P-(2C)-P-(2x)-P-3NT-DBL	Lead the suit bid in response to 2C
- Double of a *Splinter response* asks for the lead of the lowest of the remaining two suits, excluding the trump suit and the *Splinter* suit. Exceptions: when vulnerability is favorable, double of a *Splinter* bid suggests length in the suit encouraging a possible save (should have little or no defense). Double of a SPADE *Splinter* is ALWAYS save-oriented.
- Double of opener's *Splinter Raise* suggests that a lead in the "obvious" REMAINING SUIT will not be successful if opening leader is counting on third hand for an honor.
- The *Undouble* : If the opponents cue-bid a suit we opened or overcalled after we have passed once after opening, then double of this cue-bid requests the lead of a different suit.

GENERAL DEFENSIVE PRINCIPLES

We ALWAYS take at least 15 seconds before following to the first trick, no matter how quickly declarer plays from dummy. We announce this at the start of a round. It is important enough that we will not forget to do so.

- In discarding situations, we always try to give partner the information we believe that HE most needs. Easier said than done.
- We SPLIT honors AS WE WOULD LEAD them in that suit (against that contract), typically second of equals.
- When we DISCARD an honor, it is normally the TOP card of a sequence or internal sequence.
- Against notrump, failure to discard a card in the suit partner led strongly implies that (a) we have one or no cards left in that suit, or (b) we have five or more cards in that suit and can't afford to throw a winner. If we throw a card in his suit early, we will almost surely have at least one card remaining to lead to him, or with which to follow suit (this is a remainder count situation).
- Failure to attack a more or less obvious suit with another threatening suit in dummy implies that the defense can take care of the threat.

When third hand believes that his partner will need a critical piece of information in ANOTHER SUIT in order to defend correctly, he may try to convey that information by using the OPENING LEAD SUIT as a surrogate for the critical suit.

For example, say that third hand believes his partner will need to know whether to duck his ace in dummy's long suit, third hand may GIVE COUNT in the suit led AS HE WOULD DO IN THE CRITICAL SUIT if he had the opportunity in time.