Webertreff

Source: http://home.t-online.de/home/Elke.Weber/wetreff.zip
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Translated into English by Daniel J. Neill, August 2004

Note: Volunt. Leb means bidder could have passed as a neutral action. Like Good/Bad 2N. Responder with no game should pre-correct to the better minor. Forced Leb is like normal Lebensohl, so responder should bid 3♣.

Note: Optional-BW, Optional-Voidwood, Optional-RKC mean that step-1 shows is minimum or misfit (depending on the auction's context), and steps 2+ show maximum with normal 1-2-3-4 steps of the BW/VW/RKC. After the step-1 negative, asker's re-ask is a cheap non-trump bid, which demands an an answer to the original question. See 'ORB' of ETM.

Note: 'Mod' = 'Moderateur 2N': bidder wants to either a) play at the 3-level, or b) invite 6N. Opener must bid 3♣ unless he has a GF, in which case he makes a descriptive non-3♣ bid.

Note: **ALPHA and BETA ASKING BIDS –**
Alpha ->
step 1 = 0 or 3 of top 3 honors
step 2 = sing/void
step 3 = AK or Q
step 4 = AQ or K
step 5 = KQ or A

After Alpha, the cheapest steps (not 4N/5N/6N+) =
step 1 = Beta-ask in the same suit as the Alpha-ask previous
step 2/3/4 = Alpha-ask in the high/mid/lo other suits
step 5+ = to play

Beta (for length)->
if for prev. Alpha-ask suit, and shortness shown: step 1 = worthless sing., step 2 = void
if for prev. Alpha-ask suit, and shortness denied: step 1 = 2-3 cards, step 2 = 4 cards, step 3 = 5+ crds
if for a suit for which no Alpha was asked: step 1 = 0-1 crds, step 2 = 2-3 crds, step 4 = 4, step 5 = 5+

After Beta, the cheapest steps (not 4N/5N/6N+) =
step 1/2/3 = Alpha for the highest/mid/lowest suit not asked yet
        (except if Beta had shown 0-1 crds: then step 1 = asks 0/1 cards)
step 4+ = to play

Note: "How to break out of Asking Bids"
   - Bid 6N or higher
   - Make a bid too far to be any Alpha or Beta ask.
   - Via an end-signal: 4Nor 5N (forces 4♣/5♣ over which partner will pass/correct to final contract)

Note: Control-Ask
Asks for AK(Q) controls (A = 2, K = 1, Q of trumps = 1), starting from a base of 2/4/6 depending on responder's minimum strength. Sets the suit. No more info than that.

GF relays:
1st relay = asks for distribution-type; in steps; steps impossible on the previous auction are skipped; skip this relay after 1♣-1N-2♣ because already the distribution is known as 5+-4+ minors.
Answers:

2-suiters: usually steps show side suits l/m/h – may be a runon for the last one (e.g. 1♠-2♣ the ♥-♠ 2-suiters get 2 steps [min and max])
1-suiters: 1 step
bal no 5M: 1 step
bal w/ 5M: 1 step
4441's: 1 or 2 steps
others: last step (e.g. 1♥-1N-3♦ = 1354 max… just have to memorize)

2nd relay = asks for strength; if the first relay answer somehow already answered this, or if the HCP range is already somewhat loosely limited (e.g. 1♣-1M), or if it's a 1-suiter, this step is skipped.
Answers:
step 1 = extras
step 2(+) = min, or min with runon to answer to 3rd relay

3rd relay = asks for shortness; skip this relay if distribution is already known (duh), or if a balanced hand was shown (reduh); if a 1-suiter was shown, this relay promises a fit in the suit (and sets suit?)
Answers:
if 1-suited: n/l/m/h shortness
if 2-suited: l/eq/h shortness with run-on to 4th relay answers

4th relay = asks length in 4+ crd suits; applies only to 2-suiters, or NT hands with no 5-crd M
Answers:
if NT hand: step1 = 4333's or 44 M's, step 2 = 4♣+4other, step 3 = 4♦ + 4other
if 2-suiters: steps 1/2 = 54/45, step 3 = 3-6 (longer is known), step 4/5 = 6+-4/4-6+, step 6 = 5-5,
               step 7/8 = 74/47, steps 9/10 = 65/56. Omit steps that are impossible. ☺

Opening Bids

1♣ = 11-14 NT, or 18-20 NT, or 23+ NT, or 5½-7 tricks 4+♣ 5+other,
        or 9+ tricks any hand, or any 18+ 4441

1♦ = 9+ HCP, 4+♦, 5½-8½ tricks (4+♦-5+other, or 6+♦ no 3-crd M, or
        444-1M 12-17)

1♥ = 9+ HCP, 5½-8½ tricks, 3+♥-5+m, or 4+♥-5+♠, or 6+♥ 1-suiter, or
        1-3-5-4 7½-8½ tricks, or 444-1m 12-17

1♠ = 9+ HCP, 5½-8½ tricks, 3+♠-5+m, or 4+♠-5+♥, or 6+♠ 1-suiter, or
        3-1-5-4 7½-8½ tricks

1N = 15-17 (incl. 5M-332)

2♣ = any 5-5 (not 6-5), 5½-7½ tricks

2♦ = multi: weak 2M (4½-5½ tricks, 6-12 HCP), 21-22 NT, ♣ 1-suiter
        with 7½-8½ tricks (7+♣ 1-suiter, or 2236 exactly)

2♥/♠ = 5+M-4♣ (6M-5♣) 7½-8½ tricks

2N = any 5-5, 7½-8½ tricks

3♣ = ♣ 1-suiter with 6 - 7½ tricks (7+♣ 1-suiter, or 2236 exactly),
        1-2 side stops

3♦/♥/♠ = normal preempt

3N+ = as desired

1♣ Opening *(11-14/18-20/23+ NT, or canape opener, or strong)*

Responses:

1♦ = any 0-6, or any 7-12 no M, or 13+ unbal with M, or 13+ NT no M
        1♥ = artificial, 18+ NT, or some 9+ tricks (not 5-5 or 1-suited)
            1♠ = relay
                1N = 18-20 NT
                2N = 23-24 NT
                2♣ = 5+♣-4♠, or 4♣-5+other
                    2♦ = relay
                        2♥ = 4♣-5+♠ (5♣-6+♠) (2♠ NF, 2N Mod, else GF)
                        2♠ = 5+♣-4♠ (6+♣-5♠) (2N Mod, else GF)
                        2N = 4♣-5+♦ (5♣-6+♦) (3♦ = only NF bid)
                        3♣ = 4♣-5+♥ (5♣-6+♥) (3♥ NF, 4♦ RKC ♥, else GF)
                    2M/3♦ = GF, 6+ suit
                    3♣ = fit, 0-3 HCP
                2♦ = 5+♦-4♠, or 4♦-5+other
                    2♥ = relay
                        2♠ = 5+♦-4♠ (6+♦-5♠) (2N Mod, else GF)
                        2N = 4♦-5+♣ (5♦-6+♣) (3C NF, else nat)
                        3♣ = 4♦-5+♥ (5♦-6+♥) (3♥ NF, 4♣ RKC ♥, else GF)
                        3♦ = 4♦-5+♠ (5♦-6+♠) (3♠ NF, 4♣ RKC ♠, else GF)
                    3♦ = fit, 0-3 HCP
                    else = 6+ crds GF
                2♥ = 4♥-5+other
                    2♠ = relay
                        2N = 4♥-5+♣ (3♣ NF, else GF)
                        3♣ = 4♥-5+♦ (3♦ NF, else GF)
                        3♦ = 4♥-5+♠ (3♠ NF, 4♣ RKC ♠, else GF)
                    3♥ = fit, 0-3 HCP
                    else = GF, 6+ suit
                2♠ = 5+♥-4♠, F1 (2N Mod, else nat GF)
              2y = 0-3, 6+crds (pass ok, else cont's as after 1♣-2M)
              2N/3♣/3♦/3♥ = GF transfer to 6+ crds (see 1♣-2N+)
        1♠ = artificial: 1-suiter 9+ tricks (even 3M-6m), any 5-5 9+ tricks, or any 18+ 4441
            1N = relay
                2♣ = ♣ 1-suiter, or any 4441
                    2♦ = relay
                        2♥ = 4♥-441, 18-20, NF (2♠/3♣ p/c, 2N asks l/m/h sing)
                        2♠ = 4444-1♥, 18-20, NF (3m = NF, else = GF)
                        2N = ♣ 1-suiter, GF (3♣ = fit, else = nat)
                        3♣ = ♣ 1-suiter, NF (any non-pass = GF)
                        3♦/♥/♠/N = 21+ 4441, ♣/♦/♥/♠ sing, GF (nat conts)
                    2M = 5+ crds, 4-6 HCP
                        2N = 18-20 4441 misfit, NF
                        3N = 21+ 4441 misfit
                        3♣ = ♣ 1-suiter, no fit, GF
                        3M = ♣ 1-suiter, fit, GF
                        3♦/3oM/4♣ = splinter 18+ raise
                2♦/♥/♠ = 1-suiter, F1 (relay = double-neg)
                2N = any 5-5
                3y = sets the suit, GF
             2y = 0-3, 6+ cards (NF, but otherwise see 1♣-2M cont's)
             2N/3♣/3♦/3♥ = GF transfer to 6+ crds (see 1♣-2N+)
      1N = 11-14 NT (see 1N op.)
      2♣ = artificial, 10.5+ tricks (asks controls, then support-asking bids)

2♦ = at least 1 Ace
    2♥ = "where?" (2♠ = ♠, 2N = ♥, 3♣ = ♦, 3♦ = ♣, 3♥ = 2 Aces!)
        after response: steps 1-4 = alpha-ask, 5+ = to play
    2♠/2N/3♣/3♦ = alpha-ask for ♠-♥-♦-♣
    3♥+ = to play
2♥ = no Aces, at least one King
    2♠ = "where?" (in priority: 2N = ♠, 3♣ = ♥, 3♦ = ♦, 3♥ = ♥)
        after 1st 3 responses:
        relay = asks for another King (no-hi-lo…)
        steps 2-5 = alpha-ask ♠->♣, steps 6+ = to play
    2N/3♣/3♦/3♥ = alpha-ask for ♠-♥-♦-♣
    3♠+ = to play
2♠ = no Aces, no Kings, at least 1 Queen
    2N = "where?" (see above… later alpha in the Queen suit is really Beta)
    3♣/♦/♥/♠ = Alpha-ask in ♠-♥-♦-♣
    3N+ = to play
2N = no A/K/Q
    3♣/♦/♥/♠ = Beta-Ask in ♠-♥-♦-♣ (later asks are Alpha)
    3N+ = to play
2♦/2♥/2♠ = 4♣-5+suit (5♣-6+suit), 5½-7 tricks
    2N = invit+ relay
        3♣ = min, NF (nat NF bids, new suits = stopper, 4♦ = SI for op's long suit)
        3♦ = max, lo shortage (3♥ relay: 54/64/65)
        3♥ = max, equal shortage (3♠ relay: 5422/7411/6511)
        3♠/N/4♣ = max, hi shortage, 54/64/65
2N = 25+ NT (see 2♦-2♥-2N "huge NT" structure)
1♥ = 7-12, 4+♥, ♠ not longer, maybe minor canape
    1♠ = 11-14 NT 4+♠, or 4♣-5+♠ normal opening, F1
        1N = to play (with 4♣-5+♠ must rebid 2♣)
        2♣ = xfer to 2♦ (then pass = ♦ weak, else = invite with 4 or 6 ♥)
        2♦ = 3rd suit forcing, 5♥, invite
        2♥/3♣ = to play
        2♠/3♠ = 4+♠, normal/invite
        2N = invite
    1N = 11-14 NT, no major
        2♣ = xfer to 2♦ (to play, else invite with 4 or 6♥)
        2♦ = 5♥ invite
        2♥/3♣ = to play
        2♠ = asks stopper, invite
        2N = invite, 4♥ balanced
    2♣ = GF relay, anything but 3-suiter
        2♦ = ♥ + ♣
            2♥ = relay
                2♠ = lo shortage
                    2N = relay
                        3♣/♦ = 5♥-4♣ / 4♥-5♣
                        3♥/♠ = 6+♥-4♣ / 4♥-6+♣
                        3N = 5-5
                        4♣/♦ = 6♥-5♣ / 5♥-6♣
                2N = equal shortage (3♣ relay: 54/45/74/47/65/56)
                3♣+ = hi shortage, runon to steps as above
            else = nat
        2♥ = ♥ + ♦
            2♠ = relay (see above for relative steps)
            else = nat
        2♠ = 5+♥-4+♠

2N = relay (see above for relative steps, but half the shapes [♥ longer])
else = nat
2N = 6+♥ 1-suiter
    3♣ = ♥ fit, asks shortage (n/l/m/h)
    4♣ = opt-RKC ♣
    3♥ = control-ask
    else = nat
3♣ = balanced, 4♥
    3♦ = staymanic relay
        3♥ = 4333 or 4♥-4♠
            3♠ = asks for 4♠ (3N = no, cue = yes max, 4♠ yes min)
            4m = opt.-BW for m
            4N = quant.
        3♠ = 4♥-4♣
            3N = to play
            4m = opt-BW for m (possibly for wrong m if 6N goal)
            4N = quant.
        3N = 4♥-4♦ (see above)
    3♥ = slammish ♥ fit control-ask
    3♠ = 5+♠ (3N = misfit [4m = opt-BW m, 4♥ opt-BW ♠], cue/4♠ = fit max/min)
    4m = opt-BW for m
    3N/4M = to play
3♦ = balanced, 5♥
    3♥ = slammish ♥ fit control-ask
    3♠ = 5+♠ (see above)
    4m = opt-BW for m
    3N/4M = to play
3♥ = 444-1♣ (4♣ opt-RKC ♥)
3♠ = 444-1♦ (4♣ RKC ♣, 4♦ endsignal, 4M opt-RKC for M)
3N = 444-1♠ (4m = opt-RKC-m, 4♠ = RKC ♥)
2♦ = 4♣-5+♦, NF, normal opening (nat conts, 2♠ 4th suit forcing, 3♣ to play)
2♥ = 4+♥ fit, NF (Romex trial bids, 3♥ = general invite)
2♠/3♣/3♦ = xfer to ♣/♦/♠, GF (if minor, then KQJTxx or better)
    1-step = normal
    NS = natural, may still contain fit
    3N = to play
    jump-accept = minimum, 3+ crd fit
    2N = 3+ crd fit, maximum
2N = artificial, 4+♥ GF raise, or 4♣-5♥ invite+
    3♥ = minimum, rarely unbalanced
    4♥ = barely accepts
    3NS = singleton
    4NS = natural
    3N = maximum, 4333
3♥ = 5♥, 11-14 NT, NF (nat conts)

1♠ = 7-12, 4+♠, ♥ not longer, maybe minor canape
    1N = 11-14 NT, denies 4♠
        2♣ = transfer to ♦ (to play, or else invite with 4 or 6♠, or 5♠-5♥)
        2♦ = 5♠ invite (2♥ = 4+♥, 2♠ = 3♠)
        2♠/3♣ = to play
        2♥ = 5+♠-4+♥ weak
        2N = invite, 4♠, semibal
    2♣ = GF relay (anything but a 3-suiter)
        2♦ = ♠ + ♣
            2♥ = relay (2♠ = low short, 2N = equal short, 3♣+ = hi short)

see 1♣-1♥-2♣ for shape relays

        else = nat

2♥ = ♠ + ♦

    2♠ = relay (2N = low short, 3♣ = equal short, 3♦+ = hi short)

        see 1♣-1♥-2♣ for shape relays

    else = nat

2♠ = 5+♠ 4+♥

    2N = relay (3♣ = low short, 3♦ = equal short, 3♥+ = hi short)

        see 1♣-1♥-2♣ for shape relays

    else = nat

2N = 6+♠ 1-suiter

    3♣ = ♠ fit, asks shortness (n/l/m/h)

    4♣ = opt. RKC ♣

    3♠ = control-ask

    else = nat

3♣ = 4♠ balanced (see 1♣-1♥-2♣…. for relays, but not 4♠-4♥)

3♦ = 5♠ balanced (see 1♣-1♥-2♣….)

3♥ = 444-1♥ (3♠ = slammish raise, 4m = opt-RKC-m)

2♦ = 4♣-5+♦, NF, normal opening (nat conts, 2♥ = 4th suit forcing, 3♣ to play)

2♥ = 4♣-5+♥, NF, normal opening (nat conts, 3♦ = 4th suit forcing, 3♣ to play)

2♠ = 4+ fit, NF (Romex trialbids, 3♠ general invite)

2N = 4+♠ GF raise, or 4♣-5+♠ invite+

    3♠ = minimum, rarely unbalanced

    4♠ = barely accepts

    3NS = singleton

    4NS = natural

    3N = max, 4333

3♣/♦/♥ = 6+ crds, KQJTxx or better, GF

    NS (except 3♠) = values for NT or partner's suit

    raise = fit (4m = opt-BW)

    3♠ = natural 1-suiter, may still have fit

    3N = to play

3♠ = 5♠ 11-14 NT, NF (nat conts)

1N = GF, 5+-4+ minors, no M

    2♣ = relay

        2♦ = 7+ tricks (2♥ = relay for shortness, then relays for dist [4♦ last artif. step])

        2♥ = lo short (2♠ relays for shapes)

        2♠ = equal short (2N relays for shapes)

        2N+ = high short (zooming into shapes)

    2♦/3♣ = fit (cues)

    2M = 5+M, nat (nat conts)

    2N = 11-14 NT (3M = shortness, worry about NT)

    3M = sets suit, GF (cues)

2♣ = GF, 6+♣, no M

    2♦/M = nat 5+ cards (nat conts)

    2N = 11-14 NT (3♦/M = shortness, worry about NT)

    3♣ = fit (cues)

    3♦/M = set suit (cues)

2♦ = GF, 6+♦, no M (see above)

2M = 4-6, good 6+ cards, conc. (all bids GF, except relay asks shortness (2♥-2N = 5+♠!))

2N/3♣/3♦/3♥ = transfer to KQJTxxx or better suit, GF

    step-1 = normal

    NS = 9+ tricks, may still have fit

    3N = to play

    jump-accept = 3+ fit + minimum

<u>Interference</u>

1♣-(X)-?

    Pass = 0-6, 4+♣ (Pass = 11-14 NT or 4+♣-5+y 5½-7½ tricks; 1y = 11-14 NT, 1N = 18-20 NT,
           XX = strong hands with 2+♣, 2y = strong hands with short ♣)

    XX = 11+ HCP 4+♣ (if 4th seat passes: op. passes with 2+♣, else bids a suit with 18+ or 9+ tricks
           and ♣ shortness; if 4th seat bids: X = pen, Pass = forcing, bid = nat, non-jump 2N = Leb,
           [if 4th seat jumps to the 3-level, we are in a GF!])

    else = as if no interference

1♣-(1♦/♥)-?

    Pass = original 1♦ response (op. must bid again, X is most common [can include strong hands
           if you want])

    X/1♥ = original 1♥ response (1♥ shows 5+ if available)

    else = as if no interference

1♣-(1♠)-?

    Pass = original 1♦ or 1♠ response (op. should bid, often with X)

    X = original 1♥ response

    else = as if no interference

1♣-(1N/2y)-?

    X = a) invite+ 3+ crds all side suits, or b) GF bal.

           if 4th hand passes: Pass = down 4 at least; 2y = 4+ suit min, 2N = forced Leb, 3♣ =
               4+♣ min, 3♦+ = 4+ suit GF, cue = Stayman no stopper, 3N = no stopper,
               4m = leaping michaels [if longer minor – 2N…4m], 4M to play

           if 4th hand bids: 2-level = 5+ suit NF, 2N = volunt. Leb, 3♣ = 4+♣ GF, X = 13+
               short their suit or any strong, 3-level = 5+ suit GF

    Pass = weak or trap (see 1♣-[P]-1♦-[bid])

    2suit = 5+ suit 6-10 NF (new suit = strong type, raise = invit raise, cue = GF raise)

    3suit = 5+ suit GF (nat cont's, cue = slammish fit)

    3N = to play opp. 11-14 NT, no stopper, op. must pass even without stopper if 11-14
           if opp. suit m : 4om = opt-RKC-m, 4m = end-sig, 4M = opt-RKC-M
           if opp. suit M: 4m = opt-RKC-m, 4oM = to play, 4M = RKC-oM
           and always: 4N = 18-20 quant.

    cue = GF stayman no stopper (nat cont's)

    2N = Leb (either competitive 6+ suit, or Stayman/3N with a stopper) (op bids 3♣ unless 9+ tricks
           or 18+ in which case he bids something else [cue asks stop])

1♣-(2N+)-?

    X = up to 4♥, GF, either takeout or balanced (but penalty from 4♠+) (Pass = penalty, 3y =
           4+ suit GF, 3N to play, cue = slammish baron, 4m = opt-RKC-m, 4M to play)
           if 4th seat bids, X = pen, pass = forcing (neutral or slam-bid), bids = 5+ suit

    Pass = weak (see 1♣-[P]-1♦[bid])

    3y = 5+ suit, GF (nat cont's, cue = slammish fit)

    3N = to play
           if opp. suit m : 4om = opt-RKC-m, 4m = end-sig, 4M = opt-RKC-M
           if opp. suit M: 4m = opt-RKC-m, 4oM = to play, 4M = RKC-oM

    4m = leaping michaels (cont's as usual, i.e. enemy cue and 4N are ace-asking for the 2 suits)

    4M = to play, leaping michaels (bids 18+, 4N RKC)

4th seat interference

General forcing pass, like after GF bids, e.g. 1♣-(P)-2♣-(bid); ?

    Pass = extra values or no good bid (nat cont's, pen X)

    X = pen

    bids = 5+ suit

Over weak bids, e.g. 1♣-(P)-2M-(bid); ?
        Pass = normal
        X = pen
        raise = invite
        2y/3y = GF 9+ tricks nat.
        2N = Leb: competitive new suit, or competitive raise

Over 7-12 bids, e.g. 1♣-(P)-1♥-(bid); ?
        Mostly bid as over 1♣-(P)-1♦-(bid); ?, but if ♥ fit, then
        2♥/jump to 3♥/4♥/jump to 2N = as if no interference
        3♥ (non-jump) = invite only
        2N (non-jump) = Leb, maybe with competitive ♥ raise
        cue (whether Leb or not) = GF raise (it's our hand)

Over weak/strong bids
@ 2-level, e.g. 1♣-(P)-1♦-(2♥); ?
        Pass = less than 18 (see 1♣-(2y)-? except now op runs from 3N without a stopper
        X = 18+ NT (as if the enemy had opened, 2N is NOT Lebensohl, but to play)
        2higher = 5+suit, 4+♣, 5½-7 tricks (if no further interf, see 1♣-1♦-2y; if interf, as after 2y op.)
        3lower = 5+ suit, 9+ tricks, F1 (nat cont's, cue = slammish fit)
        3higher = 5+ suit, 10+ tricks, GF (nat cont's, cue = slammish fit)
        3cue = 9+ tricks Stayman, GF, no stopper (nat cont's, cue = slammish fit)
        2N = Lebensohl, either a) 5+ suit 4+♣, or b) 5+ suit 9 tricks NF, or c) 9+ tricks GF stayman with
                stopper, or d) wants to play 3N 23+ HCP or running suit
             3♣(/3♦) = to play / p/c opposite projected minimum 2-suiter with opener
                op. p/c's with weak, or cues (GF stayman with stopper) or 3-higher (9 tricks NF)
             else = better hand
        3N = to play, no stopper
        4m = leaping michaels (cont's as usual)
        4M = 9+ tricks

@ 1-level, e.g. 1♣-(P)-1♦-(1M); ?
        as above but
        X = can be less than 18 (as if they had opened)
        1N = 18-20 NT (see 1N op)
        2N/2cue = 9+ tricks Michaels (as if they had opened)

@ 3-level, e.g. 1♣-(P)-1♦-(3y); ?
        as above but
        Pass = less than 23 or less than 9 tricks (if 9 tricks with length in the opponent's suit just bid 3N!)
        X = opt. 18+; 4♠+ = pen (as if they opened)
        cue = leaping michaels (normal cont's)

1♦ Opening *(natural canape, or 6+♦ no 3-crd M, or 12-17 444-1M)*

Responses:
1♥ = like a forcing NT
        1♠ = 4+♦-5+♠ (5♦-6+♠) 5½-7½ tricks or 444-1♥ 12-17
            Pass/1N = to play
            2♣ = dist. ask with 4+♦ or 3+♠ fit
                2♦ = 5242
                2♥ = 3 hearts
                2♠ = 4♦-6+♠
                2N/3N = 4144 12-14/15-17
                3♣ = 3+♣

3♦ = 5♦-6+♠
              2♠ = conditional invite (♥-fragment is good, ♣ fragment is bad)
              else = nat invite (2♥ 5+crds, 3♣ 6+ crds)
       1N = 4+♦-5+♥ (5♦-6+♥) 5½-7½ tricks or 444-1♠ 12-17
              Pass/2♥ = to play
              2♣ = dist. ask with 4+♦ or 3+♥ fit (see above)
              else = nat invite (2♠ 5+crds, 3♣ 6+ crds)
       2♣ = 4+♦-5+♣ (5♦-6+♣) 5½-7½ tricks
              Pass/2♦ = to play
              else = nat invite (2M 5+ crds)
       2♦ = 6+♦, no 3+M, 5½-7½ tricks (NS = invite 6+ crds)
       2M = 4+♦-5+M (5♦-6+M) 7½-8½ tricks (any bid now GF)
       3♣ = 4+♦-5+♣ (5♦-6+♣) 7½-8½ tricks (any bid now GF)
       3♦ = 6+♦, no 3+M, 8-9 tricks (any bid now GF)

1♠ = either a) a 6+crd M invite, or b) a very good 6+crd M GF, playable opposite low sing.
       1N = normal relay
              2♣ = 6+♥
                     2♥ = to play, denies 3♥, rejects invite (bids now values/cue for ♥ GF)
                     2N/3♥ = 3+♥ fit max/min (cues, serious 3N)
                     else = 0-1♥, non-minimum, natural 5+ crds (3NS = 4th suit forcing or cue,
                            4m = RKC-♥ or opener's suit depending on what suits apply,
                            4M = to play)
              2♦ = 6+♠
                     see above
              2♦ = minimum 7+♦ (Pass = invite hand, 2M = GF hand, 3♦ = slammish fit)

1N = GF relay (see shape relays)
       2♣ = 5+♥ (2♦ = relay for dist [highest answer to relay is 3N], else = nat)
       2♦ = 5+♣ (2♥ = relay for dist [highest answer to relay is 4♣], else = nat)
       2♥ = 5+♠ (2♠ = relay for dist [highest answer to relay is 4♦], else = nat)
       2♠ = 7+♦ 1-suiter (or 2263) (2N = fit-relay [n/♣/M/M short], else = initially just stopper,
              principles same as after 3♣ op.)
       2N/3♣ = 444-1♥/♠ (step-1 = range-ask [max/min], else = nat)
2♣ = weak, 6+♣
       3♣ = pree
       2♦ = to play
       else = 7½-8½ tricks, nat. 5+ crds (nat cont's, NS = 4th suit forcing or fit-showing, GF)
2♦ = 4+♦, less than invite (NS = natural canape, absolute maximum)
2M = weak, 6+M
       raise = pree
       3♦ = to play
       else = 7½-8½ tricks, nat. 5+ crds (nat cont's, NS = 4th suit forcing or fit-showing, GF)
2N = very good 6+♣, GF, playable opp. low sing.
       3♣ = normal waiting (3y = values/cue, else nat)
       3N = to play
       4♣ = RKC-♣
       else = own suit, more than minimum
3♦ = good 6+♦, 6-9 HCP, invite to 3N (new suit is 5+crds, slammish)

INTERFERENCE: see 1♠ opener

1♥ Opening *(3+crd m-canape, 4+crd ♠ canape, 444-1m 12-17, or 6+♥)*

Responses:

1♠ = like a forcing NT
- 1N = 4+♥-5+♠ (5♥-6+♠) 5½-7½ tricks, or 444-1m 12-17
  - 2♣ = asking bid with 8+crd M fit
    - 2♦ = 3+♦ (incl. 4441)
    - 2♥ = 5422
    - 2♠ = 4+♥-6+♠
    - 3♣ = 3+♣
    - 2N/3N = 444-1♦ min/max
    - 3♥ = 5♥-6+♠
  - 2♥ = mild invite
  - Pass/2♠ = to play
  - else= invite (2♦ = 5+ crds, 3♣ = 6+ crds)
  - 2♣ = 3+♥-5+♣ (5♥-6+♣) 5½-7½ tricks
    - 2♦ = asking bid with 4♥ or 3+♣
      - 2♥ = 4♥-5+♣ (fragment possible)
      - 2♠ = 3316/3307
      - 3♣/2N = 3♥-6+♣ no ♠ fragment min/max
      - 3♥ = 5♥-6+♣
    - 2♥ = 4+♥ light invite (♠ fragment good, ♦ fragment bad)
    - else = invite (2♠ = 5+crds, 3♦ = 6+crds)
  - 2♦ = 3+♥-5+♦ (5♥-6+♦) 5½-7½ tricks
    - 2♥ = 4+♥ invite
    - else = invite
  - 2♥ = 6+♥ 1-suiter, 6-8 tricks (2♠ 6+crds invite)
  - 2♠ = 4♥-5+♠ 7½-8½ tricks (any bid GF now)
  - 2N = 1354 7½-8½ tricks (any bid but 3m GF now)
  - 3♣ = 3+♥-5+♣ 7½-8½ tricks (any bid GF now, 3♥ = 4+ crds)
  - 3♦ = 3+♥-5+♦ 7½-8½ tricks (any bid GF now, 3♥ = 4+ crds)
  - 3♥ = 6+♥ 1-suiter, 8-9 tricks

2♣ = weak, 6+♣
- 3+♣ = pree
- 2♥ = to play
- else = nat 5+ crds, 7½-8½ tricks (nat cont's, new suit 4th suit forcing or fit-showing, GF)

1N = GF relay
- 2♣ = 5+♦ (2♦ = relay [highest answer to last relay = 4♣], else = nat)
- 2♦ = 5+♣ (2♥ = relay [highest answer to last relay = 4♦], else = nat)
- 2♥ = 5+♠-4+♥ (2♠ = relay [highest answer to last relay = 4♦], else = nat)
- 2♠ = 6+♥ 1-suiter (2N = fit relay [n/l/m/h short], else = nat)
- 2N/3♣ = 444-1♣/♦ (1-step range-ask max/min)
- 3♦ = 1354 7½-8½ tricks (nat cont's)

2♦ = 6+♠, either invite, or can play opposite bad stiff GF
- 2♠ = rejects invite, denies 3crds (pass = invite, else = values/cues GF)
- 2♥ = 6+♥, minimum, no ♠ tolerance (3♥ = slammish raise, 4♥ = to play, else = values/cues GF)
- 2N/3♠ = 3+♠, max/min (cues, serious 3N)
- else = at most 2♠, non-minimum, natural 5+ cards (3NS = 4th suit forcing or cue GF, 4m = RKC ♠ or opener's suit depending on suits available, 4M = nat)

2♥ = 5+♥, less than invite (new suits show longest suit, maximum)

2♠ = weak, 6+♠
- 3+♠ = pree
- 3♥ = to play

else = nat 5+ crds, 7½-8½ tricks (nat cont's, new suit 4th suit forcing or fit-showing, GF)

2N = very good 6+♣, GF, playable opp. low sing.
        3♣ = normal waiting (3y = values/cue, else nat)
        3N = to play
        4♣ = RKC-♣
        else = own suit, more than minimum

3♣ = very good 6+♦, GF, playable opp. low sing.
        3♦ = normal waiting (3y = values/cue, else nat)
        3N = to play
        4♦ = RKC-♦
        else = own suit, more than minimum

3♦ = weak, 7+♦
        Pass/3♥ = to play
        else = nat 5+crds, 7½- 8½ tricks (nat cont's, NS= fit-showing)

3♥ = good 6+♥, invit. (NS = longer suit, slammish)

1♠ Opening *(3+crd m-canape, 4+crd ♥ canape, or 6+♠)*

Responses:

1N = forcing NT
        2♣ = 3+♠-5+♣ 5½ -7½ tricks
                2♦ = relay with 4+♠ or 3+♣
                        2♥ = 3♥ maybe 4♠
                        2♠ = 4♠-5+♣, no ♥ fragment
                        3♣/2N = 3♠- 6+♣ without ♥ fragment min/max
                        3♠ = 5♠-6+♣
                2♠ = 4+♠ conditional invite (♥ frag good, ♦ frag bad)
                else = invite (2♥ 5+crds, 3♦ 6+ crds)
        2♦ = 3+♠-5+♦ 5½ -7½ tricks
                 2♠ = 4+♠ invite
                else = invite (2♥ = 5+crds, 3♣ = 6+ crds)
        2♥ = 4+♠-5+♥ 5½ -7½ tricks
                 2♠ = 4+♠ invite
                else = invite (3m = 6+ crds)
        2♠ = 6+♠ 1-suiter, 6-8 tricks (3♥ = 6+♥ invite)
        2N = 3154, 7½-8½ tricks (any bid but 3m is GF)
        3♣ = 3+♠-5+♣ 7½-8½ tricks (any bid GF, 3♠ 4+♠)
        3♦ = 3+♠-5+♦ 7½-8½ tricks (any bid GF, 3♠ 4+♠)
        3♥ = 4+♠-5+♥ 7½-8½ tricks (any bid GF, 3♠ 4+♠)
        3♠ = 6+♠ 1-suiter, 8-9 tricks (any bid GF)

2♣ = GF relay (see shape relays)
        2♦ = 5+♣ (2♥ = relay for dist [highest answer to relay is 4♦], else = nat)
        2♥ = 5+♦ (2♥ = relay for dist [highest answer to relay is 4♥], else = nat)
        2♠ = 5+♥-4+♠ minimum (relay for dist, else = nat)
        2N = 5+♥-4+♠ 7+ tricks (relay for dist, else = nat)
        3♣ = 6+♠ 1-suiter (3♦ fit-relay [n/l/m/h short], 4m = opt-RKC-m, else nat)
        3♦ = 3154 7½-8½ tricks (nat cont's)

2♦ = = 6+♥, either invite, or can play opposite bad stiff GF
        2♥ = rejects invite, denies 3crds (pass = invite, else = values/cues GF)
        2♠ = 6+♠, minimum, no ♥ tolerance (3♠ = slammish raise, 4♠ = to play, else = values/cues GF)
        2N/3♥ = 3+♥, max/min (cues, serious 3N)
        else = at most 2♥, non-minimum, natural 5+ cards (3NS = 4th suit forcing or cue GF, 4m = RKC ♠ or opener's suit depending on suits available, 4M = nat)

2♥ = weak, 6+♥
     3+♥ = pree
     2♠ = to play
     else = nat 5+ crds, 7½-8½ tricks (nat cont's, new suit 4th suit forcing or fit-showing, GF)

2♠ = 5+crds less than invite
     NS = max, longest suit

2N = very good 6+♣, GF, playable opp. low sing.
     3♣ = normal waiting (3y = values/cue, else nat)
     3N = to play
     4♣ = RKC-♣
     else = own suit, more than minimum
3♣ = very good 6+♦, GF, playable opp. low sing.
     3♦ = normal waiting (3y = values/cue, else nat)
     3N = to play
     4♦ = RKC-♦
     else = own suit, more than minimum
3♦ = weak, 7+♦
     Pass/3♥ = to play
     else = nat 5+crds, 7½- 8½ tricks (nat cont's, NS= fit-showing)
3♠ = good 6+♠, invit. (NS = longer suit, slammish)

Interference over 1♦/♥/♠ Opening
(X)
     XX = 11+ HCP, 3+crd fit, interest in penalty (later X's pen, opps cannot play undoubled)
          if 4th seat bids, and opener passes, responder uses Leb, as after 1♥-(P)-1♠-(bid); X
     else = as if no interference

(1y)
     1♠ = 6+♠ invit+ (nat cont's, 4th suit forcing is GF)
     1N = GF relay
     X = invit+ asks longest suit (negativ'ish)
     cue = no agreement
     else = as if no interference

(2y)
     Pass = weak or trap (Op. should X with shortness or extra values [shows 4+crds opening suit]
          and only with extra distr. should he bid 2higher or 3lower via Leb; direct 3-level bids
          show ~8 tricks)
     X = invit+ asks longest suit (negativ'ish)
          <u>If 4th hand passes</u>:
          Pass = surprise! (opener's longest suit)
          3-lev = 7+ tricks (volunt. Leb even though not volunt.)
          cue = 3154 with shortness in opponent's suit
          <u>If 4th hand bids</u>:
          bid = non-min, nat
          Pass (2-lev) = forcing (X = pen, cheap-suit = scramble NF, raise = 4-crd fit, use
               Leb with a GF strong hand)
          Pass (3-lev) = minimum, or trap (later double takeout)
          X (2-lev) = pen
          X (3-lev) = non-min, and opening M was 4+crds (cheap new-suit, raise = scramble)
          Responder with 4-crd support doesn't know whether opener's major is 4+crds – the
               <u>Rules</u> to use are:
               3-level raise = forcing and shows a stop in the enemy suit
               Cue = 4+ fit without a stopper

Cue = 4+ fit for op., GF, no stopper, it's our hand
      raise/cue = 4+ crd M opener to play/slammish
      3N = 3-crd opener, stopper
      NS = 3-crd opener, no stopper, longest suit; OR slammish natural even with stopper
          (if op. shows a 3-6 hand, responder can Kickback via 4N or 4-level cue)
2-lev raise = 5+ crds, just comp. (re-raises just comp.)
3-lev jump-raise = 6+ crds, invite, as if no interference (not forcing pass yet)
3-lev non-jump raise = 5+ crds, invite
4-lev raise = 5+ fit, good dist.
2NS = 6+ crds, NF (raise/cue = fit, op's suit/new suit = 7½+ tricks, 2N Leb if 4th seat bids)
3NS = good 6+crds, GF (cue/raie = fit, else = nat no fit)
2N = Leb (compet./inv raise depending on whether a 2-lev raise was avail, 6+ own suit comp.,
      wants to play 3N, stopper + 4+crd M fit GF, or 5+crd GF raise)
      3♣ = normal (3N = to play with stopper, cue = 4+M fit with stopper GF, or 5+crd GF
          raise, 4M raise = 5+crd fit GF)
      else = max
3N = to play, but no stopper, abs. GF (if opp's suit m: cue = endsign, others opt-RKC nat,
      if opp's suit M: 4m = opt-RKC-m, 4oM = to play, cue = RKC-oM)

(1N/2N/2cue) [if cue is artif.]
    as above, but
    Pass = always weak
    cue of opp's anchor suit = 4+M fit, and over a 2N o/c says nothing about stoppers
        raise/cue = 4+ crd M opener to play/slammish
        3N = 3-crd opener, stopper
        NS = 3-crd opener, no stopper, longest suit; OR slammish natural even with stopper
           (if op. shows a 3-6 hand, responder can Kickback via 4N or 4-level cue)
    3N = to play over a 2N overcall (if opp's suit m: cue = endsign, others opt-RKC nat,
        if opp's suit M: 4m = opt-RKC-m, 4oM = to play, cue = RKC-oM)

(3♣+)-?
    Pass = weak or trap (op. should X with shortness or extras, X shows 4+ crd opening suit)
    X = negativish, near-GF, at most 4-crds op's M (4♠+ = penalty)
        If 4th seat passes:
        Pass = stack
        cue = if possible, 3154
        NS = long suit, GF
        rebid op suit = 6+ 1-suiter, NF
        If 4th seat bids:
        bid = natural, no 4-crd major
        Pass = forcing: either 4+ opening Major, or some slammish hand
           cheap-new-suit = GF scramble, 3N to play, raise/cue = fit, X = pen,
           else = own suit GF [now cue = fit for pard + length in side suit]
        X = pen

        Responder can later show a 4-crd M fit with either a) raise [p/c] or
        b) cue [opt-RKC-M]
    cue = GF raise, 5+ crds, it's our hand
    3-level raise = 4+crd fit, useful-bad invite (op goes on with a 5-crd fit)
    4-level raise = 5+crd fit, good distribution if a 4-level cue was possible
    3NS = 6+ crds, GF (cue or raise = fit)
    3N = to play (if opp's suit m: cue = endsign, others opt-RKC nat,
        if opp's suit M: 4m = opt-RKC-m, 4oM = to play, cue = RKC-oM)

Fourth-Seat Interference:

Over GF bids, e.g. 1♠-(P)-2♣-(bid);
> Pass =extras (bid later), or neutral
> X = penalty
> Bid = nat, usually no extras (nat cont's)

Over weak bids, e.g. 1♥-(P)-2♣-(bid);
> Pass = nothing to say
> X = pen
> raise = invite, ♣ fit
> 2y/3y = ~8 tricks, nat
> 2N = Leb: compet ♣ raise or long ♥

Over invite+ bids, e.g. 1♠-(P)-2♦-(bid);
> Pass = forcing at 2-lev, not 3+ level (X = pen, 2N = volunt. Leb despite forced, 3y = nat GF)
> X = pen
> 2y = nat, extra dist, not extra values, misfit, NF (bids now GF)
> 3y = GF natural (cue = slammish fit)
> 2N = Leb (3♣, unless GF [bid something else])

Over "forcing NT" relay, e.g. 1♥-(P)-1♠-(bid);
> 2-level:
> Pass = nothing to say, or trap (later bidding as over 1♥-(bid))
> X = extra-values, promises 4+ opening M, at most 7½ tricks
>> cheapest new-suit = scramble, NF
>> 2-lev raise = 4-crds, NF
>> 2N = Leb (op bids longest suit)
>> 3y = nat GF if
>> 3-lev raise = 4+ crds, invit
>> cue = 4+crds GF+
> 2y = nat, extra distribution (cont's as if no interference)
> 3y = nat, ~ 8 tricks (cont's as if no interf)
> 2N = Leb (usu. weak) – almost always bid 3♣ (but else NS = GF, old suit = NF)
> 3-level:
> Pass = nothing better, or trap (later bidding as over 1♥-(bid))
> X = much extras, shows 4+ opening M (but pen from 4♠+)
>> cheapest new suit = scrambling, NF
>> raise/3N = to play
>> cue = GF scramble
>> JS = nat GF
>> else = GF scramble or own suit (now cue = fit for this suit, but length in 4th suit)
> 3y/4y = nat, ~8 tricks (as if no interference)

1N Opening *(15-17, systemically incl. 5M332)*

Responses:
2♣ = Stayman, incl. [weak 4-4 M's], [invit. 5+♠-4+♥], [normal invite+ major probes], [3-suiters slammish]
> [interference]
>> X = 4+ cards in opponent's major
>> 2M = 4+ cards
>> Pass = all else
>>> 2-level: X = takeout up to 2♥, Lebensohl
>>> 3-level: X = takeout invite+, 3M = 4 cards, 3N = both minors, m = 5+ cards
> 2♦ = 0 or 2 majors

2♥ = 4-4 majors, weak
                2♠ = 5+♠, 4+♥, invite (rebid 3♥ later if 5-5)
                2N = invite, promises a major
                3m = GF splinter, at least 1 major (6-4 possible)
                        3N = good stopper
                        3♥ = 4-4 majors
                        4om = 4-crds, natural, NF
                        4m = 4+ crds om, good hand
                3M = GF splinter
                        3N = good stopper
                        4oM/5oM = 4-4 majors
                        4m = 4-crds, NF
                        4M = 4-4 majors, good hand
                        4N = 5♣ (now 5♦ to play)
                        5♣ = 5♦
        2♥ = 4♥, denies 4♠
                2♠ = ♥ fit with some splinter (2N asks)
                2N = invite, promises 4♠
                3m = GF splinter
                        3N = good stopper
                        4om = 4-crds, minimum, NF (4♥ suggests moysian)
                        4m = 4+ om, maximum (4♥ suggests moysian)
                3♥/4♥ = invite/to play
                3♠/4m = ♥ fit, void (optional Voidwood)
                3N = ♥ splinter
                        Pass = good stopper
                        4m = 4-crds, min, NF
                        4♥ = good hand 3-3 minors
                        4N = 4♣ (now 5♦ to play)
                        5♣ = 4♦
        2♠ = 4♠, denies 4♥
                2N = invite, promises 4♥
                3m = splinter, GF (see above for cont's)
                3♥ = GF ♠ fit with some splinter (3N asks low/middle/hi shortness)
                3N = ♠ splinter (see above for cont's)
                4m/4♥ = ♠ fit, void (optional Voidwood)
                3♠/4♠ = invite/to play

2♦ = transfer to 5+♥ (denies 5+♠)
        [Interference]
                penalty X, and if transfer doubled, opener bids 2M only with 3+ cards, else pass
                        if passed to partner:
                        2-level: X = takeout invite+ hand, and Leb
                        3-level: 3♥ just competitive, X takeout, suits nat
        2♥ = denies 4♥
                2♠ = invite, 4♠
                        2N/3N = min/max no fit
                        3M = min fit
                        3m = max, fit corresp. major
                        4♣ = max, double-fit (4♦ end-signal, and 4M optional-BW for M)
                2N = invite, 5♥
                3m = GF, 4+ cards, (occ. 3 crds)
                        3♥ = fit for *minor* (3♠ asks stopper)
                        4m = fit for *major*, max
                        3N = no fit
                        3 new suit = shows stopper, doubt about other one for 3N, no fit

4om = double-fit (now Kickback avail.)
                                    4♥ = fit, minimum
                       3♥= invite 6+♥
                       3♠/4m = autosplinter, 6+♥ (4♥ = to play, else relay = void/Ace ask [step 1 = void
                              then relay asks Aces, step 2+ = not void but showing Aces in steps])
                       3N = 5332 c.o.g.
                       4♥ = to play
                       4N = quant.
               3♥ = 4♥ min
               2N = 4♥ max (retransfers)

2♥ = transfer to 5+♠ (not invite with 4+♥, nor just game 5♠-5♥)
          [Interference: see 2♦]
          2♠ = normal, denies 4♠
                       2N = invite, 5♠
                       3m = GF, 4+ suit (occ. 3 cards) (see above for cont's)
                       3♥ = GF, 5+♠, 4+♥
                              3♠ = ♠ fit
                              3N = no fit (now 4♥ 5-5 slammish)
                              4♣ = double-fit (4♦ end-signal, 4M Optional-BW for M)
                              4♦/♥ = ♥ fit, max/min
                       3♠ = invite 6+♠
                       3N = 5♠ c.o.g.
                       4m/4♥ = auto-splinter 6+♠ (see above for cont's)
                       4♠ = to play
                       4N = quant
               3♠ = 4♠ min
               2N = 4♠ max (now retransfers)

2♠ = Range-ask, or [sign-off in a minor], or [GF 5431 with minors], or [GF 6+ minor with M sing.]
          [Inteference]
                       (X) = systems on
                       (2N/3♣) – X = maximum, else just have to pass
                              Responder: X = negative invite+, 3N = minors, 3m = NF, 4M = opt-BW
                                    and shortness in their suit
          2N = minimum
                       3m = to play
                       3N = to play (was slammish)
                       3M = singleton with 5-4 minors or a 6+ minor
                              3N = stopper
                              4oM = suggests 4-3 fit (5m to play)
                              4m = 4+ crds, NF (now 5 either m = to play)
                              4M = asks partner's longest minor (has equal length)
                              4N = 4+♣ (now 5♣ and 5♦ to play!)
                              5♣ = 4+♦ (pass now = 6+♣, 5♦ to play)
          3♣ = maximum
                       Pass/3♦ = to play
                       3M = as above
                       3N = to play (was invite)

2N = either: [5+ 5+ minors GF], or [5+ 5+ minors weak], or [4+ 4+ minors slammish]
          [Interference]
                       Opener always passes (99%). Then responder 4N = opt-BW, X = cards with shortness
          3♣ = longer ♣, or 3♦-3♣
                       Pass = weak
                       3♦ = 5+♦-4+♣ slammish

3M = 5+ 5+ minors, short M (3N to play, relay otherwise asks void+ Aces:
                    1-step = void [now relay Aces] and 2+ steps = Aces without void)
3N = slammish 4♦-4♣ (forcing: now 4N is weak)
4♣ = 5+♣, 4+♦ slammish (optional-RKC for ♣)
4M = voidwood for ♣

     3♦ = longer ♦, or 4♦-4♣
          Pass = weak
          3M = 5+ 5+ minors, short M (see above)
          4♣ = 6+♣- 4+♦ slammish (opt. RKC for ♣ [1st step neg with 4♦, then relay RKC for ♦])
          4♦ = 4+♣-4♦ or 5+♦-4♣ slammish (opt. RKC for ♦)
          4M = voidwood for ♦

3♣ = Puppet Stayman
     see 2N-3♣

3♦ = 5-5 majors GF
     3M = fit
     3N = 2-2 majors

3M = 6+ major, GF (cues, serious 3N)
3N = to play
4m = optional RKC for corresp. M
4M =to play
4N = quant

Interference
(2♣)-
     X = Stayman without weak variant
     else = as no interference

(2♦/♥/♠)-
     X = pen
     2-suit = to play
     3-suit = 5+ cards, GF
     3N = to play, stopper
     cue = no stopper, at least 1 unbid major
     2N = Leb (if later cue, stayman + stopper; if later 3N then no stopper: mixed up)
     4m/4cue = leaping michaels
     4M = to play

(2N+)-
     X = optional takeout, 9+ (opener bids 3N with stopper)
     3-suit = 4+ cards, GF
     3N/4M = to play
     4m/4cue = Leaping michaels
     4N = slammish takeout

(X pen)-
     Pass = 7+ HCP; if they run, head-hunt
     2♣ = weak, ♣ + other, or ♦ + ♠ 4+ 4+
     XX = club signoff, or reds/majors 2-suiter, or GF with a 5+ suit
          2♣ = normal bid, no good 5+ crd side suit
               2♦ = reds
               2♥ = majors
               2♠ = 5♠ + 5 other, GF
               2N = 5-5 without ♠, GF

3y = 6+ cards, GF
                        2♦/♥/♠ = good 5-crd suit
                                    2suit/2N = 5-5 GF
                                    3suit = 6+ cards GF
                                    raise = pree
                                    JS = GF splinter
            2♦/♥/♠ = to play, weak
            2N = any distributional invit 1-suiter (op bids 3♣)
            3suit+ = pree

(X DONT)-
            Pass = weak, or head-hunting without 4+♠
                        if passed to opener, he must XX – responder will pass or scramble
            XX = head-hunting with 4+♠ (nat cont's)
            else = as if no X

2♣ Opening *(any 5-5/6-6 [not 6-5], 5½-7½ tricks)*

Responses:
2♦ = relay, any strength
            2♥ = 5♥+ 5 other
                        2♠ = p/c
                        2N = invit+ relay
                                    3♣ = nat (3♦ = GF relay [l/h short], 3♥ = invite, 3♠ = slam ♥ raise, 4♣ RKC ♣)
                                    3♦ = nat (3♥ invite, 3♠ GF relay [l/h short], 4♣ RKC ♥, 4♦ RKC ♦)
                                    3♥/♠ = 5♠-5♥ min/max (3♠ to play, 4m RKC for corresp. major)
                        3♥ = invit
            2♠ = 5♠ + 5 minor
                        2N = invit+ relay
                                    3♣ = nat(3♦ = GF relay [l/h short], 3♠ = invite, 3♥ = slam ♠ raise, 4♣ RKC ♣)
                                    3♦ = nat(3♠ invite, 3♥ GF relay [l/h short], 4♣ RKC ♠, 4♦ RKC ♦)
                        3♣ = p/c
                        3♠ = invite
            3♣ = 5♦-5♣ (3m to play, 4m RKC-m, 3♥ GF relay [l/h short])
2M = own suit, NF, invites a super-fit raise (pass normally, but NS = that suit + responder's suit)
3y = good 6+ suit, GF
            NS = nat, no fit
                        NS = nat scramble (opt-BW if 4m)
                        4N = BW for op.'s suit
            3N = good raise
            raise = bad raise
4M = to play

<u>Interference</u>
(X)-?
            Pass = p/c (wants to play ♣ opposite 5-crds: 2♦/♥ = denies ♣, cheapest suit)
            XX = SOS (cannot play even opposite 5-crds, forces pd to bid)
            2♦/2♥/2♠/3♣ = nat, to play

(2y)-?
            Pass = forcing! (up to 3♦) – (op X's with 5 crds, else bids cheapest suit [2N forced Leb])
            X = pen.
            2NS = 6+ suit, NF
            2N = Leb (lower signoff, or 3N with stopper, or a 3+ side major with stopper)
                        3♣ = forced (then p/c, or cue = "5-crd stayman" with stopper, or 3N to play)

3NS = 6+ suit, GF (3N = superfit!, raise = to play, NS = no fit nat)
cue = "5-crd stayman" no stopper – (rare, pass more common) – (bid M, else NT, else m)
3N = usually running minor, no stopper (Pass = stopper, 4♣ = no stop p/c NF [but 4♦ if 5♣])

(3y)-?
      Pass = if 3m, forcing (X = 5+crds, else bid cheap suit); if 3M, weak (X = max, takeout)
      X = if 3m or 4♠+, pen ; if 3♥→ 4♥ then takeout (bid cheap suit with min, jump with max)
      3NS = 6+ crds GF (3N = superfit, raise = fit, else = nat no fit)
      4m = opt-RKC-m
      4M = to play

4th seat
2♣-(P)-2♦-(2y); ?
      Pass = forcing (2NS = scramble NF, 2N = Leb, 3NS = nat GF, cue = int. oM no stopper GF,
            3N = no interest in oM no stop GF; over Leb, op bids cheapest suit then scramble/P)
      X = pen
      else = 6-6 hand (nat conts)
2♣-(P)-2♦-(3y); ?
      Pass = if 3m, forcing (cheapest 2 suits p/c NF, 3N to play, cue = GF scramble, JS = nat GF,
            suit just under cue = GF nat OR scramble [now cue = other 2 suits + fit for that suit])
            if 3M, non-forcing (see direct 3y interference above)
      X = if 3m, pen (nat conts); if 3M→ 4♥ then max takeout; if 4♠+ then pen.
      else = 6-6 hand (nat conts)

2♦ Opening *(weak 2M*, 21-22 NT, or 7+♣ 7½-8½ tricks**)*
* weak two = 6+ crds, 4½-5½ tricks, 6-12 HCP; maximum = 4+ ctrls or 11+ HCP
** 7+♣ 1-suiter, or 2236 exactly

Responses:
2♥ = p/c (can contain ♥ GF 1-suiter, or a minor signoff)
      Pass = ♥
      2♠ = ♠ (3♥ = GF ♥ 1-suiter, 3m = to play)
      2N = 21-22 NT (* template for other "huge NT" situations)
            3♣ = Romex Stayman (besides asking for 4/5M, could be 5+♠-4♥, or just a 5+ minor)
                3♦ = 0 or 2 majors
                    3♥ = asks for 4-4 majors
                        3♠ = 4-4 majors (4m = opt-RKC for ♥/♠, 4M = to play)
                        3N = no major (4m = opt-RKC)
                    3♠ = 4♥-5♠ (or 5♥-6♠)
                        3N = no fit (4m = opt-RKC, 4M = to play, 4N = RKC for ♠)
                        4♣ = 4-4 majors (4♦ = some s/o 4M; 4M = opt-RKC for M)
                        4♦ = 3♠ (4♥ = opt-RKC for ♠, 4♠ = to play)
                    3N = to play
                    4m = opt-RKC
                3♥ = 4-5♥
                    3♠ = asks for 5♥ (*note:* ONLY WAY TO SIGN OFF IN 4♥ !)
                        3N = 4♥ (4m = opt-m-wood, 4♥ to play)
                        4♣ = 5♥ (4♦ opt-RKC for ♥, 4♥ to play)
                    3N = to play
                    4m = opt-m-wood
                    4♥ = opt RKC for ♥ !!!!!
                  3♠ = 5♠ (3N to play, 4m = opt. m-wood, 4♥ = opt-RKC ♠, 4♠ = to play)
                  3N = 4♠ (3N to play, 4m = opt. m-wood, 4♥ = opt-RKC ♠, 4♠ = to play)
            3♦ = transfer to ♥ (if 5♠ too, then slammish)

3♥ = normal completion, denies 4+♥
    3♠ = 4♠, or 5♠ SI
        3N =nofit(4m=opt-RKC,4M=to play,4N =RKC ♥,5♣=RKC ♠)
        4♣ = double-fit (4♦ = end-signal, 4M = opt-RKC for M)
        4M = just M fit
    3N = c.o.g.
    4♣ = opt-m-wood (4♦=neg [4♥=suggestion; 4♠ =RKC ♥, 4N =RKC ♣])
    4♦ = opt-m-wood (4♥ = neg [4♠ = RKC ♦, 4N = RKC ♥])
    4♥ = to play
    4♠ = RKC ♥
3N = 4+♥, max (4♣ = opt-RKC for ♥, 4♦ = retransfer, 4♥ = to play)
3♠/4m = 3♥, good (KJTxx or better) 5-crd suit
    4♦ = retransfer, 4♥ = to play, cheapest other bid = opt-RKC ♥
4♥ = 4+♥, min (4♠ RKC)
3♥ = transfer to ♠
    see above, except
    3♠
        4♣ = opt.-RKC ♣ (4♦ neg: then 4♥ RKC ♣, 4♠ to play, 4N RKC ♠)
        4♦ = opt-RKC ♦ (4♥ neg: then 4♠ to play, 4N RKC ♦, 5♣ RKC ♠)
        4♥ = 5-5 no slam; and 4♠ in sequences is the signoff
3♠ = Minor Suit Stayman, 4+ 4+ minors
    3N = no 4-crd minor
        4♣ = 5+♣, opt-RKC
            4♦ = 2♣ (then 4♥ = RKC ♣, 4♠ = RKC ♦, 4N = to play)
            else = RKC steps for ♣
        4♦ = 5+♦, opt-RKC
    4m = fit, opt-RKC
3N = to play
4m = opt-m-wood
4M = to play

    3♣ = good 7+♣ 1-suiter (see 3♣ op.)
2♠ = p/c, at most 3♥, maybe game interest ♥
    2N = 21-22 NT
    3♣ = good 7+♣ 1-suiter (see 3♣ op.)
    3♦ = ♥ max
    3♥ = ♥ min
2N = invit+ relay
    3♣ = ♥
        3♦ = GF rel (3♥ = max unbal (3♠ asks l/m/h short), 3♠ = min no short,
            3N+ = min l/m/h short)
        3♥ = invit
        3N/4♥ = to play)
    3♦ = ♠
        3♥ = GF rel (3♠ = max unbal (4♣ asks l/m/h short), 3N = min no short,
            4♣+ = min l/m/h short)
        3♠ = invit
        3N/4♠ = to play
    3♥ = ♠, max, no shortness
        3♠/cue = slammish fit; games to play
    3♠ = ♥, max, no shortness
        cue = slammish fit; games to play
    3N = miracle 21-22 NT
    4♣ = miracle 7+♣ (opt-RKC-♣)

3♣/3♦/3♠ = good 6+ suit, GF

new minor = values (angling to 3N or has fit for pd)
raise = may be bad fit, but opt-BW if 4m
new major = own good suit, no fit
3N = to play

3♥ = p/c, 3+ both majors (3N = 21-22 NT or some ♣ hands [no stayman], 4M = 21-22 5crd, 4♣/5♣ = nat)
3N = p/c, 4+ both majors (4M weak or strong, Pass = strong bal or ♣, 4♣/5♣ = strong ♣
4M = to play

<u>Interference</u>
(X)-?
Pass = 5+♦, to play (2M = nat no fit [later bids nat NF, op X/XX with strong NT],
       XX = 21-22 NT, 3♣ = 7+♣)
XX = SOS (2M = nat [NS = to play, lost bet], 2N/Pass! = 21-22 NT, 3♣ = nat)
2M = own suit, to play (raise = pree weak, 2N = 21-22 no fit, cue/4M = 21-22 fit, 3♣ nat)
else = as if no X

(2y)-?
Pass = weak (X = 21-22 NT, else = [semi]-nat with 7+♣)
X = takeout, any strength (Pass = 6+crds or 21-22 NT, 2♠/3♣ = nat, 3y = 7+♣ cheap stopper,
       2N = Leb [to ♥, or 21-22 NT with stopper (if cue then with oM)], cue/3N = 21-22 NT
       no stopper with/without oM fit)
3y = good 6+ suit, GF (new minor = values looking for 3N or has fit, raise = tolerance
       [4m = opt-BW], new M = good suit no fit, 3N = to play)
2N = Leb (own suit, or GF with stopper [3♣ = weak 2 (cue = fit oM, 3N = no fit oM),
       3N = 21-22 NT, else = 7+♣)
cue = GF, fit oM, no stopper
3N = usually running suit, no stopper (4♣ = no stopper p/c, 4♦ = no stopper p/c)

(3y)-?
Pass = weak (X = 21-22 NT, else = nat 7+♣)
X = if 3M/4M, then takeout (Pass = 6+crds or 21-22 NT, cheap M = weak 2, else 7+♣);
       else = pen
3NS = 6+ suit GF (nat cont's)
3♥/4♥ = p/c (4♣ = opt-RKC-♣)
cue-4M = takeout
4m = opt-RKC-m
jump-4M = to play

2♥ Opening *(5+♥-4♣ [6+♥-5♣], 7½-8½ tricks)*

Responses:
2♠ = 5+♠, F1
    3♣ = min NF (3M NF, 3♦ 4th suit forcing)
    3♥/2N = nat NF (any bid now GF)
    3♠ = nat GF
    3♦ = 4th suit forcing GF
2N = GF relay
    3♣ = low short (3♦ asks 5-4, 6+-4, 6-5)
    3♦ = equal short (3♥ asks 5-4, 7-4, 6-5)
    3♥+ = hi short (5-4, 6+-4, 6-5)
3♣ = to play
3♦ = 6+♦ GF (nat cont's, but 3♠ = 4th suit forcing)
3♥ = 4+♥, invite

2♠ Opening *(5+♠-4♣ [6+♠-5♣], 7½-8½ tricks)*

Responses:
2N = GF relay
        3♣ = low short (3♦ asks 5-4, 6+-4, 6-5)
        3♦ = equal short (3♥ asks 5-4, 7-4, 6-5)
        3♥+ = hi short (5-4, 6+-4, 6-5)
3♣ = to play
3♦/♥ = 6+♦/♥ GF (nat cont's, but 3♥ = 4th suit forcing)
3♠ = 4+♥, invite

Interference:
(X)-?
        XX = 6+ HCP, head-hunting (nat cont's, pen-X's, opps cannot play undoubled)
        else = as no interference

(2♠)-?
        Pass = weak (op. should reopen X if short)
        X = pen
        2N = Leb (weak fit or ♦, or GF stopper with/without ♥ fit)
                3♣ = forced (3♠ = ♥ fit + stopper)
        3♣ = invit
        3♦ = 5+♦ GF
        3♥ = invit
        3♠ = ♥ fit no stopper (serious 3N, cues)
        3N = to play but no stopper (op. bids 4♣ without)

(3y)-?
        Pass = weak (op. should reopen X if short)
        X = pen
        raise = compet.
        cue = slammish raise
        3NS = GF nat
        4m = RKC-m
        4M = to play

2N Opening *(any 5+-5+, 7½-8½ tricks)*

Responses:
3♣ = GF relay
        3♦ = ♦ + M (3♥ asks: 3♠ = ♥, 3N = ♠)
        3M = ♣ + M (3♠ = slammish ♥ raise, 4♣ = RKC-♣, 4♦ = RKC-M)
        3N = ♣ + ♦ (4m = opt-RKC-m)
        4♣ = ♥ + ♠ (4♦ = endsignal, 4M = opt-RKC-M)
3♦ = p/c
3M = 6+ suit, GF (NS = no fit [4N BW for pds suit, else = scramble (opt-BW if 4m)],
        3N = fit slammish, raise = fit no slam
3N = to play if pd has 5-5 majors only (4m = opt-RKC-m)
4m = own very strong suit, opt-RKC-m
4M = to play

Interference:

(X)-?

Pass = opener must XX (to play, or else bid as if no interference – only way to get systemic)
XX = SOS, scramble
3y = to play

(3y)-?

Pass = if 3y/4m then forcing (X = length, cheap suit= nat, 3N = minors), else weak (op's X = pen)
X = penalty; except if 4♥, then 4♠ = own suit and X = p/c
3y = 6+ suit GF
4m = opt-RKC-m
4M = to play

3♣ Opening *(7+♣ 1-suiter, or 2236, 6-7½ tricks, 1+ side stops)*

*Provides template for other 3♣ bids elsewhere

Responses:
3♦ = stopper-showing
 3M = M stop, no oM stop (4♣ NF, 4♦ RKC ♣, 4N RKC♦)
 3N = both M's stopped (4m = opt-RKC-m)
 4♣ = no M stops (4♦ RKC♣, 4N RKC ♦)
 4M = max, auto-splinter, no stop oM (4N RKC ♣)
3♥ = stopper-showing no ♦ stop, OR nat slammish
 3♠ = ♦ stop, no ♠ stop (3N to play, 4♣ NF, 4♦ RKC ♣, 4N RKC ♥)
 3N = ♦ + ♠ stopped (4♣ opt-RKC-♣, 4♦ opt-RKC-♥)
 4♣ = no ♦ stop (4♦ RKC ♣, 4N RKC ♥)
 4♦ = max, auto-splinter (4N RKC ♣)
 4♠ = max, auto-splinter, no ♦ stop (4N RKC ♣)
3♠ = stopper-showing, no red stop, OR nat slammish
 3N = red stops (4♣ opt-RKC ♣, 4♦ opt-RKC-♠)
 4♣ = missing some red stop, NF (4♦ RKC ♣, 4N RKC ♠)
 4♦/♥ = max, autosplinter, control in other red suit (4N = RKC ♣)
4m = opt-RKC-m
4M = to play

<u>Interference:</u>
(X)-?
 XX = 11+ HCP, penalty for both M's, and 3+♦ (forcing pass, nat cont's, pen X)
 else = as if no interf.

(3y)-?
 Pass = weak or trap (op. should X with min and shortness)
 X = if 3y, then asks stopper or some slammish hand; if 4♣+ then penalty
  3N = stopper (4♣ = opt-RKC ♣, 4♦ = opt-RKC oM, 4M = NF slammish nat.)
  4♣ = no stop (4♦ RKC ♣, 4oM = NF slammish nat, 4N = RKC oM)
 3NS = 6+ crds, GF (4♦ = max raise, else nat)
 4♣ = compet.
 4♦ = opt-RKC-♦
 4M = to play
 4N = RKC-♣

<u>Pass and Double in the competitive auction</u>

1. GF auctions

Pass = always forcing (neutral or extras)

          NT = fit without control in opp's suit (else just X)

X = if pass possible, then pen; else penalty or minimum

bid = more than minimum

2. Partner may be weak

Pass = NF

X = takeout minimum, or strong

3. Partner has shown invite or invite+ strength

Pass = forcing at 1 or 2 level

X = if forcing pass, penalty; else shows opening suit was 4+crds, and extra dist/values

Exceptions:

If they raise to 2-level, X is not penalty.

X is penalty whenever partner has described his hand and pass is not forcing.

Doubles of a Relay

Over a double of a relay in a GF situation (not step-answers)

Pass = forces XX (to play, or normal cont's but SHOWS a stopper in their suit)

XX = suggests playing (5+crds), relays off

bids = systems on, but NO STOPPER in enemy suit

Over a double of a relay in a GF situation (with step responses)

Pass = step 1

XX = step 2

bids = step 3+

Over a double of a relay in a non-GF situation

XX = partner should scramble, denies extras (Leb cont's)

Pass = 5+crds in doubled suit, suggests playing (XX = wants to play something else, normal relay conts)

else = normal

GF Relay Sequences

First relay (does not apply to bal/2-suited hands) = asks general distribution

Second relay = asks strength (step 1 = max, steps 2+ = min runon)

Third relay = asks where shortness (1-suiters show n/l/m/h, 2-suiters show low/equal/high runon)

Fourth relay = exact distribution