ambra

VERSION 2.6

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INTRODUCTION

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

Outlay of the system is basically Dutch Doubleton, 2-over-1 (2/1) system:
1♣: 2+ card, 10-22 HCP
1♦: 4+ card, 10-22 HCP
1♥♠: 5+ card, 10-21 HCP
1N: 15-17, balanced, 5card minor possible
2♣: 20+, GF without 5card major
2♦:   a) weak 2♥
      b) GF with 5+ card ♥
2♥:   a) weak 2♠
      b) GF with 5+ card ♠
2N: 21-22, balanced, 5card major possible
3N: gambling

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

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

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

1♣ opening

With two or three 4card suits, the lowest suit is opened.
Over 1♣ we play the Walsh convention: responder bids a 4card major bypassing a 4+ ♦ suit and 5-9 HCP. With 10+ HCP a 4+card ♦ suit is bid first.
The 1NT response is weaker than in most agreements: 5-10 HCP with 4/5 ♣ or 4/5 ♦ (with 6 ♦ the response is 1♦).
2♣ is inverted minor: 4+♣ and 11+ HCP.
2♦♥ are similar to the 2♦♥ opening: transfer and either weak (2-7) or strong (12+).
2♠ shows 5♣, 2NT shows 6♣ and 2-6 HCP, 3♣ also shows 6♣ but stronger: 8-10 HCP.
3♦ is preemptive: 7+♦, 3-8 HCP. 3♥♠ are splinters with 5-4 in the minors, GF.
3NT is natural: 12-14 HCP and 3-3-3-4 distribution.

Let us look at the development after 1♣-1♦:
Opener's rebid is all natural with the exception of the cheapest reverse bid: 2♥ in this case. 2♥ has 3 possible meanings:
    a) 5+♣ - 4♥, 17+ HCP, a normal reverse
    b) 6+♣ and 17+ HCP
    c) 5+♣ - 4♦, 17+ HCP, a strong ♦ raise
This principle of giving multiple meaning to the lowest strong bid occurs frequently in Ambra. It has the advantage of keeping other bids very simple and with relays responder has plenty of room to find out which hand opener has.
That means that the rebid of 3♣♦ can be weker now: 13-16 HCP and 6♣ or 4♦ support respectively.
Double jumps by opener are splinters, showing 4-4-4-1 distribution and 18-22 HCP (3NT is singleton ♦).
1♣-1♦, 2♣-2♠ is a GF relay, opener rebids natural in the context of the bidding thusfar:
    2N: 5+♣-4♥ (3♣=GAR, see below)
    3♣: 6+♣
    3♦: 5♣-4♦
    3♥: 6♣-5♥
    3♠: 5♣-4♥-4♠

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

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

      1st step: a further general relay
      2nd step: fixes the higher suit, relay

The responses to these relays are: 1st step: 2-2 in remaining suits, 2nd step: high singleton, 3rd step: low singleton. After the sequence above: 1♣-1♦, 2♥-2♠, 2N GAR cannot be invoked with 2N, so we must use 3♣ and all subsequent bidding is 1 step higher.

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

      3♣: 5-4, 11-15
      3♦: 6-4, 11-21
      3♥: 5-4-2-2, 16-21
      3♠: 5-4, high singleton, 16-21
      3N: 5-4, low singleton, 16-21

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

      3♠: min, high sin
      3N: min, low sin
      4♣: max, high sin
      4♦: max, low sin

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

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

1♦-1♥, 2N-3♣: transfer to ♦
      -3♦: transfer to ♥

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

      2♣: puppet to 2♦
      2♦: Checkback, GF
      2♥: 5+♥, 7-10 HCP
      2♠: 4♥-4♠, 10-12 HCP
      2N: puppet to 3♣, see below
      3♣♦: 5+ suit, GI
      3♥: good 6+ card, GF
      3♠: 6♥-5♠, GF
      3N: to play
      4♣: Gerber

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

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

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

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

```
Axxx              Kxx
AJ                KQxx
9xxx              AKQx
A10x              xx


1♦                1♥
1♠                2♣:r, GI+
2♥:min,NO ♥ supp  2♠r, SI
2nt               3♦:agrees ♦
3♥:q              3♠:q
3nt               4♦:turbo, 2 keycards
6♦:good controls  pas
```

Support structure.

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

With 3 card support or a 4card and bad (=4-3-3-3) distribution:
- 3-7 HCP: bid 2♦ first, artificial (can also be GF with ♦ suit) and pass if opener rebids 2♥
- 8-9 HCP: raise to 2♥
- 10-11 HCP: bid 3♣, artificial
- 12+ HCP: bid your own suit first and support ♥ later

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

The 2N response is an artificial GF with 4card support and opener rebids 3♦ with any minimum. With a non-minimum opener can show a distributional hand with 4+card suit on the 3 level:
  - 3♥: 4+♣, 6-4 or 5-5
  - 3♠: 4+♦, 6-4 or 5-5
  - 3N: 4+♠, 6-4 or 5-5
or opener can show a void by bidding that suit on the 4level (4♥ shows ♠ void).
Lacking extra distribution and a void, e.g. 5-3-3-2, 5-4-3-1, 6-3-2-2, 6-3-3-1 distributions, opener must rebid 3♣ showing a non-minimum.

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

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

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

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

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

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

Game tries

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

```
K Q x          x x
A Q x x x      K x x
x              K J x x
A x x x        J x x x

1♥             2♥
2♠             3♦
3♥             p
```

3♦ is not what opener wanted to hear and he signs off in 3♥. With the minors reversed, opener would bid the excellent ♥ game.
The whole idea of this general game try is of course to conceal declarer's hand. Note that responder would have bid 2N with ♠ honnours.
Opener can also show his hand with a short suit game try:

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

2-over-1 bidding

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

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

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

Opener's jump rebids might look strange at first, but we will see the same bids a couple of times in the GAR convention.
After a 1♠ opening the schema is very much the same:

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

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

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

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

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

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

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

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

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

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

1♥-2♣, 2♦-2♥: relay, SI

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

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

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

The development after 1♥-2♣, 2♥ is:
    2♠: relay, no fit in ♠
    2N: relay with fit in ♠
    3♣: 9-11, 4♣, not forcing
    3♦: 6+♣, GF+

And after 1♥-2♣, 2♥-2♠ relay:
    2N: 6♥-5♠ or 5440 ⇨ 3♣r ⇨ 3♦: 5440 min   ⇨ 3♥r   ⇨ 3♠: void ♦
    3♣: 5-4   ⇨ 3♥: 6-5   ⇨ 3N: void ♣
    3♦: 6-4   ⇨ 3♠: 544 void ♦
    3♥: 5-4 sin ♦, 16+   ⇨ 3N: 544 void ♣
    3♠: 5-4 sin ♣, 16+

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

An example from a practice game:

Kxx   Axx
AKJxx   Qxx
x   AKx
J10xx   Qxxx

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

1M-Reverse Relay (1MRR)

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

As usual in Ambra, these 2♣ rebids have multiple meaning: either natural or a "reverse" hand (17+ HCP).
Responder can bid 2♦ - relay - with 8+ HCP and when opener show a reverse, the bidding is GF.
Over this 2♦ relay, opener bids as follows:

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

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

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

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

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

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

1m-Reverse Relay (1mRR)

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

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

After 1♣-1♥-2♦-2♠-2NT, 3♣ is a further relay and opener bids:
3♦: 6♣-4♦
3♥: 3♥
3♠: St? ♠
3nt: to-play

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

3rd suit forcing relay (3SF)

A rebid by responder in the cheapest 3rd suit is forcing and a relay. The following sequences apply:
- 1♣-1♦, 2♣-2♥
- 1♣-1♥, 2♣-2♦
- 1♣-1♠, 2♣-2♦
- 1♦-1♥, 2♦-2♠
- 1♦-1♠, 2♦-2♥

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

Assuming the bidding starts 1x-1y, 2x-2w: opener's rebids are quite natural:
2y = 3card suport (6card in opener's own suit), MIN
2z = MIN or MAX, either 4card w or 4card z if still possible
2NT = MAX without support
3x = MIN without support

See the next chapters for specific examples of this relay.

After 1♣-1♦, 2♣-2♥ the rebids are simlar:
2♠ = "impossible ♠", MIN, 3♦
2NT = MAX, no 3♦
3♣ = MIN, no 3♦
3♦ = MAX, 3♦

When opponents intervene

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

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

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

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

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

OPENINGS

1♣ = 2+♣ 10/22 HCP
Distributions included : a) Balanced 12/14 HCP or 18/20 HCP → 4♣-3-3-3
→ 4♣-4♦-3-2
→ 4♣-4♥-3-2
→ 4♣-4♠-3-2
→ 4♥-3-3-3
→ 4♠-3-3-3
→ 4♥-4♠-3-2
b) Semibalanced 12/14 HCP or 18/20 HCP → 5♣-3-3-2
c) One-suited 11/22 HCP → 6+♣
d) Two-suited 11/22 HCP → 5+♣-4x
e) Two-suited with 3/5 losers → 6+♣-5x
f) Three-suited 11/22 HCP → 4♣-4-4-1

1♦ = 4+♦ 10/22 HCP
Distributions included : a) Balanced 12/14 HCP or 18/20 HCP → 4♦-3-3-3
→ 4♦-4♥-3-2
→ 4♦-4♠-3-2
b) Semibalanced 12/14 HCP or 18/20 HCP → 5♦-3-3-2
c) One-suited 11/22 HCP → 6+♦
d) Two-suited 11/22 HCP → 5+♦-4x
→ 5+♦-5♣
e) Two-suited with 3/5 losers → 6+♦-5x
f) Three-suited with 11/22 HCP → 4♦-4-4-1♣

1♥ = 5+♥ 10/21 HCP
Distributions included : a) Semibalanced 12/20 HCP → 5♥-3-3-2
b) Two-suited 11/21 HCP → 5+♥-4+x
c) Two-suited with more than 5 losers → 5+♥-5+minor
d) Two-suited with 4/5 losers → 6+♥-5+x
e) One-suited 11/21 HCP 5+ losers → 6+♥

1♠ = 5+♠ 10/21 HCP
Distributions included : a) Semibalanced 12/20 HCP → 5♠-3-3-2
b) Two-suited 11/21 HCP → 5+♠-4+x
c) Two-suited with more than 5 losers → 5+♠-5+x
d) Two-suited with 4/5 losers → 6+♠-5+x
e) One-suited 11/21 HCP 5+ losers → 6+♠

1nt = 15/17 HCP
Distributions included : → 4-3-3-3
→ 4-4-3-2
→ 5m-3-3-2
→ 5m-4-2-2
→ 6m⊗-3-2-2

2♣ = GF generally 20+ HCP
Distributions included : → BAL 23+ HCP
→ 6+m GF
→ 4M-5+m GF
→ 4-4-4-1 GF

2♦ = a) 6♥ 5/10 HCP
b) 5+♥ GF

2♥	=	a) 6♠ 5/10 HCP
		b) 5+♠ GF

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

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

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

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

3♥ = 7♥ Preempt

3♠ = 7♠ Preempt

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

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

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

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

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

4NT = ?

5♣ = 9+♣ Preempt

5♦ = 9+♦ Preempt

LEGEND

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

GENERAL PRINCIPLES FOR THE COMPETITIVE AUCTION

DOUBLE

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

PENALTY DOUBLE (PD)

Despite the many TO doubles there are standard situations in which doubles are penalty :
a)   Partner has opened a preempt
b)   We have made a Penalty Pass over a TO double of a suit or NT bid higher than 1NT
c)   The double of a suit in which the doubler has shown 5+ cards
d)   We have already made a PD

DOUBLE WHEN WE HAVE FOUND A FIT

When we are in a forcing situation the double of an enemy suit shows a SGL in that suit . If this happens beyond the 3-level of our suit then double is invitation to slam. When the opponents bid their suit under the level of our cheapest competitive raise then the double shows extra strength or good defensive cards.
After two "PASSES" the double can be necessary with many types of special hands if one want to give partner the chance to convert to penalty.

1♣ OPENING

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

1♣ ⇨ 1♦

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

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

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

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

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

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

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

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

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

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

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

1♣ ⇨ 1♦
1nt ⇨ 2♣ = CHKBCK1
⇨ 2♦ = CHKBCK2
⇨ 2♥ = 4♦-4♥ 10/12 HCP
⇨ 2♠ = 4♦-4♠ 10/12 HCP
⇨ 2nt = 2ntT →→→→→→→→→→ ⇨3♣ = Forced →→→→→→→ ⇨3♦ = 5♦-5♣ GF+
⇨ 3♣ = 4♦-5+♣ 9/11 HCP **LIM**   ⇨3♥ = 6♦-5♥ GF+
⇨ 3♦ = 6+♦ GF   ⇨3♠ = 6♦-5♠ GF+
⇨ 3♥ = 5♦-4♠ **SGL** ♥ GF   ⇨3nt= 6+♦ SI
⇨ 3♠ = 5♦-4♥ **SGL** ♠ GF   ⇨cue = 6+♦ SI+

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

1♣   ⇨   1♦
2♦   ⇨   2♠   = 5+♦-4♠ GF→→→→→→→→   ⇨2nt= RELAY →→→ GAR
     ⇨   2nt = 2ntT →→→ See developments
     ⇨   3♣   = 5+♦-4♣ 9/11 HCP
     ⇨   3♦   = ⬤?
     ⇨   3♥   = 4+♦ **SGL ♥** GF
     ⇨   3♠   = 4+♦ **SGL ♠** GF
     ⇨   2♥   = RELAY →→→→→→→   ⇨2♠ = 5+♣-4♦ **MIN** with **SGL** →→→   ⇨2nt = GAR
     ⇨   4/5♦ = ⬤?   ⇨2nt= **BAL**
                                              ⇨3♣ = 5♣-4♦ **MAX** →→→→→   ⇨3♦ = RELAY →→→→ GAR

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

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

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

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

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

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

1♣ ⇨ 1♥

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

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

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

```
1♣    ⇨    1♥
1nt   ⇨    2♣    = CHKBCK
      ⇨    2♦    = CHKBCK
      ⇨    2♥    = 5+♥ not so many points, if 6♥ then ♥ are ☹
      ⇨    2♠    = 5♥-4♠ GF
      ⇨    2nt   = 2ntT →→→ See developments
      ⇨    3♣    = 4♥-5+♣ LIM
      ⇨    3♦    = 5♥-4♣ SGL ♦ GF
      ⇨    3♥    = 6♥ GF with ♥ not great but not horrible
      ⇨    3♠    = 5♥-4♣ SGL ♠ GF
      ⇨    3nt   = SO
```

1♣ ⇨ 1♥
2♣ ⇨ 2♦ = RELAY GI+ →→→→→→→→→→→→→→ ⇨2♥ = 6♣-3♥ **MIN**
  ⇨ 2♥ = 6♥ (7)/(10) HCP   ⇨2♠ = 4♦ **MIN** or **MAX**→→→   ⇨2nt = GAR
  ⇨ 2♠ = 5+♥-4♠ 13+ HCP   ⇨3♣ = **MIN**   ⇨3♣ = **LIM**
  ⇨ 2nt = 2ntT →→→ See developments   ⇨3♦ = 6♣-3♥ **MAX**   ⇨3♦ = 6♥ GF
  ⇨ 3♣ = 4♥-3+♣ 9/11 HCP   ⇨2nt= **MAX**   ⇨3♠ = St?
  ⇨ 3♦ = 5♥-5♦ 9/11 HCP
  ⇨ 3♥ = 6♥ 9/11 HCP
  ⇨ 3♠ = 3+♣ SGL ♠ GF
  ⇨ 3nt = Natural
  ⇨ 4♣ = **RKCB**
  ⇨ 4♦ = 3+♣ SGL ♦ SI

1♣ ⇨ 1♥
2♣ ⇨ 2♦
2♥ ⇨ 2♠ = St? ♠
  ⇨ 2nt = Natural **F1**
  ⇨ 3♣ = **LIM**
  ⇨ 3♦ = St? ♦
  ⇨ 3♥ = 5♥ usually GI

1♣ ⇨ 1♥
2♣ ⇨ 2♦
3♣ ⇨ 3♦ = St? ♦
  ⇨ 3♥ = 6♥ GF
  ⇨ 3♠ = St? ♠

1♣ ⇨ 1♥
2♣ ⇨ 2♦
2nt ⇨ 3♦ = St? ♦
  ⇨ 3♥ = 6♥ GF
  ⇨ 3♠ = St? ♠

1♣ ⇨ 1♥
2♦ ⇨ 2♥ = 5♥ 5/7 HCP
  ⇨ 2nt = 4♦ 5/7 HCP
  ⇨ 3♣ = 2/4♣ 5/7 HCP
  ⇨ 3♦ = 5♥-5♦ 7+ HCP GF
  ⇨ 3♥ = 6♥ 8+ HCP GF
  ⇨ 3♠ = 6♥-5♠ 12+ HCP
  ⇨ 2♠ = RELAY →→→→→→→   ⇨2nt= 5+♣-4♦ 17+ HCP →→→→ ⇨3♣ = RELAY →→→ ⇨3♦ = 6♣-4♦
                                ⇨3♣ = 6+♣ 17+ HCP   ⇨3♥ = 3♥
                                ⇨3♦ = 6♣-5♦ 3-4 ½ losers   ⇨3♠ = St?♠
                                ⇨3♥ = 4♥ bal 18/20 HCP   ⇨3nt= stop ♠
                                ⇨3♠ = 5♣-4♥-4♠ 17+ HCP
                                ⇨4♣ = 5+♣-4♥ **SGL** ♠
                                ⇨4♦ = 5+♣-4♥ **SGL** ♦

1♣ ⇨ 1♥
2♥ ⇨ 2♠ = RELAY, 4S3344, GI+, usually balanced
  ⇨ 2nt = 4+♥, SGL ♠, GI or strong SI
  ⇨ 3♣ = 4+♥, SGL ♣, GI or strong SI
  ⇨ 3♦ = 4+♥, SGL ♦, GI or strong SI
  ⇨ 3♥ = 💣
  ⇨ 3♠ = 5+♥ **SGL** ♠, light SI
  ⇨ 4♣ = 5+♥ **SGL** ♣, light SI
  ⇨ 4♦ = 5+♥ **SGL** ♦, light SI

1♣ ⇨ 1♥
2♥ ⇨ 2♠
2nt = 4♥ with **SGL MIN** or **MAX**→→→→→→→→→ ⇨3♣ = RELAY →→→→→→ ⇨3♦ = **MIN** with **SGL** ♠
3♣ = 3♥ **MIN**→→→→→→→→→→⇨3♦ = St? ♦ ⇨3♥ = **MIN** with **SGL** ♦
⇨3♥ = SO ⇨3♠ = **MAX** with **SGL** ♠
⇨3♠ = St? ♠ ⇨3nt= **MAX** with **SGL** ♦
⇨3nt= SO
3♦ = 3♥ **MAX**→→→→→→→→→→→ ⇨3♥ = St? ♦
3♥ = 4♥ **MIN** without **SGL** ⇨3♠ = St? ♠
3♠ = 4♠ **MAX** without **SGL**

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

1♣ ⇨ 1♥
2nt ⇨ 3♣ = 5♥-4♦ SI
⇨ 3♦ = **TEXAS** to 3♥→→→ ⇨3♥→→→→→→→ ⇨P = 5♥ 4/5 HCP
⇨ 3♥ = 4♥-4♠ ⇨3♠ = 5♥-4♠
⇨ 3♠ = 4♥-4♣ SI ⇨4♣ = 5♥-4♣ SI
⇨ 3nt = SO ⇨4♦ = Cue bid 6+♥ SI
⇨ 4♣ = Cue bid with 5+♥ SI ⇨4♥ = 6+♥ SI
⇨ 4♦ = Cue bid with 5+♥ SI
⇨ 4♥ = 6+♥ SO

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

1♣ ⇨ 1♠

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

1♣	⇒	1♠	
1nt	⇒	2♣	= CHKBCK
	⇒	2♦	= CHKBCK
	⇒	2♥	= 5+♠-4+♥ not many points
	⇒	2♠	= 5+♠ not many points
	⇒	2nt	= 2ntT →→→ See developments
	⇒	3♣	= 4♠-5+♣ **LIM**
	⇒	3♦	= 5♠-4♣ **SGL** ♦ GF
	⇒	3♥	= 5♠-4♣ **SGL** ♥ GF
	⇒	3♠	= 6+♠ GF with not great ♠
	⇒	3nt	= SO

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

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

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

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

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

1♣　⇨　1♠
2♦　⇨　2nt
3♣　= **LIM**
3♦　= 5+♣-4♦ NF
3♥　= St? ♥
3♠　= 4♠ bal 18 HCP
4♣　= 6♣-4♠ **SGL ♥ SI**
4♦　= 6♣-4♠ **SGL ♦ SI**

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

1♣　⇨　1♠
2♠　⇨　2nt　　= RELAY, 4S3344, GI+ ➔➔➔ See developments
　　⇨　3♣　= 4+♠, SGL ♣, GI or strong SI
　　⇨　3♦　= 4+♠, SGL ♦, GI or strong SI
　　⇨　3♥　= 4+♠, SGL ♥, GI or strong SI
　　⇨　3♠　= 💣
　　⇨　3nt　= Proposes to play if bad ♠ ☹ and club honors probably 4-3-3-3
　　⇨　4♣　= 5+♠ **SGL ♣** light SI
　　⇨　4♦　= 5+♠ **SGL ♦** light SI
　　⇨　4♥　= 5+♠ **SGL ♥** light SI

1♣　⇨　1♠
2♠　⇨　2nt
3♣　= 4♠ with **SGL MIN or MAX**➔➔➔➔➔➔➔　⇨3♦ = RELAY ➔➔➔➔➔➔➔　⇨3♥ = **MIN** with **SGL ♥**
3♦　= 3♠ **MIN**➔➔➔➔➔➔➔　⇨3♥ = St? ♦　　　　　　　　　　　　　⇨3♠ = **MIN** with **SGL ♦**
　　　　　　　　　　　⇨3♠ = SO　　　　　　　　　　　　　　　　⇨3nt= **MAX** with **SGL ♥**
　　　　　　　　　　　⇨3nt= SO　　　　　　　　　　　　　　　　⇨4♣ = **MAX** with **SGL ♦**
3♥　= 3♠ **MAX**➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔ ⇨3♠ = St? ♦
3♠　= 4♠ **MIN** without **SGL**
3nt　= 4♠ **MAX** without **SGL**

1♣　⇨　1♠
2nt　⇨　3♣　= 5+♠-4♦ SI
　　⇨　3♦　= 5+♠-4♥ SI
　　⇨　3♥　= **TEXAS** for 3♠➔➔➔➔➔➔ ⇨ 3♠ ➔➔ ⇨3nt= 5♠ not SI
　　⇨　3♠　= 4♠-4♣ SI　　　　　　　　　⇨4♣ = 5♠-4♣ SI
　　⇨　4♣　= Cue bid with 5♠ SI　　　　⇨4♦ = Cue bid with 6♠ SI
　　⇨　4♦　= Cue bid with 5♠ SI　　　　⇨4♥ = Cue bid with 6♠ SI
　　⇨　4♥　= 5♠-5♥ not SI　　　　　　　⇨4♠ = 6♠ SI almost certainly a cue bid in ♣

1♣　⇨　1♠
3♣　⇨　3♦　= St? ♦
　　⇨　3♥　= 5+♠ GF ➔➔➔➔➔➔➔➔➔➔➔ ⇨3♠ = 2♠
　　⇨　3♠　= St? ♥　　　　　　　　　　　⇨3nt= 0/1 ♠
　　⇨　3nt　= SO　　　　　　　　　　　　⇨4♣ = Cue Bid with 3♠
　　⇨　4♥　= 5+♠-5+♥ NSI

1♣ ⇨ 1nt

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

1♣ ⇨ 2♣

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

1♣ ⇒ 2♣
2♦ ⇒ 2♥ = RELAY SI →→→→ ⇒2♠ = 5+♣-4♦ 11/21 HCP   ⇒3♦/♥♦/♠ = St? in the suit
                        ⇒2nt= bal →→→→→→→→→→ ⇒3♣ = RELAY →→→⇒3♦ = 4♣
                        ⇒3♣ = 6+♣ 11/15 HCP with **SGL**   ⇒3♥ = 4♥ without 4♣
                        ⇒3♦ = 6+♣ 11/15 HCP without **SGL**   ⇒3♠ = 4♠ without 4♣
                        ⇒3♥ = 4♣-4♦-4♠-1♥ 11/17 HCP
                        ⇒3♠ = 4♣-4♦-4♥-1♠ 11/17 HCP
                        ⇒3nt= 4♣-4♥-4♠-1♦ 11/14 HCP
                        ⇒4♣ = 4♣-4♥-4♠-1♦ 15/17 HCP
   ⇒ 2♠ = RELAY GF not SI →→→→→ ⇒2nt= 12/14 HCP without **SGL**
                                ⇒3♣ = 6♣ or 5♣-4♦ 11/14 HCP with **SGL** →→⇒3♦ = RELAY
                                ⇒3♦ = 5♣-4♦ 16/21 HCP with **SGL**
                                ⇒3♥ = 4-4-4-1♥ 11/14 HCP
                                ⇒3♠ = 4-4-4-1♠ 11/14 HCP
                                ⇒3nt= 4-4-4-1♦ 11/14 HCP
   ⇒ 2nt = 4/5♣ 10/12 HCP good hand for NT not forcing
   ⇒ 3♣ = 5+♣ 10/11 HCP
   ⇒ 3♦ = 5+♣-4♥/♠ GF **SGL** ♦ not SI →→→→→→ ⇒3♥ = 4♥
   ⇒ 3♥ = 5+♣-4♥ GF **SGL** a ♠ not SI   ⇒3♠ = 4♠
   ⇒ 3♠ = 5+♣-4♠ GF **SGL** a ♥ not SI

1♣ ⇒ 2♦

1♣ ⇒ 2♦
2♥ = 11/14 HCP
2♠ = 5+♣-4♠ 17+ HCP or perhaps only values in ♠
2nt = 15+ HCP with at least 2♥ used perhaps as a GI
3♣ = 6+♣ 16/18 HCP not forcing
3♦ = 5+♣-4♦ 17+ HCP or perhaps only values in ♦
3♥ = 3+♥ 💣
3♠ = 6♣-5♠ 3-4 ½ losers
3nt = SO
4♥ = SO

1♣ ⇒ 2♦
2♥ ⇒ 2♠ = 6♥-4♠ GF
   ⇒ 2nt = 6+♥ GF
   ⇒ 3♣ = 6♥-4♣ GF
   ⇒ 3♦ = 6♥-4♦ GF
   ⇒ 3♥ = 7♥ fixing trumps, asking for aces

1♣ ⇒ 2♦
2nt ⇒ 3♣ = **MAX** without **SGL** in ♠ →→→→→ ⇒3♦ = RELAY →→→ ⇒3♥ = **MAX** without **SGL**
   ⇒ 3♦ = **MIN** or GF →→→→→→⇒3♥ = SO   ⇒3♠ = **SGL** ♦
   ⇒ 3♥ = medium hand without **SGL**   ⇒3nt= **SGL** ♣
   ⇒ 3♠ = 6♥ **MAX** with **SGL** ♠
   ⇒ 3nt = AKQxxx in ♥
   ⇒ 4♣ = 6♥-4♣ GF
   ⇒ 4♦ = 6♥-4♦ GF

This system of responses we also use with 1♦ ⇒2♥/2♠ and even weak twos and responding to a weak jump overcall

1♣ ⇨ 2♥

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

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

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

1♣ ⇨ 2♠

```
1♣    ⇨    2♠
2nt   = Asking SGL →→→→→→→→→→→→  ⇨ 3♣ = 5+♣ MIN →→→→  ⇨3♦ = RELAY →→→→→  ⇨3♥ = SGL ♠
3♣    = SO                      ⇨ 3♦ = 5+♣ SGL ♠ MAX                    ⇨3♠ = SGL ♥
3♦    = St? ♦                   ⇨ 3♥ = 5+♣ SGL ♥ MAX                    ⇨3nt= SGL ♦
3♥    = St? ♥                   ⇨ 3♠ = 5+♣ SGL ♦ MAX
3♠    = St? ♠
4♣    = 💣
5♣    = 💣
```

1♣ ⇨ 2nt

```
1♣    ⇨    2nt
3♣    = SO
3♦    = St? ♦
3♥    = St? ♥
3♠    = St? ♠
4♣    = 💣
5♣    = 💣
```

INTERFERENCE OVER 1♣ OPENING

INTERFERENCE IN 2ª POSITION

CASE A : Opponent doubles

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

CASE B : Opponent bids one of a suit

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

Exception :

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

CASE C : Opponent bids 1NT natural

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

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

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

1♣ opening

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

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

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

CASE F :   Opponent intervenes with a 3x preempt
N   E   S   W
1♣   ⇨   3x   ⇨   X   = TO
                   ⇨   3y   = 5+y F1
                   ⇨   3nt   = SO
                   ⇨   4♣   = 5+♣ Competitive
                   ⇨   4x   = 5w-5z in the other two suits GF+
                   ⇨   4y   = 6+y weaker than 3y

INTERFERENCE IN 4ª POSITION

CASE A : Opponent doubles
N   E   S   W
1♣   ⇨   P   ⇨   1x   ⇨   X
XX   = 3 cards in x or 16+ HCP hand
1nt = 18/20 HCP bal (can have 3 cards in x ?) ➔➔➔➔ System ON
2♣+ = System ON

CASE B : Opponent bids1/2y
N   E   S   W
1♣   ⇨   P   ⇨   1x   ⇨   1/2y
X   = 3 cards in x or 16+ HCP
1nt = 18/20 HCP bal (can have 3 cards in x ?) ➔➔➔➔ System ON
2♣+ = System ON
2nt = Good-Bad

CASE C : Opponent bids 1NT natural or artificial

N		E		S		W
1♣	⇨	P	⇨	1x	⇨	1nt

X = PD if 1nt is natural , 3x or strong if 1nt is conventional
2♣+ = System ON

CASE D : Opponent jumps to 2y

N		E		S		O
1♣	⇨	P	⇨	1x	⇨	2y

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

1♦ OPENING

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

1♦ ⇨ 1♥

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

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

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

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

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

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

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

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

1♦ ⇒ 1♥
2♣ ⇒ 2♠
3♣ ⇒ 3♦ = not Forcing
⇒ 3♥ = 6♥ GF
⇒ 3♠ = St? ♠

1♦ ⇒ 1♥
2♦ ⇒ 2♥ = 6♥ 7/9 HCP
⇒ 2♠ = RELAY, 3SF →→→→→→→→ ⇒2nt= **MAX** without 3♥
⇒ 2nt = 2ntT ⇒3♣ = **MIN** with 3♥
⇒ 3♣ = 5♥-5♣ 9/11 HCP ⇒3♦ = **MIN** without 3♥ →→→→ ⇒3♥ = 6♥ GF
⇒ 3♦ = 💣 ⇒3♥ = **MAX** with 3♥ ⇒3♠ = St? ♠
⇒ 3♥ = 6+♥ 10/11 HCP
⇒ 3♠ = 3+♦ **SGL** ♠
⇒ 4♣ = 3+♦ **SGL** ♣
⇒ 4♦ = **RKCB**

1♦ ⇒ 1♥
2♥ ⇒ 2♠ = RELAY, 4S3344 →→→ See developments
⇒ 2nt = 4+♥, SGL ♠, GI or strong SI
⇒ 3♣ = 4+♥, SGL ♣, GI or strong SI
⇒ 3♦ = 4+♥, SGL ♦, GI or strong SI
⇒ 3♥ = 💣
⇒ 3♠ = 5+♥ **SGL** ♠ light SI
⇒ 3nt = 4♥-3-3-3 or 4♥ with no good honors
⇒ 4♣ = 5+♥ **SGL** ♣ light SI
⇒ 4♦ = 5+♥ **SGL** ♦ light SI

1♦ ⇒ 1♥
2♥ ⇒ 2♠
2nt = 4♥ with **SGL MIN** or **MAX** →→→→→→→ ⇒3♣ = RELAY →→→→→ ⇒3♦ = **MIN** with **SGL** ♠
3♣ = 3♥ **MIN** →→→→→→→ ⇒3♦ = St? ♣ ⇒3♥ = **MIN** with **SGL** ♣
⇒3♥ = SO ⇒3♠ = **MAX** with **SGL** ♠
⇒3♠ = St? ♠ ⇒3nt= **MAX** with **SGL** ♣
⇒3nt= SO
3♦ = 3♥ **MAX** →→→→→→→ ⇒3♦ = St? ♣
⇒3♠ = St? ♠
3♥ = 4♥ **MIN** without **SGL**
3♠ = 4♥ **MAX** without **SGL**

1♦ ⇒ 1♥
2♠ ⇒ 2nt = RELAY →→→→→ GAR
⇒ 3♣ = 5♥-5♣ 7+ HCP GF
⇒ 3♦ = SO
⇒ 3♥ = 6+♥ 8+ HCP GF
⇒ 3♠ = 4♠ less than7 HCP

1♦ ⇒ 1♥
2nt ⇒ 3♣ = **TEXAS** 3♦
⇒ 3♦ = **TEXAS** 3♥
⇒ 3♥ = 4♥-4♠ GF
⇒ 3♠ = 4♥-4♦ SI
⇒ 4♣ = 5♥ Cue bid with ♣ SI
⇒ 4♦ = 5♥ Cue bid with ♦ SI

1♦ ⇒ 1♥
3♦ ⇒ 3♥ = 5+♥ 7+ HCP→→→→→ ⇒3♠ = 2♥
⇒ 3♠ = St? ♠ ⇒3nt= 0/1♥
⇒Cue= 3♥

1♦ ⇨ 1♠

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

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

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

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

```
1♦   ⇨   1♠
2♣   ⇨   2♦
2♥   ⇨   2♠    = 5♠ MIN
     ⇨   2nt   = St a ♥ MIN
     ⇨   3♣    = 4♣ MIN or MAX
     ⇨   3♦    = MIN Nst♥
     ⇨   3♥    = MAX Nst ♥
     ⇨   3♠    = 5♠ MAX
     ⇨   3nt   = MAX St ♥


1♦   ⇨   1♠
2♣   ⇨   2♥
2♠   ⇨   2nt   = RELAY GF →→→ See GAR
     ⇨   3♣    = 4+♣ 9/11 HCP
     ⇨   3♦    = 3+♦ 9/11 HCP
     ⇨   3♥    = St? ♥
     ⇨   3♠    = 6♠ GF
```

```
                                                     ⇨3♥ = St? ♥
                                                     ⇨3♦ = 9/11 HCP
1♦   ⇨   1♠                                          ⇨3♣ = St? ♣
2♦   ⇨   2♥    = RELAY, 3SF →→→→→   ⇨2♠ = 6♦-3♠ MIN→→→⇨2nt= RELAY GF →→→   ⇨3♣ = 2-2
     ⇨   2♠    = 6+♠ 7/9 HCP        ⇨2nt= MAX without 3♠ and without 4♥    ⇨3♦ = SGL ♥
     ⇨   2nt   = 2ntT               ⇨3♣ = 6♦-4♥ MIN                        ⇨3♥ = SGL ♣
     ⇨   3♣    = 5♠-5♣ 9/11 HCP     ⇨3♦ = MIN without 3♠ and without 4♥
     ⇨   3♦    = 💣                 ⇨3♥ = 5+♦-4♥ MAX
     ⇨   3♥    = 5♠-5♥ 9/11 HCP     ⇨3♠ = 6+♦ MAX with 3♠
     ⇨   3♠    = 6+♠ 9/11 HCP
     ⇨   4♣    = 3+♦ SGL ♣


1♦   ⇨   1♠
2♥   ⇨   2♠    = 5+♠ less than 7 HCP →→→→→→→→→→→→→   ⇨2nt= NF
     ⇨   2nt   = RELAY GF →→→→→ GAR                   ⇨3♣ = St? ♣
     ⇨   3♣    = 5♠-5♣ 7+ HCP GF                      ⇨3♦ = NF
     ⇨   3♦    = SO                                   ⇨3♠ = NF
     ⇨   3♥    = 4♥ less than 7 HCP
     ⇨   3♠    = 6+♠ 8+ HCP GF


1♦   ⇨   1♠
2♠   ⇨   2nt   = RELAY, 4S3344 →→→→ see developments
     ⇨   3♣    = 4+♠, SGL ♣, GI or strong SI
     ⇨   3♦    = 4+♠, SGL ♦, GI or strong SI
     ⇨   3♥    = 4+♠, SGL ♥, GI or strong SI
     ⇨   3♠    = 💣
     ⇨   3nt   = Suggests contract with ♠ ☺ and outside strength
     ⇨   4♣    = 5+♠ SGL ♣ light SI
     ⇨   4♦    = 5+♠ SGL ♦ light SI
     ⇨   4♥    = 5+♠ SGL ♥ light SI


1♦   ⇨   1♠
2♠   ⇨   2nt
3♣ = 4♠ with SGL MIN or MAX →→→→→→→ ⇨3♦ = RELAY →→→→→ ⇨3♥ = MIN with SGL ♥
3♦ = 3♠ MIN →→→→→ ⇨3♥ = St? ♣                         ⇨3♠ = MIN with SGL ♣
                  ⇨3♠ = SO                            ⇨3nt= MAX with SGL ♥
                  ⇨3nt= SO                            ⇨4♣ = MAX with SGL ♣
3♥ = 3♠ MAX →→→→ ⇨3♠ = St? ♣
3♠ = 4♠ MIN without SGL
3nt = 4♠ MAX without SGL
```

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

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

1♦ ⇨ 1nt

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

1♦	⇨	1nt			
2♣	⇨	2♦	= **MIN** →→→→→→→→→ ⇨2♥ = RELAY →→→→See **MAX**		
	⇨	2♥	= 5+♣ **MIN** or **MAX** →→→→→→ ⇨2♠ = RELAY →→→→→ ⇨2nt= **MIN**		
	⇨	2♠	= 4♦-3-3-3 **MAX**	⇨3♣ = **MAX**	
	⇨	2nt	= 4♦-3-3-3 **MAX**	⇨3♦ = **MAX** without stoppers	
	⇨	3♣	= 4♣-4♦ **MAX**	⇨3♥ = **MAX** with 3♦ and St? ♥	
				⇨3♠ = **MAX** with 3♦ and St? ♠	

1♦ ⇨ 2♣

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

1♦ ⇨ 2♣
2♦ ⇨ 2♥ = RELAY GF+
      ⇨ 2♠ = 5+♣ GF+ or 5m-4om GF+
      ⇨ 2nt = 10/12 HCP Limit→→→→→→→→→→→→→ ⇨3♣ = 5♦-4♣ pass or correct
      ⇨ 3♣ = 6♣ 9/11 HCP   ⇨3♦ = 6♦ SO
      ⇨ 3♦ = 4+♦ Limit   ⇨3♥ = St? ♥
      ⇨ 3♥ = 5+♣-4♥ **SGL** ♠ not SI   ⇨3♠ = St? ♠
      ⇨ 3♠ = 5+♣-4♠ **SGL** ♥ not SI   ⇨3nt= Natural SO

1♦ ⇨ 2♣
2♦ ⇨ 2♥
2♠ = 5+♦-4+♣ 11+ HCP→→→→→→ GAR
2nt = bal 12/14 HCP→→→→→→→→→→→→→→→→→ ⇨3♣= RELAY →→→ ⇨3♦ = 3♣ →→→→→→ ⇨3♥ = 5♣-4♥
3♣ = 6+♦ 11/15 HCP with **SGL**   ⇨3♦ = St? ♦   ⇨3♥ = 4♥-4♥-3♠-2♣ ⇨3♠ = 5♣-4♠
3♦ = 6+♦ 11/15 HCP without **SGL** and without 3♣   ⇨3♥ = St? ♥   ⇨3♠ = 4♥-4♠-3♥-2♣ ⇨3NT= SI
3♥ = 6+♦ 11/15 HCP with 3♣ St? ♥   ⇨3♠ = St? ♠   ⇨3NT= 5♦-3-3-2♣   ⇨4♣ = SI
3♠ = 6+♦ 11/15 HCP with 3♣ St? ♠
3nt = 4-4-4-1♣ 12/15 HCP

1♦ ⇨ 2♣
2♦ ⇨ 2♠
2NT = RELAY →→→→→→→→→→→→→→→→→ ⇨3♣ = 6+♣ with a SGL GF+
3♣ = 5+♦-4♣ 16+ HCP   ⇨3♦ = 5+m-4+om GF+ SGL or at least weak in one M
3♦ = 6+♦ SGL ♣   ⇨3M = 5+♣ St? M generally xx in M
3♥ = 5+♦-4+♣ SGL ♥ 11/15 HCP
3♠ = 5+♦-4+♣ SGL ♠ 11/15 HCP
3nt = 5♦ probably SGL ♣ stoppers in both Majors

1 ♦ ⇨ 2 ♦

1♦ ⇨ 2♦
2♠ = 5+♦-4♠ 17/21 HCP
2nt = 18/20 HCP **BAL**
3♣ = 5♦-5♣ 4/5 losers
3♦ = 💣
3♥ = 6♦-5♥ 3-4 ½ losers
3♠ = 6♦-5♠ 3-4 ½ losers
4nt = 💣 Choose your longer minor
5♦ = 💣
2♥ = RELAY →→→→→ ⇨2♠ = 4♥ or 4♠ 4/7 HCP (?? 2♦ denies 4M!!)
                          ⇨2nt= 6♣-3♦ 4/7 HCP
                          ⇨3♣ = 4+♦ **MAX** but if with 5♦ is **BAL**
                          ⇨3♦ = 4+♦ **MIN** but if with 5♦ is **BAL**
                          ⇨3♥ = 4 **SGL** ♥ **MAX**
                          ⇨3♠ = 4 **SGL** ♠ **MAX**

1 ♦ ⇨ 2 ♥

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

1♦	⇨	2♥				
2nt	⇨	3♣	= **MAX** without **SGL** with ♠ →→→→→→→	⇨3♦ = RELAY →→→	⇨3♥ = **MAX** without **SGL**	
	⇨	3♦	= **MIN** →→→→→→	⇨3♥ = SO	⇨3♠ = **SGL** ♦	
	⇨	3♥	= Mano media without **SGL**		⇨3nt= **SGL** ♣	
	⇨	3♠	= 6♥ **MAX** with **SGL** ♠			
	⇨	3nt	= AKQxxx			

1♦ ⇨ 2♠

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

1♦	⇨	2♠				
2nt	⇨	3♣	= **MAX** without **SGL** with ♥ →→→→→→→	⇨3♦ = RELAY →→→	⇨3♥ = **SGL** ♦	
	⇨	3♦	= **MIN** →→→→→→	⇨3♠ = SO	⇨3♠ = **MAX** without **SGL**	
	⇨	3♥	= **MAX** with **SGL** ♥		⇨3nt= **SGL** ♣	
	⇨	3♠	= Medium hand without **SGL**			
	⇨	3nt	= AKQxxx			

1♦ ⇨ 2nt

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

1♦ ⇨ 3♣

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

INTERFERENCE OVER 1♦ OPENING

INTERFERENCE IN 2ª POSITION

CASE A : Opponent doubles

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

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

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

Exception :

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

CASE C : Opponent bids 1nt Natural

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

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

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

1♦ opening

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

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

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

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

CASE F :   Opponents preempts 3x

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

INTERFERENCE IN 4ª POSITION

CASE A : Opponent doubles

N	E	S	W
1♦	⇨ P	⇨ 1x	⇨ X

XX = 3 cards in x or 16+ HCP hand
1nt = 18/20 HCP bal (can have 3 cards in x) ➔➔➔ System ON
2♣+ = System ON

CASE B : Opponent bids 1/2y

N	E	S	W
1♦	⇨ P	⇨ 1x	⇨ 1/2y

X = 3 cards in x or 16+ HCP
1nt = 18/20 HCP bal (can have 3 cards in x) ➔➔➔ System ON
2♣+ = System ON
2nt = Good-Bad

CASE C : Opponent bids 1nt natural or conventional

N	E	S	W
1♦	⇨ P	⇨ 1x	⇨ 1nt

CASE D :   Opponent jumps to 2y

N	E	S	W

1♦ ⇨ P ⇨ 1x ⇨ 2y

X	= Strong hand
2nt	= Good-Bad
3♣+	= System ON
3y	= 4+♦-4x 16+ HCP or 6+♦ with 8 tricks St? y
3nt	= SO probably 6+♦ solid and St in y

1♥ OPENING

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

1♥ ⇨ 1♠

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

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

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

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

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

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

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

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

1♥ ⇒ 1♠
2♠ ⇒ 2NT = RELAY →→   ⇒3♣= 4♠ with **SGL MIN** or **MAX** →→ ⇒3♦= RELAY→→ ⇒3♥ = **MIN** with **SGL** ♦
                         ⇒3♦ = 3♠ **MIN** →→→→→→ ⇒3♥ = St?a ♣   ⇒3♠ = **MIN** with **SGL** ♣
                                                 ⇒3♠ = SO   ⇒3NT= **MAX** with **SGL** ♦
                                                 ⇒3NT= SO   ⇒4♣ = **MAX** with **SGL** ♣
                         ⇒3♥ = 3♠ **MAX** →→→→→→→ ⇒3♠ = St? ♣
                         ⇒3♠ = 4♠ **MIN** without **SGL**
                         ⇒3SA= 4♠ **MAX** without **SGL**
     ⇒   3♣   = 4+♠ SGL ♣ GI
     ⇒   3♦   = 4+♠ SGL ♦ GI
     ⇒   4m   = 5+♠ SGL m SI

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

1 ♥ � 1nt

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

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

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

1♥   ⇒   1nt
2♣   ⇒   2♦
2♠   ⇒   2nt = RELAY →→→→→   ⇒3♣ = 5+♥-5+♣ 17+ HCP
                             ⇒3♦ = 5+♥-5+♦ 17+ HCP
1♥   ⇒   1nt
2♦   ⇒   2♥   = 2♥ SO
     ⇒   2♠   = 4+♦ 8/11 HCP
     ⇒   2nt = 9/11 HCP **BAL**

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

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

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

1 ♥ ⇨ 2 ♣

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

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

1♥ ⇨ 2♣
2♦ ⇨ 2♥
2♠ = 5+♥-4+♦ 11/15 HCP➜➜➜➜➜➜➜ ⇨2nt= GAR
2nt = 5+♥ 11/15 HCP➜➜➜➜➜ ⇨3♣ = RELAY fixes ♥ ➜➜➜ ⇨3♦ = 6+♥ with **SGL** ➜➜⇨3♥ = Asking **SGL**
                                     ⇨3♦ = 5+♣ SI   ⇨3♥ = 6+♥ without **SGL**
                                     ⇨3♥ = Fixes ♥   ⇨3♠ = 5♥ ☺
3♣ = 5♥-4♣ 11/15 HCP➜➜➜➜ GAR   ⇨3nt = 5♥ ☹
3♦ = 6♥-4♣ 11/15 HCP➜➜➜ GAR
3♥ = 5♥-5♣ 11/15 HCP **SGL with** ♠
3♠ = 5♥-5♣ 11/15 HCP **SGL** with ♦
3nt = 5♥-4♣-4♦ 11/15 HCP

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

1♥ ⇨ 2♣
2♥ ⇨ 2♠
2nt = 6♥-5♠ or 5-4-4 ➜➜➜➜➜ ⇨3♣ = RELAY ➜➜   ⇨3♦ = 5-4-4 MIN ➜➜➜➜   ⇨3♥ = RELAY ➜➜➜➜ see MAX
3♣ = 5-4   ⇨3♥ = 6♥-5♠
3♦ = 6-4   ⇨3♠ = 5-4-4 VOID ♦
3♥ = 5-4 SGL ♦ 16+ HCP   ⇨3nt= 5-4-4 VOID ♣
…

1♥ ⇨ 2♦

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

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

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

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

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

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

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

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

1 ♥ ⇨ 2nt

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

1 ♥ ⇨ 3 ♣

```
1♥    ⇨    3♣
3♦   = Asking MAX or 4♥
3♥   = SO
3♠   = SGL ♠ SI
3nt  = SI bal
4m   = SGL m SI
```

1 ♥ ⇨ 3 ♦

```
1♥    ⇨    3♦
3♥   = SO
3♠   = RELAY asking SGL   →→→→→ Normal method of steps
```

INTERFERENCE OVER 1♥ OPENING

INTERFERENCE IN 2ª POSITION

CASE A : Opponent doubles

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

CASE B : Opponent bids 2x

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

CASE C : Opponent bids 3♣+

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

CASE D : Opponent bids 1♠

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

1♥ opening

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

INTERFERENCE IN 4ª POSITION

CASE A :   Opponent bids 2x over 1♠

N	E	S	W
1♥ ⇨	P ⇨	1♠ ⇨	2x

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

CASE B: Opponent bids 2x over 1nt

N	E	S	O
1♥ ⇨	P ⇨	1nt ⇨	2x

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

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

CASE C :   Opponent doubles

N	E	S	W
1♥ ⇨	P ⇨	1♠ ⇨	X

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

CASE D : Opponent preempts 3+x

N	E	S	W
1♥ ⇨	P ⇨	1♠/1nt⇨	3x

X   = Strong, generally a misfit

CASE E : Opponent bids 3x over our FIT

N	E	S	W
1♥ ⇨	P ⇨	2nt ⇨	3x

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

1♠ OPENING

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

1♠ ⇨ 1nt

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

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

1♠	⇨	1nt	
2♣	⇨	2♦	
2♥	⇨	2♠	= SO
	⇨	2nt	= GI

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

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

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

1♠ ⇨ 2♣

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

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

1♠	⇨	2♣			
2♦	⇨	2♥			
2♠	= 5+♠-4+♦ 11/15 HCP ➔➔➔➔➔➔➔		⇨2nt= RELAY➔➔➔➔ GAR		
			⇨3♣ = 6+♣ SI		
2nt	= 5+♠ 11/15 HCP➔➔➔➔➔➔➔➔➔		⇨3♣ = RELAY ➔➔➔➔➔	⇨3♦ = 6+♠ with SGL ➔➔	⇨3♥ = Asking
3♣	= 5♠-4♣ 11/14 HCP➔➔➔➔ GAR			⇨3♥ = 6+♠ without SGL	
3♦	= 6♠-4♣ 11/14 HCP➔➔➔ GAR			⇨3♠ = 5♠-3-3-2 with ♠ ☺	
3♥	= 5♠-5♣ 11/14 HCP SGL ♥			⇨3nt= 5♠-3-3-2 with ♠ ☹	
3♠	= 5♠-5♣ 11/14 HCP SGL ♦				
3nt	= 5♠-4♣-4♦ 11/15 HCP				

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

1♠ ⇨ 2♦

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

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

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

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

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

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

1♠	⇨	2♦	
3♦	⇨	3♥	= SO
	⇨	3♠	= 5+♥-3♠ GF
	⇨	3nt	= 5+♥ 10/14 HCP
	⇨	4♣	= 5+♥ natural or 4° suit
	⇨	4♦	= 5+♥-4+♦ GF+

1♠	⇨	2♦	
3♥	⇨	3♠	= 5+♥ two top honors SI
	⇨	3nt	= Cue Bid ♠ without 2 top honors
	⇨	4♣	= Fixes♥ and Cue Bid a ♣
	⇨	4♦	= Natural with 5+♦ or fixes ♥ and Cue Bid ♦

1♠	⇨	2♦	
3♠	⇨	3nt	= Natural
	⇨	4♣	= Cue Bid with FIT ♠
	⇨	4♦	= Cue Bid with FIT ♠

1♠ ⇨ 2♥

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

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

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

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

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

1♠ ⇨ 2♠

```
1♠    ⇨    2♠
2nt    = Asking in which suit responder would accept an invitation  to game
3♣    = SGL ♣
3♦    = SGL ♦
3♥    = SGL ♥
3♠    = Asking for good trumps for game
```

```
1♠    ⇨    2♠
2nt    ⇨    3♣    = Accepting if you have ♣
       ⇨    3♦    = Accepting if you have ♦ but not if you have ♣
       ⇨    3♥    = Accepting if you have ♥ but not if you have ♣ or ♦
       ⇨    3♠    = no game
       ⇨    3nt   = Choice of games
```

1♠ ⇨ 2nt

```
1♠    ⇨    2nt
3♣    = Extras →→→→→→ ⇨3♦ = RELAY SI →→→→ ⇨3♥ = no SGL →→→ ⇨3♠ = no SGL either
                                          ⇨3♠ = SGL ♥         ⇨3nt= SGL ♥
                                          ⇨3nt= SGL ♦         ⇨4♣ = SGL ♦
                                          ⇨4♣ = SGL ♣         ⇨4♦ = SGL ♣
                     ⇨3♥ = GF limited →→→→ ⇨3♠ = RELAY asking SGL →→→ ⇨3nt = No SGL
                     ⇨3♠ = 5+♥ GF+                                    ⇨4♣ = SGL ♥
                     ⇨3nt= 5+♦ GF+                                    ⇨4♦ = SGL ♦
                     ⇨4♣ = 5+♣ GF+                                    ⇨4♥ = SGL ♣
3♦    = MIN →→→→→→→→→ ⇨3♥ = RELAY SI →→→→→→→→→ ⇨3♠ = No SGL
                     ⇨3♠ = 5+♥ GF+                ⇨3nt= SGL ♥
                     ⇨3nt= 5+♦ GF+                ⇨4♣ = SGL ♦
                     ⇨4♣ = 5+♣ GF+                ⇨4♦ = SGL ♣
3♥    = 4+♣ normalmente 6-4 or 5-5
3♠    = 4+♦ normalmente 6-4 or 5-5
3nt    = 4+♥ normalmente 6-4 or 5-5
4x    = VOID in x
```

1♠ ⇨ 3♣

```
1♠    ⇨    3♣
3♦    = Asking MAX or 4♠
3♥    = SGL ♥ SI
3♠    = SO
3nt    = SI BAL
4m    = SGL m SI
```

1♠ ⇨ 3♦

```
1♠    ⇨    3♦
3♠    = SO
3♥    = RELAY asking SGL   →→→→→ Normal method of steps
```

INTERFERENCE OVER 1♠ OPENING

INTERFERENCE IN 2ª POSITION

CASE A : Opponent doubles

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

CASE B : Opponent bids 2x

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

CASE C : Opponent bids 3m+

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

1♠ opening

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

INTERFERENCE IN 4ª POSITION

CASE A : Opponents interfere with 2/3x

N	E	S	W
1♠	⇨ P	⇨ 1nt	⇨ 2x

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

N		E		S		W
1♠	⇨	P	⇨	2♣	⇨	2x

X = PD
2x+ = Natural

N		E		S		W
1♠	⇨	P	⇨	2♦	⇨	2/3x

P = Interrogative , similar to the response of 2♥ without interference
X = Shows exactly 3♥ or any reverse
3♥ = 5♠-4♥

N		E		S		W
1♠	⇨	P	⇨	2♥	⇨	2/3x

X = Strong
P = Normally 11/15 HCP

N		E		S		W
1♠	⇨	P	⇨	2♠	⇨	3x

X = GI generally BAL

N		E		S		W
1♠	⇨	P	⇨	2nt	⇨	3x

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

CASE B : Opponent preempts 3+x

N		E		S		O
1♠	⇨	P	⇨	1nt	⇨	3x

X = Strong, generally balanced

1NT OPENING

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

The 1NT complex is from Ron Klinger's: "Bid Better, Much Better" and is called "Keri over 1NT".
We still follow the AMBRA rule that an impossible suit asks for a stopper.

1nt   ⇨ 2♣ (Keri over 1nt)

1nt	⇨	2♣
2♦	= obligatory	

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

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

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

```
1nt    ⇨    2♣
2♦     ⇨    2nt
3♣     = 5m or 4♣-4♦  →→→→→→→→→    ⇨3♦ RELAY  →→→→→→→→→    ⇨3♥ = 5♣
                                                            ⇨3♠ = 5♦
                                                            ⇨3nt = 4♣-4♦
3♦     = any 4-3-3-3  →→→→→→→→→    ⇨3♥/♠=4♥/♠-2-3-3
3♥     = 4♥
3♠     = 4♠
```

1nt   ⇨ 2♦

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

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

1nt   ⇨ 2♥

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

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

1nt ⇨ 2♠

```
1nt   ⇨    2♠
2nt   = MIN
3♣    = MAX
```

Responder can now bid his suit with a powerful one-suiter: good 6+ card and SI.

1nt ⇨ 2nt

```
1nt   ⇨    2nt
3♣    ⇨    pas = 6+♣, 0/7
      ⇨    3♦ =  GF both minors
      ⇨    3♥   = 5+♣ 4♥
      ⇨    3♠   = 5+♣ 4♠
```

1nt ⇨ 3♣/♦/♥/♠

Further bidding is natural, opener tries to find a fit by bidding 4card M or bids 3nt.

1nt ⇨ 4♣

REQUIREMENTS : One-suited 6+♥

```
1nt  ⇨    4♣
4♦   = You play it!
4♥   = SO
```

1nt ⇨ 4♦

REQUIREMENTS : One-suited 6+♠

```
1nt  ⇨    4♦
4♥   = You play it!
4♠   = SO
```

INTERFERENCE OVER 1NT

INTERFERENCE IN 2ᵈ POSITION

CASE A : Opponent doubles for penalty

N		E		S		W		
1nt	⇨	X	⇨	P		= Forces XX to show :		a) Desire to play 1NT-XX
								b) 4+♠-4+♣/♦ weak
								c) One-suited GF forcing to the 3 level
			⇨	XX		= forces 2♣ to show :		a) Weak one-suiter with ♣ or ♦
								b) 4+♥-4+♠ weak
								c) 4-4-4-1 with **SGL** in a minor
								d) One-suited GI, forcing to 3 level
			⇨	2♣		= 4+♣-4+♦/♥ weak		
			⇨	2♦		= 4+♦-4+♥ weak		
			⇨	2♥		= Natural, weak		
			⇨	2♠		= Natural, weak		
			⇨	2nt		= Two-suited somewhere 5-5 GF		
			⇨	3x		= Preempt		

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

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

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

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

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

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

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

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

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

CASE E : Opponent overcalls 2♦ Multi

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

INTERFERENCE IN 4ª POSITION

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

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

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

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

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

CASE C : After a Transfer 2♦/♥ and opponent doubles or bids a suit
Opener completes the transfer with a good fit if wants to play the hand or XX's with a good hand with fit but no interest in playing the hand
After X or interference of a suit, 2nt always shows a FIT + stop invitational to 3nt , whereas the double is TO and shows a FIT

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

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

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

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

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

2♣ OPENING

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

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

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

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

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

2♣   ⇨   2♥
2♠   = RELAY   with FIT ♠ ➔➔➔➔➔ Continuations natural
2nt = RELAY without FIT ♠

2♣   ⇨   2♠
2nt = RELAY ➔➔➔➔➔ Continuations natural

2♦ OPENING

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

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

2♦ ⇨ 2nt

3♣	= **MAX**, no sin ♠ →→→→	⇨ 3♦ = relay →→→→→	⇨ 3♥ = no sin
3♦	= **MIN**		⇨ 3♠ = sin ♦
3♥	= MED, no sin		⇨ 3nt = sin ♣
3♠	= **MAX**, sin ♠		
3nt	= ♥AKQxxx		
4♣	= 6♥-4♣, GF		
4♦	= 6♥-4♦, GF		

2♦   ⇨ 2♥

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

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

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

2♥ OPENING

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

```
2♥   ⇨   2♠    =RELAY, not forcing
     ⇨   2nt   =RELAY, GI+
     ⇨   3♣    =6+♣, F1
     ⇨   3♦    =6+♦, F1
     ⇨   3♥    =6+♥, F1
     ⇨   3♠    =●
```

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

2 ♥   ⇨ 2♠

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

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

2♠ OPENING

2♠	⇨	2nt	= RELAY **F1**
	⇨	3♣	= SO
	⇨	3♦	= SO
	⇨	3♥	= 5+♥ **F1**
	⇨	3♠	= 5+♠ **F1**
	⇨	3nt	= SO
	⇨	4♣	= Preempt
	⇨	4♦	= Preempt

2♠ ⇨ 3♣

2♠	⇨	3♣			
3♦	= 5+♦-4♣ F1 →→→→→→→→→→→→→→→→→→→	⇨3♥ = RELAY→→→	⇨3♠ = **SGL** ♠
3♥	= 5+♣-4♦ **SGL** ♥ GF		⇨3nt= **SGL** ♥ passable
3♠	= 5+♣-4♦ **SGL** ♠ GF		⇨4♣ = 5♦-4♣ **SGL** ♥ very strong
3nt	= 5♣-5♦ GF passable →→→→ ⇨4♣/♦ = Fixing trumps		⇨4♦ = 6+♦-4♣ **SGL** ♥ very strong
4♣	= 6♣-5♦ GF	⇨4♥/♠ = 6+♥/♠ suggesting the contract	
4♦	= 6♦-5♣ GF		
4♥	= 5♣-5♦ **SGL** ♥ monster hand		
4♠	= 5♣-5♦ **SGL** ♠ monster hand		

2♠ ⇨ 2nt

2♠	⇨	2nt		
3♣	= MIN →→→→→→→→→ ⇨3♦ = SO		
		⇨3♥/♠ = St? ♥/♠	
3♦	= MAX →→→→→→→→→→→→→→→→→→→→ ⇨3♥/♠ = St? ♥/♠		
3♥	= 5+m-4om **SGL** ♥ GF	⇨4m = Fixes trumps SI	
3♠	= 5+m-4om **SGL** ♠ GF	⇨3nt= SO	
3nt	= 5♣-5♦ GF →→→→→→→→→ ⇨4♣/♦ = Fixes trumps		
4♣	= 6♣-5♦ GF	⇨4♥/♠ = 6+♥/♠ suggesting the contract	
4♦	= 6♦-5♣ GF		
4♥	= 5♣-5♦ **SGL** ♥ monster hand		
4♠	= 5♣-5♦ **SGL** ♠ monster hand		

2NT opening or overcall

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

2NT   ⇨ 3♣

```
2N    ⇨ 3♣
3♦ = 4c M →→→→→→ see development
3♥ = 5♥
3♠ = 5♠
3N = no 4/5 M →→      ⇨ 4♣= minors? →→     ⇨ 4♦ = 5m →→→→→        ⇨ 4♥r →→→     ⇨ 4♠ = 5♣
                                           ⇨ 4♥ = 2-3-4-4                        ⇨ 4nt = 5♦
                                           ⇨ 4♠ = 3-2-4-4
                                           ⇨ 4nt = 3-3-4-3 or 3-3-3-4  →→→ ⇨ 5nt = relay
```

```
2N    ⇨ 3♣
3♦    ⇨ 3♥ = 4♠
      ⇨ 3♠ = 4♥
      ⇨ 3N = no 4M
      ⇨ 4♣ = minors? →→→→→→→→→     ⇨ 4♦ = 4-3 minors →→→     ⇨ 4♥r →→→     ⇨ 4♠ = 4♣
      ⇨ 4♦ = 4♥-4♠                ⇨ 4♥ = 4♣-2♦                            ⇨ 4nt = 4♦
                                  ⇨ 4♠ = 4♦-2♣
                                  ⇨ 4nt = no 4m
```

2NT   ⇨ 3♦

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

2NT   ⇨ 3♥

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

3NT OVERCALL

When our side bids 3nt after an opponent's preempt we use TEXAS as invitation to slam .

4♣   = SO or raise to 4nt ➔➔➔➔   ⇨4♦ = Extra values
                                         ⇨4♥ = Normale response ➔➔➔ New suit is SO while 4nt is quantitative . If I bid
                                                   their suit, then I have a two-suiter at least 5-5
4♦   = (5)6+♥ SI ➔➔➔➔ Continuations natural
4♥   = (5)6+♠ SI ➔➔➔➔ Continuations natural
4♠   = (5)6+♣ SI
4nt   = (5)6+♦ SI

TEXAS into their suit shows SGL in the suit 4-4-4-1 or 5-4-3-1, SI

APPENDICES

'GAR'

Every time that opener or responder shows a two-suiter one utilizes the structure called GAR:
as a RELAY one adopts the first step, and responses are :
⇨   3♣   = 5-4
⇨   3♦   = 6-4
When 5-5 or 5-4-4 are possible , then :
⇨   3♥   = 5-5 **SGL** high
⇨   3♠   = 5-5 **SGL** low
⇨   3nt = 5-4-4
Over responses of 3♣ and 3♦ one can make a further RELAY:
1° STEP = generic RELAY
2° STEP = RELAY + fixes the higher suit
The response to this RELAY are :
1° STEP = 2-2
2° STEP = **SGL** high
3° STEP = **SGL** low

In the cases in which the HCP range of the two-suite is not yet determined :
⇨   3♣   = 5-4 11/15 HCP
⇨   3♦   = 6-4 11/21 HCP
⇨   3♥   = 5-4-2-2 16/21 HCP
⇨   3♠   = 5-4 16/21 HCP **SGL** high
⇨   3nt = 5-4 16/21 HCP **SGL** low
After the response of 3♦ and the successive RELAY 3♥ we respond :
1° STEP = 11/15 HCP **SGL** high
2° STEP = 11/15 HCP **SGL** low
3° STEP = 16/21 HCP **SGL** high
4° STEP = 16/21 HCP **SGL** low

CHECKBACK STAYMAN

When opener rebids 1nt even over interference we use two conventional rebids 2♣ and 2♦ . 2♣ is a puppet to 2♦ in order to play 2♦
or it initiates an invitational sequence . 2♦ is always a GF RELAY that asks distribution
Let's see the structure :

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

CONTINUATIONS AFTER 2♣

1m	⇨	1M	
1nt	⇨	2♣	
2♦	⇨	P	= 4M-5+♦ 5/9 HCP
	⇨	2M	= 5M 10/11 HCP
	⇨	2OM =	a) if M is ♠ ➜➜➜ 5♠-4/5♥ 9/11 HCP
			b) if M is ♥ ➜➜➜ 5♥-4♠ 10/11 HCP
	⇨	2nt	= 10/11 HCP **BAL**
	⇨	3m	= 5M-4+m 9/11 HCP
	⇨	3om	= 5M-5om 9/11 HCP
	⇨	3M	= 6+M 9/11 HCP
	⇨	3OM =	a) if OM is ♥ ➜➜➜ 5♠-5♥ 9/11 HCP
			b) if OM is ♠ ➜➜➜ 6♥-5♠ 9/11 HCP

CONTINUATIONS AFTER 2♦

1m	⇨	1M
1nt	⇨	2♦

Priority :
a) Bid 4ᵃ other major
b) Raise with 3ᵃ in responder's suit
c) Rebid a bad six-card suit
d) Show 5-4
e) Bid 2nt

Particular sequences :

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

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

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

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

1♣	⇨	1♦			1♣	⇨	1♦	
1nt	⇨	2♣			1nt	⇨	2♦	
2♦	⇨	2♥	= 5♦-4♥ 10/11 HCP		2♥	= 4♥ possibly 4♠	
	⇨	2♠	= 5♦-4♠ 10/11 HCP		2♠	= 4♠	
	⇨	2nt	= 4/5♦ 10/11 HCP		2nt	= 4♣-3-3-3 or 5♣ ☹	
	⇨	3♣	= 4/5♦-5♣ 9/11 HCP		3♣	= 5♣ ☺	
	⇨	3♦	= 6♦ 10/11 HCP				

'2ntT' STRUCTURE

Applies after a 1-over-1 response and opener rebids:
-     1♠ or
-     1nt or
-     his own minor or
-     responder's minor.

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

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

TURBO CONVENTION

RKCB is practically discarded by the system, substituting instead TURBO

How does it work ?

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

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

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

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

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

THE COMPETITIVE AUCTION AFTER AN OPENING

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

WORKINGS OF RUBENSOHL

Rubensohl adopts the following rules used in practically all situations :
➔ Double is generally **STAYMAN** over interference of a minor ; over major suit interference it is optional and shows at least 8/11 HCP generally with a useful hand
➔ The response 2 of a suit is natural and competitive, but not forcing (could have just 3 HCP)
➔ The responses 2nt/3♣/♦/♥ are all **TEXAS** including the cue-bid of their suit

→ The **TEXAS** responses can be:
a) Strong or weak, if the suit was not biddable at the 2 -level
b) Strong or intermediate, but not weak if the suit was biddable at the 2-level
→ Response of 3♠ is a natural 5-card suit GF, without a stopper
→ 3nt is natural, with a stop
→ **TEXAS** cue-bid assumes many meanings . Basically partner completes the transfer without a Stop while making a descriptive bid with a stop
EXCEPTION : If the opps have shown spades ♠ then the response 3♥ shows an invitational hand with ♥
               while the response 3♠ shows a GF bal hand , 4♥
The transfer cue is **STAYMAN** which is used to look for at least one 4ᵃ major or a stop in their suit. Partner responds :
a) Completes the transfer →→→ I **DON'T** have a stopper, but could still have a 4 card major ! →→ Now responder starts looking for a fit in a suit knowing the lack of a stopper.
b) Bid a major →→→ I have a stop, and this four-card major
If partner of opener has shown a hand at least invitational the simple completion of the **TEXAS** tells partner to pass in the case of an invitational hand. Therefore opener with a maximum or a good fit FIT should not just complete the **TEXAS** but look for another descriptive bid
We provide an example, in closing :

N	E	S	W	
1nt	⇒ 2♦	⇒	X	= **STAYMAN** but not GF , perhaps 6/9 HCP with 4♥-4♠ possibly 6♣ 7/9 HCP
		⇒	2♥	= 5+♥ Natural competitive
		⇒	2♠	= 5+♠ Natural competitive
		⇒	2nt	= **TEXAS** for ♣ Weak or Strong
		⇒	3♣	= Cue **TEXAS,** GF bal
		⇒	3♦	= 5+♥ GI or GF
		⇒	3♥	= 5+♠ GI or GF
		⇒	3♠	= 5♠ GF without a stopper in ♦
		⇒	3nt	= Natural

DESCRIPTION OF GOOD-BAD 2NT CONVENTION

1°) **When is it used ?** Whenever one is in a competitive situation at the 2-level and our RHO has not passed, so has bid a suit or doubled or redoubled (ATTENTION and it isn't a forced bid) . For the moment we only use it when our side has opened.
2°) **Why ?** It shows a minimum, but unbalanced hand (like if two-suited at least 5-5 or one-suited with a good 6+ cards but weak in points) ; one should not bid it with just 5-4 if partner has not promised the suit (e.g. after 1♣-1♠- X = shows 4♥ most of the time)
3°) **How does responder bid in response to the convention ?** If not possessing a GF hand bid what gets you to the best partial : always bid a suit lower or equal to opener's suit. If you happen to have a GF hand, cue-bid to show a generally balanced hand with interest in playing 3nt but without a stop in the opponent's suit . Else one can show one's own suit of at least five-cards and force to at least game
4°) **What does this imply ?** It implies that all bids at the 3-level (including repeating opener's suit) are always constructive and in the case of partner having already doubled (showing a strong hand), is GF

2♣ RELAY

After openings of 1♣ or 1♦ and responses of 1♥ or 1♠ responder can make a RELAY of 2♣ ; opener rebids :
2♦   = 3° raise of partner's suit, **MIN** or **MAX**
2♥   = No raise and **MIN**
2♠   = No raise **UNBAL MAX**
2nt   = No raise **BAL MAX**

RULES :
Opener goes past the four steps only with particular hands. If opener has shown support, a cheap rebid is not forcing. Over the 2° and 3° steps the RELAY is always the next step . If opener has shown a MAX all bids are GF . Responder, in order to show a hand with slam interest must go through the RELAY !!
EXCEPTION : One can show slam interest by raising the 2° suit of opener to the three-level or jumping to the 3-level in ones own suit after having been given a raise.

OVERCALLS

SUIT OVERCALL

INTERFERENCE IN 2[a] POSITION

When we overcall with 1 of a suit we do so in a constructive manner and partner takes us for 9/12 HCP , therfore all the responses may be invitational .

N		E		S		W	
1x	⇨	1y		= 4+y possibly with a longer minor			
	⇨	1nt		= 15/17 HCP BAL			
	⇨	2w		= (5)6+w 10+ HCP			
	⇨	2y		= 6y 5/10 HCP ➜➜➜ Continuations as after 1♦ ⇨2♥/♠ or after an opening weak two			
	⇨	GHESTEM					
	⇨	3y		= 7y 💣			

RULE: When the overcall is "exclusive" (skips one or two suits) then responder uses transfers from the cue upwards.

Let's see some continuations

N		E		S		W	
1♠	⇨	2♣	⇨	P	⇨	2♦	= **NATURAL FORCING** 7/9 HCP 6+♦ and 0/1 ♣ or 10+ HCP 5+♦
					⇨	2♥	= **NATURALE FORCING** 7/9 HCP 6+♥ and 0/1 ♣ or 10+ HCP 5+♥
					⇨	2♠	= FIT ♣ 10+ HCP or 15+ HCP balanced
					⇨	3♣	= 3+♣ with ace or king and less than 9/10 HCP

N		E		S		W	
1♠	⇨	2♦	⇨	P	⇨	2♥	= **NATURAL FORCING** 7/9 HCP 6+♥ and 0/1 ♦ or 10+ HCP 5+♥
					⇨	2♠	= **TRANSFER** for ♣
					⇨	3♣	= FIT ♦ 10+ HCP or 15+ HCP balanced
					⇨	3♦	= 3+♦ with ace or king and less than 9/10 HCP

N		E		S		W	
1♠	⇨	2♥	⇨	P	⇨	2♠	= **TRANSFER** for ♣
					⇨	3♣	= **TRANSFER** for ♦
					⇨	3♦	= FIT ♥ 10+ HCP or 15+ HCP balanced
					⇨	3♥	= 3+♥ with ace or king and less than 9/10 HCP

N		E		S		W	
1♥	⇨	1♠	⇨	P	⇨	1nt	= 9/13 HCP balanced with Stop in enemy suit
					⇨	2♣	= **NATURAL FORCING** 7/9 HCP 6+♣ and 0/1 ♠ or 10+ HCP 5+♣
					⇨	2♦	= **NATURAL FORCING** 7/9 HCP 6+♦ and 0/1 ♠ or 10+ HCP 5+♦
					⇨	2♥	= FIT 3° and 10+ HCP or 13+HCP balanced
					⇨	2♠	= 3♠ 4/10 HCP (with major honor if 4/6 HCP)
					⇨	2nt	= FIT 4° 11+ HCP➜➜➜⇨3♣= **SGL** with 9- HCP➜➜⇨3♦ = **R** ➜➜ ⇨3♥ = high

						⇨3♦ = 9/11 HCP	⇨3♠ = mid
						⇨3♠ = 9- HCP **NSGL**	⇨3nt= low
						⇨3nt= 12/14 HCP	
						⇨cue bid = 15+HCP (or equivalent)	

N		E		S		W	
					⇨	3♥	= FIT 4° 9/11 HCP

N		E		S		W	
1♥	⇨	2♣	⇨	P	⇨	2♦	= **NATURAL FORCING** 7/9 HCP 6+♦ and 0/1 ♣ or 10+ HCP 5+♦
					⇨	2♥	= **TRANSFER** for ♠
					⇨	2♠	= FIT ♣ 10+ HCP or 15+ HCP balanced
					⇨	3♣	= 3+♣ with ace or king and less than 9/10 HCP

N		E		S		W	
1♥	⇨	2♦	⇨	P	⇨	2♥	= **TRANSFER** for ♠
					⇨	2♠	= **TRANSFER** for ♣
					⇨	3♣	= FIT A ♦ 10+ HCP or 15+ HCP balanced
					⇨	3♦	= 3+♦ with ace or king and less than 9/10 HCP

N		E		S		W	
1♦	⇨	1♥	⇨	P	⇨	1nt	= 9/13 HCP balanced with Stop in enemy suit
					⇨	1♠	= **NATURAL FORCING** perhaps 4°
					⇨	2♣	= **NATURAL FORCING** 7/9 HCP 6+♣ and 0/1 ♥ or 10+ HCP 5+♣
					⇨	2♦	= FIT 3° and 10+ HCP or 14+ HCP balanced
					⇨	2♥	= 3♥ 4/10 HCP (with major honor if 4/6 HCP)
					⇨	2nt	= FIT 4° 11+ HCP➜➜ ⇨3♣ = **SGL** with 9- HCP➜➜⇨3♦ = **R** ➜➜ ⇨3♥ = high

⇨3♦ = 9/11 HCP   ⇨3♠ = mid
⇨3♥ = 9- HCP **NSGL**   ⇨3nt= low
⇨3nt = 12/14 HCP
⇨cue bid = 15+HCP (or equivalent)

| | | | | | ⇨ | 3♦ | = FIT 4° 9/11 HCP |

N		E		S		W	
1♦	⇨	1♠	⇨	P	⇨	1nt	= 9/13 HCP balanced with stop in enemy suit
					⇨	2♣	= **NATURAL FORCING** 7/9 HCP 6+♣ and 0/1 ♠ or 10+ HCP 5+♣
					⇨	2♦	= **TRANSFER** for ♥
					⇨	2♥	= FIT 3° and 10+ HCP or 14+ HCP balanced
					⇨	2♠	= 3♠ 4/10 HCP (with major honor if 4/6 HCP)
					⇨	2nt	= FIT 4° 11+ HCP➜➜ ⇨3♣ = **SGL** with 9- HCP➜➜⇨3♦ = **R** ➜➜ ⇨3♥ = high

⇨3♦ = 9/11 HCP   ⇨3♠ = mid
⇨3♠ = 9- HCP **NSGL**   ⇨3nt= low
⇨3nt= 12/14 HCP
⇨cue bid = 15+HCP (or equivalent)

| | | | | | ⇨ | 3♦ | = FIT 4° 9/11 HCP |

N		E		S		W	
1♦	⇨	2♣	⇨	P	⇨	2♦	= **TRANSFER** for ♥
					⇨	2♥	= **TRANSFER** for ♠
					⇨	2♠	= FIT a ♣ 10+ HCP or 15+ HCP balanced
					⇨	3♣	= 3+♣ with ace or king and less than 9/10 HCP

N		E		S		W	
1♣	⇨	1♦	⇨	P	⇨	1nt	= 9/13 HCP balanced with Stop in enemy suit
					⇨	1♥	= **NATURAL FORCING** perhaps 4°
					⇨	1♠	= **NATURAL FORCING** perhaps 4°
					⇨	2♣	= FIT ♦ 10+ HCP or 14+ HCP balanced
					⇨	2♦	= 3 ♦ with ace or king and less than 9/10 HCP
					⇨	2nt	= natural 15/16 HCP with double stop in ♣

N		E		S		W	
1♣	⇨	1♥	⇨	P	⇨	1nt	= 9/13 HCP balanced with Stop in enemy suit
					⇨	1♠	= **NATURAL FORCING** perhaps 4°
					⇨	2♣	= **TRANSFER** to ♦
					⇨	2♦	= FIT 3° and 10+ HCP or 14+ HCP balanced
					⇨	2♥	= 3♥ 4/10 HCP (with major honor if 4/6 HCP)
					⇨	2nt	= FIT 4° 11+ HCP➜➜ ⇨3♣ = **SGL** with 9- HCP➜➜⇨3♦ = **R** ➜➜ ⇨3♥ = high

⇨3♦ = 9/11 HCP   ⇨3♠ = mid
⇨3♥ = 9- HCP **NSGL**   ⇨3nt= low
⇨3nt = 12/14 HCP
⇨cue bid = 15+HCP (or equivalent)

| | | | | | ⇨ | 3♣ | = FIT 4° 9/11 HCP |

N		E		S		W	
1♣	⇨	1♠	⇨	P	⇨	1nt	= 9/13 HCP balanced with Stop in enemy suit
					⇨	2♣	= transfer to ♦
					⇨	2♦	= transfer to ♥
					⇨	2♥	= FIT 3° and 10+ HCP or 14+ HCP balanced
					⇨	2♠	= 3♠ 4/10 HCP (with major honor if 4/6 HCP)
					⇨	2nt	= FIT 4° 11+ HCP ➔➔ ⇨3♣ = **SGL** with 9- HCP ➔➔ ⇨3♦ = **R** ➔➔ ⇨3♥ = high

⇨3♦ = 9/11 HCP   ⇨3♠ = mid
⇨3♠ = 9- HCP **NSGL**   ⇨3nt= low
⇨3nt = 12/14 HCP
⇨cue bid = 15+HCP (or equivalent)

| | | | | | ⇨ | 3♣ | = FIT 4° 9/11 HCP |

RULES FOR RESPONDING TO THE OVERCALL

1) Up to the cue they are **F1**
2) Starting at the cue, all bids are competitive or strong
3) NT bids remain natural
4) Jump shifts indicate a 6-card suit and are invitational
5) Jumping to 2nt over 1♥/♠ is conventional (©) and shows a FIT at least 4° and points

RULES FOR OVERCALLER

OVER A NATURAL RESPONSE F1
1) One rebids naturally , repeating one's suit is the weakest bid
2) NT bids show a stopper and normal hand
3) Cue indicates a **MAX** and FIT nearly always, for partner's suit
4) The raise shows a normal hand with a FIT
5) Jump cue is a **SPLINTER** and with at least 3° to an honor (much better 4°) or 4 small cards and a decent hand
6) New suits denote a good hand, canapé if 1M then 3m , and long-short if 1M then 2m, and if 2m and then 2M it is a distributional hand with not too many points only if the major could have been bid at the 1-level.

RESPONDING TO THE TRANSFER
1) Completing the **TRANSFER** indicates a normal hand in general with a minimum FIT, or one can repeat a 6-card suit or bid a new suit
2) Jump-change of suit is SPLINTER in a **MAX** with FIT with honor 3° or with 4 small
3) The change of suit indicates a normal hand, with or without a FIT
4) 2nt shows a bal hand **MAX** with stop without a great FIT
5) The cue shows a **MAX** with FIT
6) Jump cue shows a **MAX** with a great FIT and **SGL** in opener's suit

RULES FOR THE RESPONDER

1) After completing the **TRANSFER** the change of suit indicates a good hand
2) Bidding NT indicates a good hand with a stop indicano una bella mano with stop
3) The raise shows an invitational hand
4) The cue asks for a stop , but if followed by a raise shows a control
5) If overcaller does not complete the **TRANSFER** repeating the suit shows a weak hand

IF OPENER'S PARTNER DOES NOT PASS

CASE A : Opener's partner offers a raise
EX.

N		E		S		W	
1x	⇨	1y	⇨	2x	⇨	?	
1x	⇨	2y	⇨	2x	⇨	?	

In this case we apply **RUBENSOHL** , which means the suits at the 2-level are competive to play while 2nt and above are all **TRANSFER** competitive invitational and forcing . The double in this situation shows the desire to compete somewhere, without a great fit for partner.

CASE B : Opener's partner bids NT
EX.

N		E		S		W	
1x	⇨	1y	⇨	1nt	⇨	?	
1x	⇨	2y	⇨	2nt	⇨	?	

We still use **RUBENSHOL,** but that the double is now penalty

CASE C : Opener's partner bids a new suit

EX.

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

In this case we use **RUBENSHOL** ; the double remains TO showing a hand of at least 8/10 HCP without a great FIT in partner's suit and confirms a four-card suit , usually five , if the new suit was not forcing ; but if the change of suit is forcing the double assumes a conventional meaning: FIT 3° in partner's suit and strength in a 4° suit
What meaning could the extra cue have now?
We agree that the cue of the first suit shows a FIT 3° with points while the cue of the second suit shows FIT 4° and points.

EX.

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

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

EX.

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

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

From 2nt up one uses **RUBENSHOL** but with a particularity with the cue-bid **TRANSFER**
an example to better understand :

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

Another example :

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

Another

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

If not yet understood .....

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

… and finally

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

CASE D : Opener's partner gives an negative double
ES.

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

The redouble shows a major honor in partner's suit
All new suits at the 1 or 2 level are weak and misfit in partner's suit
From 2nt up is **RUBENSOHL** but with a particularity in the cue-bid **TRANSFER .**
The bid of 1nt can have two meanings : 1) Natural 2) weak misfit and other two suits

CASE E : Opener's partner cue-bids the overcall
In this case we use the inverted double: double = I don't have top honors; pass = I have a major honor
From 2nt up we use Rubensohl asking for the lead in the shown suit.   An example to understand better :

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

INTERFERENCE IN 4ª POSITION

CASE A :   Reopening with 1 of a suit

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

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

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

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

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

CASE B :   In the cases of not reopening
We could adopt the same responses in 2ª position

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

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

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

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

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

RESPONSES TO THE TAKE-OUT DOUBLE

Our TO X guarantees at least 7 cards in the majors over opener's minor while over opener's major shows at least 3 cards in the other major
Therefore the double could be 5-4 minors with 3 cards in the other major and obviously these hands are not that strong.
The scheme is quite simple, thought it may look complicated ; Bidding NT is natural , while bidding a suit cheaply is natural and weak. From the cue-bid up is TRANSFER to the next suit including the cue-bid, but this transfer is never an unbalanced GF. The purpose of these conventional responses is in order to TRANSFER to a minor and then , after completing it, a change of suit is an invitational hand .

EX.

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

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

CASE A : Opener's partner passes

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

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

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

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

CASE B : Opener's partner does not pass

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

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

OVERCALLING 1NT

<u>**OVERCALLING IN 2ª POSITION**</u>

Overcalling 1nt is like our opening 1nt and shows 15/17 HCP and " generally " little interest in majors , therefore over opener's major it "tends" to exclude the other major
The continuations are the same as over an opening 1nt
<u>**CASE A :**</u>   Opener's partner passes

N		E		S		W		
1x	⇨	1nt	⇨	P	⇨	2♣+	= System ON	

<u>**CASE B :**</u>   Opener's partner doubles for penalty

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

<u>**CASE C :**</u>   Opener's partner bids a suit

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

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

<u>**REOPENING**</u>

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

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

SPECIFIC CASES WHERE WE USE RUBENSOHL AND LEBENSOHL

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

<u>**CASE A :**</u>
If opener's partner does not pass over our TO double :

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

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

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

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

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

CASE B :

In case of :

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

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

N		E		S		W	
1♥	⇨	P	⇨	2♥	⇨	X	
P	⇨	2♠	= Natural weak less than7(8) HCP				
	⇨	2nt	= (7)8/11 HCP →→→→→→	⇨Pass	= to play 12/13 HCP		
	⇨	3♣	= 4+♣ less than 7(8) HCP	⇨3♣ = weak →→→→→→→→→		⇨Pass = tolerance in ♣	
	⇨	3♦	= 4+♦ less than 7(8) HCP	⇨3♦ = GF without 4♠ → See developments		⇨3♦ = 4+♦ no ♣ toler.	
	⇨	3♥	= GF 4♠ nearly always	⇨3♥ = 4♠ GF		⇨3♥ = 4♠ **MAX**	
	⇨	3♠	= 5♠ 8/10 HCP	⇨3♠ = 5♠ GF		⇨3♠ = 4♠ **MIN**	
				⇨3nt= Natural			
				⇨4♣ = 6+♣ SI			
				⇨4♦ = 6+♦ SI			

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

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

Lets see how it changes over opening ♠ and raise

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

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

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

CASE C :
We use Rubensohl even over a double of a weak two by the opponents
ES.

N		E		S		W	
2x	⇨	X	⇨	P	⇨	?	= **RUBENSOHL**

or

N		E		S		W	
2x	⇨	P	⇨	P	⇨	X	
P	⇨	?		= **LEBENSOHL**			

Bids other than double over opponents' weak two :

N		E	S	W		
2x	⇨	2y	= 5+y Normal			
	⇨	2nt	= 16/19 HCP short in other major			
	⇨	3z	= 6+z Normal			
	⇨	3y	= 6+y weaker than 2y			
	⇨	3x	= 5+ other major-5minor ➔➔➔➔➔➔➔➔	⇨3 of a major = SO		
	⇨	3nt	= I play it	⇨3nt = GF in minors		
	⇨	4♣	= 5+♣-5+♦ good hand	⇨4♣ = Pass or correct		
	⇨	4♦	= 6♦-5♣ very good hand	⇨4♦ = GF FIT in other major		
	⇨	4nt	= 5+♦-5+♣ GF or 6♣-5♦ very good hand	⇨4 of a major = SO		

CASE D :
We use Rubensohl even when the opponents open with weak 1nt and partner doubles showing a balanced hand :
EX.

N		E		S		W		
1nt	⇨	X	⇨	2x	⇨	2y	= Competitive	
					⇨	X	= PD	

In these cases we use Rubensohl , so the suits at the 2 level are competitive to play while 2nt and up are all TRANSFER competetive, invitational or strong.

CASE E :
We use Rubensohl even when we open 1x and the opponents jump overcall 2y natural
ES.

N		E		S		W	
1x	⇨	2y	⇨	?		= **RUBENSOHL**	

CASE F :

N		E		S		W		
1x	⇨	1nt	⇨	2x	⇨	X	= TO	
					⇨	?	= **RUBENSOHL**	

CASE G :

N		E		S		W		
1x	⇨	1nt	⇨	2y	⇨	X	= TO	
					⇨	?	= **RUBENSOHL**	

THE OPPONENTS OPEN 1NT

CASE A : Opening strong NT, i.e. 15+ HCP
After a strong 1NT opening we overcall purely competitively ; could be weaker in balancing seat

double = One -suited , any suit : partner must bid 2♣ (unless having a super FIT in ♣) , and we
       pass with ♣ or bid our suit
2♣ = Two suited 4+♣-4+x
2♦ = Two suited 4+♦-4+♥/♠
2♥ = Two suited 4+♥-4+♠
2♠ = Natural , weaker than double then 2♠

The only forcing response is 2nt but this shows a _really_ interesting hand! ! In general one responds in Paradox style , which menas bidding the suit you don't have, in pass/correct fashion

After overcalling 2♣ :

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

After overcalling 2♦ :

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

After overcalling 2♥ :

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

CHANGES IN COMPETITION

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

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

CASE B : Weak 1nt opening, which is **MAX** 14 HCP (or less :-)
In these cases the chances of game are real so the bidding , above all in second position is constructive

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

DEVELOPMENTS

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

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

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

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

N		E		S		W	

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

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

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

MODIFICATIONS IN COMPETITION

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

BALANCING

Reopening after 1 of a suit ⇨P⇨P⇨ ?

N	E	S	W		
1x	⇨ P	⇨ P	⇨ X	= (8)9+ HCP with a takeout	
			⇨ 1nt	= (11)12/15(16) HCP ➔➔Over a minor cannot be 15/16 HCP	Commento [D1]:
				but over a major could be 15/16 HCP	
			⇨ 1 suit	= (7)8/15 HCP with the suit, maybe 4°	
			⇨ 2 suit (not a jump)	= suit, at least 5° quite good (8)9/15 HCP	
			⇨ 2 suit (jump)	= good 6° suit with 11/15 HCP	
			⇨ 2nt	= 19-21	
			⇨ 3 suit (jump)	= good 6° suit with opening strength , looks for 3nt	
			⇨ 3 suit (double-jump)	= good preempt with 7° suit and 9/11 HCP	
			⇨ cue	= constructive Michaels	
			⇨ cue (jump)	= solid one-suiter, asking for stop for 3nt	
			⇨ 3nt	= solid suit, Stop in their suit	

N	E	S	W	
1nt	⇨ P	⇨ P	⇨ ?	

Use same system as over opening 1nt in 2ᵃ position

OVERCALLING ILLOGICAL 1NT

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

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

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

How does overcaller bid now ?

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

But over the cue of the higher suit bid ➜➜

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

Over 2nt one bids ➜➜➜➜➜

⇨3x/y = 5-5 and **SGL** in the suit
⇨3z(lower suit) = **MIN** ➜➜➜   ⇨3nt = Asks for longer suit
                                      ⇨3w = SO
⇨3w(higher suit) = **MAX** ➜➜➜   ⇨3nt = Asks for longer suit

GHESTEM

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

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

Remember that you never promise the suit you bid.

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

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

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

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

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

EX

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

DRURY

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

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

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

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

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

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

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

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

LEADS AND SIGNALS

Leads: 2nd and 4th best

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

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

Signals: UDCA
             Obvious shift principle
             In trump: suit preference