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| **DEFENSIVE AND COMPETITIVE BIDDING** |  | LEADS AND SIGNALS | | | | | |  | W B F CONVENTION CARD |
| **OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)** | **OPENING LEADS STYLE** | | | | | |  |
| Good over calls; 5+ cards; 11+ HCPs, Good suit; |  | | **Lead** | | **In Partner’s Suit** | | **CATEGORY: GREEN** |
| **NS= F1; Jump NS=** Fit (MB just values in fit suit); | **Suit** | | 3rd 5th | | same | | **NCBO: INDIA** |
| Raise= COURTSY; Jump Raise= PRE; **CUE= LIM+; Jump Cue= Mixed raise; Raise Via 1NT= BAL 7+;** | **NT** | | 3rd 5th (pip 6-choice of 4th pip 7+ 4th) | | same | | **PLAYERS: MANEESH BAHUGUNA & NK GUPTA** |
| Reopening Suit=6+HCP w/ a reason; Responses=As abov | **Subsequent** | | 3rd =even, low=odd | | same | |  |
| Reopening X=7+HCP if Perfect Shape; | **Other** | | | | | |  |
| **1NT OVERCALL (2nd/4th Live; Responses; Reopening)** | LEADS | | | | | | SYSTEM SUMMARY |
| **2nd:** 15-17/18 – **SYS ON; TRF into opp suit=4/4/4/1 445** | **Lead** | | **Vs. Suit** | | **Vs. NT** | |
|  | **Ace** | | AKx(x) | | Same | | **GENERAL APPROACH AND STYLE** |
| **4th:** Over 1m: 11-14; 2♣= (R); Other= a/a; | **King** | | KQx(x)/AK | | Same but K from AKJTx | | **NATURAL 2/1 FG; Inv m FG; 2**♣**=22+BAL or F to 3M/4m** |
| Over 1M: 11-16; 2♣= (R); Other= a/a; | **Queen** | | QJx/KQT9/QJ9x(xx) | | Same | | **1M= 5+M (11)12-21 w/ F NT; 1m= 3+m (11)12-21,**  **v. rare 2+, m may hv longer Om;** |
| **(1X)-P-(P)-1N-2**♣**=(R)- 2**♦**= MAX; 2M,NT= MIN;** | **Jack** | | J top/ AQJ(xxx) | | Same | | **1N= (14)15-16(17); 2N= (19)20-21(22);** |
| **Rubensohl after 2M OC;** | **10** | | 0/2 | | Same | | **2**♦**/**♥**/**♠**=3-8hcp 5+ in 1st/3rd NV only; RestPos. 6-11 6cd** |
| **JUMP OVERCALLS (Style; Responses; Unusual NT)** | **9** | | 0/2 | | Same | | **3N= 4**♣/♦ **PRE;** |
| 1 suit= 100% weak(with in vuln context); can be 5 cards. | **Hi-X** | | Sx | | Same | | **4m= NAMYATS; 4M= PRE; 4N= Sp. A Ask;** |
| 2 suit= (Non)Leaping Michaels over 2/3 level openings | **Lo-X** | | XxS, xxxxS | | Same | | **Many Non-PEN Dbls; Many ART 2N;** |
|  |  | |  | |  | |  |
| **Reopen:** **100% Intermediate Jump Overcall** | SIGNALS IN ORDER OF PRIORITY | | | | | |  |
| **DIRECT & JUMP CUE BIDS (Style; Response; R/O)** |  | **Partner’s Lead** | | **Declarer’s Lead** | | **Discarding** | SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| (1M)-2M= OM+m 55+ wk/str; 2N asks m; | 1 | Count (Rev) | | Reverse Smith | | Attitude (Rev) | **RUBENSOHL after all 2M bids of OPPONENTS N.B.(1)** |
| (1m)-2m= ♥+♠ 54+(pref 5/5); wk/str; | Suit 2 | Attitude | | CNT(esp if no ent) | | Count (Rev) | **WOOLSEY 2nd Seat/4th Seat Nat+ X/2**♣**=Better** ♦**/**♣ **Landy(M 4/4+; Resp. Trfs) N.B.(2)** |
| Jump cue asks for stopper(Including STD 1m opening) | 3 | Suit Pref | | Attitude | | Suit Pref | **1m Openings=Do NOT FOLLOW STD METHODSN.B.(3)** |
| 4th Seat=Intermidiate | 1 | Count (Rev) | | Reverse Smith | | Attitude (Rev) | **1M-2**♣**/2**♦**=GF But may be as Short as 2 Cards** |
| **V/S NT (vs. Strong/Weak; Reopening;PH)** | NT 2 | Attitude | | CNT(esp if no ent) | | Count (Rev) | **1X-all 1Y(Responder)=May be 3 Cards N.B.(4)** |
| **v/s Str:** **Woolsey:**Dbl= m+M,2♣=♥+♠(2DResp ToPlay; 2♦=mono-M; 2M=5M+5m; | 3 | Suit Pref | | Attitude | | Suit Pref | **Micheals/UnUsual 2NT in 2nd =Weak/Strong**  **Micheals/UnUsual 2NT in 4th =Intermediate N.B.(5)** |
| **v/s Wk:** Dbl= PEN(Forcing pass/ T/O X after); Other= a/a;. | **Signals (including Trumps):UDCA, Rev Smith;** | | | | | | **2**♦(Akren)=8+cards M wk (3-8 fv 1st 3rd 8+cds) N.B(11) |
| **4th POS:** Dbl/2♣= better ♦/♣ Landy over which TRF apply; | **High Low shows odd no of cards including in trumps** | | | | | | **Leaping(NonLeaping Micheals N.B.(6)** |
| Other= NAT; |  | | | | | | 1X-p-1Y-Dbl=T/O of X 7+hcp |
| **V/S PREEMPTS: (Non)Leaping Micheals; Good O/C’s;** |  | | | | | | 1X-p-1Y-1/2Z=6+hcp Good Suit |
|  |  | | | | | | **1X-p-1Y-1NT=Shapely T/O of Y 7+hcp N.B.(7)** |
| **VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣:** | **TAKE OUT DOUBLES(Style; Responses; Re-Opening):** | | | | | | **SPECIAL FORCING PASS SEQUENCES:** |
| **(1**♣**)-Dbl/**♦**/**♥**/S/**♣**= TRF;**  **(1♣)-Trf-(Dbl)-P= tolerance; RDBl= Other 2 suits;** |  | | | | | | 1X-Dbl-Rdbl-1/2Y-Free bid=Weak; Dbl= <3 Y T/O; PASS=FORCING; JUMP X/Z=HIGH ODR NAT |
|  |  | | | | | | **IMPORTANT NOTES ELSEWHERE** |
| **OVER OPPONENTS TAKEOUT DOUBLE:** |  | | | | | | **4th suit F/next NT; N.B.(8)** |
| **XX= gen MAX 2 (Subsequent X’s T/O; Free calls=weak)** | **SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS** | | | | | | **1**♠ **sounder than 1**♥ **Opening(On average);** |
|  | **NEG DBls upto 7**♥**;** | | | | | | **Modified RKCB N.B.(9)** |
|  | **SUPP DBLs & SUPP RDBLs;** | | | | | |  |
|  | **RESP DBL; 4th Suit (Snap Dragan) DBL;** | | | | | |  |
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| **OPENING** | **TICK IF**  **ARTIFICIAL** | **MIN. NO. OF CARDS** | **NEG.DBL THRU** |  | | | |
| **DESCRIPTION** | **RESPONSES** | **SUBSEQUENT ACTION** | **COMPETITIVE & PASSED HAND BIDDING** |
| 1♣ | N | 3 | 7♥ | (2)3+♣ 11-21; | 1♦/M= NAT F1; 1N= 7-10; 2♣= Inv FG; 3♣= INV; 2♦= NAT INV; 2M= PRE; 2N= INV; | Nat ( With ¼ to ½ Trick precaution w/ raises on 1♣-1Y) N.B.(21 & 4) | COMP-Rubnl on2M/Rest Nat;  PH- FJ’s; N.B.(1) |
| 1♦ | N | 3 | 7♥ | (2)3+♦ 11-21; | 1M= NAT F1; 1N= 7-10; 2♦= Inv FG; 3♦= INV; 3♣= NAT INV; 2M= PRE; 2N= INV; | Nat ( With ¼ to ½ Trick precaution w/ raises on 1♦-1M) N.B.(22 & 4) | As above |
| 1♥ | N | 5(4) | 7♦ | 11-21 5+M;  May open AKQT,AKJT,  AQJT cards in 3rd seat. | 1N= F1; 2♥= LIM; **2**♠**= LIM/+; 2N= “Mixed”;** 3m= NAT INV; 3♥= PRE; **3**♠**= MAXI SPL**; **3N(S)/4**♣**/**♦**= MINI SPL; 4**♠**= RKCB;** | **1**♥**-2**♠ **(=LIM/+)-Opener shows SPL if any;**  N.B.(23 & 4) | 2♦/♣= 3/4 –card Rev.Drury;  2S/3m= FJ;  IN COMP-FJ’s; |
| 1♠ | N | 5(4) | 7♥ | Same a/ in 1♥ above; | 1N= F1; 2♠= LIM; **2N= LIM/+;** **3**♥**= “Mixed”;** 3m= NAT INV; 3♠= PRE; **3N= MAXI SPL**; **4**♣**/**♦**/**♥**= MINI SPL**; | **1**♠**-2N(=LIM/+)-Opener shows SPL if any;** N.B.(24 & 4) | 2♦/♣= 3/4 –card Rev.Drury;  3m/♥= FJ;  IN COMP-FJ’s; |
| INT |  | 0 | 7♥ | (14+)15-17-; can have 5M or 6m or a singleton. | 2♣= STAY; 2Rest= TRF; **3**♣**/**♦**= 55** ♣**+**♦ **weak/FG; 3M= OM & Game only Values;** 4♣/♦= TRF ♥/S; 4M= NAT S/O; | N.B.(25) | T/O X’s On Suit Bid,  Ie 1NT-(2♣=M’s)-X=T/O of ♣’s |
| 2♣ | Y | 0 | 7♥ | **ART FG (Bal 22+, UnBal 20+)** | 2♣-2♦=2Q+, -2♥=<2Q, 2NT=5+ Gd ♥ 8+,  Rest Nat Good suits | 2♣-2♦-Now Kokish N.B. (26) | X upto 2LVL=Second Neg, P=F1, 3+LVL=Values |
| 2♦ | Y | 5 |  | **Akren, 3-8, 8+ cards M,**  **(1st 3rd FV 3-8, 8+ unbal/ 9+cards M,** ) | 2/3/4♥/♠=Nat NF, 2NT=Relay, 3NT=Play,  3/4♥/♠**=Play, 3**♣=min=3♦(relay) | **2**♦**-2NT-3**♣**=3/4HCP,3**♦/♥=5♥/♠ >4HCP  3♠=6/4+, 3NT=7-8 4/4 M **N.B.(27)** |  |
| 2♥ | N | 5 |  | **Nat. Weak 2,6-10,6+cerds,**  **(1st 3rd NV 3-8, 5+cards)** | 2♠/3♣/♦=Nat F1, 2NT=Relay, 3NT=Play | Nat/-2NT-3♣/♦=Gd +Side N.B.() |  |
| 2♠ | N | 5 |  | As above | 3♣/♦/♥=Nat F1, 2NT=Relay, 3NT=Play | **As above N.B.()** |  |
| 2NT | N | 0 |  | **(19)20-21(22) BAL/Q.BAL;** | Muppet, Trfs | N.B.(10) |  |
| 3♣ | N | 6 |  | **PRE; Rule 2/3/4/+** |  |  |  |
| 3♦ | N | 6 |  | **PRE; ---do---** |  |  |  |
| 3♥ | N | 6 |  | **PRE; ---do---** |  |  |  |
| 3♠ | N | 6 |  | **PRE; ---do---** |  |  |  |
| 3NT | Y | 7♣or♦ |  | **4m PRE;** |  |  |  |
| 4♣ | Y | 0 |  | **NAMYATS TRF H;** | 4♦=S/T> 2XX suit;4N=RKCB; 4M= S/O; | 4♦: NS=xx, 4N=ZeroLoserSuit+No xx |  |
| 4♦ | Y | 0 |  | **NAMYATS TRF S;** | 4♥= S/T; 4N= RKCB; | 4♥: As above N.B.() |  |
| 4♥ | N | 7 |  |  | NS=CAB, 4nt= rkcb OR 1 over= rkcb. |  |  |
| 4♠ | N | 7 |  |  |  |  |  |
| 4NT | Y |  |  | **Sp. Ace ask;** |  |  |  |
| 5♣ |  |  |  |  |  | HIGH LEVEL BIDDING | |
| 5♦ |  |  |  |  |  | **RKCB-0314; 4**♠**= RKCB for** ♥**; 4m= RKCB m (4m RKCB first step=like slam on that next step=repeat RKCB)**; | |
| 5♥ |  |  |  |  |  |  | |
| 5♠ |  |  |  |  |  |  | |
|  |  |  |  |  |  |  | |

**Supplementary Notes:**

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| N.B(1)-----(Rubensohl) | Applicable whenever the partner has taken a positive action like open/double/or open 1NT and the last call of opps is 2M and u take a bid ( by option or force ) the method is applicable. The assumption is that 2NT in all these situations is never natural..whenever one wants to bid natural 2NT it may always be right to bid 3NT as a bit of a gamble especially at IMPs  Like  1C/D/H/S/NT-(2H/S)-?  1NT-(p)-p-(2H/S)-(p)-p-?  (1H/S)-X-(2H/S)-?  (1H/S)-p-(p)-X-(2H/S)-?  All bids now have 3 ranges of strength. Weak competition/invitational/forcing abbreviated as (wc/inv/f ) now onwards are-  -3NT-no check in opps suit and no other 4 card M but values for 3NT ( full or as a semi gamble ) esp after pd opened 1NT ( may not like to use this bid when other openings )  -3S-always club suit and a forcing hand-now 4C by pd or 3NT(pd)-4C(u) is rkc for clubs.  It does not matter which suit opps showed.  (2S)-3H=trf to 5+H (natural) f. As u desire and plan to declare the hand either by 3H-4H or 3H-3S-3NT u have a check in opps suit.  (2S)-3D=trf to 5+H and either f with out a check as pd is likely to play the hand either by 3D-3H-raise or new bid to get to 4H or 3D-3H-3S-3NT or wk where u plan to pass 3H with or without check.  (2H)-3H= trf to 5+S and either f with out a check as pd is likely to play the hand either by 3H-3S-raise or new bid to get to 4S or 3H-3NT or wk where u plan to pass 3S with or without check. Not to forget (2H)-2S which is nat and competitive so 3H has a desire to play 3S even if wc.  (2H)-3D=trf to 5+S f. and the bidding will retain the option of ur side to declare the hand by 3D-3H-3S if pd does not want to declare so will have a H check.  -3C=trf to 5+D either weak or strong( if u take a second bid after -3C-3D)  -2NT=forces 3C bid by partner can have the following type of hands  --------3C-pass=to compete upto 3C only  --------3C-3D/other M= inv hands with 5+D/OM  --------3C-cue in the opps M=4 other M and check in opps M and a f hand  --------3C-3NT=check in opps M and desire to play there with out 4 of other M  this is to combine with a X of opps 2M bid which is negative and can be used in case of 4 of other M and no check in opps suit |
| N.B(2)-----(Defence to 1NT By Opponents) | -2nd SEAT = {Any Range}1NT - (We Passed/Unpassed):  --2C=5/4+ M’s (9+ if 5/4/3/1, 11+ if 5/4/2/2, 7+ if 5/5/2/1, 2 HCP less if FV); --2D=H/S 6+ Cards (10+ if 6, 9+ if 7, 2 HCP less if FV, 1 HCP less if Suit with Good Intermediates); --2H/2S=5/4+ in named and & a minor (10+ if 5/4/3/1, 12+ if 5/4/2/2, 8+ if 5/5/2/1, Avoidable in case 5/4 only, 2 HCP less if FV,  1 HCP less if Suits with a body); --2NT=5/5+ C & D, 8+ HCP / or ANY 5/5+ with 8 ½ Tricks (in case 5/5 m 8+, 2 HCP less if good body/FV/More Shape, in case strong with any 2 suits preference by partner will be corrected to lower of 2 suits then P/C sequence to locate the second suit);  --3C/D/H/S/4C/D/H/S=Normal Pre-empts, Strength dependent on vulnerability+ shape; --3NT=ToPlay if Vulnerable/ 4 ANY pre-empt if NOT);  NOTE: --IF an ART call like 2C/D is doubled redouble requests for the 2D/H to be bid immaterial of the hand, redoubler plans to S/O in His Suit;  --PASS Demands ToPlay there only;  **-2nd SEAT = {Strong that has 16 in its Range}1NT- (We Passed/Unpassed):**  **--Double=4M+5+m (9+ if 5/4/3/1, 11+ if 5/4/2/2, 8+ if 5/4/4/0 or 6/4/(any), 2 HCP less if FV);**  **-2nd SEAT = {Weak that Does NOT have 16 in its Range}1NT- (We Unpassed):**  **--Double=Penalty (A balanced, Zero HCP is Expected to Pass, a Shapely Hand with Zero and 6+ suit will pull TRANSFERING the suit);**  **~Further X’s on a runaway(Nat/Art) from Both sides are take out against the named(not implied), ~All Passes on the run are forcing,**  **~Free Bids by partner of Xer are competitive, below 4 HCP and with long suits, ~Jumps are single suiter forcing;**  **-4th SEAT = {Any Range}1NT -** (We Passed/Unpassed):  --Double=8+ HCP(depends on shape, 1 HCP less for better shape/FV), better D than C, H/S Generally 4/4+(Rarely 4/3);  ~All calls by 2nd seat are Transfers( 2S to C/3C to D but 2NT is Shapely GT in one/both M)  --2C=7+ HCP(depends on shape, 1 HCP less for better shape/FV), better C than D, H/S Generally 4/4+(Rarely 4/3);  ~All calls by 2nd seat are Transfers( 2S to C/3C to D but 2NT is Shapely GT in one/both M) |
| N.B(3)-----Random  1 m Opening | **-1 Minor Openings( 12+ if Balanced, May be 1,2 HCP Less if with Shape/ 3rd Seat) DO NOT follow standard methods about relative length of the minor in Hand. They tend to be 3 cards+ but no Guaranty. 1 Minor Opening may have the other Minor LONGER like 1C with 4D+2/3C or 1D with 4D+5/6C or 2D+3/4C especially in a (SEMI)BALANCED Hand. The Reasons could be asking for a particular minor lead/ Adjusting Opponents opening lead/Tactical etc. We DO find out relative lengths if required for slam purposes and not if not required.** |
| N.B(4)-----(1 Over 1 Responses 3+ Cards) | -All 1 Over 1 Responses are 0+ HCP, 3+ Cards, The Reasons may be: 1. Tactical, 2. Unsuitability to Respond 1NT due to X/XX in an Unbid Suit, 3. Inability to Play 2 Level if Higher 4 Carder Gets Supported, 4. High Expectancy that opponents Buy the Auction & Lead Direction, 5. Try Hard not to Pass 1 level Openings hence need to try and manufacture a response on some unsuitable hands. |
| N.B(5)-----Micheals & Unusual 2NT 2nd 4th Seat |  |
| N.B(6)-----(Non)/Leaping Micheals |  |
| N.B(7)-----Defence Over 1X-1Y of Opponents |  |
| N.B(8)----- **4th suit Force Only to next NT;** |  |
| N.B(9)-----Modified Minorwood(Auto RKC) |  |
| N.B(10)-----(Modified Puppet Stayman over 2NT) | **-2NT Opening19+-22-), -2C-2D-2H-2NT(22++), -2C-2H-2NT(22=-24-) We play Modified PUPPET STAYMAN:**  **---2NT-3C--3D=One or Both 4 Card M (Responder Bids: 3H/S=4 Cards S/H, 3/4NT=Limit/Quantity, 4C/D=Both 4 M, Slamish / Nonslamish);**  **--3H=No 4 or 5 Card in any M (Responder Bids: 3S=Transfer to 3NT, on which 4NT/5NT Quant/GS Try, 4C 4/5 C + D Try, 4D 4/5 D + C Try,**  **3NT=5S+4H, Smolen with Longer S, 4C/D=RKC Named Suit, 4H/4S=Single Suiter C/D, Slam Tries, 4/5NT=5S+4H Quantity/GS Try);**  **--3S=5+S(Responder Bids: 3/4/5NT=ToPlay/Quantity in NT/GS Try in NT, 4C/D=RKC in named Suit, 4H=Forcing Raise in S next 4NT on 4S is**  **RKC S, 4S=ToPlay);**  **--3NT=5+H(Responder Bids: 4C=RKC C, 4D=To Transfer to 4 H next 4S is RKC H, 4H=RKC D, 4S=Good D Slam try; Psss/4/5NT= ToPlay /**  **Quantity in NT/GS Try in NT;** |

OPENER’S BIDS are in Green RESPONDER’S BIDS are in blue

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| N.B(21)-----1C OPENING(11+ Unbal,12+ Bal, 3+,Rarely 2+) | N.B(22)-----1D OPENING(11+ Unbal, 12+ Bal, 3+,Rarely 2+) |
| 1C/D Open DO NOT Follow Std Rules > Either minor Open May Have other | One longer esp. in a Bal Hand ( The selection of Opening is Random) |
| -1D(NAT maybe 3+ F1)---1H(Must show 4cards if Present at 1 lvl);  --1S=4S ORF; --1NT=(7-10) --2C=Nat sign off;  --2D=Nat signoff <1C-2D;--2H=(5-8); --2S=<4S F till 2NT  (2NT by opener=1+S CHK+ Min & NF;ANY OTHER=SETS GF);  --2NT=(10+-12);--3C=Nat 9-11 INV;--3D=NatINV>1C-2D;  --3H=(9-11) INV;--3S/4C=SPL W/ H fit;--3NT=Soft12-15; | -1H(NAT maybe 3+ F1);---1S(Must show 4cards if Present at 1 lvl);  --1NT=(7-10); --2C=FSF, F till 2NT, (2NT by  opener=1+C CHK+ Min & NF; Under 2NT=Shape-2NT  Later=NF;ANY ABOVE 2NT Either side=SETS GF);  --2D=Nat signoff;--2H=Nat signoff>1D-2H; --2S=(5-8);  --2NT=(10-12-); --3C=9/11 5/5; --3D=Nat, 9-11);  --3H=9-11,Gd 6+H;--3S=9-11,4S INV;--3NT=Soft12-15; |
| ---1S(Must show 4cards at 1 lvl);  --1NT=(7-10);--2C=Nat signoff;--2D=a/a;--2H=FSF till 2nt  (2NTby opn=1H CHK+Min & NF;2S=F&Nat; REST=Nat & GF;  --2S=(5-8); --2NT=(10+-12); --3C=Nat 9-11 INV; --3D=a/a;  --3H/4C=SPL W/ S fit; --3NT=a/a; --4D=RKC for D; |  |
| ---1NT(12-14 Denies 4M);  --2C=Trf to 2D(weak Toplay 2D/10+-12 Bal Inv);  --2D=ART GF(Opn Resp-3C=5+C/3D=5+D/2H=4/4m Enc/  2S=4/4m Disc/2nt=3/3/(3/4) Enc/3NT=3/3/(3/4) Disc);  Subsequent 4C/D RKC for named minor;  --2H=H CHK, 9-11, Short S, GT+; --2S=Same w/ H Short;  --2NT=Puppets 3C (toPlay/get out 3D/SlamTry C/D with  Max 1 Looser Suits; Subsq. 4C/D RKC for named minor);  --3C=GF 5/5+m Invites Attitude CUES; --3D=GF 6+D a/a;  --3H/3S/4C=Self SPL for D; --3NT=To Play; --4NT=Quant; | ---1NT(12-14 Denies 4S);  --2C=Trf to 2D(ToPay 2D/10+-12Bal Inv/Bal Inv5H);  --2D=ART GF(Opn Resp-3C=5+C/3D=5+D/2H=3H Enc/  2S=Rare 4S/2NT=3/2/4/4 Enc/3H=3H Disc/3S=S Chk + 3H/  3NT=3/2/4/4 Disc);Subsequent 4C/D RKC for named minor;  --2H=Nat,ToPlay(>1D-2H);--2S=NatGF(Rarely3 w/Val)  --2NT=Puppets 3C (toPlay/get out 3D/SlamTry C/D with  Max 1 Looser Suits; Subsq. 4C/D RKC for named minor);  --3C=GF 5/5+m Invites Attitude CUES; --3D=GF 6+D a/a;  --3S/4C/4D=Self SPL for H; --3NT=To Play; --4NT=Quan; |
| ---2C(11-15 6+C);  --2D=MB Spacing, F till 3C; --2H/S=Values, F till 3C;  --2NT=9-11 Inv; --3C=6-9 Nat; --3D=8-10, Good,Suit Inv;  --3H/S=SPL; --3NT=12-15, To Play; --4C=Preempt; | ---2C((11-15,(4/5)/(5/4)+m’s,3/1(4/5)/Vals in m’s/Rarely3GD);  --2D=Nat PrefToPlay; --2H=Nat NF>1D-2H; --2S=FSF  till 2NT(2S-2NT=Min NF w/ 1+S Chk,ANYOTHER=Nat&GF);  --2NT/3C/3NT=as in 1C; --3D=8-10 Inv; --3S=SPL; |
| ---2D( 4/4+m,13+/5+C & 4D, 12+);  --2H/S/3C=Values,GenDeny OTH Val,Ftill3C;--2NT=10-11;  --3D=ToPlay; --3H/S=SPL; --3NT=ToPlay; --4C/D=RKC; | ---2D(11-15 6+D);  --2H=Nat NF>1D-2H; --2S=Nat GF(Rare 3 w/ Values);  --2NT=10-11; --3C=NatF1;--3D=6-9;--3S/4C=SPL;  --3NT=ToPlay 12-15 Soft; --4D=RKC D; |
| ---2H(Jump Shift, 5+C & 4+H, Good17+, GF if Resp Genuin);  --2S=Forces 2NT(MB Weak S/O; Now 3C/D/H=ToPlay;  3S= Asks CHK or Higher Target;);--2NT=6+HCP;  --3C/D/H=Nat GF; --3S/4C=SPL for H;  --3NT=9-12, ToPlay, Values in Rest 2 suits;--4D=RKC D  (For RKC C go Via 2S & 4C on Next turn);  --4H= ToPlay; -4S= RKC for H; | ---2H(11-15, 4H (Rarely 3 in 5/4/3/1), While supporting opnr  takes lower road as Response possible to be 3);  --2S=Relay, At Least GT Values, Tends to Show 4(-) H;  --2NT/3C/D=Tend To Show 5+H, Help Suit GT (C/D/S);  --3NT=12-15(Soft) likely to be 3H; --3S/4C/4D=SelfSPL;  --3/4H=ToPlay; --4S=RKC for H(For RKC D go Via 2S &  4D on Next turn); --4NT=S Cue Looking for C Cue; |
| ---2S(Jump Shift, 5+C & 4+S, Good17+, GF if Resp Genuin);  --2NT=MB Weak signoff C/D/S (Nat Rebids, 3S=Good);  --3C/D/S=Nat GF; --3H=FSF asks CHK or Higher Target;  --3NT=ToPlay 9-12;4C/H=SPL for S; --4S=ToPlay;  --4NT=RKC for S; --4C VIA 2NT/3H=RKC for C; | ---2S(Jump Shift, 5+C & 4+S, Good17+, GF if Resp Genuin);  --2NT=MB Weak signoff C/D/S (Nat Rebids, 3S=Good);  --3D/H/S=Nat GF; --3C=FSF asks CHK or Higher Target;  --3NT=ToPlay 9-12; --4C/D=SPL for S; --4H/S=ToPlay;  --4NT=RKC for S; --4D VIA 2NT=RKC for D; |
| ---2NT(17+-20- HCP Bal/Semi Bal);  --Pass=ToPlay; --3C=Trf 5+D; --3D=Trf 4H; --3H=Trf 4S;  --3S=Trf 4+C; --3NT= ToPlay; (Slower=Stronger) | ---2NT(17+-20- HCP Bal/Semi Bal);  --Pass=ToPlay; --3C=Trf 5+D; --3D=Trf 5+H(3H-3S=3NT,  3H-3NT=5H+4S); --3H=Trf 4S;--3S=Trf 4+C;--3NT=ToPlay; S=S |
| ---3C(15+-18-, Good Suit, if 15 V. Good Suit);  --3D=MB SpacingFor M CHKs,F1; --3NT=ToPlay;  --3H/S=C Fit, (D H)/(H S) CTRLs for Slam try;  --4C/D=RKC for C/D; -4NT=Quantity; | ---3C(Nat Jump Shift, GF, Rarely VGood 3, 19+ w/ Shape);  --3D=Nat Bad Hnd;--3H=Nat Gd+SuitF; --3S=Asks S Chk  or Higher Ambitions in a m; --3NT=Nat S Chk; --4C=Nat 4+;  --4H/S=Named CTRL+Prime C Fit; |
| ---3D(15+HCP, Nat Fit, = 17-19 including Shape);  --3H/S=CHK for NT or Cues; --3NT=Soft Values in M’s;  --4C/D now or later=RKCfor Named m; --4NT=Quantity; | ---3D(15+-18-, Good Suit, if 15 V. Good Suit);  --3H=Nat F; --3S/4C=D Fit, (H S)/(S C) CTRLs for Slam;  --3NT=ToPlay;--4D=RKC D;--4H=Nat;--4S=SPL+;--4NT=Q; |
| ---3H(17+HCP, = 20-22 including Shape, Short H);  --3S=Asks S CHK or Cue; --3NT=Nat,H 2+CHKs,S one+;  --4C/D NOWorLATER=RKCfor Named m;--4NT=Quantity; | ---3H(15+HCP, Nat Fit, =17-19 including Shape);  --3NT=Soft Values in S/C’s; --3S/4C/D=Cues Seeking  Cue in Next; --4S NOW or LATER=RKC H; --4NT=S Cue; |
| ---3S(17+HCP, = 20-22 including Shape, Short S);  --3NT=Nat,S 2+CHKs,H one+;--4C/D/NT=a/a;--5C/D=S/O; | ---3S(17+HCP, = 20-22 including Shape, Short S);  --3NT=Nat,S 2+CHKs,C 1+;--4C=Cue;--4D/S=RKC D/H; |
| ---3NT(Long Solid C’s, ½+ CHK in Both M, Not Strong);  --4C=RKC for C; --4D/H/S=Looking for H/S/D Control for  Slam (Opener bids 6C w/ Second in asked & cues First);  --4NT=Quantity; --5C= ToPlay; | ---3NT(Long Solid D’s, ½+ CHK in S+C, Not Strong);  --4D=RKC for D; --4C/H/S=Looking for H/S/C Control for  Slam (Opener bids 6D w/ Second in asked & Cues First);  --4NT=Quantity; --5D= ToPlay; |
| ---4C/D(WeakLong C’s/WeakShapely D Raise ie 6/5, 7/4 <13);  --ANY 4 BID looks for NEXT Suit CTRL for Slam | ---4C(17+HCP, = 20-22 including Shape, Short C);  --4D/S=RKC D/H; --4NT=S Cue; --4H=ToPlay; |
| ---4H/S(EKCB for D); | ---4D(Long V Gd D+4 Modrate H); 4H(Long Gd D+ 4 V Gd H);  ---4S(RKC H…For EKCB in S Bid 3S-SPL & Next turn 4S); |
| -1H(NAT maybe 3+ F1)-1S(Must show 4cards at 1 lvl);  --1NT=(7-10) --2C=Nat sign off; --2D=FSF till 2NT  (2NT by opener=1+D CHK+Min & NF; 2D-2H/S Still F till 2NT;  ANY OTHER=SETS GF);  --2H=(7-10,>1C-2H); --2S=(5-8), NF; --2NT=(10+-12);  --3C=Nat 9-11 INV;--3D=Nat INV,5/5+ H+D, 9-11(12);  --3H/S=(9-11) INV; --4C/D=SPL W/ S fit;--3NT=Soft12-15; | -1S(NAT maybe 3+F1)-- |
| ---1NT(12-14 Denies 4S);  --2C=Trf to 2D(weak Toplay 2D/10+-12 Bal Inv/9+-12 H  INV/10-12 5C/D+4H INV/COG 5/3/3/2 W/ 5H);  --2D=ART GF(Opn Resp-3C=5+C/3D=5+D/2H=3 H’s/  2NT=Like Hand 3/2/4/4//3nt=Dislike Hand 3/2/4/4); --2H=ToPlay;  --2NT= Puppets 3C (toPlay/get out 3D/SlamTry C/D with  Max 1 Looser Suits; Subsq. 4C/D RKC for named minor);  --3C/D=GF5/5+H+m(Pure Values),Invites Attitude CUES;  --3H=Pure H Suit,GF, Invites Cues; --3NT=To Play;  --4C/D=Self SPL; --4S=RKC for H’s; --4NT=Quantity; | ---1NT(12-14, 3334/3433/(23)44/1444/1453/1354/4333 min);  --2C=Trf to 2D(weak Toplay 2D/10+-12 Bal Inv/9+-12 S  INV/10-12 5C/D+4H INV/5S+4+H Inv 9-11/COG 5/3/3/2 W/ 5S);  --2D=ART GF(Opn Resp-3C=5+C/3D=5+D/2(H/S)=4 H/3S  /2NT=LikeHand 3244/3nt=Dislike Hand 3244); --2H=5S+4H Wk;  --2S=Wk; --2NT= Puppets 3C (toPlay/get out 3D/SlamTry  C/D with Max 1 Looser Suits; Subsq. 4C/D RKC for C/D);  --3C/D/H=GF5/5+S+m(PureVals), Invites Attitude CUES;  -3S=Pure SSuit,GF,InvCues;-3NT=ToPlay;--4CDH=SPL;  --4S=ToPlay; --4NT=Quantity(For RKC set S then 4NT); |
| ---2C(11-15 6+C);  --2D=MB Spacing for H fit/2NT Bid, F till 3C;  --2H=7-10,>1C-2H; --2S=Nat/Values,F till3C;--2NT=9-11;  --3C=6-9 Nat; --3D/S=SPL; --3H=8-11, Good,Suit Inv;  --3NT=12-15, To Play; --4C=Preempt; | ---2C((11-15,(4/5)/(5/4)+m’s,3/1(4/5)/Vals in m’s/Rarely 3 GD);  --2D=Nat PrefToPlay; --2H=FSF till 2NT(2H-2S=F1,  2H-2NT=Min NF w/ 1+H Chk,ANYOTHER=Nat&GF);  --2S=Nat NF>1D-2S; --2NT/3C/3NT=as in 1C;  --3D=6-9(8-10 w/ Shape) Inv; --3H=SPL; --3S=6+Nat Inv; |
| ---2D(Nat Reverse, 17+HCP, 5+ C & 4(Rarely Good 3) D);  --2H=F1, 6+ HCP; --2NT=6+HCP, S CHKed;  --2S=Forces 2NT(MB Weak S/O; Now 3C/D/H=ToPlay);  --3C/D/H= Nat GF; --3S/4C=SPL for D; --3NT=9-12, To  Play, Values in Rest 2 suits; --4D=RKC D(For RKC C go Via  2S & 4C on Next turn);--4H=Weak, long,ToPlay;--4NT=Quant; | ---2D(11-15 6+D or 5 Good in 5/4/3/1);  --2H=3rd Suit F, MB<4, Looks for C Chk/S Pref;  --2S=Nat NF>1D-2S; --2NT=10+, F, Gen <5 S,  --3C=NatF1;--3D=6-9;--3H/4C=SPL;  --3NT=ToPlay 12-15 Soft; --4D=RKC D; |
| ---2H(11-15, 4(Rarely 3 in 5/4/3/1) H, While supporting opnr  takes lower road as Response possible to be 3);  --2S=Relay, At Least GT Values, Tends to Show 4(-) H;  --2NT/3C/D=Tend To Show 5+H, Help Suit GT (C/D/S);  --3NT=12-15(Soft) likely to be 3H; --3S/4C/4D=SPL;  --3/4H=ToPlay; --4S=RKC for H(For RKC C go Via 2S &  4C on Next turn); --4NT=S Cue Looking for C Cue; | ---2H(Nat Reverse, 5+C & 4+H, Good17+, GF if Resp Genuin);  --2NT=MB Weak signoff C/D/H/S (Nat Rebids,3C=MB 3,  3D/H/S=Good); --2S/3D/H/S=Nat GF;  --3C=FSF asks CHK or Big Target; --3NT=ToPlay 9-12;  --4C=SPL for H; --4H/S=ToPlay; --4NT=RKC for H;  --4D VIA 2NT=RKC for D; --RKC S=Set S 1st VIA 2/3S; |
| ---2S(Jump Shift, 5+C & 4+S, Good17+, GF if Resp Genuin);  --2NT=MB Weak signoff C/H/S (Nat Rebids, 3S=Good);  --3C/H/S=Nat GF; --3D=FSF asks CHK or Higher Target;  --3NT=ToPlay 9-12;4C/D=SPL for S; --4S=ToPlay;  --4NT=RKC for S; --4C VIA 2NT/3H=RKC for C; | ---2S(11-15, 4S (Rarely 3 in 5/4/3/1), While supporting opener  takes lower road as Response possible to be 3);  --2NT=Relay, At Least GT Values,Tends to Show 4(-) S;  --3C/D/H=Tend To Show 5+S, Help Suit GT (C/D/H);  --3NT=12-15(Soft) likely to be 3S; --4C/4D/4H=Self SPL;  --3/4S=Play;--4NT=RKCfor S(ForRKC D goVia2NT&4D); |
| ---2NT(17+-20- HCP Bal/Semi Bal);  --Pass=ToPlay; --3C=Trf 4+D; --3H=4H+4S;--3S=Trf 4+C;  --3D=Trf 5+H(-3D-3H-3S=TrfTo3NT 5+H, 3NT=5+H+4S);  --3NT= ToPlay; --4NT=Quantity;(Slower=Stronger) | ---2NT(17+-20- HCP Bal/Semi Bal);  --Pass=ToPlay;--3C=Trf 4+D; --3D=Trf 4+H(So5+S&4+H);  --3H=4H+4S;--3S=Trf4+C; --3NT= ToPlay; --4NT=Quant;  (Slower=Stronger) |
| ---3C(15+-18-, Good Suit, if 15 V. Good Suit);  --3D=MB SpacingFor H Support/S CHK for NT,F1;  --3H=Nat F; --3S=C Fit, H+S CTRL for Slam Try;  --3NT=ToPlay; --4C/S=RKC for C/H; -4NT=Quantity; | ---3C(Nat Jump Shift, GF, Rarely VGood 3, 19+ w/ Shape);  --3D=Nat Bad Hnd;--3H=Asks H Chk orBig Taget in a m  (3H-3S/NT-4C/D RKC that m);--3S=Nat Gd+SuitF;--3NT=Nat HChk;  --4CD=Nat 4+; --4H/S=Named CTRL+Prime C Fit;--4NT=Q |
| ---3D(17+-19 Bal/Semi Bal, 4H, ie Bal Big Raise or D/S SPL);  --3H=ToPlay; 3NT=ToPlay; --3S=Relay(3NT=Max Bal  Raise/4(C/D)=D/S SPL/4H=Min Bal Raise); --4C=RKC for C;  --4D=SPL; 4S=RKC for H; --4NT=S Cue Looking C Help; | ---3D(15+-18-, Good Suit, if 15 V. Good Suit);  --3H/4C=D Fit, (C H)/(S C) CTRLs for Slam; --3S=Nat F;  --3NT=ToPlay;--4D=RKC D; --4H=SPL+;--4S=Nat;--4NT=Q; |
| ---3H(13+-16 HCP, 15+-18 w/ shape, 4+ H);  --3NT=ToPlay(3H only); --3S/4C/D=Cues ST;  --4H=ToPlay; --4S=RKC for H; | X ---3H(17+-19 Bal/Semi Bal, 4S, ie Bal Big Raise or C/H SPL);  --3S=NF Relay(Pass/3NT=Min/Max Bal, 4C/D/H/S=Min/Max C  /Min/Max H SPL);--3NT=ToPlay;--4C=F Relay(4D/H/S=C/H/No SPL);  --4D=RKC for D; --4H=SPL; --4S=ToPlay; --4NT=RKC S; |
| ---3S/4D(18+-20 HCP, 21-23 w/ Shape, Named Suit SPL);  --4H= ToPlay; --4S=RKC for H; --4C/NT=RKC for C; | ---3S(15+HCP, Nat Fit, =17-19 including Shape);  --3NT=SoftValues inH/C’s;--4C/D/H=CoverCues;--4NT=RKC |
| ---3NT(Long Solid C’s, ½+ CHK in D & S, Not Strong);  --4C=RKC for C; --4D/H/S=Looking for H/S/D Control for  Slam (Opener bids 6C w/ Second in asked & cues First);  --4NT=Quantity; --5C= ToPlay; | ---3NT(Long Solid D’s, ½+ CHK in H+C, Not Strong);  --4D=RKC for D; --4C/H/S=Looking for H/S/C Control for  Slam (Opener bids 6D w/ Second in asked & Cues First);  --4NT=Quantity; --5D= ToPlay; |
| ---4C(Long Near Solid C & NOT so Good 4+H);  --4D=Last Train; --4H=ToPlay; --4S/4NT=RKC for H/C; | ---4C/H(17+HCP, = 20-22 including Shape, Short C/H);  --4D/NT=RKC D/S; --4H=Last Train; --4S=ToPlay; |
| ---4H(Long NOT So Solid C & 4+ Good H);  --4S/4NT=RKC for H/C; | ---4D(Long V Gd D+4 Modrate S); ---4S(Long Gd D+ 4 V Gd S);  ---4NT(RKC S); ---5D(ToPlay) |
| -1S(NAT maybe 3+ F1)---1NT(12-14, Bal/SemiBal);  --2C=Trf to 2D(weak Toplay 2D/10+-12 Bal Inv/9+-12 S  INV/10-12 5C/D+4S INV/COG 5/3/3/2 W/ 5S);  --2D=ART GF(Opn Resp-3C=5+C/3D=5+D/2H=4 H’s/2S=3S  /2NT=Like Hand 3/2/4/4//3nt=Dislike Hand 3/2/4/4);  --2H=ToPlay(5S+4H)(Opnr to Pass or Correct to 2S;  --2S= ToPlay; --2NT= Puppets 3C (toPlay/get out 3D/  SlamTry C/D with Max 1 Looser Suits; Subsq. 4C/D RKC for C/D);  --3C/D/H=GF5/5+S+C/D/H(Pure Values),Invites Att CUES;  --3S=Pure H Suit,GF, Invites Cues; --3NT=To Play;  --4C/D=Self SPL; --4NT=Quantity; --RKC=SetSw/ 3S..4NT; |  |
| ---2C(11-15 6+C);  --2D=MB Spacing for S fit/2NT Bid,F till 3C; --2H=4+H F1;  --2S=7-10,>1C-2S;--2NT=9-11; --3C=6-9 Nat; --3D/H=SPL;  --3S=8-11,Good,Suit Inv; --3NT=12-15,ToPlay; --4C=Pre; | -1NT(7-10SemiBal---2C((11-15,(4/5)/(5/4)+m’s,3/1(4/5)/Vals in m’s/Rarely 3 GD);  ( Very Rarely) --2D=Nat PrefToPlay; 2NT=Max Bal; --3C/D=Nat Max;  (4M Possible) --2H/S=Big for one m(2NT/3C/D=S/O);--3H/S=Impossible SPL; |
| ---2D(Nat Reverse, 17+HCP, 5+ C & 4(Rarely Good 3) D);  --2H=Forces 2NT(MB Weak S/O; Now 3C/D/S=ToPlay);  --2S=F1, 6+ HCP; --2NT=6+HCP, H CHKed;  --3C/D/S= Nat GF; --3H/4C=SPL for D; --3NT=9-12, To  Play, Values in Rest 2 suits; --4D=RKC D(For RKC C go Via  2H & 4C on Next turn);--4S=Weak, long,ToPlay;--4NT=Quant; | ---2D(11-15 6+D or 5 Good in 5/4/3/1);  --2H/S/3C=Max 1NT w/ D Fit, Looks for Rest CHKs;  --2NT=10+, Max 1NT, --3D=6-9; --3H/S/4C=SPL;  --4/5D=ToPlay; |
| ---2H(Nat Reverse, 17+HCP, 5+ C & 4(Rarely Good 3) H);  --2S=F1, 6+ HCP; --2NT=Leb.,(MB Weak S/O; Now  3C/D/S=ToPlay)/6-9 HCP Bal; --3C/D/S= Nat GF;  --3H/4C=SPL for D; --3NT=9-12, To Play,ValuesinRest2;  --4D=RKC D(For RKC C go Via 2NT & 4C on Next turn);  --4S=Weak, long,ToPlay;--4NT=Quant; | ---2H(16-19, Nat Reverse, (Rarely 3 Good Cards H));  --2S= Leb.(For WeakSignoff. NextBid NF);  --2NT=Max, CHKs in C+S; --3D/H=Prime Support, F;  --3S/4C=H Fit,Control S/C; --3NT=ToPlay; --4D=RKC D;  --4H/5D= ToPlay; |
| ---2S(11-15, 4(Rarely 3 in 5/4/3/1) S, While supporting opnr  takes lower road as Response possible to be 3);  --2NT=Relay, At Least GT Values, Tends to Show 4(-) S;  --3C/D/H=Tend To Show 5+S, Help Suit GT (C/D/H);  --3NT=12-15(Soft) likely to be 3S; --4C/4D/4H=SPL;  --3/4S=ToPlay; --4NT=RKC for S(For RKC C go Via 2NT &  4C on Next turn); | ---2S(16-19, Nat Reverse, (Rarely 3 Good Cards S));  --2NT= Leb.(For WeakSignoff. NextBid NF);  --3D/S=Prime Support, F; --3H/4C=S Fit,Control H/C;  --3NT=ToPlay,Max+CHK C/H;--4D=RKC D;--4S/5D= ToPly; |
| ---2NT(17+-20- HCP Bal/Semi Bal);  --Pass=ToPlay; --3C=Trf 4+D; --3D=Trf 4+H(So 5+S&4+H);  --3H=4H+4S;--3S=Trf4+C; --3NT= ToPlay; --4NT=Quant;  (Slower=Stronger) | ---2NT(18-19, (Semi)Bal/16-19 4441(4450), Forces 3C);  --3C=Forced(Now 3D/H/S=C/H/S Short/3nt=17+-19(Bal)); |
| ---3C(15+-18-, Good Suit, if 15 V. Good Suit);  --3D=MB SpacingFor S Support/H CHK for NT,F1;  --3H=Nat F1; --3S=Nat F1; --3NT=ToPlay; --4C =RKCfor C;  --4D/H=SPL for C; --4S=ToPlay; --4NT=Quantity; | ---3C(Nat, <=Jump Shift, 15+);  --3D=Nat F, asks M cues; --3H/S=Cue w/ C Fit(Denies OM);  --3NT=Nat, M’s Soft Vals; --4C=Nat C Fit+D Vals(Now  4D=RKC C, 4H/S=CoverCue); --4D=Nat D Fit+C Values+No M Vals;  --4H/S=SPL w/ any Minor Fit; --5C/D= ToPlay; |
| ---3D(17+-19 Bal/Semi Bal, 4S, ie Bal Big Raise or D/H SPL);  --3H=Relay(3S=MinBalRaise/3NT=MaxBal/4(C/D)=D/H  MaxSPL/4(H/S)=D/H MinSPL);--3S=ToPlay; --3NT=ToPlay;  --4C=RKC for C; --4D/H=SPL; --4S=ToPlay; --4NT=RKC S; | ---3D(16-17, Good 6+D, Likely Bal);  --3H/S/4C=Cheapest Values; --3NT=ToPlay; |
| ---3H() | ---3H/S(15+, Self SPL in named, Good D’s 6+);  --3S/4C=S/C Ace Good Hand, --3NT=ToPlay, --4D=RKC D; |
| ---3S(13+-16 HCP, 15+-18 w/ shape, 4+ S);  --3NT=ToPlay(3S only); --4C/D/H=Cues ST(LOOK FOR  NEXT SUIT CUE); --4S=ToPlay; --4NT=RKC for S; | ---3NT(15+,SemiBal, ToPlay, Generally based on Long Good C); |
| ---3NT(Long Solid C’s, ½+ CHK in D & H, Not Strong);  --4C=RKC for C; --4D/H/S=Looking for H/S/D Control for  Slam (Opener bids 6C w/ Second in asked & cues First);  --4NT=Quantity; --5C= ToPlay; | -2C(5+C, Nat, GF)---2D(ART., to Show Min Opening, 11-13);  (Rarely 3+) --2H/S=Nat Good 13+(MB V Good 3); --2NT=Nat F;  --3C =Nat asksCues; --3D=Nat 4+; --3H/S=SelfSPL for C;  --3NT= ToPlay; --4C=RKC C; --4D/H/S=EKC C; --4NT=Q(Bal); |
| ---4C(Long Near Solid C & NOT so Good 4+S);  --4D=Last Train; --4H=Cue; --4S=ToPlay; --4NT=RKC S; |  |
| ---4D/H(Super Maxi SPL, 5/4 S, 18+ HCP, 22+ w/ Shape);  --4H(if available)=Last Train; --4S=Play; --4NT=RKC S; |  |
| ---4S((Long NOT So Solid C & 4+ Good S);  --4S=ToPlay; --4NT=RKC S; |  |
| -1NT(7-10SemiBal)---2C(11-15 HCP, 5C Good C in 5/4/3/1 or 6+C);  ( Very Rarely) --2D/H/S=Max 1NT,Lowest Suit w/ Values; --2NT=10HCP;  (4M Possible) --3C=TNT Raise, 7-8 HCP, 4 C; --3D/H/S=Impossible SPL; |  |
| ---2D(16-19, Nat Reverse, (Rarely 3 Good Cards D));  --2H=Leb.(For WeakSignoff. NextBid NF); --2S=S Values;  --2NT=H Values; --3C/D=Prime Support, F; --3H/S=D Fit,  Control in Named; --3NT=ToPlay; --4C/D=RKC for Named; |  |
| ---2H(16-19, Nat Reverse, (Rarely 3 Good Cards H));  --2S= Leb.(For WeakSignoff. NextBid NF);  --2NT=Max, CHKs in D+S; --3C/H=Prime Support, F;  --3S/4D=H Fit,Control S/D; --3NT=ToPlay; --4C=RKC C;  --4H/5C= ToPlay; | ---2H(13+HCP,5431,5422,4432 w/ worthless Dblton,Rarely 3H);  --2S=Nat/Vals; --2NT=Nat,Soft Vals S; --3C=Nat, AsksCues;  --3D=Values,Tend to Deny S; --3H=Nat 4+H & Ambitions;  --3S=SPL for H; --3NT=Min 2C, S CHKs; --4C=RKC for C;  --4D=SPL for H; --4H=ToPlay,Min 2C,4+H; --4S=RKC H; |
| ---2S(16-19, Nat Reverse, (Rarely 3 Good Cards S));  --2NT= Leb.(For WeakSignoff. NextBid NF);  --3C/S=Prime Support, F; --3H/4D=S Fit,Control H/D;  --3NT=ToPlay,Max+CHK D/H;--4C=RKC C;--4S/5C= ToPly; | ---2S(13+HCP,5431,5422,4432 w/ worthless Dblton,Rarely 3S);  --2NT= Nat,Soft Vals H;--3C=Nat, AsksCues; --3D/H=Values,  Tend to Deny H Vals; --3S=Nat 4+S & Ambitions;  --3NT=Min 2C, H CHKs;--4C=RKC for C;--4D/H=SPL S;--4NT=RKC S |
| ---2NT(18-19, (Semi)Bal/16-19 4441(4450), Forces 3C);  --3C=Forced(Now 3D/H/S=NamedShort suits/3nt=17+-19); |  |
| ---3C(16-17, Good 6+C, Likely Bal);  --3D/H/S=Cheapest Values; --3NT=ToPlay; |  |
| ---3D/H/S(15+, Self SPL in named, Good C’s 6+);  --3H/S=H/S Ace Good Hand, --3NT=ToPlay, --4C=RKC C; |  |
| ---3NT(15+,SemiBal, ToPlay, Generally based on Long Good C); |  |
| -2C(5+C, Nat, GF) ---2D(ART., to Show Min Opening, 11-13);  --2H=Nat(MB Good 3); --2S=Nat(MB Gd 3); --2NT=Nat F;  --3C =Nat asks Cues; --3D/H/S=SPL for C; --3NT= ToPlay;  --4C=RKC C; --4D/H/S=EKC C; --4NT=Quantity(Bal); | ---2NT(13+HCP,Bal onShape&Location ofHCP,may have4C/H/S);  --3C=Nat,?Cues; --3D/H/S=Values/Nat,Tend to Deny Lower;  --3NT=Min2C, Bal, NF;--4C=RKC for C;--4D/H/S=SPL, Quant;  --4NT=Bal Quantity; |
| ---2H(13+HCP,5431,5422,4432 w/ worthless Dblton,Rarely 3H);  --2S=Nat/Vals; --2NT=Nat,Soft Val D+S; --3C=Nat,?Cues;  --3D=Values,Tend to Deny S; --3H=Nat 4+H & Ambitions;  --3S=SPL for H; --3NT=Min 2C, D+S CHK; --4C=RKC for C;  --4D=SPL for H; --4H=ToPlay,Min 2C,4+H; --4S=RKC H; | ---3C(Nat Support, Unbal, <SPL Hand);  --3D=Cue/Card; --3H=Cue; --3S=Cue, Tends to Deny H Cue;  --3NT=Soft H & S Values; --4C/D=RKC C/D; --4H/S=EKC C;  --4NT=Bal Quantity; --5C/D=ToPlay; --6C/D=ToPlay; |
| ---2S(13+HCP,5431,5422,4432 w/ worthless Dblton,Rarely 3S);  --2NT= Nat,Soft Val D+H; --3C=Nat,?Cues; --3D/H=Values,  Tend to Deny H/D; --3S=Nat 4+S & Ambitions;  --3NT=Min 2C, D+H CHK; --4C=RKC for C; --4D/H=SPL S;  --4NT=RKC S; | ---3D(Nat, Good 14+, Solid 6+ Suit, Sets Suit, Demands M Cues);  --3H/S=Cheapest Cues; --3NT=Soft H & S, Min 2C Resp;  --4C=Better 2C Resp, No H/S Cues, C Cue; 4D=RKC D;  --4H/S=EKC D; --4NT=Bal Soft quantity; --5C/D=ToPlay; |
| ---2NT(13+HCP,Bal onShape&Location ofHCP,may have4D/H/S);  --3C=Nat,?Cues; --3D/H/S=Values/Nat,Tend to Deny Lowr;  --3NT=Min2C, Bal,NF;--4C=RKC forC;--4D/H/S=SPL,Quant;  --4NT=Bal Quantity; | ---3H/S(SPL, Good13+, 16+ w/ Shape);  --3NT=Min2C w/ wasted inSPL Suit;--4C=RKC C; --5C=PL;  ANY OTHER=Cue SEEKING CUE in NEXT SUIT; |
| ---3C(UnBal Min, Gen. 5+C);  --3D/H/S=Cheapest Cue/Val; --3NT=ToPlay; --4C=RKC C;  --4D/H/S=EKC C; --5/6C= ToPlay; | ---3NT(Min Bal 11-13 w/ Mostly Soft Values);  --4C=RKC; --4D/H/S=Bid&Lower Cue, Seeks Higher;  --4NT=Bal Quantity; --5/6C=ToPlay; |
| ---3D/H/S(SPL, Good13+, 16+ w/ Shape);  --3NT=Min2C w/ wasted inSPL Suit;--4C=RKC C; --5C=PL;  ANY OTHER=Cue SEEKING CUE in NEXT SUIT; | ---4C(RKC for C);-4D=BAD(-4H=RptRKC)/4H/S/NT/5C=140322wQ;  ---4D(RKC for D);  ---H/S(EKC for C); |
| ---3NT(Min Bal 11-13 w/ Mostly Soft Values);  --4C=RKC; --4D/H/S=Bid&Lower Cue, Seeks Higher;  --4NT=Bal Quantity; --5/6C=ToPlay; | -2D(5+D, Nat, GF)-2H(12+HCP,5431,5422,4432 w/ worthless Dblton,Rarely 3H);  --2S=Nat/Vals; --2NT=Nat,Soft Val C+S; --3C=Nat/Val(No S);  --3D= Nat,?Cues; --3H=Nat 4+H & Ambitions;  --3S=SPL for H; --3NT=Min 2C, D+S CHK; --4C=RKC for C;  --4D=SPL for H; --4H=ToPlay,Min 2C,4+H; --4S=RKC H; |
| ---4C(RKC for C);-4D=BAD(-4H=RptRKC)/4H/S/NT/5C=140322wQ; | ---Rest Same As in 1C-2C |
| ---4D/H/S(EKC for C); |  |
| -2D(6+Good D,8-11-)---2H(Nat VGood 4H/any 5H/CHK for NT in a Bal Hand);  --2/3NT=S CHKed; --2S=No S CHK(-2S-2NT=Bal/-3C=4+H  +No fit D/3D=4+H+2/3D);--3C=Secondary Fit w/ S Short;--3D=Wk; | -2H(4-7, Weak) ---2S(Nat VGood 4S/any5S, Good 14+);  --2NT=Soft C Card in length; --3C= Good+3S; --3D=Pref.;  --3H=6/7 Good H,No S/D Fit;--3S=Bad S Raise 3/2 w/ card |
| ---2S(Nat VGood 4S/any5S/CHK forNT in a BalHnd w/no H CHK);  --2/3NT=H CHKed; --3C=Secondary Fit w/ H Short;  --3D=No C Fit; --3H=Promoted 2D cos 2S bid, H Short; | ---2NT(GT in H, Inquiry of Quality of Hand & H);  --3C/D=Help Suit GT, Better 2H; --3H=SignOff, Bad 2H;  --3S=Trf to 3NT, 2½ Honor H; --3NT=6-4 w/ Bad 4S; |
| ---2NT(Nat, CHK in H & S, Bal/SemiBal);  --3D=Weakest 2D; --3NT=Most likely; --REST=Nat; | ---3C(Nat, C & D, Don’t like H); |
| ---3C(6+ Good C, Weak, ToPlay); | ---3D(Weak, Good 6+D, SignOff); |
| ---3D(3D in a Limited Hand, < Good 14, Expect Short H/S);  --3H/S/4C=Help Suit try for 5D; | ---3H(Weak Raise,3/4 H, TNT Raise); |
| ---3H/S(SPL for D, 14+ Control Rich HCP);  --3S/4C=SPLtoSpace for4D RKC; --3NT=Bal; --4D=RKC;5D | ---3S/4C(SPL S/C, 3+H, Good 15+ HCP); |
| ---4C(Pure Values in C+D,Good 14+,NoShortness,H/S OnlyAces);  --4D=RKC; --4H/S=Short/Ace; --5D=ToPlay; | ---3NT(ToPlay, Prob. Based on Long Good D); |
| ---4D(RKC D); -4H=BAD(-4S=RptRKC)/4S/NT/5C/5D=140322wQ; | ---4/5H(ToPlay, Make or Break); |
| ---4H/S(EKC for D); | ---4S(RKC for H); |
| ---5C/D/6C/D(Rare but Nat ToPlay); | -2S(4-7, Weak) ---2NT(GT in S, Inquiry of Quality of Hand & S); |
| -2H(4-7, Weak) ---2S(Nat VGood 4S/any5S, Good 14+);  --2NT=Soft D Card in length; --3C=Pref.; --3D=Good+3S;  --3H=6/7 Good H,No S/C Fit;--3S=Bad S Raise 3/2 w/ card; | --3C/D=Help Suit GT, Better 2S; --3H=Trf 3S, Bad 2S;  --3S=Trf to 3NT, 2½ Honor S; --3NT=6-4 w/ Bad 4H; |
| ---2NT(GT in H, Inquiry of Quality of Hand & H);  --3C/D=Help Suit GT, Better 2H; --3H=SignOff, Bad 2H;  --3S=Trf to 3NT, 2½ Honor H; --3NT=6-4 w/ Bad 4S; |  |
| ---3C(Weak, Good 6+C, SignOff); | ---3C(Nat, C & D, Don’t like H); |
| ---3D/S(SPL D/S, 3+H, Good 15+ HCP); | ---3D(Weak, Good 6+D, SignOff); |
| ---3H(Weak Raise,3/4 H, TNT Raise); | ---3H(Nat, Good 6/5 0r VGood 6/4); |
| ---3NT(ToPlay, Prob. Based on Long Good C); | ---3S(Weak Raise,3/4 S, TNT Raise); |
| ---4/5H(ToPlay, Make or Break); | ---3NT(ToPlay, Prob. Based on Long Good D); |
| ---4S(RKC for H); | ---4C/4H(Splinter for S,18+ with Shape); |
| -2S(4-7, Weak) ---2NT(GT in S, Inquiry of Quality of Hand & S); | ---4D(RKC D); |
| --3C/D=Help Suit GT, Better 2S; --3H=Trf 3S, Bad 2S;  --3S=Trf to 3NT, 2½ Honor S; --3NT=6-4 w/ Bad 4H; | ---4/5S(ToPlay, Make or Break); |
| ---3C(Weak, Good 6+C, SignOff); | ---4NT(RKC for S); |
| ---3D/H(Nat, Good 6/5 0r VGood 6/4); |  |
| ---3S(Weak Raise,3/4 S, TNT Raise); |  |
| ---3NT(ToPlay, Prob. Based on Long Good C); |  |
| ---4C(RKC C); |  |
| ---4D/H(SPL D/H, 3+S, 18+ with Shape); |  |
| ---4/5S(ToPlay, Make or Break); |  |
| ---4NT(RKC for S); |  |
| -2NT(G10)11-12HCP)--3C(Weak 11-12,Unbal, 5431/6331/some 6322/6421/7C, ToPly);  (4M Possible) --Pass=Expect Pass Most of Times; --Rest=Values+Max; | -2NT(G10)11-12HCP)--3C(Weak 11-12, Nat Unbal, P/C, 5/4,4/5,5/5);  (4M Possible) --Pass=Expect P/C Most of Times; --Rest=Values+Max; |
| ---3D(Nat, Rarely Good 3 in UnBal, 13+HCP, F);  --3H/S=Cheapest Value/Cue; --3NT=Nat H+S Soft Values;  --4C=C+D Fit, M CHKs Not Good; --5C/D=ToPlay; | ---3D(Weak 11-12,Unbal, 5431/6331/some 6322/6421/7D, ToPly);  --Pass=Expect Pass Most of Times; --Rest=Values+Max; |
| ---3H(Nat, Rarely Good 3 in UnBal if 3 Denies D Val, 13+HCP, F);  --3S=Shows D CHKs Denies S; --3nt=Shows D+S CHKs;  --4C=Denies D CHKs,Nat;--4D=SuperHand for C; --4H=Nat; | ---3H(Nat, Rarely Good 3 in UnBal if 3 Denies C Val, 13+HCP, F);  --3S=Shows C CHKs Denies S; --3nt=Shows C+S CHKs;  --4C= SuperHand for D;--4D=Denies C CHK; --4H=Nat; |
| ---(3S Nat, Rarely Gd 3 in UnBal if 3 Denies D/H Val, 13+HCP, F);  --3NT=D+H CHKs, Nat; --4C=Some Red Unchked;  --4D= SuperHand for C; --4H=Super for S; --4S=Nat 4S’s; | ---(3S Nat, Rarely Gd 3 in UnBal if 3 Denies C/H Val, 13+HCP, F);  --3NT=D+H CHKs, Nat; --4C=C/H Unchked, Good for D;  --4D=C/H Unchked; --4H=Super for S; --4S=Nat 4S’s; |
| ---3NT(Nat, ToPlay, 13+HCP or Tricks); | ---3NT(Nat, ToPlay, 13+HCP or Tricks); |
| ---4D/H/S(Splinters 18+ Good Hands with Rest 3 suits);  --4NT=To Play; --Rest=Agreeing Nominated+ Val Bid; | ---4H/S(Splinters 18+ Good Hands with Rest 3 suits);  --4NT=To Play; --Rest=Agreeing Nominated+ Val Bid; |
| -3C(8-10(11)HCP) ---3D(Nat (5/4)/Lowest CHK w/ Weakness Else Where if Bal);  (6+ Good C INV) --3H=CHK/A,K Control; --3S=CHK/A,K Control,No H CTRL;  --3NT=Unlikely,ToPlay; --4C=H/S No CHK; --4H/S=SPL;-5C; | -3C(8-10(11)HCP)--3D(Nat (5+)/Lowest CHK w/ Weakness Else Where if Bal);  (6+ Good C INV) --3H=CHK/A,K Control; --3S=CHK/A,K Control,No H CTRL;  --3NT=Unlikely,ToPlay; --4C=H/S No CHK; --4H/S=SPL;-5C; |
| ---3H(Nat (5/4)/Lowest CHK w/ Weak D if Bal);  --3S=D CHK No S CHK; --3NT=Unlikely,ToPlay;  --4C=D No CHK; --4D/S=SPL; --5C= ToPlay; | ---3H(Nat (5/4)/Lowest CHK w/ Weak D if Bal);  --3S=D CHK No S CHK; --3NT=Unlikely,ToPlay;  --4C=D No CHK; 4D=Pref; --4S=SPL; --5C/D= ToPlay; |
| ---3S(Nat (5/4)/Lowest CHKw/Weak D/H ifBal,Try for Unlikly3Nt);  --3NT=Unlikely,ToPlay;--4C=Unable for3NT;--4D/H=SPL;5C | ---3S(Nat (5/4)/Lowest CHKw/Weak D/H ifBal,Try for Unlikly3Nt);  --3NT=ToPlay;--4C=Unable for3NT;--4D=Pref;--4H=SPL;5C |
| ---3NT(Nat, Accepting INV w/ Bal/SemiBal+ CHKs in D/H/S); | ---3NT(Nat, Accepting INV w/ Bal/SemiBal+ CHKs in D/H/S); |
| ---4C(RKC C); ---5C(ToPlay); | ---4C(RKC C); ---5C(ToPlay); |
| ---4D/H/S(EKC C);---4NT(Quantity asking Extra Trick by Length); | ---4H/S(EKC C);---4NT(Quantity asking Extra Trick by Length); |
| -3D(SPL13-15or18+)---3H(Cue+Help in C);  (Needing C Help) --3S=S Cue, RKC C Next;--3NT=Soft S Val;--4C/D=R/EKC C; | -3D(8-10(11)HCP)---3H(Nat (5/4)/Lowest CHK w/ Weak C/S if Bal);  (6+ Good D INV) --3S=C CHK No S CHK; --3NT=Unlikely,ToPlay;  --4C/S=SPL; --4D =No C CHK; --5D= ToPlay; |
| (6+ Moderate C) ---3S(S Cue+Help in C, No H Cue);  (Gd 6C Via 1H/2C) --3NT=No H CueBut Length/SoftValue H 13-15; --4C=RKC;  --4D=EKCB C; --5C=MB xx in H ToPlay; | ---3S(Nat (5/4)/Lowest CHKw/Weak C/H ifBal,Try for Unlikly3Nt);  --3NT=Unlikely,ToPlay;--4D=Unable for3NT;--4C/H=SPL;5C |
| ---3NT(No C Help, D Values, Nat, ToPlay);  --4C/D=18+, RKC C/EKC; --4H/S/NT=18+,Cue/Cue/Quantity; | |  | | --- | | ---3NT(Nat, Accepting INV w/ Bal/SemiBal+ CHKs in C/H/S); | | ---4D(RKC D); ---5D(ToPlay); | |
| ---4C(RKC C); ---4H/S(EKC’s); ---4NT(Bal Quant Gd17+ & D CHK); | ---4H/S/5C(EKC D);---4NT(Quantity asking Extra Trick by Length); |
| -3H(SPL13-15or18+)---3S(Cue+Help in C);  (Needing C Help) --3NT=Soft D Value,13-15; --4C=RKC C; --4H=EKC;  (6+ Moderate C) --4NT=Quantity ,18+, No D Control; --5C=13-15, xx in D; | -3H(SPL13-15or18+)-3S(Cue+Help in D);  (Needing C Help) --3NT=Soft C Value,13-15; --4C=Cue; 4D=RKC D; --4H=EKC;  (6+ Moderate C) --4NT=Quantity ,18+, No C Control; --5D=13-15, xx in C; |
| (Gd 6C Via 1D/2C)---3NT(No C Help, H Soft Values, Nat, ToPlay);  --4C/H=18+, RKC C/EKC; --D/S/NT=18+,Cue/Cue/Quantity; | (Gd 6C Via 1D/2C)---3NT(No D Help, H Soft Values, Nat, ToPlay);  --4D/H=18+, RKC C/EKC; --C/S/NT=18+,Cue/Cue/Quantity; |
| ---4C(RKC C); ---4D/S(EKC’s); ---4NT(Bal Quant Gd17+ & H CHK); | ---4C(Cue Denies S cue); ---4D(RKC D); ---4S(EKC);  ---4NT(Bal Quant Gd17+ & H CHK); |
| -3S(SPL13-15or18+)--3NT(No C Help, S Values, Nat, ToPlay);  (Needing C Help) --4C/S=18+, RKC C/EKC;--4D/H/NT=18+,Cue/Cue/Quantity; | -3S(SPL13-15or18+)--3NT(No C Help, S Soft Values, Nat, ToPlay);  (Needing C Help) --4C/D/H/S=18+ Cue/RKC D/Cue NoC cue/EKC; --4NT=18+,Q; |
| (6+ Moderate C) ---4C(RKC C); ---4D/H(EKC’s); ---4NT(Bal Quant Gd17+ & S CHK); | (6+ Moderate C) ---4C(SPL C); ---4D/H(RKC/EKC); ---4NT(Bal Q Gd17+ & S CHK); |
| -3NT(Nat, 12+-15) ---4C(15+RKC C); ---4D/H/S(Nat 5/4, 16+,if3 LowerValuesDenied);  -(ToPlay, 4M Possible) --4NT=Min & NoInterest; --4ANY=Int & Cue; --5C=ToPlay; |  |
| -4C/D/H/S/5C/D(All Weak, ToPlay Keeping VULN in View, 7+ Cards) |  |
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| N.B(23)-----1H Opening (Good 10+ in Shapely to 22-, 5+ H) | | N.B(24)-----1S Opening (10++ in Shapely to 22-, 5+ S) |
| 1H Openings on an Average Tends to be Weaker Than 1S Openings, If Bal 12+ | |  |
| -1S(Nat,ORF,3+Cards)-1NT(Bal 5/3/3/2, Rare5/4/2/2,5/4/3/1 Bad4Cards C/D, 12-15-);  --2C=XY Trf 2D (Min Opner can bid 2H with 5Good H+3S);  --2D=XY GF(ART), (Opner Pref Order 4m/5 Gd H/3S);  --2H=6-8,3H(Rarely2 with Stiff on Side); --2S=5+S, Wk<8;  --2NT=Trf 3C(Now Pass/3D ToPlay, 3H/S GF with 6+ C/D);  --3C/D=5/5+ S+C/D, Pure 2 Suits, GF, Invite Att Cues;  --3H=Bal Inv Good 4H, S call a Suspect Now;  --3S=PureS suit,F,InvAttCues,S SupportNot Imp,CTRLs R  --3NT=ToPlay; --4C/D=Self Splinters; --4H=ToPlay; | |  |
| ---2C(<Good 15, Nat);  --2D=FSF Upto 2NT,(After 2D Bid <>2NT SetsGF);--2H=S/O;  --2S=5+S, 7+-10-; --2NT=Nat, 10+-12-; --3C=4+C, 6+-10-;  --3D=5/5 S+D, Inv, 9+-12-; --3H=Inv Gen 3H, 8+-11-;  --3S=Good 6+, Strong Inv, 9+-11-; --3NT=11+, ToPlay;  --4C=ShapelyTNT Raise5+C; --3S/4D=SPLforC;--4H/5C=Pl; | |  |
| ---2D(<Good 15, Nat);  --2H=S/O; --2S=5+S, 7+-10-; --2NT=Nat, 10+-12-;  --3C=FSF GF(3D on3C MB under Gun); --3D=4+C, 6+-10-;  --3H=Inv Gen 3H,8+-11-; -3S=Good 6+, Strong Inv, 9+-11-;  --3NT=11+,ToPlay;--4C=SPLforD;--4D=ShapelyRaise 5+D;  --4H/5D=Pl; | |  |
| ---2H(<Good 15, Decent+ 6+H, NF);  --2S=6+S, 7+-10-, NF;--2NT/3H=Nat, 9+-11-;--3C/D=Nat GF;  --3S=9+-12-, VGd Suit, Strong Inv; --3NT=11+, ToPlay;  --4C/D=SPL,Gen 3H;--4H=Toplay;--4S=RKC H;-4NT=S Cue; | |  |
| ---2S(<Good 15, 4S’s(Rarely 3 in 5/4/3/1 esp if Min));  --2NT=Confirms 4+S, F1, Asks Abt 2S Raise(3C/D=5/4/3/1  4m,3H=6/3/3/1Bad H,3S=4S Min,4C/D=SPL, 4H=6/4,4S=Max);  --3C/D=Help Suit Try or Cue; --3H=Nat Inv in H; --3S=S/O;  --3NT=ToPlay Prob 3S only; --4C/D=SPL, --4H/S=ToPlay;  --4NT=RKC S; --For RKC H Set H First; --5C/D=EKC; | |  |
| ---2NT(18-20-, Bal/SemiBal);  --3C/D/H/S=Trf to D/Trf w/ 3+H/Trf, 5+S/Trf C GF; --3NT=nat;  --4C/D/H/S=Trfs(Slow While Supporting or Rebidding  Better/Jumps with New Suit Trfs better Hands); | |  |
| ---3C(Nat Jump Shift, Good 17+, GF against Genuin 1S Resp, C  Suit May Be Good 3+, If So Shortage Else where);  --3D=Space Bid(Now 3H/S/3NT/4C Describes the Force);  --3H/S=Nat Forcing;--3NT=Nat Chks in rest;--4C=Prime Fit;  --4D=SPL for H’s; | |  |
| ---3D(Nat Jump Shift, Good 17+, GF against Genuin 1S Resp, D  Suit May Be Good 3+, If So Shortage Else where);  --3H=Space Bid(Now 3S/3NT/4C(Bigger)/4D Describes);  --3S=Nat Forcing;--3NT=Nat Chks in rest;--4C= SPL for H’s;  --4D=Prime Fit(like KQJX/QJ10x etc; | |  |
| ---3H(Nat Jump, Good 6+H, Good 14+-18-, NF);  --3S=Nat F, --3NT=Nat, NF; --4C/D=Cue for H; | |  |
| ---3S(Nat Support, 4+S, 15+-18-(17-19 with Shape)); | |  |
| ---3NT(Not V Strong, Based on Long Solid H & C/D Part CHKed); | |  |
| ---4C/D(SPL for S, Strongest Raises, 17+-20-(20-23 with Shape); | |  |
| ---4H/S(Not V Strong, 6/4(S)+ H/S Emphasize Relative Quality); | |  |
| -1NT(F1, Even) ---2C(3+ Cards, Rarely 2 When Bad 6 H or 4/5/2/2);  (Passed Hand) --2D=Long D, <7 HCP, ToPlay; --2H=3-7, 3H or 7+-10- 2H;  --2S=5+ C, 2- H, Good 10-12;--2NT=Good 10-12, <5 C, 2-H;  --3C=Shapely, 5+C, 6-10-; --3D=10-11, Inv, Bad 6+D,  --3H=Bal, 10-12-,3H,Inv; --3S/4D=SPL for C, --3NT=ToPlay;  --4C=RKC C; --4H=ToPlay; | |  |
| ---2D(3+ Cards);  --2H=3-7, 3H or 7+-10- 2H; --2S=5+ D, 2- H, Good 10-12;  --2NT=Good 10-12, <5 C, 2-H; --3C=6+C, Bad C’s, 6-10-;  --3D= Shapely, 5+D, 6-10-; --3H=Bal, 10-12-,3H,Inv;  --3S/4C=SPL for D;--3NT=ToPlay;--4D=RKC D;--4H=ToPlay; | |  |
| ---2H(<Good 15, Decent+ 6+H, NF);  --2S=Max Bal Raise;--2NT=Nat,9+-11-;--3C/D=5-8,Long C/D;  --3H=7+-10; --3S=Super for H,CTRL S --3NT=11+, ToPlay;  --4C/D=SPL,Gen 3H;--4H=Toplay;--4S=RKC H;-4NT=S Cue; | |  |
| ---2S(Nat Reverse, 17+-20-HCP, 4+S);  --2NT=Leb for Weakness(Opner Bids Lowest m  Tolerance, Now Any bid including 3H/S Weak, 3NT 6-9);  --3C/D/H/S=Good Hands Nat Forcing; --3NT=9+-12-, Nat;  --4C/D=Sets H/S(Cue/RKC to Follow, 4C-4S is RKC H); | |  |
| ---2NT(Very Good 15+ with 5H+5m or 18/19 Good 6H’s);  --3C=Relay, Shows Normal 1NT, AsksWhich(3D=5/5 18+,  🡪3S agrees D, 4C agrees H with Good Hands Asks Cues;  3H=18/19 6+H,🡪3S agrees H with a Good Hand Asks Cues;  and 4D/H with Lesser Hands; 3S=6H/5S 18+, 🡪 4C/D  agrees H/S with Good Hands, 4H/S Nat with Lesser Hands;  3NT=5/5 H/C 18+,🡪4C agrees C,4D agrees H with Gd Hand;  4C/D=5/5 15/17; 4H=6/5 H/S 15/17);  --3D=Nat Weak Long D; --3H=UnderStrength 1NT with 3H;  --3S=Limit Raise with 3H; --3NT=Soft 10+-12; --4H=ToPl; | |  |
| ---3C(GF 18+, With Unequal Length in 2 Suits, C can Be Gd 3);  --3D=Agrees C But Not in Big Way (Now 3H=18+ H;  3S/3NT=Cue D/S for C; 4C=RKC C; 4H=Long H, <18HCP;  4S=RKC H;) –3H=Nat Support Good Hand; --3NT=Soft D&S;  --4C=Big SupportCanPlayAgainst Hxx;--4H/5C=WkFast Arr; | |  |
| ---3D((GF 18+, With Unequal Length in 2 Suits, D can Be Gd 3);  --3H=Nat Support Good Hand; --3S= Agrees D But Not in  Big Way(Now 3NT=18+ H; 4C/D=Cue/RKC D; 4H=Long, Min);  --3NT=Soft C&S; --4C=Big Support D CanPlayAgainst Hxx  (Now 4D=RKC D, 4H=ToPlay, 4S=RKC S); --4D/S=RKC D/H;  --4H/5D=Weak Fast arrival; --4NT=S Cue Seeks C Cue; | |  |
| ---3H(V Good 14+-17, 6+ Decent+ H, NF);  --3S=Values for 3NT or Cue; --3NT=Nat ToPlay, Soft Hand;  --4C/D=Cues for H;--4H=Nat ToPlay; 4S=RKC H; --4NT=S Cue; | |  |
| ---3S/4C/D(Self SPL; Near Solid H; 17+);  --Cues Proceeds, --4H=ToPlay; --4S=RKC H; --4NT=S Cue; | |  |
| ---4H(Long H’s, Not a Big Hand); | |  |
| -2C(2+, GF) ---2D(Nat, Second Suit MB 3 if 2H/NT does not Appeal);  --2H=Nat 3+H(Nat Bids, 3C followed by 4C RKC C; FRAG);  --2S=FSF asks CHK or Higher Ambitions; --2NT=Nat, F;  --3C=Rebidable Suit, F(4C Next Round RKC C); --3D=Nat;  --3S=SPL for D(Now 4D either side RKC D); --3NT=Min,  Based on Good C & Adequate S CHKs; --4C/4D/4S=RKC C/D/H;  --4H/5C/D=ToPlay Shapely Min; | |  |
| ---2H(Generally 6+Moderate, RarelyGood 5 if 2D/2NT Unsuitable);  --2S=3rd Suit Force, Values/Nat Generally Ambitions;  --2NT=Nat, F; --3C=Rebidable, F(4C Next Round RKC C);  --3D=Values/Nat Asks S CHK; --3H=3+H asks Cues;  --3S/4D=SPL for H, Gen 3 H, --3NT=Min, Based on Good C  & Adequate S/D CHKs; --4C/4S=RKC C/H, --4H=Min Bal, ToPlay; | |  |
| ---2S(12+, Nat 4+Rarely Good 3, Even Min Opner Shows 4S);  --2NT=Nat, F; --3C=Rebidable , F(4C Next Round RKC C);  --3D=FSF, Asks D CHK or Cue Higher Ambitions; --3H=Nat;  --3S=Nat 4+S; --3NT=D CHKed, Gen Min, Good C Suit;  --4C=RKC C; --4D=SPL for S; --4H/S=Min Bal, ToPlay;  --4NT=RKC S(for RKC H first Set H with 3H, Then 4 S); | |  |
| ---2NT(Nat, Ideally 3/5/3/2, But Can Have Second 4 Bad suit);  --3C=Rebidable, F(4C Next Round RKC C); --3D/S=Nat or  Cue Higher Ambitions; --3H=Nat; --3NT=Nat Semi Bal;  --4C=RKC C; --4D=SPL for H; --4H=Min Bal, ToPlay;  --4S=RKC H; --4NT=Quantity; --5C/D=Unlikely But EKC; | |  |
| ---3C(4+C, Non Min Opening);  --3H=Nat; --3D/S=Values asking other Stopper or Cue;  --3NT=Nat, Soft Values in D/S; --4C=RKC C; --4H/5C=ToPl;  --4S=RKC H; | |  |
| ---3D/3S(Good 4+ C, Good 14+, Splinter);  --3S=Cue --3NT=Nat, Splinter Suit CHKed; --4C/S=RKC C/H; | |  |
| ---3H(Good 14+, Sets Suit, Asks Cues); | |  |
| ---4C/D/S(RKC C/EKC’s For C); ---4H(Light opening 7+ Good H); | |  |
| -2D(2+, GF) ---2H(Generally 6+Moderate, RarelyGood 5 if 2NT Unsuitable);  --2S=3rd Suit Force, Values/Nat Generally Ambitions;  --2NT=Nat, F; 3C=Nat(Rarely 3(Now 3S Shows 4C);  --3D=Rebidable, F(4D Next Round RKC D);  --3H=3+H asks Cues; --3S/4C=SPL for H, Gen 3 H,  --3NT=Min, Based on Good D & Adequate S/D CHKs;  --4C=SPL for D Good H –4D/S=RKC D/H, --4H=Min Bal,ToPl; | |  |
| ---2S(12+, Nat 4+Rarely Good 3, Even Min Opner Shows 4S);  --2NT=Nat, F; --3C=FSF, Asks C CHK or Cue w/ Ambitions;  --3D=Rebidable , F(4D Next Round RKC D); --3H=Nat;  --3S=Nat 4+S; --3NT=C CHKed, Gen Min, Good D Suit;  --4C=SPL for S; --4D=RKC D; --4H/S=Min Bal, ToPlay;  --4NT=RKC S(for RKC H first Set H with 3H, Then 4 S); | |  |
| ---2NT(Nat, Ideally 3/5/3/2, But Can Have Second 4 Bad suit);  --3C=Nat(Rarely 3, looking for D pref); --3D=Rebidable, F  (4D Next Round RKC D); --3H=Nat;  --3S=Nat or Cue Higher Ambitions; --3NT=Nat Semi Bal;  --4C=SPL for H; --4D=RKC D; --4H=Min Bal, ToPlay;  --4S=RKC H; --4NT=Quantity; --5C/D=Unlikely But EKC; | |  |
| ---3C(4+C, Non Min Opening);  --3D=Rebidable, F (4D Next Round RKC D); --3H=Nat;  --3S=FSF asks CHK in S or C fit Cue; --3NT=Nat Semi bal Pl  --4C/D=RKC C/D; --4H=Min, Nat, ToPlay; --4S=RKC H; | |  |
| ---3D(4+D, Non Min Opening);  --3H=Nat; --3S=Values asking other Stopper or Cue;  --3NT=Nat,Soft Values in C/S;--4C=Cue for D; 4D=RKC D  --4H/5D=ToPlay, Fast Arrival; --4S=RKC H; | |  |
| ---3H(Good 14+, Sets Suit, Asks Cues); | |  |
| ---3S/4C(SPL for D, in case of 4C Shows Better 4+D);  --3NT=Nat with enough S CHKs; --4D/S=RKC D/H; --4NT=Quant; | |  |
| ---4D/S(RKC D/EKC’s For D, Need To Set H for RKC H);  ---4H(Light opening 7+ Good H); | |  |
| -2H(7+-10, 3H)—2S(Relay to 2NT to Make Short Suit Try);  (None 4333) --2NT=As Asked(Now 3C/D/H=S/S Try in C/D/H); | |  |
| ---2NT/3C/D(Help Suit Tries in S/C/D); | |  |
| ---3H/NT/4H(ToPlay, 3H Shows TNT Bid with 6 Does not Inv); | |  |
| ---3S/4C/4D(SPL S/C/D, Good to Suspect Slam if No Wastage); | |  |
| -2S(ART, Limit+)—2NT(Short S, Obliged to show even with Min/SubMin);  (7+,3+CTRL,4+H) --3C/D=Return Help Suit Tries or Cues(if Followed with Cue on  S/O or Accept); --3H/3NT/4H=ToPlay; --3S=cue;  --4C/D=Accepting + Limited Splinters; | | 2S= LIM w/ 3S SUPP;  <Next, Direct= HelpSuit G/T, via PUP S/S G/T;>; |
| ---3C(Short C, Obliged to show even with Min/SubMin);  --3D=Return Help Suit Tries or Cues(if Followed with Cue on  S/O or Accept); --3H/3NT/4H=ToPlay; --3S=cue/Values;  --4C=Anti Cue(No Watage); --4D=Accepting + Limited Splinters; | | 2N= ART LIM/+ w/ 4S SUPP;  <Next, Opener shows SPL even w/ MIN 2N(S)/3m= SPL;  3H= BAL/Q.BAL; |
| ---3D(Short D, Obliged to show even with Min/SubMin);  --3H/3NT/4H=ToPlay; --3S/4C=cue/Values; --4D=Anti Cue; | |  |
| ---3H(No Shortage, Min/SubMin, S/o Against Min Limit Bid);  --Any Bid=Cue Seeks Cue in Next Suit; --4H/4S=ToPlay/RKC; | |  |
| ---3S(17+,Control Rich,BalHand, 6+H, Demands Cue even w/o INT);  --3NT=No K/A SideSuits;--4C/D/H=Cheapest CTRL C/D/S;--4S=RKC; | |  |
| ---3NT(Suggests Playing there, Soft Values Out Side, Bal Hand);  --4C/D=Cues Seeking Next Suit Cue; --4H=Correction; --4S=RKC; | |  |
| ---4C/D(H+C/D 5/5, Pure 2 Suits, Good 13+-16-, Values all in 2 Suits);  --4D/5C=CTRL Seeking Other Unbid Control; --4H=ToPlay;  --4S=RKC H; --4NT=S CTRL Seeking Other Unbid Control; | |  |
| ---4H(DeniesStiff and Ambition,ButEnoughToAcceptAgainstMinLimit);  --4S=RKC H, --4NT/5C/D=S/C/D CTRL Seeks Next Control(Opner  Bids Next suit w/ Ace, Jumps to Slam w/ second Round CTRL); | |  |
| ---4S(RKC H); ---4NT=S CTRL seeks C Control(As Above); --5C/D=EKC; | |  |
| -2NT(ART,MIXED)—3C(Short Suit, Only if Trying for Game);  (3-7,1/2 CTRL,4+H) --3D=Last Train; --3/4H=To Play; --3S=Accepting GT, Values;  ---3D(Short Suit, Only if Trying for Game);  --3/4H=ToPlay; --3S/3NT/4C=Accepting with a Control in S/D/C; | |  |
| -3C(NAT,8-11,6+GD Suit)---PASS(No C Fit, No Rebidable H, No Game Interest);  (<Hx in H, INV w/ C) ---3D(Nat/Values for NT, Hx+C, Looks for S stop/H Pref);  --3H=Pref under agony, No S Chk, NF; --3S=4th Suit, Max,  Likely Better C’s; --4C=No S Chk, Denies even Modrate H’s;  ---3H(Nat, 14+, Long Good H, NF, Try for H Game);  --3S=Values/Chk in D,Denies S Chk;--3NT=S Chk,D Chk??;  --4C=Longer C, No H pref, Min; 4D/H=SPL for H(Hx)/Nat;  ---3S(Chk for NT/Nat, Asks D Chk, 14+ Good Opening);  --3NT=D Chked, Nat;--4C=Min,NF,No D Chk;--4D=COG S/C;  ---3NT(Nat, ToPlay, S/D Chked, Hx+ C Support, NF);  ---4C(RKC for C); ---4D(SPL for C, Looks For S CTRL);  ---4H/5C=(ToPlay); ---4S(RKC for H); | |  |
| -3D(NAT,8-11,6+GD Suit)---PASS(No D Fit, No Rebidable H, No Game Interest);  (<Hx in H, INV w/ D) ---3H(Nat, 14+, Long Good H, NF, Try for H Game);  --3S=Values/Chk in D,Denies S Chk;--3NT=S Chk,D Chk??;  --4C/H=SPL for H(Hx)/Nat; --4D=Longer D, No H pref, Min;  ---3S(Chk for NT/Nat, Asks C Chk, 14+ Good Opening);  --3NT=D Chked, Nat;--4C=COG S/D;--4D=Min,NF,No C Chk;  ---3NT(Nat, ToPlay, S/C Chked, Hx+ D Support, NF);  ---4C(Cue for D); ---4D(RKC for D);  ---4H/5D=(ToPlay); ---4S(RKC for H); | | 3H= MIXED; |
| -3H(Nat, Wk, <4HCP, 4+H, Max 1 CTRL, expects to be -1/-2 against average Min opening and Show profit) | | 3m= NAT INV 6m; |
| -3S(ART, Any Void SPL)---3NT(Relay, Asks which SPL);  (Good 10+HCP) --4C/D/H=C/D/S Voids(Subsequent 4H/S=ToPlay/RKC for H;  4NT=Cue S,asks C Cue; 5C/D/S=EKC for H); | | 3N= MAXISPL any 14+; <4C= asks: 4D/H/S(C) SPL>; |
| -3NT/4C/D(Mini 9-11, Maxi 15+ Splinters(for 12-14 Splinters Go Via 2/1 in a Suit) and for Maxi Splinters Move once more on Signoffs) | | 4H/4m= MINI SPL 9-13; |
| -4H/S(ToPlay, Make on Break, for using RKC H Set H by some Method) | |  |
| -4NT(Simple Blackwood 1403, MB to play in own suit) | | 4N= BW; |
|  | |  |
|  | | 1M-1N-2N-3C=(R): 3X= higher range; 4X= lower range; 3N= C lower range; higher= 18+, lower= 16-17; |
|  | |  |
|  | |  |
| INTERFERENCE:  1M-(Dbl): 2C/D= Drury same as in PH;  1N= PUP 2C; <Next, P/C 2D= S/O; 2M= good raise;>;  2M= weak raise; 2N/3N= NAT; | |  |
|  | |  |
| PH: 2C= 4H SUPP 7+ HCP Rev.Drury; <Next, 2D= ART G/T;>;  2D= 3H SUPP 10-11 HCP Rev.Drury; | | PH: 2C= 4S 7+ HCP SUPP Rev.Drury; <Next, 2D= ART G/T;>;  2D= 3S 10-11 HCP SUPP Rev.Drury; |
|  | |  |
| N.B(25)-----1NT Opening | (Good 14 with a Reason, 15-16, Bad/Average 17 (Good 17 to be Shown as 18)) | |
| -2C(STAYMAN) | -2D=No 4M --2H=4~H, Unbal Wk Hand, P/C in H/S or H/5++minor (Opener to Bid 2S with 3S+2H that will be P/C to 3m to Get out);  --2S=4~S, Unbal Wk Hand, P/C in S/5++minor (Opener to Bid 2NT with 2S that will be P/C to 3m to Get out);  --2NT=Transfer to 3C, to P/C in C/D(Weak) or Slam Try in any Minor with a VGood Suit Looking for CTRLs with Opener;  2NT-3C-P/3D to play, 3H/S Slam tries C/D (on which 3NT to play, 4C/D=RKC C/D, 4Om/H/S=Looks for Next CTRL);  --3C=Repeat Stayman for Shape(3D=5+m..3H which; 3H=4/4m, Interest in Slam; 3S=4/4m, Anti Slam; 3NT=3/3/(3/4);  Subsequent 4m=RKC for Named Minor; 4NT=Quantity; REST=Cues;)  --3D=5/5+ M, Game Only Values(if 3NT Response …4C=6H+5S, 4D=6S+5H);  --3H=Smolen, 5S+4H, Game Only Values; --3S=Smolen, 4S+5H, Game Only Values; --3NT=ToPlay;  --4C/4D=Smolen w/ 6H/S+4OM, Game Only Values; --4H/S=3 Card H/S, 5/5m, 13-Bad 16 HCP; --4NT/5NT=INV 6/7 NT No 4/4m;  -2H=4/5H --2S=~4S, Inv+, ORF,(Now 2NT=2/3 S, Bad Hand; 3C/D=3S, Good Hand, C/D Values in 3/4 Cards; 3H=5+H; 3S=4S, Bad  May Have 4S Hand; 3NT=Max NT with 2S; 4C/D/H=4S, Great Hand for S, Lowest Control in C/D/H; 4S=Max+4S but not Great;  --2NT=Pupet to 3C, Can Have Weak Sign off C/D or Slam Try with VGood Suit asking Good Controls even w/o Support;  --3C=Repeat Stayman for Shape((3D=5+m..3H which; 3H/S=4C/D; 3NT=4/4/(3/2) or 3/4/3/3; Next 4m=RKC for Named m;);  --3D=Better H Raise, Bal Hand, Asks Cues if Attitude for Slam(3D-3H better than 4H); Next 4H/S=ToPlay/RKC H; 4NT=Cue S;  --3H=Nat,INV Values; --3S=Better H Raise, 12+-14 HCP(13+ if S SPL), UnBal Hand, Asks Cues if Att for Slam(3S-3NT  asks SPL Suit…4C/D/H=C/D/S); Next 4H/S=ToPlay/RKC H; 4NT=Cue S; --3NT=Toplay, 4S(Opner Can Pull to 4S);  --4C/D=Mini(10-12)/Maxi(15+) SPLs; Maxi Makes one More Move on Sign offs; --4H/S=ToPlay/RKC H; --4NT=Quant w/ 4S;  -2S=4/5S --2NT= Pupet to 3C, Can Have Weak Sign off C/D or Slam Try with VGood Suit asking Good Controls even w/o Support;  No 4H --3C=Repeat Stayman for Shape((3D=5+m..3H which; 3H/S=4C/D; 3NT=4/3/3/3; Next 4m=RKC for Named m;);  --3D=Better S Raise, Bal Hand, Asks Cues if Attitude for Slam(3D-3S better than 4S); Next 4S=ToPlay; 4NT=RKC S;  --3H=Better S Raise, 12+-14 HCP, UnBal Hand, Asks Cues if Att for Slam(3H-3S Better asks Cues/3NT asks SPL Suit  …4C/D/H=C/D/H); Next 4S=ToPlay; 4NT=RKC S; --3S=Nat,INV Values; --3NT=Toplay;  --4C/D/H=Mini(10-12)/Maxi(15+) SPLs; Maxi Makes one More Move on Sign offs; --4S=ToPlay; --4NT=Quant(RKC Via 3D); | |
| -2D(JACOBY TRANSFER)  (5+H, Any Strength) | -2H=1-3H --2S=Relay, Game Force, Not a 5/3/3/2, Forces a 2NT Response with Normal 1NT Opening without Having Features as;  ~2NT=All General Hands Unfit For Other Responses(Opener Bids Naturally Second Suit or 6th H);  ~3C=Short C, Good Encouraging Fits for the rest of 3 Suits+A Control Rich Hand(Now 3D/H/S=4+D/6+H/5+C, F;  3NT=COG with 4C; 4C=Cue for D; 4D=RKC D; 4H=ToPlay; 4S=RKC H; 4NT=Quantity; 5C/D/S=EKC; 5H=Asks For 2+Honors in H);  ~3D=Super Fit For C’s, Short D, Moderate fit for H+A Control Rich Hand(Now 3H/3S=6+H/Cue Intended for C,  3NT=COG with 4D; 4C=RKC C; 4D=Control for C; 4H=ToPlay; 4S=RKC H; 4NT=Quant; 5C/D/S=EKC; 5H=Asks For 2+Hnrs in H);  ~3H=Super Fit for C/D; Short H+A Control Rich Hand(Now 3S=6+H, 3NT=COG with 6H, 4C/D=RKC C/D; 4H=ToPlay;  4S=RKC H; 4NT=Quantity; 5C/D/S=EKC; 5H=Asks For 2+Honors in H);  ~3S=Super Fit for C/D; Moderate Fit H+A Control Rich Hand(Now 3NT=Forcing asking Cue for H, 4C/D=RKC C/D, 4H=ToPlay; 4S=RKC H; 4NT=Cue S Asking C Cue; 5C/D/S=EKC; 5H=Asks For 2+Honors in H);  --2NT=5H+4S, Less Than Smolen Values, Inv, 7-Bad 9 HCP(Opener Can PASS with Long m, 2/2M, CHK Om; 2NT-3NT=Pl,)  --3C/D=NF, Inv, 5/5 H+named m, 5-8 HCP(Most in Named Suits)(Opner Bids a game Only with Support Both Suits+Aces);  --3H=6+H’s, Inv, 5-Bad 8 HCP; --3S=6H/5S, Inv(Passable with S Support and Soft Values in Unbids), 4-Bad 7 HCP;  --3NT=COG with 5/3/3/2(6/3/2/2); --4C/D=Self SPLs; –4H=Mild Slam Try with Weak 6/7 Trumps & A Lot Out Side;  --4S=RKC H; --4NT=Quant with 5/3/3/2(6/3/2/2); --5C/D=EKCs; --5NT=GS Try Balanced;  -2S=Relay, SSGT,--2NT=Forced Response(Now 3C/D/H=Max 1NT, 4+H, Control Rich, xx/kx/Ax in C/D/S); Retrfs if Available;  Forces 2NT, 4+H --3C=Help Suit C; --3D=Retransfer; --3H=Toplay; --3S=Accepting and Cue For Slam; --4C/D=Splinters; --4S=RKC H;  -2NT=4H+4+S, --3C=Help Suit C; --3D=Retransfer; --3H=ToPlay; --3S=Accepting and Cue For Slam;  Max Rich Hnd --4C/D=Splinters; --4H=ToPlay; --4S=RKC H;  -3C=4H+4+C, Max Rich Hnd --3D=Retransfer; --3H/4H=ToPlay; --3S=Cue For Slam; --4C=RKC C; --4D=SPL H; --4S=RKC H;  -3D=4H+4+D, Max Rich Hnd –3/4H=ToPlay; 3S=Accepting and Cue or Slam; 4C=Cue For D; 4D=RKC D; 4S=RKC H;  -3H=Gd Min, 4+H --3S/4C/D=Cues; --3NT=UnderStrenth GT gen w/ 6H; --4H=ToPlay; --4S=RKC H; | |
| -2H(JACOBY TRANSFER)  (5+S, Any Strength) | -2S=1-3S --2NT=Relay, Game Force, Not a 5/3/3/2, Forces a 3C Response with Normal 1NT Opening without Having Features as;  ~3C= All General Hands Unfit For Other Responses(Opener Bids Naturally Second Suit or 6th S);  ~3D=Super Fit For C’s, Short D, Moderate+ fit for H & S+A Control Rich Hand(Now 3H/3S=Cue Intended for C/6+S,  3NT=COG with 4D; 4C=RKC C; 4D/H Control for C; 4S=ToPlay; 4NT=RKC S; 5C/D/S=EKC; 5S=Asks For 2+Hnrs in S);  ~3H=Super Fit for C/D; Short H+A Control Rich Hand, Moderate S Fit(Now 3S=6+S, 3NT=COG with 6S, 4C/D=RKC  C/D; 4H=Cue for S; 4S=ToPlay; 4NT=RKC S; 5C/D/H=EKC; 5S=Asks For 2+Honors in S);  ~3S=Super fit for C/D/H, Short S + A Control Rich Hand(Now 3NT=Forcing Hand with 6S, 4C/D=RKC C/D, 4H=5/5+  S+H(Because Did Not take the other route of 1NT-2C-2D-3D(Game ONLY)), F1(can take the other Route of RKC in one minor  and 6H), 4S=ToPlay(6+S),  --3C/D/H=NF, Inv, 5/5 S+named suit, 5-8 HCP(Most in Named Suits)(Opner Bids a game Only with Support in Suits+Aces);  --3S=6+S’s, Inv, 5-Bad 8 HCP; --3NT=COG with 53/3/2(63/2/2); --4C/D/H=Self SPLs; –4S=Mild Slam Try with Weak 6/7 S;  --4NT=Quant with 5/3/3/2(6/3/2/2); --5C/D/H=EKCs; --5NT=GS Try Balanced;  -2NT=Relay, SSGT,--3C=Forced Response(Now 3D/H/S=Max 1NT, 4+S, Control Rich, xx/kx/Ax in C/D/H); Retrfs if Available;  Forces 3C, 4+S --3D=Help Suit D; --3H=ReTransfer; --3S=ToPlay; 4C/D=Splinters; 4S=ToPlay;  -3C=4S+4+C, Max Rich Hnd --3D=Cue; --3H=Retransfer; --3S/4S=ToPlay; 4C=RKC C; 4D=Splinter S; --4NT=RKC S;  -3D=4S+4+D, Max Rich Hnd –3H=Retransfer; --3S/4S=ToPlay; --4C/H=Cues; --4D=RKC D; --4NT=RKC S;  -3H=4S+4=H, Max Rich Hnd –3S/4S=ToPlay; --4C/D=Cues for H; --4H=Retransfer; --4NT=RKC;  -3S=Gd Min, 4+S --4C/D/H=Cues; --3NT=UnderStrenth GT gen w/ 6S; --4S=ToPlay; --4NT=RKC S; | |
| -2S(MIN/MAX Quarry or TRF C)  (ie 3NT inv or Wk/STR 6+C) | -2NT=Min 1NT --Pass=To Show 3NT Inv, Bal; --3C=6+C, Weak Sign off; --3D/H/S=Short Suits with 6+C’s, GF; --3NT=ToPlay;  --4C=RKC C, --4D/H/S=EKC C; --4NT=Quantity; --5C=ToPlay; --5NT=GS Try(Now 6C/D/H/S=RKC Answers with C Fit,  6NT=Min With out C Fit, 7NT=Accepting Inv);  -3C=Max 1NT XX --Pass=6+C, Weak Sign off; --3D/H/S=Short Suits with 6+C’s, GF, --3NT=ToPlay; --4C=RKC C, --4D/H/S=EKC C;  --4NT=Quantity; --5C=ToPlay; --5NT=GS Try(Now 6C/D/H/S=RKC Answers with C Fit, 6NT=Min With out C Fit,  7NT=Accepting Inv); | |
| -2NT(WEAK 5/5 C+D or WK/STR 6+D) | -3C=C>D --Pass=To Show 5/5 C+D Weak; --3D=6+D Weak, ToPlay; --3H/S/4C=Short Suits with 6+D, GF; --3NT=ToPlay, 6+D;  --4D=RKC D; --4H/S/5C=EKC D; --4NT=Quantity, 6+D; --5D=ToPlay; --5NT=GS Try(Now 6C/D/H/S=RKC Answers with D  Fit, 6NT=Min With out D Fit, 7NT=Accepting Inv);  -3D=D>C --Pass=To Show 5/5 C+D Weak or 6+D Weak; --3H/S/4C=Short Suits with 6+D, GF; --3NT=ToPlay, 6+D; --4D=RKC D;  --4H/S/5C=EKC D; --4NT=Quantity, 6+D; --5D=ToPlay; --5NT=GS Try(Now 6C/D/H/S=RKC Answers with D Fit, 6NT=Min  With out D Fit, 7NT=Accepting Inv); | |
| -3C(5/5 C+D, Inv Strength, 6+-9) | -Pass=Declining Invite C Better than D  -3D=Declining Invite D Better than C  -3H=Values --3S=Top of the Range 2/3 S; 3NT=Top of the Range, S Card; --4C=Min of Range, 2 Losers in S, P/C;  --4D=Accepting 5C if C fit(Declining 5D if D fit); --4H=Super Max, Fragment, COG;  -3S=Values --3NT=Max + H CHK; --4C=Min of Range, 2 Losers in S, P/C; --4D=Accepting 5C if C fit(Declining 5D if D fit);  --4H=Super Max, H Void; --4S= Super Max, Fragment, COG;  -3NT=Majors Checked, Max, Accepting Invite  -4C/D=Nat Invite in named Minor  -5C/D=ToPlay | |
| -3D(5/5 C+D, GF, Good 8+) | -3H=Agrees C --3S/3NT=H/S Short, 8-11 Range; --4C=RKC C; --4D/H/S=Cues, 12+, Looking for Next Suit Cue; --4NT=Good 14+;  -3S=Agrees D --3NT=8-11, Passable; --4C=Cue 12+, --4D=RKC D; --4H/4S=Cues 12+, Looking for Next Suit Cue; --4NT=Good 14+;  -3NT=Val in M’s—4C=12+, Still Interested(Now 4D=RKC, 4H/S=Cues for C, 4NT=ToPlay); --4D=14+(Now 4H/S=Cues, 4NT=ToPlay);  -4C/D=RKC Bid Suit, Supper Hand for Named Minor  -5C/D=ToPlay, Unlikely Bid | |
| -3H/S(4S/H, Game Only Values,  Rest Hand Unknown, No Void) | -Opener Only Chooses 3NT or 4M(with 4+ of the Shown M) | |
| -3NT(ToPlay) |  | |
| -4C/D(Transfers to 4H/S) | -Opener Forced to Bid Required Transfer(Now 4S/4NT By Responder RKC for H/S) | |
| -4H/S(ToPlay) | -Opener Forced to PASS | |
| -4NT(Bal Quantity) | -Opener Passes with Min/Responds Aces With Interest/Bids 5NT to Start a BARON Sequence | |
| -5NT(GS Try) | -Opener Bids 6NT with Min/6C to Start BARON Seq/7NT with Max | |
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| N.B(26)-----2C Opening | (22+ in a Balanced Hand or 20+with 8+ Controls and Tricks) | |
| -2D(2Q or More, GF, Asks description of 2C Opener)  --- -- | -2H=H or Bal –2S=Only Response, Any Hand, Few Exeptions;  (Kokish) ~2NT=Good 22+ Bal (N.B.(10) for Modified Puppet Stayman);  ~3C/D=3+ Good C’s intending to Show H as prime Suit(Now 3D=Nat/Suit, 3H=Better Raise, Forcing, 3S=4th Suit F,  3NT=Nat with S Chk(s), 4C/D(in Support)=Prime 2 Honer Support, 4C/D(om)=Cue for minor, 4H=Weak with Support, Sign off,  4S=RKC for H);  ~3H=Rebiddable H but Worse than 1 Looser(Now 3S/4C/D Cues for H, 3NT=Nat, 4H=Weak Raise, 4S=RKC H);  ~3S=Nat, 4+, Better Hand(Reversible with in 2C open);  ~3NT=Based on Long Solid H’s and Unsupported Tenace in Other suits(Now 4C/D=Cues, 4H=Weak S/O, 4S=RKC H);  ~4C/D=Self Splinters, Max 1 Looser H Suit(Now 4H=ToPlay, New Suit=Cue for H); ~4S=RKC H;  --2NT=4/5S, Unbal Hand(Now 3C/D/H=Nat, 3S=Nat, Better Hand(asks Cue), 4C/D=Splinter for S, 4H/S=Nat, 4NT=RKC S);  --3C/D/H/S=Nat, 6+ Suits, at least qj9xxx, Not More than a K outside;  -2S=Nat, 6+S –2NT=Avoidable Response, 6+ Decent C’s(Opener Rebids Natural, 3C=C Fit, Waiting for 3S Return);  --3C=Bal Bad hand(Opener Rebids Naturally, 3C-3Any-4S is worst possible Hand, 3S is with some life MB a K);  --3D/3H=Natural, Decent+ 6+ Carder suits, Generally Denies S Fit; --3S=Good Hand with 1+ Control Cards & 3+S;  --3NT=11-12 Balanced, Soft; --4C/D/H=Splinters with 3++ S’s; --4S=Weak Raise, No Control Card, 3+S, with a Ruff;  -2NT=5+ C’s --3C=Response on Most Hands,Unless a Good Suit 6 cards(Now or Later 4C=RKC C);  --3D/H/S=Good 6+Suits Like qj10xxx, Lesser suits on Next Round;  --After 3C from Responder🡪Opener Bids Naturally, Rarely Good 3 Cards(Now a New Suit=All Lesser Suits);  -3C=5+ D’s --3D=Response on Most Hands,Unless a Good Suit 6 cards(Now or Later 4D=RKC D);  --3H/S=Good 6+Suits Like qj10xxx, Lesser suits on Next Round;  --After 3D from Responder🡪Opener Bids Naturally, Rarely Good 3 Cards(Now a New Suit=All Lesser Suits);  -3D=5+D+4+C --3H/S=Nat or Cue for D(Nat bidding there after, Reverting to D says it was a cue; --3NT=ToPlay, Both M Checked;  --4C=Nat Support, Now Cues; --4D=Nat Support, No Cues; --4H/S=Splinter for D, 1+ Control Card;  -3H/S=Sets the Suit, Max 1 Looser in the Suit, Demands Cues  -3NT=Semi Gambling, Based on a Long Solid Suit + Tenaces in the rest | |
| -2H(Less than 2Q, Forcing till 3H/S/4C/D) | -2NT=22+ to Bad 24, NF, Bal/SemiBal –3C=Modified Puppet (N.B.(10) for Modified Puppet Stayman);  --3D/H/4D/H=Transfers; --3S=Transfer to 3NT; --Rest of the 2NT Opening structure;  -2S/3C/3D/3H=Nat, ORF with Natural Proceedings  -3NT=Good 24(Tricks)-26 –4C=Simple Stayman; --4D/H/4S/NT=Transfers(4S/NT to C/D); | |
| -2S(Good S Suit, KJ10xx+,  Good 7-10, Allow Opener to Describe wth 11+ using 2D) | -2NT=22+, Bal/SemiBal –Responder Bids Naturally;  -3C/D/H=Natural Good Suits  -3S=Support, Asks Cues | |
| -2NT(Good H Suit, KJ10xx+, Good 7-10, Allow Opener to Describe wth 11+ using 2D) | -Same as Above  3H=Support, Asks Cues | |
| -3C/D(Good C/D, KJ10xx+  /QJ9xxx, Good 7-10, 11+ A/A) | -Same as Above  -4C/D=Nat Support, RKC for named minor | |
| -3H(Any Solid 6 Card Suit) | -3S=Relay, Asking Responder to Transfer the Suit –3NT/4C/D/H=C/D/H/S 6 Cards Solid Suits(AKQJ10X); | |
| -3S(Any Solid 7+ Card Suit) | -3NT=Relay, Asking Responder to Transfer the Suit --4C/D/H/S=D/H/S/C 7 Cards Solid Suits(AKQJxxx+); | |
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| 3X-- PRE; |  |
| 3N= 4m PRE; |  |
| 4m= NAMYATS:  <4N= RKCB—0314-M;>; | 4C-4D= S/T;<NS= xx; 4N= zero-loser suit;>;  4D-4H= S/T;<NS= xx; 4N= zero-loser suit;>; |

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|  | COMPETETIVE BIDDING |
| DC-01” OverCalls | v. sound, gen 5+ good suit;  NS= F1, Jump NS= FJ, CUE= LIM/+’ , JUMP CUE= ?? |
| DC-02: Jump Ocs | 100% WJO; |
|  | BALancing seat: 100% IJO; |
|  | Over PreEmpts: 100% IJO; |
| DC-03: 1N OC: | 2nd POS: 15-18 > SYS ON; |
|  | 4th POS: 11-14 > 2C=(R): 2D= MAX; 2M/N= MIN;  Over 2D= MAX, 2N= LIM, Oth= BARONic F/SA;  Oth: SYS ON; |
| DC-04: 2N OC 16-18: | Basically, 2N SYS ON! |
| DC-05: 1N-(2M): | RUBENSOHL  3N= NO STOP in Opp Suit, No Other 4M, but values for 3N;  3S= Basically, C FG; <Next, Over 3S: 4C= RKCB0314-C;  Over 3S-3N: 4C= RKCB0314-C;>;  Over (2S): 3H= TRF w/ 5+H w/ STOP;  3D= TRF w/ 5+H w/o STOP;  Over (2H): 3H= TRF w/ 5+S w/o STOP or S/O 3S;  3D= TRF w/ 5+S w/ STOP;  3C= TRF w/ D either Weak or FG;  2N= FORCES 3C w/ (a) to play 3C <Next= PASS;>;  (b) INV w/ 5+D or OM <Next, 3D/3OM;>;  (c) CUE= 4OM + STOP FG;  (d) 3N= STOP no 4OM;  Dbl= NEG w/ 4OM no STOP; |
| DC-06: 4th POS: | (1X)-P-(1Y): Dbl= take-out of X; 1N= take-out of Y; 2Y= NAT;  (1M)-P-(1N): 2X= NAT; 2M= Michaels;  (1m)-P-(1N): 2m= H+S; 2om= NAT;  (1m)-P-(1N)-P; (P): 2om= HS; 2m= NAT; Dbl= asks for m lead; |
| DC-07: 1m-(1N): | 1M-(1N): 2X= NAT;  1m-(1N): Dbl= PEN; Oth= Woolsey; |
| DC-08: | (1X)-P-(P)-2N(=18-19): 2N SYS ON ! |

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|  | STANDARD DEFENSES |
| v/s NT 2ND POS: | Basically Woolsey i.e. Dbl= m+M; 2C= HS 55; 2D= mono-M; 2M= M+m 55; |
|  | If NT < 16, then Dbl= PEN – Pard expected to Pass even w/ BAL Yarborough !  - > Now, Dbl creates a **F/Pass** situation and NEG Dbl apply by both; |
|  | Over (1N)-2D: ADVancer bids as on 2D-2N; |
|  | Over (1N)-2C: 2N= (R) asks FRAG & 3M= semi-INV; |
|  | 3X= PRE @ the given VUL & SoM; |
|  | 2N= CD COMP or any STR 55+; |
| v/s NT 4th POS: | Dbl= better D, H+S; ADVancer’s nC/D/H are TRF, NT= BAL values; |
|  | 2C= better C, H+S; ADVancer’s nS/D/H are TRF, NT= BAL values; |
|  |  |
| v/s STR 1C/2C: | Basically, TRF, w/ Dbl= TRF D & nX= TRF; NT= ??;  (1C)-Dbl/nX-(Dbl)-P= Tolerance for D/X; RDbl= Other 2 suits;  (1C)-P-(1D): Dbl= D; Oth= NAT; |
|  | If TRF OC Dbled, Pass= tolerance for bid suit, no tolerance for TRFered suit & RDBL= other 2 suits; |
|  | Bid+Bid by OCer shows shapely hands; |
|  |  |
| v/s 2D Flannery | 2H= Take-out; 2S= NAT; Dbl= Str BAL; 2N= source of tricks; |
| v/s 2D MULTI | Dbl= BAL NT; 2N= source of tricks; 2M/3m= NAT sound; 3M= NAT IJO;  (2D)-P-(2M)-Dbl= take-out of M; |
|  |  |
| v/s 2N= C+D | 3C/D= H+S w/ 3C= H oriented, 3D= S oriented; |
| v/s 2M: | 3M= Directional; 4m= LM; |
| v/s 2D: | 3D= H+S; 4C= om+M; <Next, 4D= temporises;>; 4D= HS LM; |
| v/s Prec. 2C: | 3C= H+S; 4C= om+M; <Next, 4D= temporises;>; 4D= HS LM; |
| v/s 3M: | 4m= Michaels; 4M/4N= CD G/O / > G/O; |
| v/s Landy/DONT: | Dbl= NEG (T/O short); 2M= STOP; 2N= Leb; 4m= Texas TRF; |
| v/s 1M-(2N): | 1M-(2N)- LowerCue= 4th suit(OM) FG; HigherCue= LIM/+ M; 3M/3OM= COMP; |
| v/s Michaels: | 1M-(2M)-Dbl= PEN; CUE= LIM/+; 2N= 4M LIM; NS= ??; JNS= ??;  1m-(2m)-LowerCue= 4th suit(om) FG; HigherCue= LIM/+ m; 3m/3om= COMP; |

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| MISCELLANY: |
| RKCB03-14; |
| We don’t play XYZ but XY-NT ! |
| All 4m in FG auctions after 1m is RKCB0314-m w/ first step= no interest in slam, others RKCB0314; |
| CHEAPEST= SERIOUS S/T over 1M; |
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