

**Moscito for GIB**

## 0 Nomenclature

4333 any hand with one four-card suit and three three-card suits  
4=3=3=3 four spades and three cards in each other suit  
#rank H/S/C/D  
=S equal shortage  
antiSPL wasted values opposite a SPL, a suit with one or both of K and Q (order of priority for determining antiSPL suit: more of K+Q+J, K+Q [if two honours], K [if one honour], 5-/2-/4-/3-card suit)  
BAL flat or 5332  
controls A=2 and K=1 except that a singleton king counts as 0  
DCB denial cue bidding  
flat 4333 or 4432  
HCP high-card points, i.e. A=4, K=3, Q=2, J=1  
HS higher shortage  
LS lower shortage  
M major  
m minor  
oM other major  
om other minor  
points HCP adjusted for location, shape, intermediates and honours in combination  
RP A=3, K=2 and Q=1, except that singleton kings and queens [but not aces] are devalued by 1  
SPL splinter, 0-1 cards in a suit  
semiBAL 5422, 6322 or 7222  
semi-solid suit headed by 4/top5 but not AKQJ or AKQT (iff 7 cards)  
solid suit headed by AKQJ or AKQT (iff 7 cards)  
SS solid or semi-solid suit  
UNB unbalanced (includes semiBAL hands)  
Z zoom (move to next level of showing strength or DCB)

# 1. Opening Bids in Moscito Byte 1.1

## 1.1 1st and 2nd seats

- 1C Strong, any shape  
If BAL or semi-BAL  
10+RP or  
9+RP and 15+HCP or  
17+HCP  
If UNB  
10+RP or  
17+HCP or  
15-16 HCP, 9RP and 17+points or  
14 HCP, 9RP and 19+points or  
13 HCP, 9RP and 21+points or  
12+HCP, 4+controls and 23+points freak
- 1D 4+S, <4H, not 4333, 5-9RP, 10+points  
1H 4+H, <4S, not 4333, 5-9RP, 10+points  
1S 4+H, 4+S, 5-9RP, 10+points  
1N 4333 or (4432, <4M) or 5m332 or 2=2=4=5 or 2=2=5=4, 12-14 points or 15+points, <9RP  
2m 5+m, 5-9RP, 10+points  
2M (NV) 5+M, 1-5RP  
(V) 6M, <4OM, <5m, no void, good suit, 3-6RP  
2N Sound preempt in any suit (minimum is KQxxxx in a minor and KJTxxx in a major)  
3C 5+C, 5+D, 6-9RP  
3D/M Weak preempt, may be 6-card suit if NV  
3N Strong 4M opening with 8+ solid tricks  
4x Preempt  
4N Strong 5m opening, 9+ tricks, controls in all suits  
5m Preempt  
5M 7+M, missing both A and K of M, 11 tricks  
5N 6+D, 6+C, 0S, 0H, KQxxxx or better in both m, missing one of CA and DA  
6x 7+x, missing either A or K of x, 12 tricks

## 1.2 3rd seat

- 1C Strong, any shape.  
If BAL or semi-BAL  
18+points or  
19+HCP  
If UNB  
12+RP or  
19+HCP or  
17-18 HCP, 10+RP and 18+points or  
16 HCP, 10+RP and 20+points or  
14+HCP, 10+RP and 22+points or  
12+HCP, 4+controls and 23+points freak
- 1D 4+H, 4+S, 6-11RP, 12+points  
1M 4+M, <4OM, 13+points, 6-11RP  
1N 4333 or (4432, no 4M or [4M and SQM<5]) or 5m332 or 2=2=4=5 or 2=2=5=4, 13-16 points  
2m 5+m, 13+points, 6-11RP, may have weak 4M if 6+m  
2M (NV) 5+M, 0-7RP  
(V) 6M, 3-7RP  
2N Preempt in any suit, 7-card suit, INV opposite 10+HCP BAL or fit

- 3x Weaker preempt, may be 6-card suit if NV
- 3N SS 7+card suit (usually minor), stopper or Qx/Jxx in every suit
- 4x Preempt
- 4N Strong 5m opening, 9+ solid tricks, controls in all suits
- 5m Preempt
- 5M 7+M, missing both A and K of M, 11 tricks
- 5N 6+D, 6+C, 0S, 0H, KQxxxx or better in both m, missing one of CA and DA
- 6x 7+x, missing either A or K of x, 12 tricks

### 1.3 4th seat

- 1C Strong, any shape.  
If BAL or semi-BAL  
18+ points or  
19+HCP  
If UNB  
12+RP or  
19+HCP or  
17-18 HCP, 10+RP and 18+points or  
16 HCP, 10+RP and 20+points or  
14+HCP, 10+RP and 22+points or  
12+HCP, 4+controls and 23+points freak
- 1D 4+H, 4+S, 6-11RP, 12+points
- 1M 4+M, <4OM, 13+points, 6-11RP, 12+points
- 1N 4333 or (4432, no 4M or [4M and SQM<5]) or 5m332 or 2=2=4=5 or 2=2=5=4, 13-16 points
- 2m 5+m, 13+points, 7-11RP, if 6m may have 4M (SQM<7), if 7m may have 4M
- 2H 6H, 11-14 points, 5-8RP
- 2S 5+C, 5+D, 7-10RP, 13-18 points
- 2N 6+SS m, 6322 with at least Qx/Jxx in every suit, 9-10RP
- 3x 7+cards, SQx>6, 6-8RP, 14-18 points
- 3N SS 7+card suit (usually minor), stopper or Qx/Jxx in every suit
- 4C 19-21 points, 7+M (SQM==13 or 14 if 7 cards; 2/top3 if 8 cards)
- 4D 19-21 points, 7+M (SQM>14 if 7 cards; 3/top3 if 8 cards)
- 4M to play
- 4N Strong 5m opening, 9+ tricks, controls in all suits
- 5m To play
- 5M 7+M, missing both A and K of M, 11 tricks
- 5N 6+D, 6+C, 0S, 0H, KQxxxx or better in both m, missing one of CA and DA
- 6x 7+x, missing either A or K of x, 12 tricks

## 2 The Relay Structure

### 2.1 Generic shape-showing structure

#### 2.1.1 Two-suited hands

2H	Reverser, ie. second suit longer (except 65, 7411 and 76)
2S	55, 65, 7411, 66 or 76
.3C	HS
.3D	6511, 7411 or 7600
3H	relay
3S	5=6=1=1
3N	4=7=1=1
4C	7=4=1=1
4D+	6=5=1=1
4N	6=7=0=0 (.5D) or 7=6=0=0 (.5H+)
.3H	LS, 5-5-2-1
.3S	LS, 5-5-3-0, 7+RP
.3N	LS, 5-5-3-0, 5-6RP
.4C	LS, 5-6-2-0
.4D+	LS, 6-5-2-0
.4N	LS, 6610
2N	HS
3C	5-4-2-2, 8-5-0-0 or 9-4-0-0
3D	stopper ask
3H	5422, denies stopper in higher doubleton
3S	asks for stopper in lower doubleton
3N+	to play
3S	5422, stopper in higher doubleton, denies stopper in lower doubleton
3N+	to play
3N	5422, stoppers in both doubletons, 5-8RP
4C+	5422, stoppers in both doubletons, 9+RP
4N	8=5=0=0 (.5D) or 9=4=0=0 (.5H+)
3H	relay
3H+	5=4=2=2
4N	8=5=0=0 (.5D) or 9=4=0=0 (.5H+)
3S+	as per 2.4.2
3D	LS, 5-4-3-1
3H	LS, 6-4-2-1
3S	LS, 6-4-3-0, 7+RP
3N	LS, 6-4-3-0, 5-6RP
4C	LS, 7-4-2-0
4D	LS, 6-4-2-1, SS long suit, 7+RP
4H	LS, 6-4-3-0, SS long suit, 7+RP (if H=0), else 5-6RP
4S	LS, 6-4-3-0, SS long suit, 7+RP (if H>0), else 5-6RP
4N	LS, 7-5-1-0
5C+	LS, 8-4-1-0

#### 2.1.2 Single-suited hands

2S	HS
.3C	6322 with HS or 8+ with two shortages, including HS
3D	relay

3H 6322, low tripleton  
 3S 6322, mid tripleton, max  
 3N 6322, mid tripleton, min  
 4C 6322, low tripleton, SS  
 4D 8311/9211 (relay for suit length: step 1=9, zoom with 8 to show tripleton)  
 4H 6322, mid tripleton, SS, 7RP  
 4S+ 6322, mid tripleton, SS, 8+RP  
 3H stopper ask in HS  
 3S 0.5 stopper  
 3N stopper, <9RP  
 4C no stopper, 5-6RP  
 4D no stopper, 7-8RP  
 4H+ 9+RP  
 4N 8311/9211 (relay for suit length: step 1=9, zoom with 8 to show tripleton)  
 3S stopper ask in MS  
 3N stopper, <9RP  
 4C no stopper, 5-6RP  
 4D no stopper, 7-8RP  
 4H+ 9+RP  
 4N 8311/9211 (relay for suit length: step 1=9, zoom with 8 to show tripleton)  
 .3D+ As usual  
 2N MS  
 3C 6322 without HS, 7222 or 8+ with two shortages, excluding HS  
 3D relay  
 3H 6322 (not SS)  
 3S 7222, max (not SS)  
 3N 7222, min (not SS)  
 4C 6322, SS  
 4D 8311/9211/10111 (relay for suit length: step 1=9  
 or 10, zoom with 8)  
 4H 7222, SS, 6-7RP  
 4S+ 7222, SS, 8+RP  
 3H stopper ask in HS  
 3S 0.5 stopper  
 3N stopper, <9RP  
 4C no stopper, 5-6RP  
 4D no stopper, 7-8RP  
 4H+ 9+RP  
 4N 8311/9211/10111 (relay for suit length: step 1=9  
 or 10, zoom with 8)  
 3S stopper ask in MS  
 3N stopper, <9RP  
 4C no stopper, 5-6RP  
 4D no stopper, 7-8RP  
 4H+ 9+RP  
 4N 8311/9211/10111 (relay for suit length: step 1=9 or 10, zoom with 8)  
 3D LS, 5332  
 3H LS, 6331  
 3S LS, 7321, max, not SS  
 3N LS, 7321, min, not SS  
 4C LS, 7330  
 4D LS, 8+suit (relay for void/singleton)  
 4H LS, 7321, SS, 6-7 RP

4S+ LS, 7321, SS, 8+RP

### 2.1.3 Three-suited hands

2S short H

3C 4=1=4=4  
3D 4=0=4=5  
3H 4=0=5=4  
3S 5=0=4=4, 5-6RP  
3N 5=0=4=4, 7-8RP  
4C+ 5=0=4=4, 9+RP

2N

4D  
3D 4=4=4=1  
3H 4=5=4=0  
3S 5=4=4=0, 5-6RP

### 2.1.4 Modified two-suited scheme for semi-pos responses to 1C

.2N high shortage

.3D reverser (not 65)  
.3S/N 5431 min/max  
.4C 6421  
.4D 6430, min (4N relay unless M==0)  
.4H 6430, max (4N relay unless S==0)  
.4S 7420  
.4N 7510  
.5C 8410  
.5D 7600  
.5H 8500  
.5S+ 9400

.3H 5431 (higher-ranking suit longer)

.3S 5521

.3N 5530

.4C 5620

.4D/4H 6520 (min/max)

.4S 7420

.4N 7510

.5C 8410

.5D 7600

.5H 8500

.5S+ 9400

.3C equal residue

.3H reverser, 5422

.3S/N 5422 (higher-ranking suit longer), min/max

.4C 5611 (.4H) or 6511 (.4S+)

.4D 4711 (relay is 4N or cheaper singleton)

.4H/S 7411 (unless H>1 when no split) (relay is 4N or cheaper singleton)

.3D+ low shortage (as per .2N.?)

## 2.2 Showing the number of RP

Ranges for individual openings and how to split those ranges when zooming to a threshold are specified in the relevant sections. In general, when RR has a 3RP range and two bids are used to show a specific shape,

these are split so that the first step shows the minimum and the minimum plus one RP while the second step shows the maximum RP.

When RR's strength is defined in response to a relay then RR bids the cheapest step with the minimum # of RP, step+1 with min+1 etc. (Note: 3N is not reserved for the min # of RP; if RR is to become declarer in 3N then it is usually better for RR to have more than a min.)

Exception: when RR has exactly a 5RP range (i.e. 5-9RP) the first step shows both the min and min+1 # of RP (i.e. 5-6RP). The other RP are shown as follows:

step 2 7RP

step 3 9RP

step 4+ 8RP, zooming into DCB

The idea behind this is that slam is likely when RR has the max # of RP, and there will be fewer combinations of RP that are possible for a one-level opening (as some 9RP hands will be strong enough to open 1C). In contrast, having the right RP is likely to be more critical when RR has 8RP, therefore start locating them at as low a level as possible.

## 2.2.1 Resurrecting

### 2.2.1.1 Resurrecting after shape is resolved

An unlimited RR has the option of bidding again after R attempts to sign off in 3N or a higher game (whether this be by bidding game or using a 4D puppet). This shows a good hand: the requirements are min+4RP, i.e. 9RP after a positive response to 1C. Unless otherwise defined (e.g. after 3S as a puppet to 3N when RR shows controls with 9+RP), RR shows the number of RP by steps, starting with 4C over 3N (unless a SS suit is possible when 4D is the first step showing extra RP) and 4S over 4D.

RR may resurrect a second time if opener signs off without finding out how many RP RR has, and RR has 2 more RP than promised, i.e. 11+RP.

RR may also resurrect when holding an undisclosed 6+card SS suit after R attempts to sign-off in 3N. When an unlimited RR resurrects with such a shape (6331) 4C shows the SS suit and 4D+ shows 9+RP.

When RR is limited, resurrection is only possible with an undisclosed SS 6+card suit. Now 4C shows a solid suit (SQ of 16+) while 4D-game in RR's M/4N (if RR's suit is a minor) shows a suit of SQ 14 or 15 and RR's exact RP holding (if possible).

### 2.2.1.2 Resurrecting when shape is not resolved

#### 2.2.1.2.1 R signs off in 3N

A limited RR cannot resurrect if R places the contract in 3N without relaying out RR's complete shape unless (1) holding an undisclosed 6+card SS M (but only if R's signoff was 3N); or (2) holding  $\geq 74/65$  if two suited or 8+cards if single suited. If RR has shown at least 55 in two suits then resurrecting over R's 3N signoff shows 66.

When both (1) and (2) are possible then, over 3N:

4C	wild shape	
.4H	7420	8 cards, singleton
.4S	7510	8 cards, void
.4N+	8410	9 cards, singleton, Z



4D 6520 SS 7-card suit  
4H[and 4S if M=S] SS 6-card suit

When only (2) is possible then, over 3N:

4C 6520 8 cards, singleton  
4D 7420 8 cards, void  
4H 7510 9 cards, singleton  
4S+ 8410 9 cards, void  
4N 10 cards, void  
5C+ 11 cards, void, Z

Opposite an unlimited RR, R makes an early break with minimum hands, so R promises sufficient values to resolve RR's shape. Consequently, R can only signoff in certain specified auctions where most shape information has been provided: RR shows 55 or longer, or a single suiter with a specified shortage. In these situations, RR can resurrect if

- (1) 66 or 8+cards (if single suited) [bid step 1];
- (2) a SS single suiter with 9+RP [bid step 2]; or
- (3) 10+RP if a "frequent" shape [bid steps 2+ or 3+, showing shape in normal order, i.e. frequency with HS first].

#### 2.2.1.2.2 R signs off in a suit

If R signs off in a suit then a limited RR needs (a max and 11 cards) or 12+cards to resurrect. With a 65, RR can only resurrect if R signs off in one of RR's long suits. If resurrecting, then RR uses the order above, i.e. step one shows 6520 (if possible), else 7420; then 7510, 8410 etc.

R cannot sign off in a suit opposite an unlimited RR without resolving shape.

## 2.3 Asking for honours and signing off

Once shape is resolved the next step is a relay for honour strength or the location of honours, with the following exceptions:

- 3N (unless specifically noted or RR has shown 11+cards in two suits)
- game in a SS 6+card suit (unless RR has shown 9+RP in response to 1C)
- game in a 7+card suit (unless RR has shown 9+RP in response to 1C)
- game in a 5+card suit in a two suiter of 11+cards (unless RR has shown 9+RP in response to 1C)
- 6C unless RR has shown (1) 11+cards in two suits of 5+cards excluding clubs or (2) 8+cards in one suit other than clubs or (3) a hand with 0C or (4) a suit other than C is agreed
- 6D unless RR has shown (1) 11+cards in two suits of 5+cards in H and S or (2) 8+cards in H or S or (3) a major suit is agreed
- 6H unless RR has shown (1) 8+cards in S or (2) S is the agreed suit
- specific exceptions as noted

### 2.3.1 Denial Cue Bidding (DCB)

RR sorts suits from longest to shortest. Ties are broken by the H/S/C/D order. RR then scans the sorted suits, showing or denying RP. Stopping denies an honour or shows all three (AKQ) in a 3+card suit or 2 honours if in a doubleton (AK or AQ if <8 RP; AK/AQ/KQ if 8+RP), except when RR has only one unknown card in a suit, i.e. a singleton or the second card in a doubleton (but not the second card in a doubleton

with 8+RP or the third card in a tripleton as the initial pass of that suit denied all three honours). In those instances RR stops with an honour (A or K if a singleton as stiff Qs are treated as Js). When the location of RR's RP has been clarified (see below) the scan order is reset to the longest suit. RR then DCBs jacks. Once RR has shown/denied Js DCB is complete; there is no DCB for tens.

The first step in DCB shows the parity of RR's number of controls (adjusted so that a singleton K = 0 control). (Note that this is equivalent to showing the parity of the number of non-singleton kings.) With 2RP or any multiple of 3 RP RR bids step one with an even number of adjusted controls and steps 2+, showing/denying honours as per usual, with an odd number of adjusted controls. With other numbers of RP RR shows parity in reverse, i.e. step 1 with an odd number of adjusted controls and steps 2+ with an even number. (Showing parity of the number of controls is designed to reduce the number of possible honour combinations on those hands where space is limited and slam or grand slam is likely.)

With 8+RP and knowledge of RR's control parity, R almost always knows RR's exact honour holdings by the time RR has cycled through all suits and completely defined all but one of the 2+card suits with 1 or 2 honours. (A suit is completely defined when RR stops to show 0 or 3 honours or two honours in a doubleton, passes over 2+card suit twice, passes and then stops in 2+card suit, stops in or passes over a singleton, or when the suit is a void.)

With 8+RP, move to DCB for Js (i.e. start from the longest/highest-ranking suit) when all suits have been stopped in/passed over and all but one of the 2+card suits with 1 or 2 honours have been completely defined.

With 7 or fewer RP it is necessary to completely define all suits with 1 or 2 honours before moving to DCB for Js.

With 12+RP opposite a strong club, RR shows the parity of controls and then DCBs Qs and Js only.

Exceptions: (1) RR shows 4-5RP in two suits of 2+cards. If 5RP, these have to be A+K or AQ+Q or KQ+K. Once GIB shows a second honour in the first suit the location of all the honours is known. (Note that this is not true when a second honour is denied in the first suit as the honours could be one in each or one in the first and two in the second.) This also applies to 4RP in two suits (which must be A+Q or K+K or KQ+Q), where one-one, two-one and one-two are all possible.

(2) With 6RP, if RR shows 0 or 3 in 2 or 3 suits of three+ cards (when the other suits are <3 cards), no further DCBing is required for top3 honours (as RR must have AKQ in one suit, and that suit must be 3+cards; or RR has all 6RP in suits of <3cards, e.g. xxxxx xxxxx Ax A, xxxxx xxxxx KQ A or xxxxx xxxxx AK K).

(3) With 1-2RP RR shows honours, using the usual length rules for ordering suits, rather than denying them.

#### 2.3.1.1 Zooming limits in DCB

In response to a DCB relay of 5D or lower, RR can not bid higher than:

- \* 6 of the agreed trump suit; else
- \* 6S if 6+SS S, 8+S or 7=1=1=4; else
- \* 6H if 6+SS H, 8+H or 5+H in M two suiter of 11+cards (at least 65); else
- \* 6D if 6+SS D, 8+D, 5+D in two suiter with D and M of 11+cards (at least 65) or void C; else
- \* 6C

In response to a DCB relay of 5H or 5S, RR can not bid higher than:

- \* 6 of the agreed trump suit; else
- \* 6C if 6+SS C, 8+C or 5+C in two suiter with C and other of 11+cards (at least 65); else

- \* 6D if 6+SS D, 8+D, 5+D in two suiter with D and M of 11+cards (at least 65), void H or void C; else
- \* 6S if 6+SS S, 8+S or 7=1=1=4; else
- \* 6H

In response to a DCB relay of 5N, RR can not bid higher than:

- \* 6 of the agreed trump suit; else
- \* 6D if 6+SS D, 8+D, 5+D in two suiter with D and M of 11+cards (at least 65), void H or void C; else
- \* 6S if 6+SS S, 8+S or 7=1=1=4; else
- \* 6H

In response to a DCB relay of 6C, RR can not bid higher than:

- \* 6 of the agreed trump suit (if M); else
- \* 6S if 6+SS S, 8+S, 7=1=1=4 or void H; else
- \* 6H

In response to a DCB relay of 6D+, RR can not bid higher than:

- \* 6S if 6+SS S, 8+S or 7=1=1=4; else
- \* 7 of the agreed trump suit

### 2.3.2 Trump help slam try (help ST)

This natural, NF slam try asks for extra strength in the trump suit. It can also for extra strength as well. The trump fit is usually exactly 8 cards. If RR's suit is 4+cards, R denies two honours (of top4) in the suit; a typical holding is Hx(xx), so RR needs QJxx/KJxx(xx) or better to accept, or a hand with so much extra strength that slam is likely on high cards (min RP+4). If R asks for help in a one-, two- or three-card suit, he is seeking an honour. In many auctions R will be able to ask for extra overall strength as well as help in the trump suit.

#### 2.3.2.1 Responding to a help ST that asks for extra strength

RR bids

Pass weak trumps or <min RP + 4

Step 1 extras (at least min RP +4), not strong trumps. R can ask for exact number of RP and then continue with DCB.

Step 2 Strong trumps, min RP+4

Step 3 Strong trumps, min RP+3

Step 4 Strong trumps, min RP+2

Step 5 Strong trumps, min RP+1 (better trumps than required and only controls in side suits)

Step 6+ Strong trumps, min RP+5/6/7

#### 2.3.2.2 Responding to a help ST that does not ask for extra strength

(if RR is limited)

Pass weak trumps

Step 1 Strong trumps, max possible RP-1 (if possible)

Step 2 Strong trumps, max possible RP-2 (if possible)

Step 3+ Strong trumps, max possible RP, zoom into DCB

(if RR is unlimited or has 5-9RP range)

- Pass weak trumps
- Step 1 9+RP, not strong trumps. R can relay for exact number of RP (if RR is unlimited) then DCB.
- Step 2 Strong trumps, min RP+3 (or more)
- Step 3 Strong trumps, min RP+2
- Step 4 Strong trumps, min RP+1
- Step 5 Strong trumps, min RP

(Note that, if RR is unlimited, step always shows lots of extra RP but denies the necessary help in the trump suit. The other responses are arranged so that R can relay for a possible grand slam when RR has both strong trumps and lots of extra RP.)

### 2.3.3 Specific control asking bid

(Matt: on the basis of your previous advice, I assume that this requires defining specific criteria so that GIB knows when to use. I can do this in English and with examples but not in anything that seems codeable. Do you have any ideas?)

When RR makes a 1D response to a 1C opening opener has the option of asking for specific cards rather than relaying. This is used with freak hands requiring only a specific ace or king to make slam.

In response to 3S RR bids

- 3N no ace
  - 4C relay
  - other to play
- 4C ace in longest suit (order suits as per 2.3.1)
  - 4D relay
    - 4N K in longest suit
    - 5C K in second-longest suit
    - etc
  - other to play
- 4D ace in second-longest suit
  - 4H relay
    - 4N K in longest suit
    - 5C K in second-longest suit
    - etc
  - other to play
- 4H ace in third-longest suit
  - 4S relay
    - 4N K in longest suit
    - 5C K in second-longest suit
    - etc
  - other to play
- 4S ace in shortest suit, no king
- 4N ace in shortest suit, king in longest suit
- 5C ace in shortest suit, king in second-longest suit
- etc

## 2.4 Chain Breaks

### 2.4.1 Chain breaks in GF auctions before RR's shape is resolved

Once a GF has been established (a 1C opener relays over a pos response, responder to 1D, 1H, 1S or 2m relays and receives a max response or relays twice), RR's shape has not been resolved and RR has not shown a BAL/semiBAL hand, the following chain breaks are available to R unless otherwise specifically defined:

(if RR has shown one suit of 4+cards)

step 1+ 5+support for the suit shown by RR, shortage by steps (but switch so as to avoid bidding SPL); denies 6+M or 7+m; denies 5oM if RR may have 4+oM; if a raise of RR's m then denies a possible 8+card M fit

(if RR has shown one suit of 5+cards)

step 1+ 3+support for the suit shown by RR, shortage by steps (promises a void if only 3-card support) but switch so as to avoid bidding SPL; ); denies 6+M or 7+m; denies 5oM if RR may have 4+oM; if a raise of RR's m then denies a possible 8+card M fit.

(if RR has shown one suit of 6+cards)

step 1+ 3+support for the suit shown by RR, shortage by steps but switch so as to avoid bidding SPL; ); denies 6+M or 7+m; denies 5oM if RR may have 4+oM; if a raise of RR's m then denies a possible 8+card M fit.

(if RR has shown two suits of 4+cards)

step 1 5+support for the first suit shown by RR with undefined SPL. Denies 6+M or 7+m; denies 5oM if RR may have 4+oM; if a raise of RR's m then denies a possible 8+card M fit. RR can ask for the location of the SPL; the first step shows a SPL in RR's other 4+card suit.

step 2+ 5+support for the second suit shown by RR with shortage by steps. Denies 6+M or 7+m; denies 5oM if RR may have 4+oM; if a raise of RR's m then denies a possible 8+card M fit. The first step shows a SPL in RR's other 4+card suit.

(if RR has shown two suits, one of 4+cards and one of 5+cards)

step 1 5+support for the first suit shown by RR with undefined SPL. Denies 6+M or 7+m; denies 5oM if RR may have 4+oM; if a raise of RR's m then denies a possible 8+card M fit. RR can ask for the location of the SPL; the first step shows a SPL in RR's other 4+card suit.

step 2+ 3+support for the second suit shown by RR, shortage by steps (promises a void if only 3-card support) but switch so as to avoid bidding SPL; denies 6+M or 7+m; denies 5oM if RR may have 4+oM; if a raise of RR's m then denies a possible 8+card M fit. The first step shows a SPL in RR's other 4+card suit.

(iff step 1 is anti-relay but higher bids are undefined)

Follow above scheme but up one step, i.e step 2 shows support for RR's first suit.

Shortage-showing chain breaks deny a singleton A, K or Q, or a SS 5+ card suit.

#### 2.4.1.1 Further bidding

After R shows support and a SPL, partner can assume captaincy and relay to ask for:

(1) trump length:

(after RR shows 4+cards) step 1 = 5, steps 2+ = 6+

(after RR shows 5+cards) step 1 = 3, step 2 = 5+, steps 3+ = 4

(after RR shows 6+cards) step 1 = 3, steps 2+ = 4+

(2) singleton (step) or void (zoom)

(3) a side 5-card suit (using no/C/D/H/S order -- because major-suit length is less likely) and

(4) RP.

Other bids, except in trumps (to play at game level or higher), are control-showing (neither partner is captain).

#### 2.4.2 Later Breaks

If RR's shape is not completely resolved 2.4.1 applies unless other breaks are specifically defined (e.g. for BAL/semiBAL hands or when anti-relays are used).

##### 2.4.2.1 RR is unlimited

###### 2.4.2.1.1 Shape is resolved at 3C

(RR is BAL)

3D relay for RP

3H slam INV opposite 12+HCP

3N 8-11HCP or 5-6RP

4C+ 12+HCP, 7+RP

3S stopper ask in opponent's suit/doubleton/lowest-ranking 3-card suit

3N stopper, <9RP

4C no stopper, 5-6RP

4D no stopper, 7-8RP

4H+ 9+RP

3N+ see 2.4.2.1.2

(RR is semiBAL)

3D stopper ask (see 2.1)

3H relay for RP

3S+ see 2.4.2.1.2

(RR is UNB but not semiBAL)

3D relay for RP

3H same meaning as 3S in 2.4.2.1.2

3S same meaning as 4C in 2.4.2.1.2

3N to play

4D+ see 2.4.2.1.2

2.4.2.1.2 Shape is resolved at 3D

3H relay for RPs

3S (the opponents have intervened and RR has 2+cards in their suit)

stopper ask in the opponent's suit

3N stopper, <9RP

4C no stopper, 5-6RP

4D no stopper, 7-8RP

4H+ 9+RP

(RR is BAL or 6322)

slam INV opposite 12+HCP

3N 8-11HCP or 5-6RP

4C+ 12+HCP, 7+RP

(RR is UNB with 4+M)

COG/short slam try with 0-1 cards in RR's M (the longer M if RR has two 4+M; H is equal length), either 6+SS suit or 8+card fit in RR's

3+m

3N >1 stopper in M, <7 modified RP (i.e. RP excluding K and Q in M)

4C <1.5 stoppers in M, <5 modified RP

4D <1.5 stoppers in M, 5 modified RP

4H <1.5 stoppers in M, 6 modified RP

4S+ 7+ modified RP

(RR is UNB with no 4+M)

COG/short slam try with 0-1 cards in RR's shorter m (C if RR's C and D are of equal length), either 6+SS suit or 8+card fit in RR's longer m (D if equal length)

3N >1 stopper in shorter m, <7 modified RP (i.e. RP excluding K and Q in shorter m)

4C <1.5 stoppers in shorter m, <5 modified RP

4D <1.5 stoppers in shorter m, 5 modified RP

4H <1.5 stoppers in shorter m, 6 modified RP

4S+ 7+ modified RP

3N to play

4C slam try in (one of) RR's 3-card suits with outside void (R has 5 cards in RR's 3-card M; 6 cards in RR's 3-card m; a void in [one of] RR's 4+card suits -- must be M if M>=5; <23 points, 9-11RP)

(if void or trump suit unknown)

4D relay

4H void in shorter/lower-#ranking suit or trumps is lower-#ranking suit

4S void in longer/higher-#ranking suit, Z to game in trump suit, showing RP

4H pass if H is trump suit and void is in longer/higher-#ranking suit

(if void and trump suit known)

4D no slam interest or <5RP in non-void suits

4H+ 5+RP in non-void suits

4D End signal

4H 5-8RP

P to play

4S/5m to play

4N Blackwood

4S 9RP

4N+ 10+RP

4M/5m Help ST needing extra strength

4N Help ST in a minor not needing extra strength.

5C rejects a slam try in C (says nothing about D)

5D accepts a slam try in C but rejects one in D

5H rejects at least one slam try but extra RP (at least min RP +3)

5S accepts slam try in both C and D, min RP +2

5N accepts slam try in both C and D, min RP +3

6C accepts slam try in both C and D, min or min+1 RP

5M Help ST not needing extra strength

2.4.2.1.3 Shape is resolved at 3H

3S relay for RPs

3N to play

4C+ see 2.4.2.1.2

2.4.2.1.4 Shape is resolved at 3S/3N

3N to play

4C relay for RP

4D+ see 2.4.2.1.2

2.4.2.1.5 Shape is resolved at 4C (showing a SS suit)

4D relay for RPs

4M/5m to play

4N RKC in longest suit

2.4.2.1.6 Shape is resolved at 4C (showing a single suiter but not a SS suit)

4D relay for RP

4M/5m to play

4N Help ST in RR's 7+card suit

5 trumps weak trumps (if trumps = C then not [strong trumps and 7+RP])

5C (if trumps not C) strong trumps and 5-6RP

5D 9+RP, not strong trumps

5H+ strong trumps and 7+RP

5M Help ST not needing extra strength

2.4.2.1.7 Shape is resolved at 4C (showing a two suiter including hearts but not a SS suit)

4D relay for RP

4M/5m to play

4N Help ST in one of RR's 4+card suits

5lower not strong trumps in lower suit and 7+RP

5higher denies strong trumps in higher suit, promises strong



trumps in lower suit and 7+RP  
 step 1 denies strong trumps in both suits, 9+RP  
           5 of a 4+card suit            asks RR to show exact # of  
    RP with strong trumps in that suit else  
    raise it to slam

step 2+ strong trumps in both suits, 7+RP

5M Help ST not needing extra strength

2.4.2.1.7 Shape is resolved at 4C (showing a two suiter excluding hearts but not a SS suit)

4D relay for RP

4H end signal

4S <9RP

P/5m to play

4N+ 9+RP

4S/5m Help ST

4N Blackwood

5M Help ST not needing extra strength

2.4.2.1.9 RR shows 12+cards in 2 suits or 8+cards in one suit

step 1 (that is not a signoff) relay for RP

step 2 (that is not a signoff) RKC in 8+card suit or six-keycard kickback (see 3.2.4.1) in the two  
 long suits if 75/66/76

2.4.2.1.10 After asking for RPs

If relayer receives a reply to the strength inquiry that shows a min  
 hand and is below 4C (i.e. 3S or 3N) then he has further options:

4C relay (for DCB)

4D relay for JVCB

4M/5m to play.

4N Quantitative SI. RR needs three Js or good suits and two extra Js to accept

2.4.2.2 RR is limited

As above except that

(1) when RR's range is limited to 3RP trump help slam tries do not ask for extra strength, just good trumps.  
 RR answers as per 2.3.2.2. When RR's range is 5RP (i.e. 5-9RP for a non-1C opening), trump help slam tries  
 do ask for extra strength and RR answers as per 2.3.2.1 (including step 1 to show 9RP without trump help),  
 ignoring the impossible steps; and

(2) where step responses are used to show the number of modified RP, RR passes/bids step one with  
 <(nominal minimum # of RP - 1), bids next step with nominal minimum # of RP - 1 etc, inverting the last two  
 steps if a 4+RP range. For example, after

1D 1S relay

2C 2D

3D 5=3=4=1, 5-9RP

3S

3N >1 stopper in S, <7 modified RP (i.e. RP excluding SK and  
 SQ)

4C <1.5 stoppers in S, <5 modified RP

- 4D <1.5 stoppers in S, 5 modified RP
- 4H <1.5 stoppers in S, 6 modified RP
- 4S 7 modified RP
- 4N 9 modified RP
- 5C+ 8 modified RP, Z into DCB

Similar adjustments are made over 4N when bid as a help ST in a minor not requiring extra strength, i.e.

- 4N Help ST in a minor not needing extra strength.  
RR responds Flint-style, i.e.
  - 5C rejects a slam try in C (says nothing about D)
  - 5D accepts a slam try in C but rejects one in D
  - 5H accepts slam try in both C and D, max # RP
  - 5S accepts slam try in both C and D, min RP +1
  - 5N accepts slam try in both C and D, min RP

### 3.

#### 3.1 Sequences after a natural(ish) 1N when partner is known or likely to be weak

These responses and continuations are used after a strong hand bids a natural(ish) 1N (or doubles their natural 1N for penalties) and partner is known to be weak (or likely to be weak), e.g. after

(1N) X (P) ?

1C 1D, 1N ?

1C 1D, 1H 1S, 1N ?

1C (inter) P (P/1x), 1N (P) ?

1C (P) 1D (X/1M), 1N (P) ?

P (P) 1N (P) when vul

(P) P (P) 1N

If a 1N overcall is natural then we should also use the structure after (1x) 1N (P) ? as it maximises the likelihood that the opening bidder will be on lead (and forced to lead away from his honour strength).

##### 3.1.1 Responses

- 2C 5-card M Stayman. One of
- (1) <INV, 4M and one of (4♠ or 5♠)
  - (2) INV+, 4M, <6H
  - (3) <INV, 5+D
  - (4) <INV, 6+C
  - (5) INV, BALish, <4M
- 2D No 5-card M
- P weak, 5+D
  - 2M NF, 4M. Either weak UNB or INV
    - P Min, 3-4M, <4S (over 2H)
    - 2S <4H, 4S
    - 2N Better than min, <4M or (over 2H) min, <3M and <4S
    - 3m To play
    - 3H GF, no SPL or D SPL
      - 3S relay
        - 3N no SPL
        - 4C D SPL, 5+C, NF
        - 4D 4=4=1=4
        - 4H+ D SPL, GF
    - 3S GF, C SPL
    - 3N GF, SPL OM
  - 3C Max, <4S and (over 2H) <4H
    - P/3D to play
    - 3H Accepting INV, no SPL or D SPL
      - 3S relay
        - 3N no SPL
        - 4C D SPL, 5+C, NF
        - 4D 4=4=1=4
        - 4H+ D SPL, GF
    - 3S Accepting INV, C SPL
    - 3N Accepting INV, SPL OM

3D/3H (over 2S) max with 4M, antiSPL  
 3M 4M, max, no antiSPL in D or H  
 2N INV, BAL(ish), no 4+M.  
 3m 5+m, to play  
 3M values in M, small doubleton in OM  
 3C to play  
 3D GF, 4+S and 4-5H, S+H=9 or 6S and 4H  
 3H relay  
 3S 4=5=x=y  
 4m antiSPL, slam try for H  
 3N 5=4=x=y  
 4m antiSPL, slam try for S  
 4m 6S, 4H, 0-10m  
 3S anti-relay  
 3N 5+S, 4H  
 4C 5H, 4S, <4m  
 4D artificial slam try for H  
 4D 4=5=4=0  
 4H 4=5=0=4  
 3M GF, 4OM, <4M  
 3N GF, 4S and 4H  
 2H 5H  
 2S artificial GT, either 4H or 3H and SPL  
 2N relay  
 3C no SPL (.3H) or S SPL (.3S+)  
 3D C SPL  
 3H D SPL  
 2N INV, usually <3H, usually BAL but may be 4=1=x=x  
 3m to play  
 3H INV, 3H, no SPL  
 3S mild SI with 4+H and long side suit  
 3N relay  
 4C 5S, 4H  
 4D 5+D, 4H  
 4H 5+C, 4H  
 3N/4m mild SI with void (S/C/D)  
 2S 5S (17-18 points after 1C 1D, 1N else rebid 1S)  
 2N INV, usually <3S, usually BAL but may be 1=4=x=x  
 3m weak  
 3H artificial raise, 4S or 3S and SPL  
 3S INV with 3S and no SPL  
 3N mild SI with 4+H and long side suit  
 4C relay  
 4D 4S, 5H  
 4H 5+D, 4S  
 4S 5+C, 4S  
 4m/4H mild SI with void (H/C/D)  
 2N 2=2=6=3/2=2=7=2, SQD>10, max  
 3C INV+  
 3D min  
 3M max, stopper, no stopper in OM  
 3N max, stoppers in both M  
 3D to play

3M 5+M, GF  
 3C 2=2=3=6/2=2=2=7, max  
 3D inquiry for stoppers  
     3M stopper, no stopper in OM  
     3N stoppers in both M  
 3M 5+M, GF  
 2D Puppet to 2H. One of  
     (1) 5+M, <INV  
     (2) 5+C and 5+D  
     (3) 5+H and 5+m, INV  
     (4) 5+H, GF  
 2H Usual response  
     P/2S signoff  
     2N 5+C, 5+D, may be weak  
     3m preference  
     3M SPL OM, GF  
     3m INV, 5+H, 5+m  
     3H GF, 6H, 4S  
     3S GF, 6H, <4S, <5m  
     3N GF, 5H, <4S, <5m  
     4m GF, 5+H, 5+m  
 4H GF, 6+H, 5S  
 2S Game interest opposite 5+H  
     P 5+S, NF  
     2N minors, INV+  
     3C minors, <INV  
     3D TFR->H  
     3H forced  
         3S 4S, 6H, mild slam interest  
         4m 5H, 5+m, mild slam interest  
     3H GF, 5+H  
     3S/4m Mild slam INV, 5+H, void (D/S/C)  
     3N NF, both m  
 2N Game interest opposite 5+M (at least 4+cards in one M)  
     3C 5+C, 5+D, NF  
     3D TFR->H  
     3H Forced  
         P to play  
         3S/4m SPL D/S/C, mild slam interest  
         3N choice of games  
     3H TFR->S  
     3S Forced  
         P to play  
         3N choice of games  
         4m/4H SPL D/S/C, mild slam interest  
     3S GF, 5+D, 5+C  
     3N GF, 4H, 4S  
     4m 5+H, 5+m, mild slam interest  
 2M 5+M, INV, <5m, <4oM  
     2S Max, 4+S, <3H  
     2N <3M, <5oM, better than min  
     3m 3+M, antiSPL  
     3H 5H

3M	3+M, no antiSPL in m
2N	INV or GF, 5+S, not 4H
3C	to play opposite 5+C INV (C>S)
	3D 5+D, INV
	3H 5H
	3S 6S, GF
3N	5S, <4H, <5m
	4m 5+S, 5+m, GF
	4H 5+S, 5H, GF
3D	to play opposite D INV (D>S), willing to play in 3S or 4+C opposite S and C
	3H 5H
	3S 5S and 5+C, INV
3N	5S, <4H, <5m
	4m 5+S, 5+m
	4H 5+S, 5H, GF
	4S 6S
3H	to play opposite H INV (H>S), willing to play in 3S or 4+m opposite S and m
	3S 5S and 5+m, INV
3N	5S, <4H, <5m
	4m 5+S, 5+m, GF
	4H 5+S, 5H, GF
	4S 6S
3x	INV, 6+x, SQx<14, <4M
3N	to play
4m	TFR-> H/S
4M	To play

### 3.1.2 Adjustments when strong hand is unlimited

After (1N) X (P) 2C, (P) doubler may have a strong hand. So,

2N	21-23 against a strong NT, 19-21 vs weak NT (i.e. 5-7 points stronger than min double).
3m	to play
3M	4OM, GF
4C	5+H, 5+S, GF
3C	21+points, 4-5H, 4+other, >+9 cards in two strong suits
3D	relay
	3H H and S
	3S 3S
	3S H and D
	3N H and C
3H	3H
3S	(5)6+S
4m	4+H, control bid
3D	21+points, 4-5S, 4+m, >+9 cards in two strong suits
3H	relay
	3S S and D
	3N S and C
3S	3S
4m	4+S, control bid
3M	6+M, very strong.

### 3.1.3 Adjustments when partner has not yet shown a weak hand

After (1N) X (P) ? and (1x) 1N (P) ? advancer has not denied extra strength. In these auctions game (and even slam) is more likely. So some minor adjustments are required: sequences which promise a void when bid by a weak hand are just SPL raises (with slam interest) when bid by an unlimited hand.

As well, after (1x) 1N (P) advancer's Q of opener's M is INV+ with a SPL in M, may have 4OM.

### 3.1.4 Interference

#### 3.1.4.1 Over 1N (by responder)

##### 3.1.4.1.1 Over a double

P nothing to say

XX forces 2C

P/2x 5+cards

2N GF two suiter

3x INV 6+cards

2C 4+C and 4+other

2D 4+D and 4+M

2H 4+H and 4+S

2S 5+S and 4+C

2N 4+C and 4+D, 9+cards in both m

3x 6+cards, weak

##### 3.1.4.1.2 Natural overcalls (4+cards in the bid suit)

P nothing to say

Opener's X is takeout

X Penalty

2x 5+cards, NF

2N Puppet to 3C

3C Forced unless opener is unlimited

P NF, 5+C

3x(below opponent's suit) NF, 5+cards

Q Asks for 4M, shows stopper

3x(above opponent's suit) GF, 5+cards

3N Shows stopper

3D+ 5+cards, 21+points

3x INV, 5+cards

Q Asks for 4M, denies stopper

3N Denies stopper

##### 3.1.4.1.3 Overcalls that show 4+cards in another suit

X Values (later doubles by both opener and responder are penalty over

the length and cooperative under the length)

Q takeout

2x 5+cards, NF

2N Puppet to 3C

3C Forced unless opener is unlimited

P NF, 5+C

3x(below opponent's suit) NF, 5+cards

Q Asks for 4M, shows stopper

3x(above opponent's suit) GF, 5+cards

3N Shows stopper

3D+ 5+cards, 21+points

3x INV, 5+cards

Q Asks for 4M, denies stopper

3N Denies stopper

3.1.4.2 Over a 2C or 2D response:

(by opener)

P nothing to say

XX to play

X penalties

2M natural

other natural (unusual)

(by responder)

P weak

XX to play

X takeout (but penalties of 2N)

2M natural

other natural, jumps are forcing

Q asks for stopper below 3N, shows 55M above 3N

3.1.4.3 Over a 2M response:

(by opener)

P min, usually 2M, or penalty pass (of overcall). After their X or two-suited 2N, later X is Manfield (max, cooperative)

XX (or X of two-suited 2N) max, doubleton M, penalty X of at least one of their suits (X from either partners is penalties)

X max, doubleton M, cooperative (typically Hxx)

NS antiSPL, 3+M

3M competitive

3N/4M to play (max)

(by responder)

P min

XX to play

X takeout

NS natural, usually 55 (else X)

3M competitive

3.2 Non-relay Slam Bidding



### 3.2.1 Showing Controls

After a suit has been agreed, control bids are Italian-style (i.e. showing first- or second-round controls, either shortage or high-card). However, the first control bid in a suit in which partner has shown 5+cards is only a high-card control; shortage controls may be shown subsequently. Similarly, a control bid in a suit in which partner has shown 0-1 cards promises the ace (or, rarely, a void), never the king.

After a minor suit has been agreed, bids below 3N are stopper-showing (often showing a control but one is not promised), show tolerance for a previously bid suit or (in certain auctions) ask for a stopper. Bids above 3N are control-showing except for four of a major we have previously bid after minor-suit agreement at the four level, in which case the bid is natural, offering a choice of contracts.

3N is natural following minor-suit agreement; following major-suit agreement 3N may be natural or a control-showing bid (see 3.3.1.3).

When First Stop (see 3.3.1.1) is available the first control bid below game promises extra values; subsequent control bids below game merely confirm that slam is possible (i.e. the partnership is not missing a control in any bypassed suit). Control bidding above game promises control in any bypassed suit and slam-suitable values. With no extra values sign off in game if unable to make another control bid -- if all partner needed for slam was control of the bypassed suit, partner would have used an asking bid (see 3.3.2).

When First Stop is not available we use Last Train if possible (see 3.3.1.2). In these auctions the first control bid below game merely shows the cheapest control; it does not promise extra values. Subsequent control bids below game do not promise extra values either; they merely confirm that slam is possible (i.e. the partnership is not missing a control in any bypassed suit). Control bids above game promise extra values; lacking those extra values, use Last Train.

When neither First Stop nor Last Train is available then control bids below game show controls and do not promise extra values. Control bids above game do promise extra values. If the agreed suit is a minor, then bidding four of the agreed minor denies extra values while a control bid above 4M promises extra values.

Control bids are not used when slam requires only control of a specific suit (unless the level of the auction makes this the only option). To ask about one suit only, make an asking bid by jumping in the critical suit (see 3.3.2).

When the first control-bid is made above four of the trump suit control bids still show first- or second-round control. The first control bid in such auctions promises extra values; typically slam will be reached if there is control of a critical suit. A control bid above five of the agreed suit shows interest in a grand slam and promises first-round control of any suit bypassed by partner.

#### 3.2.1.1 First Stop

After a major suit is agreed, a bid of 3M+1 (but excluding 3N unless there is a known 9+card fit and the auction is not competitive) is First Stop. This denies serious slam interest but allows partner to start a control-showing sequence below game if partner has serious slam interest. It says nothing about control in the suit that is actually bid.

When partner is limited (i.e. there is a fixed maximum for partner's bid), First Stop shows a mild slam try (partner signs off if minimum, otherwise shows his cheapest control), control bids show serious slam interest and a game bid in the agreed trump suit is to play.

When partner is unlimited, First Stop is a courtesy call in case partner has a slam try, a control bid shows slam interest even opposite partner's possible minimum values, while a bid of game is a NF slam try (which shows extra values but denies a control in any suit).

First Stop only applies below the game level: above game (i.e. 4M+1) all bids are control-showing or asking for keycards. First Stop applies in competitive auctions unless it would be a stopper-asking bid. For example,

2H 2S P 3H (strong raise)  
P 4C

is First Stop, showing a hand accepting an INV to game but leaving open the possibility of control bidding if responder has interest beyond game.

When hearts is the agreed trump suit and the opponents have not intervened then 3N shows a spade cue-bid (promising extra values) and 3S shows either a hand that wishes to offer 3N as a CoG or is First Stop. (Over 3S, partner bids 3N if willing to play there, else signs off with no slam interest or makes a control-showing bid with slam interest.)

First Stop does not apply when a minor suit is agreed.

### 3.2.1.2 Last Train

In auctions where a major suit is agreed, First Stop is not available (for example, because partner made a SPL above 3M) and partner is not a closely defined hand (a three [four?]-point range), Last Train is used. Last Train, like First Stop, is a quantitative statement about slam prospects. It says that slam is still possible if partner has extra values. In contrast, a sign-off denies slam prospects unless partner has substantial unshown extra values. The Last Train bid (4M-1) says nothing about control in that suit.

Like First Stop, Last Train only applies when a major-suit is agreed and below game.

### 3.2.1.3 3N

3N is always natural in competitive auctions unless otherwise defined.

In non-competitive auctions 3N is natural unless

- (1) we have a known 9+card fit in a M (and have not offered 3N as an alternative contract) or
- (2) hearts is agreed when 3N is a control-showing bid in S and 3S is used to allow a COG.

### 3.2.1.4 Interference in control bidding

(1) After a cue bid is doubled:

P weak or hoping for XX by partner  
XX 1st-round control  
NS control, only 2nd-round control in doubled suit  
raise void, no other 1st-round controls  
XX 1st-round control  
NS control bid, 2nd-round control in doubled suit  
Trump suit NF, good trumps, denies control in doubled suit  
Raise void, no other 1st-round control  
4K Kickback

(2) First Stop or Last Train is doubled

P Slam interest, no control in doubled suit

XX Slam interest, 1st-round control  
NS Slam interest, 2nd-round control in doubled suit and control in bid suit  
Trump suit To play  
4K Kickback

### 3.2.2 Showing shortage

Shape-showing raises are used frequently so as to help partner better judge how well the hands fit.

(1) When two suits have been bid/shown a jump in a new suit shows a fragment and support for the last bid/shown suit, provided that

(a) a non-jump bid would be natural and either forcing (if made by an hand that is not tightly limited) or non-forcing (if made by a tightly limited hand, e.g. opener shows a minimum after opening 1M in response to a relay)

and

(b) it is not an asking bid or Kickback (see 3.2.3 and 3.2.4 respectively).

(2) When only one suit has been shown a jump shows a shortage when a simple bid in a new suit would be natural and forcing. Unless otherwise specified, a jump shows a shortage in the suit below.

(3) When a natural, forcing raise is available below game then a shortness-showing raise promises  $\geq \text{min}+3$  points. If no forcing raise is available below game then a shortness-showing raise promises no extra strength.

### 3.2.3 Asking Bids

Asking bids are used in three situations: (1) in lieu of control bidding, (2) after asking for keycards and (3) after partner preempts.

(1) When a bid in a suit would be a control bid then a jump in that suit is an asking bid. In response, partner bids naturally: sign off with no control; jump to slam with a singleton; make the cheapest natural, control-showing bid (in another suit) with first-round control in the asked-about suit; and bid notrumps naturally with the guarded king of the asked-about suit.

An asking bid is used when all that is needed for slam is control of the asked-about suit. The corollary is that control bid sequences that focus on control of a specific suit also require slam-suitable values from the hand with control of the suit.

(2) See 3.2.4

(3) After partner preempts/shows a long suit the asking bid receives the following responses:

step 1 no control  
step 2 2nd-round control  
step 3 1st-round control  
step 4 void

### 3.2.4 Asking for Keycards

If possible, we use Kickback (KB), i.e. a bid of four of the strain one above our agreed trump suit. Unless preceded by control bidding, KB is not available when the partnership has made a natural, length-showing bid in that strain. (This does not include a stopper-showing bid or a control-showing bid.) If a bid of 4K is not available to use as Kickback then the cheapest bid above 4K is used (this may be 4N).

A very weak hand (e.g. one that passes partner's opening bid or makes a negative response to a strong club) cannot use KB. A hand that has previously signed off or made a limiting, NF call (e.g. NF raise/ =rebid, 3N, 2N where natural and NF) cannot use KB.

When 4K (or 4K+1 or 4K+2) is KB, 4N is natural (when a minor suit has been agreed and notrumps have previously been bid naturally by either partner) or a substitute for 4K with the meaning 4k would otherwise have had (e.g. asking bid, SPL or control-showing bid).

4K remains KB after control bidding has begun.

If partner uses KB after making a control bid (or a splinter) that does NOT receive a control reply in return teller gives "exclusion" responses (i.e. key-cards from that suit are excluded from the response).

In response to KB teller shows keycards (1/4, 0/3, 2/5 no trump Q, 2/5 and the trump Q). When teller is known to be strong (equivalent to a strong club or a GF relay over a one-level opening) the first two responses are switched (i.e. 1/4, 0/3, 2/5 no trump Q, 2/5 and the trump Q).

A return to the trump suit after an ambiguous response to KB (0/3 or 1/4) asks partner to pass with the smaller number and to zoom with the higher number. If there is no ambiguity (e.g. a strong hand shows three keycards) then the signoff is to play. When zooming, deny/show the trump queen and then specific kings (see following for determining order).

5K after 4K promises all first-round controls and the trump Q are held and asks for specific kings (kings are shown in the following order:

asker's 4+card non-trump suit

teller's 4+card non-trump suit, else

normal relay order (S/H/D/C), with the opponent's suit/a known short suit dropping to the bottom of the order -- if both exist then the short suit is last).

Step after a response that does not show/deny the trump Q asks for the trump Q. (Two trumps more than promised or certain knowledge of a ten+card fit is equivalent to the trump Q.) Without the trump Q, teller bids step. With the trump Q teller bids step+1 to show the queen but deny an outside king. Higher responses show specific kings using the above rules (i.e. asker's 4+card non-trump suit, teller's 4+card non-trump suit, else normal relay order, with the opponent's suit/a known short suit dropping to the bottom of the order -- if both exist then short suit is last).

Step+1/2/3, where not trumps and not 6 of a previously bid suit, are asking bids. These ask about other suits using the same order as above (i.e. asker's 4+card non-trump suit, teller's 4+card non-trump suit, else normal relay order, with the opponent's suit/a known short suit dropping to the bottom of the order -- if both exist then short suit is last). In response to these asking bids, teller bids step with no control, step+1 with third-round control and step+2 with second-round control, and step+3 with second- and third-round control unless the asking bid is one step below the agreed suit. In that case the step to show third-round control is deleted.

If the opponents interfere we use POD1 (Pass 0/3, double 1/4) or POR1 (Pass 0/3, redouble 1/4) if the interference is below five of our suit. At or above five of our suit, we play PEDO (pass even, double odd).

With an undisclosed void, responder to KB bids 5K with an odd number of keycards and >5K with an even number of keycards, showing the void if the short suit is unknown, otherwise showing/denying the trump queen and specific kings.

After KB, a slam bid in a suit previously bid naturally is an offer of a contract, not an asking bid.

#### 3.2.4.1 When two suits have been supported

When two suits have been supported six-keycard Kickback is used. The six keycards are the four aces and the kings of the two supported suits. As well, the queens of the two supported suits are treated as one keycard iff both are held. Responses are as per the usual scale (1430 if teller is weak or medium strength; 0314 if teller is strong).

Continuations are as per normal Kickback, except that a bid of either agreed suit is to play.

Example:

1H	P	2C	2S
3C	P	4D	

where 2C is a raise of hearts and 3C shows C>H. 4D is now kickback but, as hearts have been bid and supported, it is 6-keycard with clubs and hearts the key suits.

#### 3.2.4.2 Voidwood

Voidwood (exclusion RKCB) asks for keycards outside the void suit. Responses and continuations are as per usual, except that the 0/3 and 1/4 responses are swapped when Voidwood is the suit immediately below the trump suit so that any bid past 5 trumps promises at least one keycard.

#### 3.2.5 4N in Competition

The meaning of 4N depends on the sequence, in particular whether or not a pass would be forcing and whether Kickback is available. If Kickback is available then 4N is natural (when a minor suit has been agreed and notrumps have previously been bid naturally by either partner), else a substitute for 4K (control-showing, SPL or an asking bid). If neither 4K nor 4K+1/4K+2 (when cheaper than 4N) is available as Kickback and pass would be forcing, then 4N is Kickback if a suit has been agreed or if a one partner has shown significant extra length (by jumping to 4x or bidding thrice). If a suit has not been agreed nor is known to be of extra length then 4N is Blackwood.

If pass would not be forcing, then 4N is

- (1) Natural when bid directly over a natural notrump bid, when bid over partner's 4-level bid if no major suit has been agreed and partner has not shown extra length by jumping in the suit or by rebidding the suit (if a major), or if bid over an opponent's 4m when X would be for takeout (but not if the X is value-showing);
- (2) Two-suited (at least 55) when bid over an opening preempt (both m if a jump, H+m over 4S);
- (3) Takeout when bid over an opponent's 4M or partner's COGQ (both m after a 1D opening; otherwise H+m if two or three suits unbid and opponent's bid is 4S; otherwise both unbid suits; otherwise both m, with length in the unbid m and tolerance for partner's m);
- (4) Kickback/RKC when we have agreed a suit or when either partner has shown 6+cards in a suit (e.g. by jumping to the four level or bidding the suit three times) AND either our suit is spades or 4K would not be Kickback; or
- (5) Normal Blackwood when bid as a jump if no suit has been agreed and a jump to 4K would not be Kickback, OR if bid over an opponent's 4m when X would show values or be for penalties.

Examples:

1C	3D	4N		Blackwood (a jump)
1C	4D	4N		Blackwood (X would show values)
1C 4N		3H	4D	P Natural
1C 3S 4N	2D P	3D[=H] 4H[6+H]	P	RKC in H (responder has shown 6+cards; 4S would be natural not Kickback)
1C 3C[=D]	1S P	X[=BAL] 2S 4N		Natural (as 4H would be Kickback)
1C Pass		P 4H	2D	3H Blackwood (as Pass would be forcing)
1H	4S	4N		3(4)Hearts and 5+(clubs or diamonds)
3S	4N			5+C and 5+D
4S	4N			5+H and 5+m
4H	4N			5+C and 5+D
1C 4N	2S	P	4S	5+H and 5+m
2D	4H	4N		Clubs with diamond tolerance
1S	2D	4S	4N	(5)6+H and (5+C or 3D)

### 3.2.6 5M

This usually relates to trumps, most frequently asking partner to bid slam with good trumps. It can also show good trumps and deny the ability to make any other slam try, eg.

S A9	S 62	1C	P	1S	2S
H·8642	H·AKQ953	3S	P	5H	
D AQ5	D 73	6H			
C AK64	C QJ8				

Five of a major can also ask for control of the unbid suit or the opponent's suit, but only if cue bidding is not possible.

### 3.2.7 Grand Slam Trump Ask

When H/D/C are agreed as trumps, 5K is the trump ask looking for a grand slam; when S are agreed then 6C is the trump ask. Responses are cheapest/weakest, except that the first step (except when C are agreed) shows either the weakest possible holding or the strongest holding (short of that which jumps to the 7 level).

With the strongest possible holding partner jumps to the lowest strain in which he is not void (i.e. 7C unless void in C).

### 3.2.7.1 Interference after the Grand Slam Trump Ask

If the opponents double then XX is an offer to play (showing maximum possible length [or strength if length already known] in the doubled suit); asker can reject the offer and repeat the GSTA by bidding the cheapest step. Other calls are as without interference (i.e. cheapest/weakest).

If the opponents bid then cheapest/weakest still applies.

### 3.2.8 5N

5N is:

- (1) a control-showing bid in K (a substitute for 5K) if we have been control-bidding;
- (2) choice of contracts if two suits have been supported (including via preference) or if we have bid and supported a minor only, when the choice is between the minor and notrump;
- (3) the grand-slam trump ask when a jump and when a bid of 5K would be natural (because we have not yet agreed a suit), or the opponents' bidding makes it impossible to bid 5K;
- (4) takeout over a bid by the opponent at the five level when we have not yet agreed a suit; or
- (5) both minors (usually 65) when the opponents compete in spades and 4N would show hearts and a minor.

## 3.3 Other non-relay bidding

### 3.3.1 Showing stoppers

After a minor suit has been agreed, bids below 3N are stopper-showing (often showing a control but one is not promised), show tolerance for a previously bid suit or (in certain auctions or in a suit bid/shown by the opponents) ask for a stopper.

### 3.3.2 Asking for stoppers

When the opponents compete a bid of (one of) their suit(s) at the three level asks for a stopper in that suit. In response, partner bids 3N with a stopper, 3S (if available) with half a stopper, and 4C+ (natural) without a stopper. Bidding beyond 4 of the cheapest suit shown by either partner shows extra values.

#### 3.3.2.1 The opponents X a stopper-asking bid

P	single/semistopper (XX asks)
XX	xx/xxx/xxxx
3N	double stopper
suit	singleton in enemy suit
Q	void in enemy suit

### 3.3.3 After a major suit is agreed at the 2/3 level

If not otherwise defined, bids following major-suit agreement at the two or three level are:

- natural, shape-showing if below 3M;
- control bids if above 3M and non-jump;
- shape-showing (SPL in suit below or FRG) if above 3M and a jump; or
- asking bids if above 4M and a jump.

## 4 Opening 1C

If BAL or semi-BAL  
10+RP or  
9+RP and 15+HCP or  
17+HCP

If UNB  
10+RP or  
17+HCP or  
15-16 HCP, 9RP and 17+points or  
14 HCP, 9RP and 19+points or  
13 HCP, 9RP and 21+points or  
12 HCP, 4+controls and 23+points freak

To rebid 1H over a negative response:  
If BAL or semi-BAL  
11+RP and 19+ points or  
20+HCP

If UNB  
13+RP or  
20+HCP or  
18-19 HCP, 11+RP and 20+points or  
16+HCP, 11+RP and 22+points or  
12+HCP, 4+controls and 23+points freak (but only if no descriptive rebid available)

To rebid 2C over a second negative:  
If BAL or semi-BAL  
24+points or  
25+HCP

If UNB  
24+points or  
25+HCP

### 4.1 Responses to 1C

1D	0-4RP not suitable for 2M, 2N, 3m or 4m+. May be 5 RP BAL if <9 points.
1H	4+S, 5+RP, not flat, 9+points if 5332 and 5RP
1S	4+H, <4S, 5+RP, not flat, 9+points if 5332 and 5RP
1N	4+D, <4M, 5+RP, not flat, 9+points if 5332 and 5RP
2C	flat, 5+RP, 9+points if 5RP
2D	4+C, <4 other, 5+RP, not flat, 9+points if 5332 and 5RP
2M	3-4RP, 6M, <4OM, <5m
2N	5+RP, 0-1S, 4-5H, 4-5D, 4-5C
3C	3-4RP and 7H, <4 other; (5-6RP and SS 6H) or (4-5RP and SS 7H)
3D	3-4RP and 7S, <4 other; (5-6RP and SS 6S) or (4-5RP and SS 7S)
3H	6+C, <4 other, SS (4+/top5), (5-6RP and 6C) or (4-5RP and 7C)



- 3S 6+D, <4 other, solid (SQ=16), 6RP
- 3N 6+D, <4 other, semi-solid (SQ==14|15), (5-6RP and 6D) or (4-5RP and 7D)
- 4C 3-4RP, 8+H, <4 other
- 4D 3-4RP, 8+S, <4 other
- 4M 0-2RP, 8+M, <4 other
- 4N 3-4RP, 6+D, 6+C
- 5C 3-4RP, 0=0=4=9
- 5D 3-4RP, 0=0=9=4

## 4.2 After a negative response

- 1C 1D
- ?
- 1H Relay, 19+points (see 4 for exact requirements), except for hands suitable for 3M+ rebid or for 2C then 3H  
Continuations as per 4.2.1
- 1S 4+S, may have longer outside suit. If BAL then <17HCP  
Continuations as per 4.2.2
- 1N BAL or semiBAL (2-2-'54', 6m322, 4H5m22 if weak long suits [>8HCP in doubletons or both suits SQ<7], 1-4-4-4 if S 1/top3 honours or SQH<6, 1=3=4=5 if S 1/top3 honours or SQC<6)  
Continuations as per 3.1
- 2C Two or three suiter with 4+H, may be H+C freak (>=6-5) but not freak with S or D. If both M then H>S and max (19+points). If 6H then freak with C or SQH<5.
- P 0-8 points, 6+C, <3H
- 2D Relay, asking for opener's long suit, not 3H and SPL
  - P 5+D or 1-4-4-4, <19 points
  - 2H 5+H, denies 4S
    - 2S 5S, 0-8 points
    - 2N 1-2H, no 6-card suit (unless SQ<6), 8+HCP, stopper in S, suggests stopper in both m
    - 3C 4+C, 4+D, not suitable for 2N or 3M/N
    - 3D 6+D, <3H, 0-8 points
    - 3H 5+m, 4+Om, 2H, 10+points
    - 3S 3-4S, 5+m, 4+Om, 10+points
    - 3N 0-2S, 0-1H, 4+D, 4+C, 10+points
  - 2S 4S, 5+H, 19+points
    - 2N 0-2H, 0-3S, no 6-card suit (unless SQ<6), 4-6HCP, suggests stopper in both m
    - 3C 5+C, 5+D, not suitable for P, 2N or 3M/N
    - 3D 6+D, <3H, 0-6 points
    - 3H 2+H, 0-6 points
    - 3S 4+S, 4-6 points
    - 3N <3H, <4S, 6+HCP, stoppers in both m
  - 2N C>H, 19+points
  - 3C C>H, <19 points
  - 3D D>H, 19+points
  - 3H 6+H, 5+C, 20-22 points
- 2H 4+H or (3H and SPL), 0-8 points
- 2S 5S (8+points) or 6+S
- 2N Relay, 9+points, 3+H

3m min, 5+m, 4H  
 3H min, 5+H  
 3S/3N max, 5+C/D respectively, only 4H  
 4C at least 65, 20-22 points  
 4D max, 5+H and 4S  
 4H max, 5+H, <4S  
 3m 6+suit, 9+points, <3H  
 3H 4+H, 7-9 points  
 3S/4m 4+H, 0-1 D/S/C, 10+points, 3-4RP  
 3N 4RP, 6 SSm, SPL H, >=Jxx/Qx in outside suits  
 4H 5+H, 10-12 points, not suitable for 3S/4m  
 2D 4+D, 4+C, 3M, 0-10M  
 P 3+D, <5C, 0-5 points  
 2H 4+H, 0-8 points  
 P 3H, 15-18 points  
 2S 3S, 15-18 points  
 2N relay for longer minor  
 3m to play  
 2N 3S, 19+points  
 3m to play  
 3m 3H, 19+points, longer m  
 2S 4+S, 0-8 points  
 P 3S, 15-19 points  
 2N 3H, 20+points (3m is pass [with 5+m] or correct)  
 3m 3H, 15-19 points, longer m  
 3M 3S, long C/D, 20+points  
 2N 9+points  
 3m longer m, min  
 3H 3H, max  
 3S/N 3S, max, longer C/D  
 3C 4+C, <5M, 0-8 points  
 3D 6+D, <4C  
 3M 3 cards, 4+C, max  
 3D 4+D, <5M, 6-8 points  
 3M 3M, max  
 3M 6+M, 4OM, 3-4RP, NF  
 2H 6+H, may have 4S only if SQS<6  
 2S 5S, 8+points  
 2N 2+H, 8+points MAYBE PUPPET TO WEAK 3M OR INV 3H OR COG 3N  
 3m 6+m, SPL H, 8+points  
 3H 3H, 5-7 points  
 3S/4m 3+H, SPL in C/D/S, 10+points  
 3N 0-1H, 9+HCP  
 4H 2+H  
 2S 6+C, <5D, <4M (not 6430)  
 P 6+S, 0-1C, 0-2RP  
 2N 0-9 points  
 3C usual rebid  
 3D/3M to play, 6+D/M  
 3C 2+C, 7+points, 3+RP, NF  
 3D 6+D, 9+points, 3+RP  
 3H 5+H, 9+points, 3+RP  
 3S 5+S, 9+points, 3+RP

3N 2+C, 9+points, Qx/Jxx or better in every side suit  
 4C 4+C, 10+points, D or S singleton  
     4D relay  
         4H S SPL  
             4S Kickback  
             4N ask for D control  
         4S D SPL, no S control, 1 keycard  
             4N asks for H control  
         4N D SPL, S control, 1 keycard  
         5C D SPL, 0 keycards  
         5D D SPL, 2 keycards  
 4D 4+C, 0-1H, 10+points  
     4H relay  
         4S void  
             4N relay  
                 5C 0 keycards  
                 5D 1 keycard  
                 5H 2 keycards  
         4N singleton, 1 keycard  
         5C singleton, 0 keycards  
         5D singleton, 2 keycards  
 4H 4+C, 0S, 10+points  
     4S relay  
         4N 1 keycard  
         5C 0 keycards  
         5D 2 keycards  
 4S 4+C, 0D, 10+points, 1 keycard  
 4N 4+C, 0D, 10+points, 2 keycards  
 5C 4+C, 0D, 10+points, 0 keycards  
 2N 6+D, <5C, <4M (not 6430)  
     3C 0-9 points or (6+C, 9+points, 0-1D, 3+RP)  
         3D usual rebid  
             3M to play, 6+M  
             3N 6+C, 9+points, 0-1D, 3+RP  
     3D 2+D, 9+points, 3+RP, NF  
     3H 5+H, 9+points, 3+RP  
     3S 5+S, 9+points, 3+RP  
     3N 2+D, 9+points, Qx/Jxx or better in every side suit  
     4C 7+C, 10+points, 3+RP  
     4D 4+D, 10+points, C or H singleton  
         4H relay  
             4S C SPL  
                 4N Kickback  
                 5C ask for H control  
             4N H SPL, no C control, 1 keycard  
                 5C asks for C control  
             5C H SPL, C control, 1 keycard  
             5D H SPL, 0 keycards  
             5H H SPL, 2 keycards  
     4H 4+D, 0-1S, 10+points  
         4S relay  
             4N void  
             5C relay

		5D	0 keycards
		5H	1 keycard
		5S	2 keycards
		5C	singleton, 1 keycard
		5D	singleton, 0 keycards
		5H	singleton, 2 keycards
4S	4+D, 0H, 10+points		
	4N	relay	
		5C	1 keycard
		5D	0 keycards
		5H	2 keycards
4N	4+D, 0C, 10+points, 1 keycard		
5C	4+D, 0C, 10+points, 2 keycards		
5D	4+D, 0C, 10+points, 0 keycards		
3C	5+C, 5+D, <3M		
	P/3D	to play	
	3M	stopper, 9+points	
3D	5+H, 5+D, >=11 cards in H and D, 22-24 points		
3H	6+H, 5+S, 20-22 points		
3S	Specific control asking bid (as per 2.3.3)		
3N	7+SSm, >=0.5 stopper on outside suits		
4m	5H, 5S, 3m, 22-24 points		
4M	6+M, no slam opposite 3-4RP		
4N	6+m, 5+om (at most one card disparity between minors), 23-25 points no slam opposite 3-4RP		
5m	7+m, 23-25 points, no slam opposite 3-4RP		

#### 4.2.1 After the 1H relay

	1C				
1D	1H				
?					
1S	0-2RP				
1N	4+S, UNB or 5332				
	2C	relay			
	2D	S+H			
		.2S	H>S		
			.3C	HS	
			.3D	equal shortage	
			3H	relay	
			3S	4=5=2=2, 3RP	
			3N	4=5=2=2, 4RP	
				4C	5=6=1=1
			4D	4=7=1=1, 3RP	
				(4N relay)	
			4H	4=7=1=1, 4RP	
				(4N relay)	
			3S	stopper ask in D	
			3N	stopper	
			4C	no stop, 4=5=2=2	
			4D	5=6=1=1	

4H 4=7=1=1  
 .3H+ main sequence  
 .2N S=H  
 .3D 55  
 3H relay  
 3S 5=5=1=2  
 3N 5=5=0=3  
 4C 5=5=2=1  
 4D/H 5-5-3-0 (4N relay)  
 3S anti-relay, antiSPL in C  
 3N LS  
 4C 5-5-1-2  
 4D/H 5-5-0-3 (4N relay)  
 .3H 4=4=4=1 (.3N) or 4=4=5=0 (.4C+)  
 .3S 4=4=1=4  
 .3N 4=4=0=5  
 .4C 6=6=0=1  
 .4D/H 6=6=0=1  
 .4S 7=6=0=0  
 .4N+ 6=7=0=0  
 .3C S>H, 0-1D  
 .3D equal shortage  
 3H relay  
 3S 5=4=2=2, 3RP  
 3N 5=4=2=2, 4RP  
 4C 6=5=1=1  
 4D 7=4=1=1, 3RP  
 4H 7=4=1=1, 4RP  
 3S stopper ask in D  
 3N stopper  
 4C no stop, 5=4=2=2  
 4D 6=5=1=1  
 4H 7=4=1=1  
 .3H 5-4-3-1  
 .3S 6-4-2=1 (RR resurrects with a SS suit)  
 .3N 5=4=4=0  
 .4C 6=4=3=0  
 .4D 6-5-2-0  
 .4H 7-4-2-0  
 .4S 7-5-1-0  
 .4N 8-4-1-0  
 .5C 8-5-0-0  
 .5D+ 9-4-0-0  
 2H S+D (relays follow 2.1.3)  
 2S 5332 or three-suited with H shortage  
 .3C 5-3-2-3 (.3H) or 5-3-3-2 (.3S/N)  
 3H/S stopper asks in D/C (3N stop, 4C  
 no stop, 3S 0.5 stop)  
 .3D 5-2-3-3 (.3D)  
 3S stopper ask in H (3N stop, 4C no  
 stop)  
 .3H 4-1-4-4 (.3N) or 4-0-4-5 (.4C+)  
 .3S 4-0-5-4

.3N 5-0-4-4

2N+ S+C (relays follow 2.1.3)

2D min misfit (0-2S, usually <6H/m)

2H 4+H, forcing

2S/N/3m natural, NF

3H 4+C, forcing

3S 4+D, forcing

4m 6+S, 5+m, forcing

4H 7+S, 4+C

4S 7+S, 4+D

2H min 3-4S, or 4+S with singleton, 19-23 points

2S min, 4S

2N to play

3m/H INV, 6x and 3S

3S INV, 4S

3N/4C 4+S, 22-23 points, D/H singleton

4D/H 4/5+S, 22-23 points, C singleton

4S to play

2N min, 5S

3C 3S, GF

3D/H/S(==C) values, interested in 3N

3N offer of contract

4m/H void in H/C/D

4S to play

3D 4+S, 22-23 points, C singleton

3H 4+S, 22-23 points, D singleton

3S to play

3N offer of contract, 3S

4C 4S, 22-23 points, H singleton

4D/H 5+S, 22-23 points, H singleton

4S to play

3C max, 4S

3D/H values, only 3S, looking for 3N

3S 4+S, 19-21 points

3N relay for SPL

3N 3S, to play

4m/H 4+S, 22-23 points, SPL in H/C/D

3D max, 5S

3H 3S, GF

3S invites opener to declare 3N

3N offer of contract

4m/H void in H/C/D

4S to play

3D 4+S, 22-23 points, C singleton

3H 4+S, 22-23 points, D singleton

3S to play

3N offer of contract, 3S

4C 4S, 22-23 points, H singleton

4D/H 5+S, 22-23 points, H singleton

4S to play

3M/N 4S, 6+SS C/D/H

step relay for HS/lower singleton/lower void  
(zoom into min/max if room)

4C max, 6+S, 4H, D SPL  
     4D relay  
         4H D singleton  
             4S to play  
             4N relay  
             other control bid  
         4S D void, 3RP  
         4N+ D void, 4RP  
 4D max, 6+S, 4H, C singleton  
     4H relay  
     4S to play  
     4N RKC  
     other control bid  
 4H max, 6+S, 4H, C void  
     4S to play  
     4N relay  
     other control bid  
 2S 6+C, <4D/H, <3S, <24 points, not 21+points and SS suit  
     2N max, 0-2C  
     3C min, 0-2C, NF  
     3D 3+C, no SPL  
     3H 3+C, D SPL  
     3S 3C, H SPL  
     3N 4+C, H singleton  
     4C 4+C, H void  
     4D 4+C, D void  
 2N 6+D, <4C/H, <3S, <24 points, not 21+points and SS suit  
     3C max, 0-2D  
     3D min, 0-2D, NF  
     3H 3+D, no SPL  
     3S 3+D, H SPL  
     3N 3+D, C SPL  
     4C 4+D, H void  
     4D 4+D, C void  
 3C 6+H, <4m if 21+points, <3S, <24 points, not 21+points and  
     SS suit  
     3D max, 0-1H  
     3H min, 0-1H, NF  
     3S 2H or 3H, no SPL  
     3N 3+H, D SPL  
         4C relay  
             4D D singleton  
             4H D void, 3H  
             4S+ D void, 4H, control bid (except  
                 4N==no control)  
     4C 3+H, C singleton  
     4D relay (4H 3H, 4S+ 4H, control bid [except  
         4N==no control])  
     4D 3H, C void  
     4H 4H, D void  
 3D GF, 5-6C and 5-6D  
     3H relay  
     3S H SPL

		..4D	singleton
		..4H	void, 11 RP
		..4S	void, 12RP etc
	3N	S SPL	
	other	natural	
3H	GF, 5-6C and 5-6H		
	3S	relay for S shortage (3N)/D shortage (4C)	
	4C	max, 3+C	
	4D	max, 3+H	
3S	GF, 5-6D and 5-6H, C shortage		
	4C	max, 3+H	
	4D	max, 3+D	
3N	GF, 5-6D and 5-6H, S shortage		
	4C	max, 3+H	
	4D	max, 3+D	
4m/H	4+S, void in H/C/D		
4S	to play		
2C	3-5RP, 5m332, 4432 or 4333; or 3-4RP, 6m322		
	2D	Relay GF	
		2H	4S, 3=4=3=3 or 4C and 4D
		2S	relay
		2N	4S and 4H or 4D
		3C	relay
		3D	4=4=2=3 (.3S) or 4=4=3=2 (.3N)
		3H	4=2=4=3
		3S	4=3=4=2, 3RP
		3N	4=3=4=2, 4-5RP
		3D-3S	stopper ask in H/D/C
		3S	0.5 stopper
		3N	1+ stoppers
		4C	0 stopper (may be 0.5 stop over 3S)
		3C	4=3=3=3 (.3H) or 3=4=3=3 (.3S/N)
		3D	2=3=4=4 (.3S) or 3=2=4=4 (.3N)
		3H	4=2=3=4
		3S/N	4=3=2=4
	2N	natural, wanting to declare notrump (1+ stopper in all suits, <4S, <21 points)	
		3C-3H	small doubleton (<Jx) in H/C/D
		3S	strong 4-card S (SQ 9+)
	3C+	stopper asks in H/S/C/D	
		3S	0.5 stopper
		3N	1+ stoppers
		4C	0 stopper (may be 0.5 stopper over 3S)
	2S	4+D, <4other	
		2N	relay
		3C	6D
		3D	relay
		3H	2=2=6=3
		3S	2=3=6=2
		3N	3=2=6=2



		3M	stopper ask in S/H
		3S	0.5 stopper
		3N	1+ stoppers
		4C	0 stopper (may be 0.5 stopper over 3S)
		3D	3=3=4=3 (.3S/N) or 3=3=5=2 (.4C+)
		3H	3=2=5=3
		3S/N	2=3=5=3
		3C+	stopper asks in S/H/C/D
		3S	0.5 stopper
		3N	1+ stoppers
		4C	0 stopper (may be 0.5 stopper over 3S)
2N		4H and 4m	
		3C	relay
		3D	2=4=4=3 (.3S) or 3=4=4=2 (.3N)
		3H	2=4=3=4
		3S/N	3=4=2=4
		3D+	stopper asks in S/D/C
		3S	0.5 stopper
		3N	1+ stoppers
		4C	0 stopper (may be 0.5 stopper over 3S)
3C		6C	
		3D	relay
		3H	4=4=3=2
		3S/N	4=4=2=3
		3H+	stopper asks in D/C
		3S	0.5 stopper
		3N	1+ stoppers
		4C	0 stopper (may be 0.5 stopper over 3S)
		3D	3=3=3=4 (.3S/N) or 3=3=2=5 (.4C+)
		3H	3=2=3=5
		3S	2=3=3=5, 3RP
		3N	2=3=3=5, 4-5RP
		other	as per 4.x
2D		4+H UNB or 5332,	<4S, 4+C only if three suited
		2H	relay
		2S	5332 or three-suited with S shortage
		.3C	3-5-2-3 (.3H) or 3-5-3-2 (.3S/N) 3H/S stopper asks in D/C (3N stop, 4C no stop, 3S 0.5 stop)
		.3D	2-5-3-3 (.3D) 3S stopper ask in S (3N stop, 4C no stop)
		.3H	1-4-4-4 (.3N) or 0-4-4-5 (.4C+)
		.3S	0-4-5-4
		.3N	0-5-4-4
		2N+	H+D (relays follow 2.1.3)
2S		5+S,	NF
2N		NF,	<3H, <5S, <6m
		3C	5+D

		3D	min	
			P	min
		3H	1=4=5=3	[.3N] or 0=4=6=3 [.4C+]
		3S	3=4=5=1	or 3=4=6=0
		3N	5H, 5D,	<3S
	3D	6+H		
		3H	min	
			P	to play
		3S	3=6=x=y	
		3N	0-2S,	6H
	3H	3=5=4=1	(.3N) or 3=5=5=0	(.4C+), GF
	3S	5=3=4=1,		GF
	3m	6+m,	<4H,	NF
	3S	4+H,	void in D	
	4m	4+H,	void in S/C	
2H		4+H and 4+C	UNB,	<4S
	2S	relay	(showing shape as per 2.1.3)	
	2N	0-2H,	<7D (if 6D then SQD<10),	<6S (if 5S then SQS<5),
			<7C (if 6C then SQC<10),	NF
	3C	to play,	min,	5+C
	3D	6+H		
		3H	to play	
		3S	3S,	GF
		3N	0-2S	
		3S	relay	
		3N	0-2S	
		4C	3S	
	3H	4+C,	4+H,	0-1S,
		3S	relay	
		3N	1=5=3=4	
		4C	1=4=3=5	
		4D	0=4=3=6	
		4H	0=5=3=5	
	3S	5+C,	4-5H,	0-1D,
				GF
	3m/S	5+m/S,	<4H,	NF
	3H	3H,		NF
	4m	4+H,	void in D/C	
2S		6+m or 6D and 4C,	<4M	
	2N	relay	(see 4.2.1.2)	
	3C	6+D	(relays follow C sequences below)	
	3D	x-y-6-4		
		3H	relay	
		3S	1-2-6-4	(.4D) or 0-3-6-4 (.4H+)
		3N	2-1-6-4	
		4C+	3-0-6-4	
		3S	anti-relay for high shortage	
		3N	2-1-6-4	or 3-0-6-4
		4C	1-2-6-4	
		4D+	0-3-6-4	
	3H	6-7C	SS or S SPL	
		.3N	SS	
		.4D	6C	
			.4S 6322	(.4N) or 1-3-3-6 (.5C)

		.4N	3-1-3-6
		.5C	3-3-1-6
	.4H	2-2-2-7	
	.4S	7C, S SPL	
		.5C	void
		.5D+	singleton
	.4N	7C, H SPL (then void/singleton)	
	.5C	7C, D SPL (then void/singleton)	
	.4C	1-3-3-6	
	.4D	0-3-3-7	
	.4H+ 1-'32'-7		
3S	6-7C,	H SPL	
	..4D	3-1-3-6	
	..4H	3-0-3-7	
	..4S+	3-1-2-7/2-1-3-7	
3N	6-7C,	D SPL	
	.4D	3-3-1-6	
	.4H	3-3-0-7	
	.4S+	'32'-1-7	
4C	8+C,	S SPL (.4H void, Z with singleton)	
	4N	modified Kickback	
		5C	0 keycards
		5D	1 keycard, no CQ, no S void
		.5S	2RP outside C
		5N	relay
		.5N	1RP outside C
		.6C	ORP outside C
	5H	1 keycard, S void	
		.5N	no CQ
		.6C	CQ, no outside Q
		.6D	CQ, DQ
		.6H	CQ, HQ
	5S	1 keycard, CQ, HQ	
	5N	1 keycard, CQ, DQ	
	6C	1 keycard, CQ, no outside Q	
4D	8+C,	H SPL (.4S void, Z with singleton)	
	4N	modified Kickback	
		5C	0 keycards
		5D	1 keycard, no CQ, no H void
		.5S	2RP outside C
		5N	relay
		.5N	1RP outside C
		.6C	ORP outside C
	5H	1 keycard, H void	
		.5N	no CQ
		.6C	CQ, no outside Q
		.6D	CQ, SQ
		.6H	CQ, DQ
	5S	1 keycard, CQ, SQ	
	5N	1 keycard, CQ, DQ	
	6C	1 keycard, CQ, no outside Q	
4S	8+C,	D singleton	
	4N	modified Kickback	

5C 0 keycards  
 5D 1 keycard, no CQ  
 5H 1 keycard, CQ, no outside Q  
 5S 1 keycard, CQ, HQ  
 5N 1 keycard, CQ, SQ  
 6C 1 keycard, CQ, DK

5D relay for RP

4N/5C 8+C, D void, 1/0 keycards

3C pass or correct to 3D with 6+D

3D pass with 6+D or bid

3H 2-2-2-7 or 6+C, D SPL

3S 6+C, H SPL

3N 6+C, S SPL

3M 5+M, forcing

2N+ D+C (showing shape as per 2.1.3)

#### 4.2.1.1 The Second Negative

1C 1D

1H 1S

1N 19-21 points BAL or semi-BAL (see 3.1)

2C relay (see 4.2.1.1.1); GF except for 24-25 BAL opposite a BAL hand

2D at least one 4M or BAL 22-23 or 5m, 4om, 3M

P min, 5+D (no game opposite 22-23 BAL)

2H 4+H

P 3+H

2S 4S

2N BAL 22-23 or 3=1=5=4

3C 3=1=4=5

3D 3=1=5=4

3H 4+H, 23+points

2S 4+S, S>H

P min, 3+S

2N BAL 22-23 or 1=3=(54)

3m 5+m

3H 4+S, 0-1D, 23+points

3S 4+S, 23+points, 2+D

2N <4M, to play opposite 22-23 BAL

3m 6+m, <4M, 1+RP

3M 5+points, 1+RP, 5+M, <5oM

3N <4M, to play opposite 22-23 BAL

4m 0-1om, 5+H, 5+S

2H 5+H, <4S

2S 5+S

2N 5+points, 1+RP, <3H

3m 6+m

3H 4-6points, 1+RP, 3+H

3S/4m 3+H, SPL C/D/S, 7+points, 1+RP

2S 5+S, <4H

2N 5+points, 1+RP, <3S

3m 6+m

3H 5+H

3S 4-6points, 1+RP, 3+

4m/4H 3+S, SPL D/H/C, 7+points, 1+RP

2N 5+C, 5+D  
 3m to play  
 3M 6+M  
 4m INV  
 4N 4+m, 10+points, SI in C or D  
     5m pass or correct  
 3m 6+m, <4M, <5om  
 3H 5+S, 5+H

4.2.1.1.1 Relays after responder's second negative

1C  
 1D 1H  
 1S 2C

2D BAL or semi-BAL (2-2-6-3, 2-2-3-6 and all 5422s except 5M422),  
 0-2RP  
 2H relay  
 2S S>=H  
     3C 4-4M or 3S and 2H  
       3D relay  
       3H 4-5D  
           .3N 3-2-4-4  
           .4C+ 3-2-5-3  
       3S 3-2-3-5  
       3N 4-4-2-3  
       4C 4-4-3-2, 2RP  
       4D 4=4=3=2, 1RP (4N relay)  
       4H 4=4=3=2, ORP (4N relay)  
     3H anti-relay  
       3S 4-4M or 3-2-3-5  
       3N 3-2-4-4  
       4C 3-2-5-3  
     3S anti-relay  
       3N 4-4M, 3-2-5-3 or 3-2-4-4  
       4C+ 3-2-3-5  
     3D 4=3=x=y  
       3H relay  
       3S 4-3-3-3  
       3N 4-3-4-2  
       4C 4=3=2=4, 2RP  
       4D 4=3=2=4, 1RP (4N relay)  
       4H 4=3=2=4, ORP (4N relay)  
     3S anti-relay  
       3N 4-3-3-3 or 4-3-2-4  
       4C+ 4-3-4-2  
     3H 4-2-4-3 (.3N) or 4-2-5-2 (.4C+)  
     3S 4-2-3-4  
     3N 4-2-2-5  
 2N 4H, <4S  
     .3D 3=4=x=y  
       3H relay  
       3S 3-4-3-3

		3N	3-4-4-2
		4C	3=4=2=4, 2RP
		4D	3=4=2=4, 1RP (4N relay)
		4H	3=4=2=4, 0RP (4N relay)
	3S		anti-relay
		3N	3-4-3-3 or 3-4-2-4
		4C+	3-4-4-2
		.3H	2-4-4-3 (.3N) or 2-4-5-2 (.4C+)
		.3S	2-4-3-4
		.3N	2-4-2-5
	3C	2-2M	
		.3H	2-2-5-4 (.3N) or 2-2-4-5 (.4C+)
		.3S	2-2-6-3
		.3N	2-2-3-6
	3D	3=3=x=y	
		3H	relay
		3S	3-3-4-3
		3N	3-3-3-4
		4C	3-3-5-2, 2RP
		4D	3-3-5-2, 1RP (4N relay)
		4H	3-3-5-2, 0RP (4N relay)
		3S	anti-relay
		3N	3-3-4-3 or 3-3-5=2
		4C+	3=3=3=4
	3H		2-3-4-4 (.3N) or 2-3-5-3
	3S		3=3=2=5
	3N		2-3-3-5
2S	4+S,		one of (a) 24-25 BAL; (b) SPL
	2N		min, <4S
		3C/D	SPL in D/H
		3H	H void
		3S	to play
		4m	SI, void Om, 5S, 5H
		4S	SI, 6S (SQS<10), no SPL or stiff K/A
	3C		max, <4S
		3D/H	SPL in D/H
		3S	COG with 5S
		3N	to play
		4m	SI, void Om, 5S, 5H
		4S	SI, 6S (SQS<10), no SPL or stiff K/A
	3D/H		max, 4S, anti-SPL
		NS	SPL, SI
		4D/H	control bid, SI, 6S (SQS<10), no SPL or stiff K/A
	3S		min 4S
		NS	SPL, SI
	3N		max, 4=3=3=3
	4C		max, 4S, anti-SPL (opener's NS is SPL, SI)
	4D/H		max, 4S, no anti-SPL, showing cheapest control
	4S		max, 4S, no anti-SPL, denies a red-suit control
2N	24-25		points BAL, NF, <4S
	P		to play
	3C		5-6C, to play

3D 5-6D, to play  
 3H 2=2=x=y, GF  
     3S relay  
         3N 2=2=4=5 or 2=2=5=4  
         4C 2=2=3=6  
         4D 2=2=6=3  
  
 3S 4H, GF  
 3N to play  
 3C 0-1C  
 3D 0-1D, <4S  
 3H 0-1S  
     3S 3H  
 3S 0-1H, <4S  
 4m SI, 6m (SQm<10), no SPL or stiff K/A  
     4N to play  
 2H 0-1RP, UNB. See 4.2.1.1.2 and 4.2.1.1.3  
 2S 3+S, S>H  
     .3C 3-4S  
         .3H SPL H  
             .3N 3S  
                 4C relay  
                     4D 5+D  
                         .4S 3-1-5-4  
                         .4N 3-1-6-3  
                         .5C 3-0-6-4 (5H relay)  
                         .5D 3-1-7-2  
                         .5H+ 3-0-7-3  
                     4H 3-0-5-5  
                     4S 3-1-4-5  
                     4N 3-1-3-6 (5D relay)  
                     5C 3-1-2-7  
                     5D 3-0-4-6  
                     5H-6C 3-0-3-7  
                         4D anti-relay  
                     4H <5D (now 4S to play),  
                     4S 3-1-5-4  
                     4N 3-1-6-3  
                     5C 3-0-5-5  
                     5D 3-0-6-4  
                     5H 3-0-7-3  
                     5S-6D 3-1-7-2  
                 .4C 4S, 5+D  
                     .4H 4-1-5-3  
                     .4S 4-1-6-2  
                     .4N 4-1-7-1  
                     .5C 4-0-6-3  
                     .5D+ 4-0-7-2  
                 .4D 4S, 4+D and 4+C  
                     .4S 4-1-4-4  
                     .4N 4-0-5-4  
                     .5C+ 4-0-4-5  
                 .4H 4-1-3-5 (4N relay)  
                 .4S 4-1-2=6

.4N 4-1-1-7 (5D relay)  
 .5C 4-0-3-6  
 .5D 4-0-2-7  
 .5H+ 4=0=1=8  
 .3S D shortage  
 ..4D 3-2-2-6 (.4S) or 3-2-1-7 (.4N+)  
 ..4H 4-3-1-5 (.5C) or 4-3-0-6 (.5D-6C)  
 ..4S 4-2-1-6  
 ..4N+ 4-2-0-7  
 .3N C shortage  
 .4D 3-2-6-2 (.4S) or 3-2-7-1 (.4N+)  
 .4H 4-3-5-1 (.5C) or 4-3-6-0 (.5D-6D)  
 .4S 4-2-6-1  
 .4N 4-1-7-1  
 .5C+ 4-2-7-0  
 .3D 6S, <4H  
 .3S 2H  
 ..4D 6-2-2-3 (.4S) or 6-2-3-2 (.4N+)  
 ..4H 6-2-1-4  
 ..4S 6-2-4-1  
 ..4N 6-2-5-0  
 ..5C 6-2-0-5  
 .3N 0-1H  
 .4D singleton H  
 .4S 6-1-2-4  
 .4N 6-1-4-2  
 .5C 6-1-1-5  
 .5D 6-1-5-1  
 .5H 6=1=0=6  
 .5S+ 6=1=6=0  
 .4H 6-1-3-3 (4N relay)  
 .4S 6-0-3-4  
 .4N 6-0-4-3  
 .5C 6-0-2-5  
 .5D 6-0-5-2  
 .5H 6=0=1=6  
 .5S+ 6=0=6=1  
 .4C 6-3-1-3 (.4H -- 4N relay) or 6-3-0-4 (.4S+)  
 .4D 6-3-4-0 (4N relay)  
 .4H 6-3-3-1 (4N relay)  
 .3H 5S, 2-3H  
 .3N doubleton H  
 4C relay  
 4D 4+C  
 .4S 5-2-2-4  
 .4N 5-2-1-5  
 .5C+ 5=2=0=6  
 4H 5-2-3-3 (4N relay)  
 4S 5-2-4-2  
 4N 5-2-5-1  
 5C+ 5=2=6=0  
 4D anti-relay  
 4H 3+D (4S to play)



4S 5-2-2-4  
 4N 5-2-1-5  
 5C+ 5=2=0=6  
 .4C 3H, 3+D  
     .4H 5-3-3-2 (4N relay)  
     .4S 5-3-4-1  
     .4N+ 5-3-5-0  
 .4D 5-3-2-3 (4N relay)  
     .4H 5-3-1-4 (..5C) or 5-3-0-5 (..5D+)  
 .3S 5S, 0-1H  
     ..4D 0H  
         .4S 5+D  
             .5C 5-0-5-3  
             .5D 5=0=6=2  
             .5H+ 5=0=7=1  
         .4N 5-0-4-4  
         .4N 5-0-3-5  
         .5C 5=0=2=6  
         .5D+ 5=0=1=7  
     ..4H 1H, 4-5D  
         ..5C 5-1-4-3  
         ..5D 5=1=5=2  
     ..4S 5-1-3-4  
     ..4N 5=1=1=6  
     ..5C 5-1-2-5  
     ..5D 5=1=6=1  
 .3N 5S, 4H  
     4C relay  
         4D 5-4-2-2 (4N relay)  
         4H 5-4-1-3 (..5C) or 5-4-0-4 (..5D+)  
         4S 5-4-3-1  
         4N 5-4-4-0  
     4D anti-relay  
         4H 2+D (now 4S to play)  
         4S 5-4-1-3  
         4N+ 5-4-0-4  
 .4C 6=4=x=y  
     .4H 0-1D  
         4S to play  
         4N relay  
             5C 6-4-1-2  
             5D+ 6-4-0-3  
     .4S 0-1C  
         4N relay  
             5C 6-4-2-1  
             5D+ 6=4=3=0  
 .4D 7+S, <4 other, SQ<8  
     .4S 7-2-2-2  
     .4N H SPL  
     .5C D SPL  
     .5D C singleton  
     .5H+ C void  
 .4H 6=5=x=y

4N relay  
5C 6=5=1=1  
5D 6=5=0=2  
5H+ 6=5=2=0

.4S 7=4=x=y  
4N relay  
5C 7=4=1=1  
5D 7=4=0=2  
5H+ 7=4=2=0

.4N 7=5=x=y  
5C relay  
5D 7=5=0=1  
5H+ 7=5=1=0

.5C 8=4=0=1

.5D 8=4=1=0

2N 5+H

.3D 6H, <4S

.3S 2S

..4D 2-6-2-3 (4S relay)

..4H 2-6-3-2

..4S 2-6-1-4

..4N 2-6-4-1

..5C 2-6-0-5

..5D 2-6-5-0

.3N 0-1S

.4D singleton S

4H to play

4S relay

4N 4+D

.5D 1-6-4-2

.5H 1=6=5=1

.5S+ 1=6=6=0

5C 1-6-2-4

5D 1-6-1-5

5H+ 1=6=0=6

.4H 1-6-3-3

.4S 4+C

.5C 0-6-3-4

.5D 0=6=2=5

.5H+ 0=6=1=6

.4N 0-6-5-2

.5C 0-6-4-3

.5D 0=6=6=1

.4C 3-6-1-3 (.4H) or 3-6-0-4 (.4S+)

.4D 3-6-3-1 (...5C) or 3-6-4-0 (...5D+)

.4H 3-6-2-2 (4N relay)

.3H 5H, 2-3S

.3N doubleton S

4C relay

4D 4+D

4H to play

4S relay

4N 2-5-4=2

5C 2-5-5=1  
 5D+ 2=5=6=0  
 4H 2-5-3-3  
 4S 2-5-2=4  
 4N 2-5-1=5  
 5C 2=5=0=6  
 4D anti-relay  
 4H 3+C  
 4S 2-5=4=2  
 4N 2-5=5=1  
 5C+ 2=5=6=0  
 .4C 3S, 3+D  
 .4H 3-5-3-2 (4N relay)  
 .4S 3-5-4-1  
 .4N+ 3-5-5-0  
 .4D 3-5-2-3 (4N relay)  
 .4H 3-5-1-4 (..5C) or 3-5-0-5 (..5D+)  
 .3S 5H, 0-1S  
 4C relay  
 4D 4+C  
 4H to play  
 4S relay  
 4N 1-5=4=3  
 5C 1-5=2=5  
 5D 1=5=1=6  
 5H+ 0=5=2=6  
 4H 0=5=4=4  
 4S 1-5-4=3  
 4N 1-5-5=2  
 5C 0=5=6=2  
 5D 1=5=6=1  
 ..4H 1-5-4-3 (.4N) or 1-5-5-2 (.5C+)  
 ..4S 0-5-5-3 (.5C) or  
 ..4N 0-5-4-4  
 ..5C 0-5-3-5  
 .3N 5H, 4S  
 4C relay  
 4D 4-5-2-2 (4N relay)  
 4H 4-5-1-3 (..5C) or 4-5-0-4 (..5D+)  
 4S 4-5-3-1  
 4N 4-5-4-0  
 4D anti-relay  
 4H 2+D (now 4S to play)  
 4S 4-5-1-3  
 4N+ 4-5-0-4  
 .4C 6+H, 4S  
 .4D 7+H, 4S  
 ..4N 4=7=1=1  
 ..5C 4=7=0=2  
 ..5D+ 4=7=2=0  
 .4H 6H, 5S  
 4N relay  
 5C 5=6=1=1

5D 5=6=0=2  
 5H+ 5=6=2=0  
 .4S 5S, 7H  
 .5C 5=7=0=1  
 .5D+ 5=7=1=0  
 .4N 4=8=0=1  
 .5C-5H 4=8=1=0  
 3C 3-4H, H>S  
 .3H SPL S  
 .3N 3H  
 4C relay  
 4D 5+D  
 .4S 1-3-5-4  
 .4N 1-3-6-3  
 .5C 1-3-7-2  
 .5D 0-3-6-4  
 .5H-6D 0-3-7-3  
 4H 1-3-4-5  
 4S 0-3-5-5  
 4N 1-3-3-6 (5D relay)  
 5C 1-3-2-7  
 5D 0-3-4-6  
 5H-6C 0-3-3-7  
 4D anti-relay  
 4H <5D  
 4S 1-3-5-4  
 4N 1-3-6-3  
 5C 0-3-5-5  
 5D 1-3-7-2  
 5H 0-3-6-4  
 5S-6D 0-3-7-3  
 .4C 5+D  
 .4H 1-4-5-3  
 .4S 1-4-6-2  
 .4N 1-4-7-1  
 .5C 0-4-6-3  
 .5D+ 0-4-7-2  
 .4D 4+D and 4+C  
 ..4N 1-4-4-4  
 ..5C 0-4-4-5  
 ..5D+ 0-4-5-4  
 .4H 1-4-3-5 (.4N) or 1-4-6-2 (.5C+)  
 .4S 0-4-2-7 (.5C) or 0-4-3-6 (.5D+)  
 .4N 1-4-1-7 (5D relay)  
 .5C+ 2-4-0-7  
 .3S 3H, 6+D  
 ..4D 2=3=6=2  
 ..4H+ 2=3=7=1  
 .3N 3H, 6+C  
 .4D 2-3-2=6  
 .4H+ 2-3-1=7  
 .4C 4H, 5+D, 0-1C  
 .4H 3=4=5=1

.4S 2=4=6=1  
 .4N 2=4=7=0  
 .5C+ 1=4=8=0  
 .4D 3=4=1=5 (4N relay)  
 .4H 2=4=1=6 (.4N) or 2=4=0=7 (.5C+)  
 .4S 1=4=0=8  
 3D <3H and <3S  
 .3S S>H  
 ..4D 6+D  
 .4S 2=1=6=4  
 .4N 2=0=6=5  
 .5C 2=0=7=4  
 .5D 1=0=7=5  
 .5H+ 1=0=8=4  
 ..4H 2-1-5-5 (.5C+) or 1=0=6=6 (.4N)  
 ..4S 2-1-4-6  
 ..4N 2-0-5-6  
 ..5C 2=0=4=7  
 ..5D 1=0=5=7  
 ..5H+ 1=0=4=8  
 .3N H>S  
 .4D 6+D  
 .4S 1=2=6=4  
 .4N 0=2=6=5  
 .5C 0=2=7=4  
 .5D 0=1=7=5  
 .5H+ 0=1=8=4  
 .4H 1=2-5-5 (.5C+) or 0=1=6=6 (.4N)  
 .4S 1=2-4-6  
 .4N 0=2-5-6  
 .5C 0=2=4=7  
 .5D 0=1=5=7  
 .5H+ 0=1=4=8  
 .4C 7C, <4 other  
 .4H S SPL (.5C singleton, .5D-6C void)  
 .4S 2-2-2-7  
 .4N H singleton (5D relay)  
 .5C H void  
 .4D 7D, <4 other  
 .4S S SPL (.5D singleton, .5H-6D void)  
 .4S 2-2-7-2  
 .5C H singleton (5H relay)  
 .5D H void  
 .4H 1-1-5-6  
 .4S 1-1-6-5  
 .4N 1-1-7-4 (5H relay)  
 .5C 1-1-4-7 (5H relay)  
 3H 4H and 4S  
 .3N 4+D  
 .4C 4-4-1-4  
 .4D+ 4-4-0-5  
 3S 3H and 3S (show 7m if R signs off in 3N)  
 ..4D 3-3-6-1 (.4S) or 3-3-7-0 (.4N+)

..4H 3-3-1-6  
 ..4S 3-3-0-7  
 3N 5H and 5S  
     4C relay  
         4D 5-5-2-1 (...5C) or 5-5-3-0 (...5D+)  
         4H 5-5-1-2  
         4S+ 5-5-0-3  
     4D anti-relay  
         4H D SPL (4S to play)  
         4S 5-5-2-1  
         4N+ 5-5-3-0  
 4C 7+H, <4 other  
     .4H 2-7-2-2  
     .4S D SPL  
     .4N C SPL  
     .5C S singleton  
     .5D+ S void  
 4D 7+S, <4 other, SQ>7  
     .4S 7-2-2-2  
     .4N H SPL  
     .5C D SPL  
     .5D C singleton  
     .5H+ C void  
 4H 6H, 6S  
 4S 8+C, <4M, SPL M (relay for S/H shortage, then singleton/void)  
 4N 8+D, <4M, SPL M (relay for S/H shortage, then singleton/void)  
 5m 8+m, SPL in Om (relay for singleton/void)

#### 4.2.1.1.2 After the third negative

1C 1D  
 1H 1S  
 2C 2H  
 2S relay (see 4.2.1.1.3) -- use with all BAL/semiBAL hands  
 2N 6+m, <4M  
     3C 3+m, <5M  
         3D 6+D  
         3M/3N 6+C, 0-1M/C  
     3D 5+S  
         3H 2+S  
             3S <6S, 3+C  
             3N <6S, 3+D, <3D  
             4m 5+m  
             4H 5H  
             4S 6+S  
             4N 5=0=4=4  
             5m/5H 6+S, 0-1m/H, SI  
         3S 6+D  
         3N 6+C, NF  
         4C 6+C, GF  
 3H 5+H, 3+C  
     3S 6+D  
     3N 6+C, NF

	4C	6+C, GF
	4D	3+H, SI
3S	5+H, 3+D	
3N	4+C, 4+D, <5M	
4m	7+m	
3C	4+S and 6+other	
	3D	relay
	3H	6+C
	3S	6+D
	3N	4S, 6H
	4C	4S, 7+H
	4D	5S, 6+H
3D	4+H and 6+other	
	3H	relay
	3S	6+C
	3N	6+D
	4C	4H, 6S
	4D	4H, 7+S
	4H	6+S, 5+H
3M	6+M, <4other	
3N	to play	
4m	5S, 5H, 3m	
4M	to play	

#### 5.7.4 Relays after responder's third negative

	1C	
1D	1H	
1S	2C	
2H		0-1RP, UNB
.2N	3+S, S>H, <8m if single suited	
	.3D	3S, S>H or 6+S, <4H
		.3S 3S, D>=C
		..4D 3-2-6-2 (.4S) or 3-2-7-1 (.4N)
		..4H 3-1-5-4
		..4S 3-0-5-5
		..4N 3-1-6-3
		..5C 3-0-6-4 (5H relay)
		..5D 3-1-7-2
		..5H 3-0-7-3
	.3N	3S, C>D
		.4D 3-2-2-6 (.4S) or 3-2-1-7 (.4N -- 5D relay)
		.4H 3-1-4-5
		.4S 3-0-4-6
		.4N 3-1-3-6 (5D relay)
		.5C 3-1-2-7
		.5D 3-0-3-7
	.4C	6+S, no SPL
		.4H 6-3-2-2
		.4S 6-2-2-3
		.4N 6-2-3-2
		.5C 7-2-2-2
	.4D	6+S, C SPL

```

...5C 7S (.5H C singleton, .5S C void)
...5D 6-2-4-1
...5H 6-3-3-1
...5S 6-3-4-0
.4H 6+S, D SPL
..5C 7S (.5H D singleton, .5S D void)
..5D 6-2-1-4
..5H 6-3-1-3
..5S 6-3-0-4
.4S 6+S, H singleton
.5C 6-1-2-4
.5D 6-1-4-2
.5H 6-1-3-3
.5S-6S 7S
.4N 7-0-3-3
.5C 6-0-3-4
.5D 6-0-4-3
.3H 4S
.3N H SPL
4C relay
4D 5+D, <4C
.4S 4-1-5-3
.4N 4-1-6-2
.5C 4=1=8=0
.5D-6D 4-1-7-1
4H 4+C, 4+D
..5C 4-1-4-4
..5D 4-0-5-4
..5H-6C 4-0-4-5
4S 4-1-3-5
4N 4-1-2-6 (5D relay)
5C 4-1-1-7
5D+ 4=1=0=8
4D anti-relay
4H 5+C, <4D
4S 4+C, 4D
4N 4=1=5=3
5C 4=0=5=4
5D
.4C 2H
.4H 4-2-6-1
.4S 4-2-1-6
.4N 4-2-7-0
.5C 4-2-0-7
.4D 3H, D>C
...5C 4-3-5-1
...5D-6D 4-3-6-0
.4H 3H, C>D
..5C 4-3-1-5
..5D-6C 4-3-6-0
.3S 5S, H SPL
..4D 4+D
.4S 5-1-4-3

```



.4N 5-1-5-2  
 .5C 5-0-5-3  
 .5D 5-1-6-1  
 .5H-6D 5-0-6-2  
 ..4H 5-1-3-4 (..5C) or 5-0-4-4 (..5D-6C)  
 ..4S 5-1-2-5 (.5C) or 5-0-3-5 (.5D-6C)  
 ..4N 5-1-1-6 (5D relay)  
 ..5C 5-0-2-6  
 .3N 5S, 2H  
 4C relay  
 4D 5-2-3-3  
 4H 5-2-4-2  
 4S+ 5-2-2-4  
 4D anti relay  
 4H 5-2-3-3 or 5-2-2-4  
 4S+ 5-2-4-2  
 .4C 5S, 3H  
 .4H 5-3-2-3 (..5C) or 5-3-3-2 (..5D+)  
 .4S 5-3-4-1 (.5C) or 5-3-5-0 (.5D+)  
 .4N 5-3-1-4  
 .5C 5-3-0-5  
 .4D 5-4-2-2 (...5C) or 5-4-3-1 (...5D+)  
 .4H 5-4-1-3  
 .3C 4-5H, H>S  
 .3H 4H  
 .3N S SPL  
 .4D 5+D  
 .4S 1-4-5-3  
 .4N 1-4-6-2  
 .5C+ 1-4-7-1  
 .4H 4+C, 4+D  
 ..5C 1-4-4-4  
 ..5D 0-4-5-4  
 ..5H-6C 0-4-4-5  
 .4S 1-4-3-5  
 .4N 1-4-2-6 (5D relay)  
 .5C 1-4-1-7  
 .4C 2S  
 .4H 2-4-6-1  
 .4S 2-4-1-6  
 .4N 2-4-7-0  
 .5C 2-4-0-7  
 .4D 3S, D>C  
 ...5C 3-4-5-1  
 ...5D-6D 3-4-6-0  
 .4H 3S, C>D  
 ..5C 3-4-1-5  
 ..5D-6C 3-4-6-0  
 .3S 5H, S SPL  
 ..4D 4+D  
 .4S 1-5-4-3  
 .4N 1-5-5-2  
 .5C 0-5-5-3

.5D 1-5-6-1  
 .5H-6D 0-5-6-2  
 .4H 1-5-3-4 (.5C) or 0-5-4-4 (.5D-6C)  
 .4S 1-5-2-5 (.5C) or 0-5-3-5 (.5D-6C)  
 .4N 1-5-1-6 (5D relay)  
 ..5C 0-5-2-6  
 .3N 5H, 2S  
 4C relay  
 4D 2-5-3-3  
 4H 2-5-4-2  
 4S+ 2-5-2-4  
 4D anti relay  
 4H 2-5-3-3 or 2-5-2-4  
 4S+ 2-5-4-2  
 .4C 5H, 3S  
 .4H 3-5-2-3 (.5C) or 3-5-3-2 (.5D+)  
 .4S 3-5-4-1 (.5C) or 3-5-5-0 (.5D+)  
 .4N 3-5-1-4  
 .5C 3-5-0-5  
 .4D 4-5-2-2 (...5C) or 4-5-3-1 (...5D+)  
 .4H 4-5-1-3  
 .3D (3H, H>S) or (6+H, <4S), <8m if single suited  
 .3S 3H, D>=C  
 .4D 2-3-6-2 (.4S) or 2-3-7-1 (.4N)  
 .4H 1-3-5-4  
 .4S 0-3-5-5  
 .4N 1-3-6-3  
 ..5C 0-3-6-4  
 ..5D 1-3-7-2  
 ..5H 0-3-7-3  
 .3N 3H, C>D  
 .4D 2-3-2-6 (.4S) or 2-3-1-7 (.4N -- 5D relay)  
 .4H 1-3-4-5  
 .4S 0-3-4-6  
 .4N 1-3-3-6 (5D relay)  
 .5C 1-3-2-7  
 .5D 0-3-3-7  
 .4C 6+H, no SPL or D SPL  
 .4H 2-6-3-2 (.4N) or 2-6-2-3 (.5C)  
 .4S 3-6-2-2  
 .4N 2-7-2-2  
 .5C 7H (.5H D singleton, .5S D void)  
 .5D 2-6-1-4  
 .5H 3-6-1-3  
 .5S 3-6-0-4  
 .4D C SPL  
 ...5C 7H (.5H C singleton, .5S C void)  
 ...5D 2-6-4-1  
 ...5H 3-6-3-1  
 ...5S 3-6-4-0  
 .4H S SPL  
 .4N 1-6-4-2 (.5D) or 0-6-4-3 (.5H)  
 .5C 1-6-2-4 (.5H) or 0-6-3-4 (.5S)

		.5D	1-6-3-3
		.4S	7H, S singleton
		.4N	0-7-3-3
.3H	<3H and <3S		
	.3N	S>H	
		.4D	2-1-5-5
		.4H	2-1-6-4
		.4S	2-1-4-6
		.4N	2-0-6-5
		.5C	2-0-5-6
		.5D	1=0=6=6
		.5H	1=0=5=7
		.5S-6C	1=0=7=5
	.4C	H>S	
		.4H	1-2-5-5
		.4S	1-2-4=6
		.4N	1-2-6=4
		.5C	0-2-5=6
		.5D	0-2-6=5
		.5H	0=1=6=6
		.5S	0=1=5=7
		.5N-6C	0=1=7=5
	.4D	7C, <4D	
		.4S	S SPL (.5C singleton, .5D-6C void)
		.4N	2-2-2-7
		.5C	H SPL (relay for singleton/void)
	.4H	7D, <4C	
		.4N	S SPL (.5D singleton, .5H-6D void)
		.5C	2-2-7-2
		.5D	H SPL (relay for singleton/void)
		.4S	1-1-5-6
		.4N	1-1-6-5
		.5C	1-1-4-7 (5H relay)
		.5D	1-1-7-4
.3S	3H and 3S (show 7m if R signs off in 3N)		
		..4D	3-3-6-1 (.4S) or 3-3-7-0 (.4N+)
		..4H	3-3-1-6
		..4S	3-3-0-7
.3N	4H and 4S		
		.4D	4+D
		.4H	4-4-1-4
		.4S+	4-4-0-5
.4C	6H and 4S or 5H and 5S		
		.4H	6H and 4S (..5C HS, ..5D 4-6-2-1, ..5H 4-6-3-0)
		.4S	5H and 5S (..5C HS, ..5D 5-5-2-1, ..5H 5-5-3-0)
.4D	6+M, 5+oM		
		...5C	5S, 6+H (relay for 1-1, 0-2, 2-0, 0-1, 1-0)
		...5D	6-5-1-1
		...5H	6-5-0-2
		...5S	6-5-2-0
		...5N	6=6=0=1
		...6C	6=6=1=0
		...6D	7=5=0=1

...6H 7=5=1=0

- .4H 6S and 4H (..5C HS, ..5D 6-4-2-1, ..5H 6-4-3-0)
- .4S 8+C (relay for S/H shortage, then singleton/void)
- .4N 8+D (relay for S/H shortage, then singleton/void)
- .5m 8+m, SPL in Om (relay for singleton/void)

#### 4.2.2 After Opener's 1S Rebid

- 1C
- 1D 1S
- ?
  
- 1N 5+ points; if 3S then either 4333 or 4-5H; if 9+points then 0-1S, <5H and <6m
  - 2m may be canape, not max with 6+card suit
    - 2H 4-5H, 3S, <9 points
    - 2S 3S, 4333, <9 points
    - 2N 9+HCP, 2S (opener's 3m to play, other forcing)
    - 3m 8-10 points, usually 4+m
    - 3Om/H 11+points, (4)5+m, values
    - 3S 11+points, HH/Hx in S, 5+m
  - 2H may be canape, not max with longer H (else rebid 2C over 1D)
  - 2S min, 6+S
  - 2N max, 4S and 6+m (rebid 3m)/6S and 4H (rebid 3H)/6+S and 3H (rebid 3S)
  - 3x pass or correct
  - 3m max, 5+S, 5+m
  - 3H max, 6S and 5H
  - 3S max, 6+S, 0-2H
  - 3N to play, usually SS suit (may be in m or S)
  - 4m max, slam interest, 7S, 4+m
  - 4H max, 6S and 6H
  - 4S max, 7+S, no slam interest
- 2C Weak with D or max, <3S
  - 2D <INV opposite weak D
    - P weak, (5)6+D
    - 2H max, 5H
    - 2S 9+HCP, doubleton S, 4H
    - 2N 9+HCP, doubleton S, <4H
    - 3m max, 6+m
    - 3H max, 6H and 5D
  - 2H 20+points, 4+H, 3+D
  - 2S 20+points, 6+S, 3+D
  - 2N 20+points, 5S, 3D, <5C, <5H
  - 3C 20+points, 5+C, 4+S, 3+D
  - 3D 20-21 points, 4+D, <4H
  - 3M 22+points, with 5+D and SPL in C/H
- 2D 3+S, 7+points
  - 2H inquiry, usually with 4S and game interest
    - 2S 7-8 points
    - 2N max, 3S
      - 3m 5+m, GF
      - 3H 4+H

		3S	3H
		3N	0-2H
		4m	control bid, 4+H, max
		4H	4+H, min
	3C	max, 4+S, no SPL	
		3D/H/S(=C)	trial bids
	3D	max, 4+S, 1C	
	3H	max, 4+S, 1D	
	3S	max, 4+S, 1H	
	3N	max, 4S, 0H	
	4C	max, 4S, 0D	
	4D+	max, 4S, 0C, control bid	
2S	to play		
2N	INV, 5+S		
	3C	would reject a short-suit try in C	
	3D	asks again	
	3H	rejects short-suit try in H	
	3S	rejects short-suit try in D, accepts in H	
	3N+	accepts short-suit try in both H and D, control-showing	
	3H	4+H	
	3D	rejects short-suit try in D, accepts in C	
	3H	short-suit try in H (3S rejects, 3N+ accepts)	
	3H	rejects short-suit try in H, accepts in C and D	
	3S	accepts all short-suit tries	
	3N	max, usually 3S433, Q10x or better in every side suit	
	4C+	4+S, SPL in H/C/D	
3m/H	INV, 5+S, 4+suit (SQ4-8 but not headed by A) needing fitting honours or max with SPL in trial suit		
3S/N	INV/GF, 6+S, SQ>10, usually no SPL, suggests 3N		
4m/H	max, 5+S, slam interest, void in H/C/D		
2H	6+H, 0-2RP		
	2N	asks for feature, usually with H fit	
	3m	to play, 6+m, usually 0-1H	
	3H	min, 3H	
	4m	max, slam interest, 3+H, SPL (usually void) in Om	
2S	3-4S, 4-6 points		
	2N	INV, 5+S.	
	3C	would reject a short-suit try in C	
	3D	asks again	
	3H	rejects short-suit try in H	
	3S	rejects short-suit try in D, accepts in H	
	3N+	accepts short-suit try in both H and D, control-showing	
	3H	4+H	
	3D	rejects short-suit try in D, accepts in C	
	3H	short-suit try in H (3S rejects, 3N+ accepts)	
	3H	rejects short-suit try in H, accepts in C and D	

	3S	accepts all short-suit tries, 3S
	3N	max, usually 3S433, Q10x or better in every side suit
	4C+	accepts all short-suit tries, 4S, control-showing
	3m	INV, 5+m
	3H	INV, 5+S, 4+H
	3S/N	max, 6+S, SQ>10, usually no SPL, suggests 3N
2N		8+points, 5+C, 5+D, <3S
	3m	to play
	3H	relay, GF
	3S	2S
	3N	3H or H stopper
	4D	6+D, max
	4H+	6+C, max
3C		weak, 6+C, 0-2S
	3D/H	forcing, either fragment with C support or freak two suiter
3D		10-11 points, 6D, 3S
3H		max, 6H and 5C
3S		7-9 points, 5-6S, no SPL
3N		6+SS m, 4RP, 0-1S, >=Jxx/Qx in side suits
4m/H		12+points, 3-4RP, 5+S, void in H/C/D
4S		10-12 points, 5+S, 0-2RP

### 4.2.3 Interference after 1C P 1D

Opener treats RHO's actions as an opening bid (with the same meaning) except that:

- a redouble of RHO's double is a second relay (and 1H is natural unless RHO's double promises 5+H);
- jumps that would be weak jump overcalls show 21-23 points with 7+ cards or 6+cards and SQ>10;
- a natural 1N "overcall" shows 18-21 points; a natural non-jump 2N overcall shows 20-23 points;
- natural "overcalls" and takeout doubles promise 17+points (over 1H-2H); over 2S-3H they promise 19+points; over 3S-4H they promise 21+points;
- lebensohl applies after opener doubles 2M for takeout but not after responder doubles 2M for takeout, when 2N is two places to play.

## 4.3 Resolving Positive Responses to 1C

1H	4+S	
	1S	relay
		1N S+H or three suiter
		2C relay
		2D S>=H or 5=6=1=1 or 4=7=1=1
		2H H>S
		2S+ three suiter
		2C S+D
		2D S>=C or 5=1=1=6 or 4=1=1=7
		2H C>S
		2S+ S single suiter
1S	4+H, <4S	

1N	relay			
	2C	H+D		
	2D	H single suiter		
	2H	C>H		
		2S+ H>=C or 1=5=1=6 or 1=4=1=7		
1N	4+D, <4M			
	2C	relay		
	2D	C>=D or 1=1=6=5 or 1=1=7=4		
	2H	D>C		
		2S+ D single suiter		
2C	4333 or 4432			
	2D	relay		
	2H	4S		
		2S	relay	
		2N	4S, 4D	
		3C	relay	
		3D/H	stopper ask in H/C	
		3S	0.5 stop	
		3N	stop, <15 points	
		4C	no stop, 8-11 points	
		4D	no stop, 12-14 points	
		4H+	15+points, 9+RP	
		3C	4=3=3=3 or 4=4=2=3	
		3D	relay	
		3H	4=3=3=3	
		3S	4=4=2=3, 5-6RP	
		3N	4=4=2=3, 7-8RP	
		4C+	4=4=2=3, 9+RP	
		3D	4=2=3=4	
		3H	4=3=2=4, 7-10RP	
		3S	4=3=2=4, 5RP	
		3N	4=3=2=4, 6RP	
		4C+	4=3=2=4, 9+RP, 15+points	
		2N+	stopper ask in H/D/C/S	
		3S	0.5 stopper	
		3N	stopper or 4-card suit, <15 points	
		4C	no stop, 8-11 points	
		4D	no stop, 12-14 points	
		4H+	15+points, 9+RP	
2S	<4M			
	2N	relay		
	3C	4333		
		3D	relay	
		3H	3=3=4=3	
		3S	3=3=3=4, 5-6RP	
		3N	3=3=3=4, 7RP	
		4C	3=3=3=4, 8+RP	
		3H	anti-relay	
		3S	3=3=3=4	
		3N	3=3=4=3, 5-6RP	
		4C+	3=3=4=3, 7+RP	

		3S	stopper ask in S
		3N	stopper, <15 points
		4C	no stopper, <12 points
		4D	no stopper, 12-14 points
		4H+	15+points, 9+RP
		3D	2=3=4=4
		3H	3=2=4=4, 7-10RP
		3S	3=2=4=4, 5RP
		3N	3=2=4=4, 6RP
		4C+	3=2=4=4, 9+RP, 15+points
		3C+	stopper ask in H/S/C/D
		3S	0.5 stopper
		3N	stopper or 4-card suit
		4C	no stop, 8-11 points
		4D	no stop, 12-14 points
		4H+	15+points, 9+RP
2N		4H, 4D	
		3C	relay
		3D/H	stopper ask in S/C
		3S	0.5 stopper
		3N	stopper or 4-card suit, <15 points
		4C	no stop, 8-11 points
		4D	no stop, 12-14 points
		4H+	15+points, 9+RP
3C		3=4=3=3 or 4=4=3=2	
		3D	relay
		3H	3=4=3=3
		3S	4=4=3=2, 5-6RP
		3N	4=4=3=2, 7-8RP
		4C+	4=4=3=2, 9+RP
		3D	2=4=3=4
		3H	3=4=2=4, 7-10RP
		3S	3=4=2=4, 5RP
		3N	3=4=2=4, 6RP
		4C+	3=4=2=4, 15+points, 9+RP
2D		C	single suiter
		2H	relay

#### 4.3.1 Chain breaks over a positive response

1C	1H
1S	relay
1N	0-2S, <17 points, not single suited
2C	3+S, one of
	3-4S, <17 points
	4S with SPL, <18 points
	4+S, void in m, 9-12RP
	4S with SS 6+suit or 7+suit, SQ>7, 9-11RP, <21 points
2D	6+C, <21 points, SQC<13, <4H, <4D unless SQD<4 or 7+C, <3S, not 6322 or 7222, 18+HCP
2H	6+D, <21 points, SQD<13, <4H, <4C unless SQC<4 or 7+D, <3S, not 6322 or 7222, 18+HCP



2S 6+H, <21 points, SQH<13, <4m unless SQm<4 or 7+H, <3S, not 6322 or 7222, 18+HCP  
 2N 5-6C, 5-6D, <3S, 9-11RP  
 3C 5-6C, 5-6H, <3S, 9-11RP  
 3D 5-6D, 5-6H, <3S, 9-11RP, S SPL  
 3H 5-6D, 5-6H, <3S, 9-11RP, S SPL and D SPL  
 3S 5-6D, 5-6H, <3S, 9-11RP, C void  
 3N 5-6D, 5-6H, <3S, 9-11RP, C singleton  
 4C 5S, H void, 9-12RP (continuations as per 2.4.1.1)  
 4D 4S, H void, 9-12RP (continuations as per 2.4.1.1)  
 4H 6+S, H void, 10-11RP (continuations as per 2.4.1.1)  
 4S 6+S, H void, 9RP (continuations as per 2.4.1.1)

#### 1C 1S

1N relay  
 2C 0-2H, <17 points, not single suited  
 2D 3+H, one of  
     3-4H, <17 points  
     4H with SPL, <18 points  
     4+H, void in m, 9-12RP  
     4H with SS 6+suit or 7+suit, SQ>7, 9-11RP, <21 points  
 2H 6+C, <21 points, SQC<13, <5S, <4D unless SQD<4 or 7+C, <3H, not 6322 or 7222, 18+HCP  
 2S 6+D, <21 points, SQD<13, <5S, <4C unless SQC<4 or 7+D, <3H, not 6322 or 7222, 18+HCP  
 2N 6+S, <21 points, SQS<13, <4m unless SQm<4 or 7+S, <3H, not 6322 or 7222, 18+HCP  
 3C 5-6C, 5-6D, <3H, 9-11RP  
 3D 5-6C, 5-6S, <3H, 9-11RP  
 3H 5-6D, 5-6S, <3H, 9-11RP, H SPL  
 3S 5-6D, 5-6S, <3H, 9-11RP, H and C singletons or C void  
 3N 5-6D, 5-6S, <3H, 9-11RP, C singleton  
 4C 4H or 6H, S void, 9-12RP (continuations as per 2.4.1.1)  
 4D 5H, S void, 11-12RP (continuations as per 2.4.1.1)  
 4H 5H, S void, 9-10RP (continuations as per 2.4.1.1)

#### 1C 1N

2C relay  
 2D 0-2D, <17 points, not single suited  
 2H 6+C, <21 points, SQC<13, <5M, <4D, not 6322 or 7222, 18+HCP  
 2S 6+H, <21 points, SQH<13, <5S, <4C unless SQC<4 or 7+H, <4D, not 6322 or 7222, 18+HCP  
 2N 6+S, <21 points, SQS<13, <5H, <4C unless SQC<4 or 7+S, <4D, not 6322 or 7222, 18+HCP  
 3C 4+D, <5M, SPL, <21 points if singleton  
     3D relay  
         3H SPL in C (continuations as per 2.4.1.1)  
         3S SPL in H (continuations as per 2.4.1.1)  
         3N singleton S (continuations as per 2.4.1.1)  
         4C+ S void, 9+RP (as per 2.4.1.1)  
         3H anti-relay

3S H SPL  
3N S SPL  
4C+ C SPL (as per 2.4.1.1)

3S anti-relay  
3N S or C SPL  
4C+ H SPL (as per 2.4.1.1)

3D 5-6C, 5-6H, <3D, 9-11RP  
3H 5-6C, 5-6S, <3D, 9-11RP  
3S 5-6H, 5-6S, <3D, 9-11RP, D SPL  
3N 5-6H, 5-6S, <3D, 9-11RP, C singleton  
4C 5=6=2=0, 9-11RP  
4D 6=5=2=0, 10-11RP  
4H 6=5=2=0, 9RP

1C 2C

2D relay

2H 4+H, one of (a) 14-15 points, 4+H, no SPL; (b) 4+H, SPL (see 4.3.6 for strength ranges), denies 4S unless  $H \geq S$ ; or (c) SI, 6H (SQH<7), no SPL or stiff K/A

2S <4H, not (min and 4S)  
2N min, 4H (3x shows anti-SPL, 4S, max)  
3m SPL  
3H min, 5-6H  
3S/N S SPL, 4/5H  
4m 5H, 4+m, S SPL, SI (too strong for 3N)  
4H SI, 6H (SQH<7), no SPL or stiff K/A  
2N min, 4S, <4H  
P min, 4H, usually BAL  
3C S SPL or C SPL  
3D relay  
3H S SPL  
3S 3H  
3S/N 4/5H, C SPL  
3D SPL  
3H min, 5-6H  
3S min, BAL, 4S  
3N C SPL, 5H, SI (stronger than going via 3C)  
4m SPL in Om, 4S, SI  
4H SI, 6H (SQH<7), no SPL or stiff K/A  
4S to play

3m/S max, 4H, anti-SPL

NS SPL, SI

4m(over 3m) SI, 6H (SQH<7), no SPL or stiff K/A

3H min, 4H

P min, 4H, usually BAL

3N max, 3=4=3=3 (after pos response to 1C shows at least J9x/Qxx in all side suits)

4C/D max, 4H, no anti-SPL, showing cheapest control

4H max, 4H, no anti-SPL, denies a minor-suit control

2S 4+S, one of (a) min (opener's strength plus responder's min is <25

points), 4+S, <4H, no SPL; (b) 4+S,  $H \leq S$ , SPL (see 5.4.2 for strength ranges); or (c) SI, 6S (SQS<7), no SPL or stiff K/A

2N min, <4S

3C/D SPL in D/H

3H H void  
 3S to play  
 4m SI, void Om, 5S, 5H  
 4S SI, 6S (SQS<7), no SPL or stiff K/A  
 3C max, <4S  
     3D/H SPL in D/H  
     3S COG with 5S  
     3N to play  
     4m SI, void Om, 5S, 5H  
     4S SI, 6S (SQS<7), no SPL or stiff K/A  
 3D/H max, 4S, anti-SPL  
     NS SPL, SI  
     4D/H control bid, SI, 6S (SQS<7), no SPL or stiff K/A  
 3S min 4S  
     NS SPL, SI  
 3N max, 4=3=3=3 (after pos response to 1C shows at least J9x/Qxx in all side suits)  
 4C max, 4S, anti-SPL (opener's NS is SPL, SI)  
 4D/H max, 4S, no anti-SPL, showing cheapest control  
 4S max, 4S, no anti-SPL, denies a red-suit control  
 2N min, BAL or 5422, <4M  
     3C min, 4C and 4D (where simulation shows 3m is a better contract than 2N)  
     3D min, 4D  
     3M max, small doubleton in OM  
     3N to play  
 3C GF, SPL, may have 4+S (so 4S over 3x is SI with 6+S)  
 3D/H GF, SPL in H/S, <4M  
 3S GF, SPL D (therefore 3=3-1-6 or similar)  
 4m SI, 6m (SQm<7), no SPL or stiff K/A

#### 1C 2D

2H relay  
 2S (6+H, <21 points, SQH<13, <4C) or (5+H and 5+D, 9-11RP)  
 2N (6+S, <21 points, SQS<13, <4C) or (5+S and (5+H or 5+D), 9-11RP)  
 3C 0-2C, <17 points, <6M  
 3D 4+C, <5H, (S singleton and <21 points) or S void  
     (continuations as per 2.4.1.1)  
 3H 4+C, <5S, (H singleton and <21 points) or H void  
     (continuations as per 2.4.1.1)  
 3S 4+C, <5M, D singleton and <21 points (continuations as per 2.4.1.1)  
 3N 5+C, <5M, D void, 9-10RP (continuations as per 2.4.1.1)  
 4C-5C 5+C, <5M, D void, 11+RP (continuations as per 2.4.1.1)

#### 4.3.2 Opener shows a min misfit

1C 1H  
 1N P min, usually 5332 or 5S422 without 4H  
 2C GF, 11+points  
     2D 4+D, <5H, <2S unless 5+D, <5+C  
     2H 4+H, <4D unless 0=5=4=4, <6m  
     2S 2S, <5D, <4H, <6C  
     2N 1=4=4=4  
     3C 5+C and 4D  
     3D 6D, 4H

3H 6C, 4H, 0-1S  
 3S 6C, 4H, 2S  
 3N 1=4=4=4, 16-17HCP with singleton honour in S  
 2D 4+D, <5H, NF  
 2H 4+H, <4D unless 4=5=4=0, NF  
 2S usually 6+S, NF  
 2N usually 5S and 4C, <4H, <4D, NF  
 3C 5+C, NF  
 3D 5+D, INV  
 3H 5+H, INV  
 3S 6+S, INV  
 4m/H 6S, 5m/H, 5-7RP, <2RP outside S and m/H  
 4S 7S, SS, 7-9RP

1C 1S  
 2C P min, usually 2524  
 2D GF, 11+points  
 2H 2H, <6other  
 2S 5+S  
 2N 4=1=4=4  
 3C 5+C  
 3D 5+D  
 3N 4=1=4=4, 16-17HCP with singleton honour in H  
 2H usually 6+H, NF  
 2S 3S, <6other  
 2N usually 5H and 4D, <3S NF  
 3C 5+C, NF  
 3D 5+D, NF  
 3H 6+H, INV  
 4m 6H, 5m, 5-7RP, <2RP outside H and m  
 4H 7H, SS, 7-9RP

1C 1N  
 2D P min  
 2M 3M, <5C, F1  
 2S 5S, F1  
 2N NF  
 3C NF  
 3H 5H, GF  
 3M NF  
 jump 5M, control bid  
 2N 4+C, F1  
 3C min  
 3D 4+C, F4C  
 3M 5M  
 3C 6+D, <3M, GF  
 3M stopper, <1 stopper in oM  
 3D 6+D, <3M, INV  
 3M 5+C, 2M, SPL OM

1C 2D

3C	P	min
	3D	SPL S
	3H	SPL D
	3S	SPL H
	3N	to play

### 4.3.3 Opener shows support for responder's major

Note: where continuations allow responder to assume captaincy and relay, responder should only do so with slam interest (13+points and 8+RP). Other continuations follow the default rules in 3.3.3.

#### 4.3.3.1 Responder has spades

1C	1H	
2C	2D	4-5S, <10 points
	2H	5-6H, 3S
	2S	3-4S, <5H, min, NF
	2N	4S, any singleton, <18 points or 4+S, void in m
	.3D	4S, singleton C (3S to play)
	.3H	4S, singleton D (3S to play)
	.3S	4S, singleton H (P to play)
	.3N	4+S, void D (continuations as per 2.4.1.1)
	.4C	4S, void C (continuations as per 2.4.1.1)
	.4D	6S, void C (continuations as per 2.4.1.1)
	.4H	5S, void C, no 5+suit
	4N	relay for RP, then DCB
	.4S	5S, void C, 5+H (.5C) or 5+D (.5D+)
	3m	3S, 6m, <18 points
	3H	4S, 6-7C
	3S	relay
	3N	H SPL
	4C	4=2=1=6
	4D	4=3=0=6
	4H	4=1=1=7
	4S	4=2=0=7
	3S	4S, 6-7D
	4C	relay
	4D	H SPL
	4H	4=2=6=1 (4N relay)
	4S	4=3=6=0
	4N	4=1=7=1
	5C+	4=2=7=0
	4D	anti-relay
	4H	C SPL (4S to play)
	4S	4=2=6=1
	4N	4=3=6=0
	5C+	4=2=7=0
	3N	4S, 6-7H, D SPL (continuations as above)
	4C	4=6=2=1 (.4H) or 4=6=3=0 (.4S+)
	4D	4=7=1=1
	4H	4=7=2=0
	2H	4S, 10+points, GF
	2S	3S, min
	2N	4S, no SPL, min

3C 4S and 6-7 other  
     .3H 4S, 6-7H (continuations as above)  
     .3S 4S, 6-7D (continuations as above)  
     .3N 4S, 6-7C, H SPL (continuations as above)  
     .4C+ 4S, 6-7C, D SPL or 4=1=1=7 (continuations  
             as above)  
 3D 4S, singleton C  
     3H relay for 4441/5+card suit then RP  
 3H 4S, singleton D  
     3S relay for 4441/5+card suit then RP  
 3S 4S, singleton H  
     3N relay for 4441/5+card suit then RP  
 3N 4+S, void D (continuations as per 2.4.1.1)  
 4C 4S, void C (continuations as per 2.4.1.1)  
 4D 6S, void C (continuations as per 2.4.1.1)  
 4H 5S, void C, no 5+suit (continuations as per  
     2.4.1.1)  
 4S 5S, void C, 5+H (.5C) or 5+D (.5D+)

2S 5+S, 10+points

2N 3S, min

3C 4S, no SPL, min

3D 4S and 6-7 other  
     .3S 4S, 6-7H (continuations as above)  
     .3N 4S, 6-7D (continuations as above)  
     .4C 4S, 6-7C, H SPL (continuations as above)  
     .4D+ 4S, 6-7C, D SPL or 4=1=1=7 (continuations as above)

3H 4S, singleton C  
     3S relay for 4441/5+card suit then RP  
 3S 4S, singleton D  
     3N relay for 4441/5+card suit then RP  
 3N 4S, singleton H  
     4C relay for 4441/5+card suit then RP  
 4C 4+S, void D (continuations as per 2.4.1.1)  
 4D 4S, void C (continuations as per 2.4.1.1)  
 4H 6S, void C (continuations as per 2.4.1.1)  
 4S 5S, void C, no 5+suit (continuations as per 2.4.1.1)  
 4N 5S, void C, 5+H (continuations as per 2.4.1.1)  
 5C+ 5S, void C, 5+D (continuations as per 2.4.1.1)

2N 4S, 6+SS suit

    .3D 6+SS H  
         .3S D SPL  
             3N relay  
                 4C 4=6=1=2  
                 4D 4=6=0=3  
                 4H+ 4=7=0=2  
         .3N 4=6=2=1  
         .4C 4=6=3=0  
         .4D 4=7=1=1  
         .4H 4=7=2=0  
     .3H 6+SS D (continuations as above)  
     .3S 6+SS C, H SPL  
     .3N 6+SS C, D SPL, 5-8RP  
     .4C 4=2=1=6, 9+RP

.4D 4=3=0=6, 9+RP  
 .4H 4=1=1=7, 9+RP  
 .4S+ 4=2=0=7, 9+RP  
 3C 6S, 5-6RP, no SPL  
     3D H SPL  
     3H C SPL  
     3S to play  
     3N to play  
     4C D SPL  
     4D/4H control bids  
 3D 6S, 5-6RP, H singleton  
     3H 4S, singleton C  
     3S to play  
     3N to play  
 3H 6S, 5-6RP, C singleton  
     3S to play  
     3N to play  
 3S 6S, 5-6RP, D singleton  
     P to play  
     3N to play  
 3N 6+S, void H, 6-8RP  
     4C relay for length (step=6, zoom with 7), RP and DCB  
 4C 6+S, void D, 6-8RP  
     4D relay for length (step=6, zoom with 7), RP and DCB  
 4D 6S, void C, 6-8 RP  
     4H relay for RP and DCB  
 4H 7S, void C, 6-7RP  
 4S 7S, void C, 8RP

#### 4.3.3.2 Responder has hearts

1C 1S  
 2D 2H 4-5H, <10 points  
     P to play  
     2S 3H, 6S, <18 points, NF  
     2N 4H, m singleton, <18 points or 4+S, void in m  
         .3D 4H, singleton C (3H to play)  
         .3H 4H, singleton D (P to play)  
         .3S 4+H, void D (continuations as per 2.4.1.1)  
         .3N 4H, void C (continuations as per 2.4.1.1)  
         .4C 6H, void C (continuations as per 2.4.1.1)  
         .4D 5H, void C, no 5-card suit  
             4H to play  
             4S relay for RP and DCB  
         .4H 5H, void C, 5+S (.4N) or 5+D (.5C+)  
     3m 3H, 6m, <18 points  
     3H 4H, singleton S, <18 points (P to play)  
     3S 4H, 6-7D  
         4C relay  
             4D S SPL  
                 4H to play

4S relay  
 4H 2=4=6=1  
 4S 3=4=6=0  
 4N 1=4=7=1  
 5C+ 2=4=7=0  
 4D anti-relay  
 4H C SPL  
 4S 1=4=6=2  
 4N 0=4=6=3  
 5C+ 0=4=7=2  
 3N 4H, 6-7C  
 4C relay  
 4D S SPL  
 4H to play  
 4S relay  
 4H 2=4=1=6  
 4S 3=4=0=6  
 4N 1=4=1=7  
 5C+ 2=4=0=7  
 4D anti-relay  
 4H D SPL  
 4S 1=4=2=6  
 4N 0=4=3=6  
 5C+ 0=4=2=7  
 4C 4H, 6-7S, D SPL or 7=4=1=1  
 4D relay  
 4H 6=4=1=2  
 4S 6=4=0=3  
 4N 7=4=1=1  
 5C+ 7=4=2=0  
 4D 4H, 6S, C SPL  
 4M to play  
 4N relay for shape then RP  
 4H 7=4=2=0  
 2S 4H, 10+points, GF  
 2N 3H, min  
 3C 4H, no SPL, min  
 3D 4H and 6-7 other  
 .3S 4H, 6-7S  
 3N relay (continuations as above)  
 .3N 4H, 6-7D (continuations as above)  
 .4C 4H, 6-7C, S SPL (continuations as above)  
 .4D+ 4H, 6-7C, D SPL or 1=4=1=7 (continuations as above)  
 3H 4H, singleton C  
 3S relay for 4441/5+card suit then RP  
 3S 4H, singleton D  
 3N relay for 4441/5+card suit then RP  
 3N 4H, singleton S  
 4C relay for 4441/5+card suit then RP  
 4C 4+H, void D (continuations as per 2.4.1.1)  
 4D 4H or 6H, void C  
 4H to play



2N           4S       relay (continuations as per 2.4.1.1)  
           4H       5H, void C (continuations as per 2.4.1.1)  
           5+H, 10+points  
           3C       3H, min  
           3D       4H, no SPL, min  
           3H       4H and 6-7 other  
           .3N       4H, 6-7S  
                   3N       relay (continuations as above)  
           .4C       4H, 6-7D (continuations as above)  
           .4D       4H, 6-7C, S SPL (continuations as above)  
           .4H+ 4H, 6-7C, D SPL or 1=4=1=7 (continuations  
                   as above)  
           3S       4H, singleton C  
                   3N       relay for 4441/5+card suit then RP  
           3N       4H, singleton D  
                   4C       relay for 4441/5+card suit then RP  
           4C       4H, singleton S  
                   4D       relay for 4441/5+card suit then RP  
           4D       4+H, void D  
                   4H       to play  
                   4S       relay (continuations as per 2.4.1.1)  
           4H       4H, void C (continuations as per 2.4.1.1)  
           4S       6H, void C (continuations as per 2.4.1.1)  
           4N       5H, void C, no 5+suit  
           5C       5H, void C, 5+S  
           5D+ 5H, void C, 5+D  
 3C           4H, 6+SS suit  
           .3H       6+SS D  
                   .3N       S SPL  
                           .4D       1=4=6=2  
                           .4H       0=4=6=3  
                           .4S+ 0=4=7=2  
                   .4C       2=4=6=1  
                   .4D       3=4=6=0  
                   .4H       1=4=7=1  
                   .4S+ 2=4=7=0  
           .3S       6+SS C, S SPL (continuations as above)  
           .3N       6+SS C, D SPL, 5-8RP (continuations as above)  
           .4C       2=4=1=6, 9+RP  
           .4D       3=4=0=6, 9+RP  
           .4H       1=4=1=7, 9+RP  
           .4S+ 2=4=0=7, 9+RP  
 3D           6H, 5-6RP, no singleton  
           3H       to play  
           3S       D SPL  
           3N       to play  
           4C       S SPL  
           4D       C SPL  
 3H           6H, 5-6RP, S singleton  
           P       to play  
           3S/4m control bids  
           3N       to play  
 3S           6+H, void D, 6-8RP

4C relay for length (step=6, zoom with 7), RP and DCB  
 3N 6+H, void C, 6-8RP  
 4C relay for length (step=6, zoom with 7), RP and DCB  
 4C 6H, void S, 6-8 RP  
 4D relay for RP and DCB  
 4D 7H, void S, 6-7RP  
 4H 7H, void S, 8RP

#### 4.3.4 Opener shows a suit

Opener shows a hand with

- (a) a broken suit (SQ<14);
- (b) <4 cards in any M responder may still have and <4 cards in any m responder may still have unless SQm<4 or 7+cards;
- (c) <3 cards in S (H) after an initial response of 1H (1S);
- (d) <4 cards in D (C) after an initial response of 1N (2D); and
- (e) insufficient strength to relay safely over a pos response and find whether responder has a fitting honour when responder has doubleton support, i.e. usually 9-11RP, <21 points. Opener will not have 6322/7222 with 18+HCP.

Responder's rebid depends on which suits have been shown:

fit == >=Qx (if 6+card suit)  
 >=xxx (if 5+card suit)

1C 1H  
 2D 6+C  
 2H 6+S  
 2S NF  
 2N NF  
 3C NF  
 4C 2+C, GF  
 4D 0-1S, 3+C, SI  
 4S 0-1D, 3+C, SI  
 3D GF, <2S, stopper  
 3H GF, <2S, stopper, denies D stop  
 3S 2S, GF  
 3N <2S, D and H stops  
 4C+ 2S, max, control-showing  
 2S no fit, <6S  
 2N NF  
 3C NF  
 3D GF, stopper  
 3H GF, stopper, denies D stop  
 3S GF, stopper, denies H or D stop  
 3N D and H stops.  
 2N 3+C and SPL, <6S  
 3C relay  
 3D H singleton  
 3H D singleton  
 3S H void  
 3N D void min  
 4C D void max  
 3D+ control-showing

3C 0-2C, 6+SS D or H, <6S

.3H 6+SS H

3S relays for length (6, Z with 7), length  
in C (void, singleton, Z with doubleton),  
RP and DCB

.3S 6+SS D, 5-6RP

4C relays for length (6, Z with 7), length  
in C (void, singleton, Z with doubleton),  
RP and DCB

.3N 6+SS D, 7RP

4C relays for length (6, Z with 7), length  
in C (void, singleton, Z with doubleton)  
and DCB

.4C+ 6+SS D, 8+RP

Step relays for length (6, Z with 7), length  
in C (void, singleton, Z with doubleton)  
and DCB.

3D fit (but not 6+S or [3+C and SPL]), D stop

3H fit (but not 6+S or [3+C and SPL]), H stop, no D stop

3S fit (but not 6+S or [3+C and SPL]), S stop, no D or H stop

4C 4=6=1=2

4D 4=6=0=3, 5-6RP

4H 4=6=0=3, 7+RP

1C

1H

2H 6+D

2S 6+S

2N/

3D NF

4C 0-1H, 3+D, SI

4D 2+D, GF

4S 0-1C, 3+D, SI

3C GF, <2S, stop

3H GF, <2S, stop, denies C stop

3S NF

3N <2S, C and H stops

4C+ 2S, control-showing

2N no fit, <6S

3C GF, stop

3D NF

3H GF, stop, denies C stop

3S GF, stop, denies H or C stop

3N C and H stops

3C 3+D and SPL, <6S

3D relay

3H H SPL

3S relay for singleton, Z with void

3S C singleton

3N C void min

4C C void max

3H+ control-showing

3D 0-2D, 6+SS C or H, <6S

.3S 6+SS H

4C relays for length (6, Z with 7), length  
in C (void, singleton, Z with doubleton),  
RP and DCB

.3N 6+SS C, 5-7RP

4C relays for length (6, Z with 7), length  
in C (void, singleton, Z with doubleton),  
RP and DCB

.4C+ 6+SS C, 8+RP

step relays for length (6, Z with 7), length  
in C (void, singleton, Z with doubleton)  
and DCB

3H fit (but not 6+S or [3+D and SPL]), H stop  
3S fit (but not 6+S or [3+D and SPL]), C stop, no H stop  
3N fit (but not 6+S or [3+D and SPL]), S stop, no C or H stop  
4C fit (but not 6+S or [3+D and SPL]), S stop, too strong for 3N  
4D 4=6=2=1  
4H 4=6=3=0, 5-7RP  
4S+ 4=6=3=0, 8+RP

1C  
2S 6+H

1H

2N 6+S, <3H

3C GF, <2S, stop

3D GF, <2S, stop, denies C stop

3H/3S NF

3N <2S, C and D stops

4C+ 2S, control-showing

3C no fit, <6S

3D GF, stop

3H NF

3S GF, C stop, denies D stop

3N C and D stops.

3D 0-1H, 6+SS C or D, <6S

.3S 6+SS D

4C relays for length (6, Z with 7), length  
in H (void, Z with singleton), RP and DCB

.3N 6+SS C, 5-7RP

4C relays for length (6, Z with 7), length  
in H (void, Z with singleton) and DCB

.4C+ 6+SS C, 8+RP

Step relays for length (6, Z with 7),  
length in H (void, Z with singleton) and DCB

3H 3+H and SPL

3S relay

3N D SPL

4C inquiry

4D singleton

4H void, min

4S+ void, max, control-showing

4C C singleton

4D+ C void, control-showing

3N+ control-showing

3S fit (but not 6+S or [3+H and SPL]), min

3N fit (but not 6+S or [3+H and SPL]), max, no C control  
 4C fit (but not 6+S or [3+H and SPL]), max, C control, no D control  
 4D fit (but not 6+S or [3+H and SPL]), max, C and D controls

1C  
 2H 6+C

1S

2S 6+H

2N NF

3C NF

4C 2+C, GF

4D 0-1S, 3+C, SI

4S 0-1D, 3+C, SI

3D GF, <2H, stop

3H NF

3S GF, <2H, stop, denies D stop

3N <2H, D and S stops

4C+ 2H, control-showing  
 2N no fit, <6H

3C NF

3D GF, stop

3H GF, stop, denies D stop  
 3S asks for S stop

3S GF, stop, denies H or D stop

3N D and S stops.

3C 3+C and SPL, <6H

3D relay

3H S SPL  
 3S relay for singleton, Z with void

3S D singleton

3N D void min

4C D void max

3H+ control-showing

3D fit (but not 6+H or [3+C and SPL]), D stop

3H fit (but not 6+H or [3+C and SPL]), H stop, no D stop  
 3S inquiry for S stop

3S fit (but not 6+H or [3+C and SPL]), S stop, no D or H stop

3N 0-2C, 6+SS D, 5-7RP, <6H  
 4C relays for length (6, Z with 7), length in C  
 (void, singleton, Z with doubleton), RP and DCB

4C+ 0-2C, 6+SS D, 8+RP, <6H  
 Step relays for length (6, Z with 7), length in C  
 (void, singleton, Z with doubleton) and DCB

1C  
 2S 6+D

1S

2N 6+H

3C GF, <2H, stop

3D NF

4C 0-1S, 3+D, SI

4D 2+D, GF

4S 0-1C, 3+D, SI

3H NF

3S GF, <2H, stop, denies C stop

3N <2H, C and S stops  
 4C+ 2H, control-showing  
     3C no fit, <6H  
 3D NF  
 3H GF, C stop  
 3S GF, S stop, denies C stop  
 3N C and S stops.  
 3D 3+D and SPL, <6H  
     3H relay  
         3S S SPL  
         3N C SPL, min  
         4C C singleton, max  
         4D+ C void, max, control-showing  
     3S+ control-showing  
 3H fit (but not 6+H or [3+D and SPL]), C stop  
     3S asks for S stop  
 3S fit (but not 6+H or [3+D and SPL]), S stop, no C stop  
 3N fit (but not 6+H or [3+D and SPL]), H stop, no C or S stop  
 4C fit (but not 6+H or [3+D and SPL]), H stop, no C or S stop, too strong for 3N  
 4D+ 0-2D, 6+SS C, 8+RP, <6H  
     Step relays for length (6, Z with 7), length in D (void, singleton, Z with doubleton) and DCB

1C            1S  
 2N 6+S  
     3C 6+H, <3S  
     3D GF, <2H, stop  
     3H/3S NF  
     3N <2H, C stop, denies D stop  
     4C+ 2H, control-showing  
 3D no fit  
     3H stop in C  
         3S asks for stop in D  
     3S NF  
     3N stop in D, denies stop in C  
 3H fit (but not 6+H or [3S and SPL])  
     3S min  
     3N offer of contract  
     4C+ control-showing, max  
 3S 0-1S, 6+SS D, <6H  
     4C relays for length (6, Z with 7), length in S (void, Z with singleton), RP and DCB  
 3N 0-1S, 6+SS C, 5-7RP, <6H  
     4C relays for length (6, Z with 7), length in S (void, Z with singleton), RP and DCB  
 4C 0-1S, 6+SS C, 8+RP, <6H  
     Step relays for length (6, Z with 7), length in S (void, Z with singleton) and DCB  
 4D 3S, <6H, D SPL  
 4H 3S, <6H, C singleton, max, or C void  
 4S 3S, <6H, C singleton, min

1C            1N  
 2H 6+C  
     2S no fit (therefore 6+D or 3-3-5-2, max)  
         2N/3C/3D NF  
         3H GF, stop

- 3S GF, stop, denies H stop
- 3N H and S stops
- 4C 3D, S void
- 4D 3D, H void
  - 2N 3+C and SPL
- 3C relay
  - 3D S singleton
  - 3H H singleton
  - 3S S void
  - 3N H void min
  - 4C+ H void max, control-showing
- 3D+ control-showing
- 3C fit (but not 3+C and SPL), S stop
- 3D fit (but not 3+C and SPL), D stop, no S stop
  - 3H ask for H stop
- 3H fit (but not 3+C and SPL), H stop, no D or S stop
- 3S 0-2C, 6+SS D, 5-6RP
  - 4C relays for length (6, Z with 7), length in C (void, singleton, Z with doubleton), RP and DCB
- 3N 0-2C, 6+SS D, 7RP
  - 4C relays for length (6, Z with 7), length in C (void, singleton, Z with doubleton) and DCB
- 4C+ 0-2C, 6+SS D, 8+RP
  - Step relays for length (6, Z with 7), length in C (void, singleton, Z with doubleton) and DCB

1C 1N  
2S 6+H

- 2N no fit
- 3C GF, stop
- 3D/3H NF
- 3S GF, stop, denies C stop
- 3N C and S stops.
- 3C 3H and SPL
  - 3D relay
    - 3H S SPL
    - 3S C singleton
    - 3N C void min
    - 4C+ C void max, control-showing
  - 3H+ control-showing
- 3D fit (but not 3H and SPL)
  - 3H min
  - 3S+ max, control-showing
- 3H 0-1H, 6+SS D
  - 3S relays for length (6, Z with 7), length in H (void, Z with singleton), RP and DCB
- 3S 0-1H, 6+SS C, 5-6RP
  - 4C relays for length (6, Z with 7), length in H (void, Z with singleton), RP and DCB
- 3N 0-1H, 6+SS C, 7RP
  - 4C relays for length (6, Z with 7), length in H (void, Z with singleton) and DCB
- 4C+ 0-1H, 6+SS C, 8+RP
  - Step relays for length (6, Z with 7), length in H (void, Z with singleton) and DCB

1C 1N

2N 6+S

- 3C no fit
- 3D/3S NF
- 3H GF, stop
  - 3S asks for C stop
- 3N C stop, denies H stop.
- 3D 3S and SPL
  - 3H relay
    - 3S H SPL
    - 3N C singleton
    - 4C C void min
    - 4D+ C void max, control-showing
  - 3S+ control-showing
- 3H fit (but not 3S and SPL)
  - 3S min
  - 3N offer of contracts
  - 4C+ max, control-showing
- 3S 0-1S, 6+SS D
  - 4C relays for length (6, Z with 7), length in S (void, Z with singleton), RP and DCB
- 3N 0-1S, 6+SS C, 5-7RP
  - 4C relays for length (6, Z with 7), length in S (void, Z with singleton), RP and DCB
- 4C+ 0-1S, 6+SS C, 8+RP
  - Step relays for length (6, Z with 7), length in S (void, Z with singleton) and DCB

1C 2D

2S 5+S

- 2N 0-1S, 6+C
- 3C NF
- 3D GF, 6+S
  - 3H stop
    - 3S asks for stop in D
  - 3S stop in D, denies stop in H
  - 3N stop in C
  - 4C 7+C, unsuited to 3N
- 3H GF, 5+H
- 3S GF, 5+D
- 3N 6+S, D and H stops.
- 3C 2S
  - 3D GF, 5+D
  - 3H GF, 5+H
  - 3S NF
  - 3N 6+S, D and H stops, offer of contract.
  - 4C+ 6+S, control-showing
- 3D 3S and SPL
  - 3H relay
    - 3S H SPL
    - 3N D singleton
    - 4C D void min
    - 4D+ D void max, control-showing
  - 3S 5+H, SQH>5 and SQH<9, looking for fitting honour
  - 3N 5+D, SQD>5 and SQD<9, looking for fitting honour
- 3H 3S but no SPL
  - 3S 5+H, SQH>5 and SQH<9, looking for fitting honour



3N 5+D, SQD>5 and SQD<9, looking for fitting honour  
 4C+ max, control-showing  
 3S 0-1S, 6+SS C, 5-6RP  
 4C relays for length (6, Z with 7), length in S  
 (void, Z with singleton), RP and DCB  
 3N 0-1S, 6+SS C, 7RP  
 4C relays for length (6, Z with 7), length in S  
 (void, Z with singleton) and DCB  
 4C+ 0-1S, 6+SS C, 8+RP  
 Step relays for length (6, Z with 7), length in S  
 (void, Z with singleton) and DCB

1C 2D  
 2N 5+H

3C 0-1H, 6+C  
 3D 6+H  
 3H stop in D  
 3S stop in S, denies stop in D  
 3N stop in C, denies stop in S or D  
 4C 7+C, unsuited to 3N  
 3H NF, 6+H  
 3S GF, 5+D  
 3N 6H, D and S stops.  
 3D 2H  
 3H NF, 5+H  
 3S GF, 5+D  
 3N 6H, D and S stops, offer of contract.  
 4C+ 6+H, control-showing  
 3H 3H and SPL  
 3S relay  
 3N S SPL  
 4C D singleton  
 4D D void max  
 4H D void, min  
 3N 5+D, SQD>5 and SQD<9, looking for fitting honour  
 3S 3H but no SPL  
 3N 5+D, SQD>5 and SQD<9, looking for fitting honour  
 4C+ max, control-showing  
 3N 0-1S, 6+SS C, 5-7RP  
 4C relays for length (6, Z with 7), length in H (void, Z with singleton), RP and DCB  
 4C+ 0-1S, 6+SS C, 8+RP  
 step relays for length (6, Z with 7), length in H (void, Z with singleton) and DCB

#### 4.3.5 Opener shows a two-suited hand

A two-suited chain break is GF. It shows:

- \* 5-6 cards in each of the suits
- \* 9-11 RP (8-10RP if 66)

It denies:

- \* 3 cards in responder's suit
- \* 4+/top5 honours in either 5+card suit

Responder has a number of options:

- step 1 relay (and assume captaincy)  
 Responder requires 12+points or 8+RP
- step 1 0-1 cards in responder's suit
- step 2 = shortage (now 5-6-1-1 then Z with 6-5-1-1)
- step 3 5521, 2 cards in responder's suit
- step 4 5620, 2 cards in responder's suit
- step 5+ 6520, 2 cards in responder's suit, Z to cheaper game  
 in one of opener's long suits
- Responder can then relay for RP (9,10, Z with 11) and DCB, or use a chain break in 2.4.2
- step 2 (if below 3S) not suitable for any other call
- step 3 (or 3S over 2N or 3D) 6+cards in responder's shown suit  
 (SQ>10 if 6 cards; SQ>8 if 7 cards) <4 cards in opener's 5+suit; <3 cards  
 in opener's 5+M if responder's suit is a minor
- 4 of the fourth suit by opener shows 2-card support for  
 responder's suit, 0-1 cards in the fourth suit and max
- 3H (if not steps 1 or 2) 6+H (SQ>10 if 6 cards; SQ>8 if 7 cards)  
 Opener's 3S shows 2+H and 0-1S and max
- 3N >1 stopper in the 4th suit; <4 cards in opener's 5+m; <3 cards  
 in opener's 5+M, <6 cards in responder's M
- 4m 3+cards in responder's suits (4C shows the cheaper of C/H/S/D  
 and 4D the dearer), <12 points, 5-7 adjusted RP (i.e. RP  
 excluding the Qs of the known short suits).

#### 4.3.6 Opener makes a SPL chain break over 2C

Opener should use a shape-showing sequence unless the combined strength is >30 points (if opener has a singleton) or >32 points (if opener has a void).

After opener shows a SPL further bidding is natural, except that a bid of opener's SPL by either partner is a slam try in the last naturally bid strain (or, rarely, in a higher-ranking strain when the cheapest bid in that strain would be game and therefore NF). Exception: when R shows a SPL in a M and RR may have 6+M an immediate bid of 4M by RR is to play, showing 6+M and SQM>10.

When opener bids the suit below his SPL, responder has the option of "accepting the TFR" to show some wasted values (0.5-1.5 stoppers) so that 3N promises 2+stoppers.

#### 4.3.7 The opponents intervene after a positive response

When the opponents compete with a double or a 1- or 2-step overcall relays continue, taking advantage of the extra space while also seeking to penalise the opponents. When the opponents compete with a 3+step overcall though 2S opener's bids are Rubensohl and are not yet GF. Opener's double is penalties if over the length. When the overcall is 3+steps and higher than 2S the auction is GF.

##### 4.3.7.1 Over double

P Relay

If RR can still hold 4+cards in the suit the opponents have  
 shown then RR's suit-showing order is reordered so that  
 redouble shows this suit. Other shape-showing options are  
 pushed up a step.

For example, after

1C	P	2C	X
P	P	XX	C>S
		2D	4S, <4C
		2H	3-x-y-3 etc

If RR cannot have 4+cards in the suit the opponents have shown then redouble is step 1 response, cheapest bid is step 2 etc

- XX Penalties (RR removes with void in the opponent's suit or 11+cards in two suits)
- Other Opener can make the same chain breaks as without interference (except that the steps to show a single suiter or a two suiter with the suit responder actually bid are removed) but they are now down at least one step, taking advantage of the extra room.

For example,

- 1C P 1S X
- P relay (now XX shows 4+D, etc)
- XX penalties
- 1N min misfit
- 2C support
- 2D 6+C
- 2H 6+D
- 2S 5+C and 5+D
- 2N+ 4+H, S void

#### 4.3.7.2 Over one-step overcall

- P Relay
- If RR can still hold 4+cards in the suit the opponents have shown then RR's suit-showing order is reordered so that double shows this suit. Other shape-showing options are pushed up a step.

For example, after

- 1C P 2C 2D
- P P X D>S
- 2H 4S, <4D
- 2S 3-x-3-y etc

If RR cannot have 4+cards in the suit the opponents have shown then double is step 1 response, cheapest bid is step 2 etc

- X Penalties (RR removes with void in the opponent's suit or 11+cards in two suits)
- Other Opener can make the same chain breaks as without interference (except that the steps to show a single suiter or a two suiter with the suit responder actually bid are removed) but they are now usually down one or more steps.

For example,

- 1C P 2D 2H
- P relay
- X penalties
- 2S 6+S, <21 points, SQS<14, <4C or 5+S and (5+H or 5+D), 9-11RP
- 2N 0-2C, <17 points, <6M
- 3C 4+C, <5H, (S singleton and <21 points) or S void
- 3D 4+C, <5S, (H singleton and <21 points) or H void
- 3H 4+C, <5M, D singleton and <21 points
- 3S 5+C, <5M, D void, 9RP
- 3N 5+C, <5M, D void, 10RP

4C+ 5+C, <5M, D void, 11+RP

#### 4.3.7.3 Over two-step overcall

P Relay

If RR can still hold 4+cards in the suit the opponents have shown then RR's suit-showing order is reordered so that double shows this suit. Other shape-showing options are pushed up a step.

For example, after

1C	P	1S	2C
P	P	X	4+C
		2D	4+D, BAL/semiBAL or lower shortage
		2H	4+D, higher shortage etc

If RR cannot have 4+cards in the suit the opponents have shown then double is step 1 response, cheapest bid is step 2 etc

X Penalties (RR removes with void in the opponent's suit or 11+cards in two suits)

Other Opener can make the same chain breaks as without interference (except that the steps to show a single suiter or a two suiter with the suit responder actually bid are removed) but they may be up or down one step, depending on which suit the opponent bid.

For example,

1C	P	1S	2C
P	relay		
X	penalties		
2D	min misfit		
2H	support		
2S	6+D		
2N	S and D		
3C+	4+H, S void		

#### 4.3.7.4 3+step overcalls over 1H response

1C	P	1H	2C
P	F1, BAL, <3S if min; or misfit.		
X	Cooperative (typically Hxx/xxx)		
X	Penalties		
2D	5+D, <4S, <3S unless 18+points (3D rebid NF except over Q)		
2H	5+H, <4S, <3S unless 18+points (3H rebid NF except over Q)		
2S	3-4S, NF		
2N	1+ C stopper, semiBAL (usually 6+D), <3S, GF		
3C	4S, GF		
3D	5+S, no SPL		
3H	5+S, D SPL		
3S	5+S, H SPL		
3N	4S, >1 C stopper, BAL/semiBAL, COG		
4C	5+S, C void		
4D	5+S, C SPL, D control		
4H	5+S, C SPL, no D control, H control		

4S 5+S, C SPL, no D or H control

1C P 1H 2D  
P F1, BAL, <3S if min; or misfit.  
X Cooperative (typically Hxx/xxx)  
X Penalties  
2H 5+H, <4S, <3S if <18 points, F1 (3H rebid NF except over Q)  
2S 3-4S, NF  
2N 5+C, <4S, >=0.5 stopper if GF; if <GF then 6+C and <3S  
3C 3C NF  
3C 5+C, <4S, <0.5 stopper, GF  
3D 4S, GF  
3H 5+S, no SPL  
3S 5+S, H SPL  
3N 4S, >1 D stopper, BAL/semiBAL, COG  
4C 5+S, D SPL  
4D 5+S, C SPL, D control  
4H 5+S, C SPL, no D control, H control  
4S 5+S, C SPL, no D or H control

1C P 1H 2H  
P F1, BAL, <3S if min; or misfit.  
X Cooperative (typically Hxx/xxx)  
X Penalties  
2S 3-4S, NF  
2N 5+C, <4S, >=0.5 stopper if GF; if <GF then 6+C and <3S  
3C 3C NF  
3C 5+D, <4S; if <GF then 6+D, <3S  
3D 3D NF  
3D 5+C, <4S, <0.5 stopper, GF  
3H 4S, GF  
3S 5+S, no SPL  
3N 4S, >1 H stopper, BAL/semiBAL, COG  
4C 5+S, H SPL  
4D 5+S, C SPL  
4H 5+S, D SPL, H control  
4S 5+S, D SPL, no H control

1C P 1H 2S (assuming this shows H+m)  
P F1, BAL or UNBAL with shape that makes a later cooperative X likely  
(e.g. 1-3-6-3, making it likely that RHO has H+C)  
X Cooperative (typically Hxx/xxx)  
X Penalty X of H or a minor. All doubles by both opener and responder are penalties.  
2N 5+C, <4S, >=0.5 stopper if GF; if <GF then 6+C, <3S  
3C 3C NF  
3C 5+D, <4S; if <GF then 6+D, <3S  
3D 3D NF  
3D 5+C, <4S, <0.5 stopper, GF  
3H 4+S, GF

3S 3-4S, NF  
 3N 4S, >1 H stopper, BAL/semiBAL, COG  
 4C 5+S, H SPL  
 4D 5+S, C SPL  
 4H 5+S, D SPL, H control  
 4S 5+S, D SPL, no H control

#### 4.3.7.5 3+step overcalls over 1S response

1C P 1S 2D  
 P BAL, <3H if min; or misfit, F1.  
 X Cooperative (typically Hxx/xxx)  
 X Penalties  
 2H 3-4H, NF  
 2S 5+S, <4H, <3H if <18points (3S rebid NF except over Q)  
 2N 5+C, <4H, >=0.5 stopper if GF; if <GF then 6+C, <3H  
 3C NF  
 3C 5+C, <4H, <0.5 stopper, GF  
 3D 4H, GF  
 3H 5+H, no SPL  
 3S 5+H, D SPL  
 3N 4H, >1 D stopper, BAL/semiBAL, COG  
 4C 5+H, S SPL  
 4D 5+H, C SPL, D control  
 4H 5+H, C SPL, no D control

1C P 1S 2H (assuming this shows S+m)  
 P F1, BAL or UNBAL with shape that makes a later cooperative X likely  
 (e.g. 3-1-6-3, making it likely that RHO has S+C)  
 X Cooperative (typically Hxx/xxx)  
 X Penalty X of H or a minor. All doubles by both opener and  
 responder are penalties.  
 2S 3H, UNBAL or 2-3-x-y, F1  
 2N/3H NF  
 2N 5+C, <4H, >=0.5 stopper if GF; if <GF then 6+C, <3H  
 3C NF  
 3C 5+D, <4H; if <GF then 6+D, <3H  
 3D NF  
 3D 5+C, <4H, <0.5 stopper, GF  
 3H 4H, NF  
 3S 4+H, GF  
 3N 4H, >1 S stopper, BAL/semiBAL, COG  
 4C 5+H, S SPL  
 4D 5+H, C SPL  
 4H 5+H, D SPL

1C P 1S 2S  
 P BAL or misfit, F1.  
 X Cooperative (typically Hxx/xxx)  
 X Penalties

2N 5+C, <4H, >=0.5 stopper if GF; if <GF then 6+C, <3H  
     3C NF  
 3C 5+D, <4H; if <GF then 6+D, <3H  
     3D NF  
 3D 5+C, <4H, <0.5 stopper, GF  
 3H 3-4H, NF  
 3S 4+H, GF  
 3N 4H, >1 S stopper, BAL/semiBAL, COG  
 4C 5+H, S SPL  
 4D 5+H, C SPL  
 4H 5+H, D SPL

#### 4.3.7.6 3+step overcalls over 1N response

1C P 1N 2H  
 P BAL; or misfit, F1.  
 X Cooperative (typically Hxx/xxx)  
 X Penalties  
 2S 5+S, F1 (3S rebid NF except over Q)  
 2N 5+C, <4D, >=0.5 stopper if GF; if <GF then 6+C  
     3C NF  
 3C 4+D, GF  
 3D 3-4D, NF  
 3H 5+C, <4D, <0.5 stopper, GF  
 3S 4+D, H singleton  
 3N 4D, >1 H stopper, BAL/semiBAL, COG  
 4C 5+D, H void

1C P 1N 2S  
 P BAL or misfit, F1.  
 X Cooperative (typically Hxx/xxx)  
 X Penalties  
 2N 5+C, <4D, >=0.5 stopper if GF; if <GF then 6+C  
     3C NF  
 3C 5+H; if <GF then 6+H  
     3H NF  
 3D 3-4D, NF  
 3H 4+D, GF  
     3S stopper ask  
 3S 5+C, <0.5 stopper, GF  
 3N 4D, >1 S stopper, BAL/semiBAL, COG  
 4C 5+D, S SPL  
 4D 5+D, C SPL

#### 4.3.7.7 3+step overcalls over 2C response

1C P 2C 2S  
 P F1, often BAL  
 X Cooperative (typically Hxx/xxx)  
 X Penalties

2N	5+C, >=0.5 stopper if GF; if <GF then 6+C
3C	NF
3C	5+D; if <GF then 6+D
3D	NF
3D	5+H; if <GF then 6+H
3H	NF
3H	4H, 0-1S, <6D if 21+points
3S	5+C, <0.5 stopper, <4H, GF

#### 4.3.7.8 Overcalls of 2N

Follow usual rules for handling two-suited interference, with X showing a hand with a penalty X of at least one suit (all subsequent doubles by either opener or responder are penalties). With a cooperative X pass then balance with a X.

#### 4.3.7.9 Overcalls of 3C+

Follow the rules set out in 4.5.3.4 (if the bid is pass or correct) and 4.5.3.5 (if the bid is natural).

## 4.4 After 2M and higher responses

### 4.4.1 After a 2M response

(Responder shows 6M, <4OM, <5m, and 3-4RP)

1C 2H

2S	Relay
2N	3RP, 2+S
3C	relay (follow direct 3D+ responses below)
3D	5+D, GF
3H	NF
3S	5+S, GF
3C	0-1S
3D	relay
3H	3RP, not SS suit
	.3N 1-6-3-3
	.4C 1-6-4-2 (.4H) or 0-6-4-3 (.4S+)
	.4D 0-6-3-4 (4S relay)
	.4H 1-6-2-4
3S	SS suit
	..4D 4RP, 1S
	..4N 1=6=3=3
	..5C 1=6=4=2
	..5D+ 1=6=2=4
	..4H 3RP, 1S
	.4N 1=6=3=3
	.5C 1=6=4=2
	.5D+ 1=6=2=4
	..4S 3RP, 0=6=4=3 (.5C) or 0=6=3=4 (.5D+)
	..4N 4RP, 0=6=4=3
	..5C+ 4RP, 0=6=3=4
3N	4RP, 1-6-3-3, not SS suit
4C	4RP, 1-6-4-2 (.4H) or 0-6-4-3 (.4S+), not



SS suit

	4D	4RP, 0-6-3-4, not SS suit (4S relay)
	4H	4RP, 1-6-2-4
	3H	NF
3D	4RP, 0-1C, not SS	
	3H	to play
	3S	relay
	3N	3-6-3-1
	4C	2-6-4-1
	4D/H	3-6-4-0
3H	4RP, 0-1D, not SS	
	.3N	3-6-1-3
	.4C	2-6-1-4
	.4D/H	3-6-0-4
3S	4RP, no shortage, SS	
	..4D	2-6-2-3 (4S next relay)
	..4H	2-6-3-2
	..4S	3-6-2-2
3N	4RP, no shortage	
	.4D	2-6-2-3 (4S next relay)
	.4H	2-6-3-2
	.4S	3-6-2-2
4C	4RP, 0-1D, SS	
	.4H	3=6=1=3 (.4N) or 2=6=1=4 (.5C+)
	.4S+	3=6=0=4
4D	4RP, 3=6=4=0, SS	
4H	4RP, 3=6=3=1 (.4N) or 2=6=4=1 (.5C+), SS	
2N	6+C	
	3C	0-1C or 2-3C min, not (3C and SPL), NF
	3D/3S	singleton in S/D, 3+C
	3H	max, 2=6=2=3, 3=6=2=2 or 2=6=3=2
	3N	max, 1=6=4=2
	4C	3=6=0=4
	4D	0=6=3=4
	4H	0=6=4=3
3C	6+D	
	3D	0-1D or 2-3D min, not (3D and SPL), NF
	3H	2-3D, max, not (3D and SPL)
	3S	3+D, C singleton
	3N	3+D, S singleton
	4C	0=6=3=3
	4D	3=6=4=0
	4H	0=6=4=3
3D	6+S	
	3H	0-1S
	3S	2S, min
	3N	2=6=3=2 or 2=6=2=3, max
	4C+	control bids
	4C	2S, SPL
	4D	relay
	4H	2=6=1=4
	4S	2=6=4=1
4D	3S, C SPL	

4H 3=6=1=3

4S 3=6=0=4

3H 3(4)-card support, mild INV. Responder may raise to game with max and extra shape

3S/4m Lackwood

3N/4M To play

1C 2S

2N Relay

3C 3RP, not 0-1 H

3D GF relay (follow direct 3H+ responses below)

3H 5+H, GF

3S NF

3D 0-1H

.3S 1H, 3RP, not SS suit

..4D 6-1-3-3

..4H 6-1-4-2

..4S 6-1-2-4

.3N 1H, 4RP, not SS suit

.4D 6-1-3-3

.4H 6-1-4-2

.4S 6-1-2-4

.4C SS suit

.4H 3RP, 1H

4S to play

4N relay

5C 6-1-3-3

5D 6-1-4-2

5H+ 6-1-2-4

.4N 3RP, void H

.5D 6-0-4-3

.5H+ 6-0-3-4

.5C 4RP, 6-0-3-4

.5D+ 4RP, 6-0-4-3

.4D 6-0-3-4, not SS suit

.4M 6-0-4-3, 3/4RP, not SS suit (4N relay)

3H 4RP, 0-1D, not SS

3S to play

4C relay

4D 6-3-1-3

4H 6-2-1-4 (4N relay)

4S 6-3-0-4

3S 4RP, 0-1C, not SS

..4D 6-3-3-1

..4H 6-2-4-1 (4N next relay)

..4S 6-3-4-0

3N 4RP, no shortage, not SS

.4D 2-6-2-3

.4H 6-3-2-2 (4N next relay)

.4S 6-2-3-2

4C 4RP, no shortage, SS

.4H 6-3-2-2 (4N next relay)

.4S 6-2-3-2

.4N+ 6-2-2-3

4D 4RP, 0-1C, SS  
     .4S 6=3=3=1 (.5C) or 6=2=4=1 (.5D+)  
     .4N+ 6=3=4=0  
 4H 4RP, 6=3=0=4, SS (4N next relay)  
 4S 4RP, 6=3=1=3 (.5C) or 6=2=1=4 (.5D+), SS  
 3C 6+D, <3S  
     3D 0-1D or 2-3D min, not (3D and SPL), NF  
     3H 2-3D, max, not (3D and SPL)  
     3S 3+D, C singleton  
     3N 3+D, S singleton  
     4C 6=0=4=3  
     4D 6=0=3=4  
     4H 6=3=4=0  
 3D 6+H, <3S  
     3H 0-1H  
     3S 2H, min  
     3N 6=2=3=2 or 6=2=2=3, max  
     4C+ control bids  
     4C 2H, SPL  
         4D relay  
             4H 6=2=1=4  
             4S 6=2=4=1  
     4D 3H, C SPL  
     4H 3H, D SPL  
 3H 6+C, <3S  
     3S 0-1C  
     3N 2-3C, 6322  
     4C 3+C, H SPL  
     4D 6=1=4=2  
     4H 3+C, D singleton  
     4S 3+C, D void  
 3S 3(4)-card support, mild INV. Responder may raise to game with max and extra shape  
 3N/4M To play  
 4m Lackwood

#### 4.4.2 After a response of 2N

1C 2N 5+RP, 0-1S, 4-5H, 4-5D, 4-5C  
 3C relay  
     3D 1=4=4=4  
     3H 0=4=4=5  
     3S 0=4=5=4  
     3N 0=5=4=4, 5-8RP  
     4C+ 0=5=4=4, 9+RP  
 3D 4+D, <4H, 15-17 points  
 3H 4+H, 15-16 points  
 3S 6+S, <4 other, 15-17 points  
 4C 4+C, <4D, <4H, 15-17 points  
 4D SCAB (see 2.3.6)

#### 4.4.3 After a 3m response

1C 3C 3-4RP and 7H, <4 other; 5-6RP and SS 6H or 4-5RP and SS 7H  
 3D GF relay

3H 6-7H, SS  
 3S relay  
 3N no SPL  
 4C relay  
 4D 2=6=2=3  
 4H 2=6=3=2  
 4S 3=6=2=2  
 4N+ 2=7=2=2  
 4C 0-1S  
 4D relay  
 4H 1=6=3=3  
 4S 0=7=3=3  
 4N+ 1S, 7H  
 4D 0-1D  
 4S relay  
 4N 3=6=1=3  
 5C 3=7=0=3  
 5D+ 1D, 7H  
 4H 0-1C  
 4S relay  
 4N 3=6=3=1  
 5C 3=7=3=0  
 5D+ 1C, 7H

3S 2=7=2=2, 3-4RP (not SS)  
 3N 0-1S, 7H, 3-4RP (not SS)  
 4C relay  
 4D 1S, 3RP  
 4H 1S, 4RP  
 4S 0=7=3=3, 3RP  
 4N+ 0=7=3=3, 4RP  
 4C 0-1D, 7H, 3-4RP (not SS)  
 4D relay  
 4H 1D, 3-4RP  
 4S 3=7=0=3, 3RP  
 4N+ 3=7=0=3, 4RP  
 4D 1C, 7H, 3-4RP (not SS)  
 4H 3=7=3=0, 3-4RP (not SS)

3H to play  
 P 3-4RP, 7H  
 3S 6H, SQH>15  
 3N 0=7=3=3, SQH==14|15  
 4C 3=7=0=3, SQH==14|15  
 4D 3=7=3=0, SQH==14|15  
 4H 6-7H, SQH==14|15, no void

3S/4m Lackwood

1C 3D 3-4RP and 7S, <4 other; 5-6RP and SS 6S or 4-5RP and SS 7S

3H GF relay  
 3S 6-7H, SS  
 4C relay  
 4D no SPL  
 4H relay  
 4S 6=2=2=3

4N 6=2=3=2  
 5C 6=3=2=2  
 5D+ 7=2=2=2  
 4H 0-1H  
     4N relay  
     5C 6=1=3=3  
     5D 7=0=3=3  
     5H+ 1H, 7S  
 4S 0-1D  
     4N relay  
     5C 6=3=1=3  
     5D 7=3=0=3  
     5H+ 1D, 7S  
 4N 6=3=3=1  
 5C 7=3=3=0  
 5D+ 1C, 7S  
 4D anti-relay  
     4H no SPL  
     4S 0-1C  
     4N 0-1D  
         5C relay  
         5D 6=3=1=3  
         5H 7=3=0=3  
         5S+ 1D, 7S  
     5C 6=1=3=3  
     5D 7=0=3=3  
     5H+ 1H, 7S  
         4S relay  
         4N 3=6=3=1  
         5C 3=7=3=0  
         5D+ 1C, 7H  
 3N 7=2=2=2, 3-4RP (not SS)  
 4C 0-1H, 7S, 3-4RP (not SS)  
     4D relay  
         4H 1H, 3RP  
         4S 1H, 4RP  
         4N 7=0=3=3, 3RP  
         5C+ 7=0=3=3, 4RP  
 4D 0-1D, 7S, 3-4RP (not SS)  
     4H relay  
         4S 1D, 3-4RP  
         4N 7=3=0=3, 3RP  
         5C+ 7=3=0=3, 4RP  
 4H 1C, 7S, 3-4RP (not SS)  
 4S 7=3=3=0, 3-4RP (not SS)  
 3S to play  
     P 3-4RP, 7S  
     3N 6S, SQH>15  
     4C 7=0=3=3, SQS==14|15  
     4D 7=3=0=3, SQS==14|15  
     4H 7=3=3=0, SQS==14|15  
     4S 6-7S, SQS==14|15, no void

#### 4.4.4 After a 3M/3N response

1C 3H 6+SS C, 5-6RP if 6 cards, 4-5RP if 7 cards  
3S relay for quality of suit  
3N solid 6-card suit  
4C semi-solid suit, 6 cards  
4D relay  
4H 6322  
4S 1=3=3=6  
4N 3=1=3=6  
5C 3=3=1=6  
4D semi-solid suit, 2=2=2=7 (.4S) or 7C, 0-1S (.4N+)  
4H semi-solid suit, 7C, 0-1H  
4S semi-solid suit, 7C, 1D  
4N semi-solid suit, 3=3=0=7, 4RP  
5C semi-solid suit, 3=3=0=7, 5RP  
4C relay for shape.  
4D no SPL  
.4S 6322  
.4N+ 2=2=2=7  
4H S SPL  
.4N 1-3-3-6  
.5C 0-3-3-7  
.5D+ singleton and 7 cards  
4S H SPL  
.5C 3-1-3-6  
.5D 3-0-3-7  
.5H+ singleton and 7 cards  
4N 3-3-1-6  
5C 3-3-0-7  
5D D singleton and 7 cards

1C 3S 6 solid D, 6RP  
4C relay  
4D no SPL  
.4S 2=2=6=3  
.4N 2=3=6=2  
.5C 3=2=6=2  
4H 1=3=6=3  
4S 3=1=6=3  
4N 3=3=6=1

1C 3N 6+ semi-solid D, 5-6RP if 6 cards, 4-5RP if 7 cards  
4C relay for shape  
4D no SPL  
.4S 6322  
.4N 2=2=7=2  
4H S SPL  
.4N 1-3-6-3  
.5C 0-3-7-3  
.5D+ singleton and 7 cards  
4S H SPL

	.5C	3-1-6-3
	.5D	3-0-7-3
	.5H+	singleton and 7 cards
4N		3-3-6-1
5C		3-3-7-0
5D		C singleton and 7 cards
4D		relay for D length
4H		6
4S		2=2=7=2 (.5D) or 7D, S SPL (.5H+)
4N		7D, 0-1H
5C		7D, 1C
5D		3=3=7=0

#### 4.4.5 After a 4m response

1C 4m 3-4RP, 8+H/S, <4OM

4M-1 trump ask

4M SQM<6

4M+1+ SQM>=6, control-showing

4M+1+ Kickback and Lackwood

## 4.5 Competition over 1C

\* To discourage the opponents from intervening over 1C just to break relays, responder continues to describe his hand over a double or 1D or 1H overcalls.

\* Over higher intervention responder doubles to show a BAL hand and uses transfers (with some adjustments for specific auctions).

\* Penalising the opponents, when a reasonable option, has a higher priority than searching for our best contract.

\* Ranges are adjusted appropriately when responder is a passed hand.

### 4.5.1 Over double or 1D or 1H overcalls

#### 4.5.1.1 They double

Unless X promises 5+M, then

P 0-2RP or 3-4(5)RP with <4M and (5m4m or BAL)

XX 3-4RP with 4+H, may have 4+S (may be BAL, 5RP, <9 points)

1D relay, 12+RP/20+points

1H spades or three-suited

1S flat

1N diamonds etc

1H 3-4H, 15-17 points

1S 4+S, <4H, 15-~19 points

1N BALish (may be 3-1-5-4 or 3-1-4-5), 15-~19 points

2m usually 6+m, <3H, 15-~19 points

2H 4-5H, 18-19 points

2S/3m 6x, 3H, 17-19 points

2N 4+H, SPL, 20-25 points.

Responder can relay as per 5.6.1.1

3H+ 4+H, 22+points, void in S/D/C.

Responder can relay as per 5.6.1.1

1D 3-4RP, 4+S, <4H (may be BAL, 5RP, <9 points)

1H relay, 12+RP/20+points

1S flat

1N diamonds etc

1S 3-4S, 15-17 points

1N BALish (may be 1-4-4-4, 1-3-5-4 or 1-3-4-5), 15~19 points

2m usually 6+m, <3S, 15~19 points

2H 5+H, 15~19 points

2S 4-5S, 18-19 points

3m/3H 6x, 3S, 18-20 points

2N 4+S, SPL, 20-25 points

Responder can relay as per 2.4.1.1

3S+ 4+S, 22+points, void in H/C/D

Responder can relay as per 2.4.1.1

1H 4+S, 5+RP, may have 4+H

1S 4+H, 5+RP, <4S

1N 4+D, 5+RP

2C flat, 5+RP (if 5RP, 9+points)

2D 4+C, 5+RP

2H 3-4RP, 6+m, 3H, may have 3S

2S 3-4RP, 3S, <3H, 6+m

2N 3-4RP, >=55m

3m 3-4RP, <3M, 6+m

3H+ as without interference

If X promises 5+H then:

XX 4+S, 3-4RP

1D 5+D, <3S, 15-19 points

1H relay

1S flat

1N 4+H or three-suited, etc

1D 3-4RP, <4M

1H relay

1S C and D

1N D single suiter

2C flat

2D+ C single suiter

4.5.1.2 They overcall 1D

Unless 1D promises 4+M, then

P 0-2RP or 3-4RP with (1) 4-5H and <4S (but not 5H and 5m),  
(2) BAL, <4S or (3) >=5m4m (may be 5RP if BAL and <9 points)

X 4+S, may have 4+H, 3-4RP or 5RP if BAL and <9 points

1H relay, 12+RP/20+points

1S flat

1N hearts or three-suited

2C diamonds etc

1S 3-4S, 15-17 points

1N BALish (may be 1-4-4-4, 1-3-5-4 or 1-3-4-5), 15~19



points

- 2m usually 6+m, <3S, 15-~19 points
- 2H 5+H, 15-~19 points
- 2S 4-5S, 18-19 points
- 3m/3H 6x, 3S, 18-20 points
- 2N 4+S, SPL, 20-25 points.  
Responder can relay as per 2.4.1.1
- 3S+ 4+S, 22+points, void in H/C/D.  
Responder can relay as per 2.4.1.1

1H 4+S, 5+RP, may have 4+H

1S 4+H, 5+RP, <4S

1N 4+D, 5+RP

2C flat, 5+RP (>=9 points if 5RP)

2D 4+C, 5+RP

2H 6H, <4S, <5m, 3-4RP

2S 6+C, 3-4RP

2N relay

3C BAL or HS

3D MS

3H 3=3=1=6

3S 3=2=1=7 or 2=3=1=7

3N 3=3=0=7

4C 8+C, D singleton

4D+ 8+C, D void

2N 4H, 6+C, 3-4RP

3C to play

3D relay

3H HS

3S 2=4=1=6

3N 3=4=0=6

4C 1=4=1=7

4D 2=4=0=7, 3 RP (4H to play)

4H 2=4=0=7, 4 RP

3C 5+C, 5+H, 3-4RP

3D relay

3H HS

3S 6511

3N 2=5=1=5

4C 3=5=0=5

4D 2=5=0=6

4H 2=6=0=5

3H to play

3D 7H, <4S, <4m, 3-4RP

3H to play

3S relay

3N 2=7=2=2 (.4D) or HS (.4H+)

4C MS

4D 3=7=2=1 or 2=7=3=1

4H 3=7=3=0

3H+ as without interference

If 1D promises 4+S then:

X 4+H

1H 3-4H, 15-17 points  
1S relay

If 1D promises 4+H then:

2H 6+C, 3-4RP

2S 0-2RP, 6-7S

2N 6+D, 3-4RP

3C relay

3D BAL or HS etc

3C 5+C, 5+D, 3-4RP

3D to play

3H relay

3D 7S, 0-2RP

#### 4.5.1.3 They overcall 1H

1C (1H) P      0-2RP or 3-4RP with 4+H or <6any or 4-5S unsuited to 2H

X      4+H, 5+RP, may have 4+S

1S      4+S, 5+RP, <4H

1N      4+D, 5+RP

2C      flat, 5+RP, 9+points if 5RPL

2D      4+C, 5+RP

2H      3-4RP, <3H, 4+S, 3+C, 3+D (i.e. 4432, 4441, 5440, 5431 or 5530)

2S      3-4RP, 6S, <4H, <5m

2N(=D)/3C      3-4RP, 6+suit

Opener can relay with step. RR shows BAL/HS (step 1), MS,

LS 6-card, LS 7-card.

3D      semipos 55m

3H+ as without interference

If 1H does not promise any specific suit then 2H+ are as without competition.

If 1H says nothing specific about hearts and promises 4+S then 2H shows 3-4RP and 6H, and 2S shows 3-4RP, <2S with 4+H and 4441, 5440, 5431 or 5530.

#### 4.5.1.4 Chain breaks over positive responses

If their call may show a four-card suit then opener's chain breaks are as without interference. If their call shows 5+cards in a suit then

(1) a chain break that would normally show 6+cards in that suit now shows 0-1 cards in that suit, <4 cards in responder's suit, <21 points and not 5+5+ in the other two suits. The auction is GF and further bidding is natural.

(2) opener's two-suited chain breaks only show 5+5+ in the two unbid suits (i.e. opener cannot show a two-suiter when one of the suits has been shown by the opponents).

e.g.

1C      1D[5+S]1S[4+H]P

1N relay

2C min, 0-2H

2D 3+H, min or shapely

2H 0-1S, <21 points, not 5+C and 5+D

2S 6+C  
2N 6+D  
3C+ 5+C and 5+D

When responder bids 2C to show a BAL hand opener's 2M asks for a stopper in M if the opponents have shown 4+cards in that suit.

#### 4.5.1.5 After responder's pass

Responder's pass shows a weak hand or a semipos unsuited to an immediate call. Because of space and other considerations, there are no more relays. Therefore opener acts as though the opponents had opened the bidding, i.e. after

1C      1H      P      P

opener acts as though balancing over a 1H opening (with appropriate adjustments in ranges). Thus

X      takeout  
1S      5+S, 15-21 points  
1N      17-20 points BALish (responder bids as per 2.1)  
2m      natural, ~17-21 points  
2H      two suiter, 5-6S and 5+minor, unlimited  
2S      6+ suit, SQ>7, 20-22 points  
2N      23-24 points BALish  
3m      6+ suit, SQ>7, 20-22 points  
3H      Asks partner to bid 3N with a heart stopper, usually SS 6+suit

A bid by responder of the overcaller's suit after passing initially shows a max semipos in support of opener's suit

Similarly, if advancer bids then we treat the auction as analogous to one where the opponents opened. For example, after

1C      1D      P      1S

where both 1D and 1S are natural, opener acts as though the opponents opened 1D and responded 1S. If 1D showed spades and another and 1S was to play then opener acts as though balancing after a 1S opening.

If the opponents use ambiguous bids (e.g. CRASH) and advancer makes a pass or correct bid then opener uses the usual rules for such auctions where partner has not promised any values: double is either/or (takeout of the suit bid by advancer or 6+cards in the suit) and other calls are natural except for the Q of RHO's suit, which is a SPL raise if partner has bid a suit and a Michaels' Qbid otherwise.

After

1C      1D/1H P      2D/2H

we use simple lebensohl (i.e. 2N shows a weak hand and direct bids at the three level are INV).

#### 4.5.2 Over Higher interference

The general scheme is that double shows a BAL (may be semiBAL at higher levels) hand and suit bids are TFRs. Some adjustments are necessary because of the different space available over different calls and depending on whether the intervention is natural or artificial.

Ranges are adjusted appropriately if responder is a passed hand.

#### 4.5.2.1 After natural intervention (4+cards, may promise an unknown second suit)

- 1C (1S) P 0-2RP and no 7+card suit, or 0-5points BAL or 3+RP, 5+S  
X 6+points BAL or 5422 if 5m, not 4H, and (SQm<6 or (4S and SQS>6))  
1N TFR->C, 3+RP, 5+C, <4H (unless 6+C and 17+points), C>D  
2C TFR->D, 3+RP, 5+D, <4H (unless 6+D and 17+points)  
2D TFR->H, 3+RP, 5+H  
2H 4H, not BAL, 3-5RP  
2S 4H, not BAL, 5+RP, GF  
2N TFR->C, 7+C and 0-2RP, or 6+C, 5+RP, SQC>13 if 6 cards or >11 if 7+cards  
3C TFR->D, 7+D and 0-2RP, or 6+D, 5+RP, SQD>13 if 6 cards or >11 if 7+cards  
3D TFR->H, 7+H and 0-2RP, or 6+H, 5+RP, SQH>13 if 6 cards or >11 if 7+cards  
3H TFR->S, 6+S, 5+RP, SQS>13 if 6 cards or >11 if 7+cards  
3S solid 6m/H (SQ>15), asking for S stopper  
3N solid 6m/H (SQ>15), S stopper, <3RP outside solid suit  
4H 8H, 2-4RP  
4N Blackwood
- 1C (2C) P 0-2RP or 0-5 points BAL or 3+RP, 5+C  
X 6+points BAL or 5422 if 5D and 4C and SQD<6 and SQC>6  
2D TFR->H, 3+RP, 4+H (responder's 2S rebid is artificial, showing 5+H and 5+RP, GF)  
2H 5+S, 3-5RP or 4S, not BAL, 5+RP, GF  
2S 4S, not BAL, 3-5RP  
2N TFR->D, 3+RP if 6+D, 5+RP if 5D, <4M (unless 6+D and 17+ points)  
3C 5+S, 5+RP, GF  
3D 6+D, 5+RP, SQD>13 if 6 cards or >11 if 7+cards  
3M 6+M, 5+RP, SQM>13 if 6 cards or >11 if 7+cards  
4C 5=5=3=0, 15+points  
4D forces 4H  
    P/4S/4N/5D to play  
    5M slam inv, 0-1 OM  
4M 3+M, forcing, RKC responses  
4N RKC in D  
5C 5+D (SQD<11), slam inv  
5D 5+D, slam INV  
4D 5+H, 5S, 12-14 points  
4M 7+M, SQM>10, 3-5RP (rarely 7222) or 8M, SQM>5, 2-4RP  
4N Blackwood  
5D 8+D, SQD>5, 3-5RP
- 1C (2D) P 0-2RP any, 0-6 points BAL, 3-4RP unBAL and <4M and <6C, or 3+RP and 5+D  
X 7+points, BAL or 2=2=4=5 if <10 points or SQC<6  
2H 4+H, not flat, 3-5RP, NF  
2S 4+S, not flat, 3-5RP, NF  
2N TFR->C, 3+RP if 6+C, 5+RP if 5C (may have 4M if 5+RP and 6+C)  
3C 4+S, not flat, 5+RP, GF  
3D 4+H  
    3H 3+H (if 4+H and slam INV, denies D control)

3S 5+S  
 3N 4S, <3H, D stopper  
 4C 4S, <3H, 4+C, either no D stopper or too strong for 3N  
 4D 4+H, control-showing bid, 14+points  
 4S Kickback (asking for keycards in H)  
 3H 3+S  
   3S 4S, either no D stopper or too strong for 3N  
   3N 4S, D stopper  
   4m/4H 5+S, control-showing bid, 14+points  
   4N Kickback (asking for keycards in S)  
 3S asks for D stopper, <4H, <3S  
   4C 4+C  
   4D usually 5=4=x=y with no stopper but may be  
     5+H or 6+S, too strong for 4M or D stopper, too strong for 4N  
   4H 5+H  
   4S 6+S  
   4N D stopper, 15-16 points  
 4C 6+C, 19+points  
 4D 4+S, 14+points, D control  
 3D 4+H, not flat, 5+RP, GF, <4S  
 3H 3+H  
   3S 4H, asks for D stopper or too strong for 3N  
   3N 4H, D stopper  
   4m 5+H, control-showing bid  
   4S Kickback (asking for keycards in H)  
 3S 5+S  
 4D 4+H, 14+points, D control  
 3M 6+M, 5+RP, SQM>13 if 6 cards or >11 if 7+cards  
 4C 5=5=0=3, 15+points  
   4D forces 4H  
     P/4S/4N/5C to play  
     5M slam inv, 0-1 OM  
   4M 3+M, forcing, RKC responses  
   4N RKC in C  
   5C 5+C, slam INV  
 4D 5+H, 5S, 12-14 points  
 4M 7M, SQM>10, 3-5RP (rarely 7222) or 8M, SQM>5, 2-4RP  
 4N Blackwood  
 5C 8C, SQC>5, 3-5RP

1C (2H) P    0-2RP any, 0-6 points BAL, 3-4RP unBAL and <4S and <6m, or 3+RP and 5+H  
 X        7+points BAL or 5422 if 5m, not 4S, and (SQm<6 or (4H and SQH>6))  
 2S 4+S not flat, 3-5RP NF  
 2N TFR->C, 3+RP if 6+C, 5+RP if 5C, <4S (unless 6+C and 17+ points), C>D  
 3C TFR->D, 3+RP if 6+D, 5+RP if 5D, <4S (unless 6+D and 17+ points)  
 3D TFR->S, 3+RP if 6+S, 5+RP if 5S  
 3H 4S, not BAL, 5+RP, GF  
 3S 6+S, 5+RP, SQS>13 if 6 cards or >11 if 7+cards  
 4m 5S, 5+m, 12-14 points  
 4S 7S, SQS>10, 3-5RP (rarely 7222) or 8S, SQS>5, 2-4RP  
 4N Blackwood  
 5m 8m, SQm>5, 3-5RP

- 1C (2S) P 0-2RP any, 0-6 points BAL, 3-4RP unBAL and <4H and <6m, or 3+RP and 5+S  
X 7+points BAL or 5422 if 5m, not 4H, and (SQm<6 or (4S and SQS>6))  
2N TFR->C, 3+RP if 6+C, 5+RP if 5C, <4H (unless 6+C and 17+ points), C>D  
3C TFR->D, 3+RP if 6+D, 5+RP if 5D, <4H (unless 6+D and 17+ points)  
3D TFR->H, 3+RP if 6+H, 5+RP if 5H  
3H 4H, not BAL, 4-5RP NF  
3S 4H, not BAL, 5+RP GF  
4m 5H, 5+m, 12-14 points  
4H 7H, SQH>10, 3-5RP (rarely 7222) or 8H, SQH>5, 2-4RP  
4N Blackwood  
5m 8m, SQm>5, 3-5RP
- 1C (3C) P 0-2RP any, 0-7 points BAL, 3-4RP unBAL and <6M, or 3+RP and  
5+C  
X 8+points BAL or 5422 if 5D and 4C and SQD<6 and SQC>6  
3D TFR->H, 3+RP if 6+H, 5+RP if 4-5H (3S by opener or as rebid  
by responder is artificial, asking for a stopper/further description)  
3H TFR->S, 3+RP if 6+S, 5+RP and GF if 5S  
3S 4S, 5+RP GF  
4C TFR->D, 15+points, 5+D, <4M  
4D 6+D, 7+RP, SQD>13 if 6 cards or >11 if 7+cards  
4M 6M, SQM>12, 4-6RP or 7M, SQM>10, 3-5RP (rarely 7222) or 8M, SQM>5, 2-4RP  
4N Blackwood  
5D 8D, SQD>5, 3-5RP  
5M slam INV needing C control  
5S/6D/6H 1st-round control of C and cheapest other 1st-round control  
5N K(H)x(x) to offer 6N as a choice of contracts  
6C 1st-round control of C and no other 1st-round control  
6M 2nd-round control of C
- 1C (3D/3M) P 0-7 points any or penalty X  
X 8+points, 1+x  
NS 5+cards, GF  
Q GF two-suiter (both M over m, oM and m over M), 10+points  
jump to 4M 6M, SQM>12, 4-6RP or 7M, SQM>10, 3-5RP or 8M, SQM>5, 2-4RP  
jump to 4N Blackwood  
jump to 5m 7m, SQm>10, 4-6RP or 8m, SQm>5, 3-5RP  
jump to 5M slam INV needing control of X  
NS 1st-round control of overcalled suit and cheapest other 1st-round control  
5N denies 1st-round control of overcalled suit  
shows Kx (or better) to offer 6N as a choice of contracts  
6x 1st-round control of overcalled suit and no other 1st-round control  
6M 2nd-round control of overcalled suit
- 1C (4C) P weak or penalty double  
X 8+points, 1+C  
4D 6+H, 10+points or 5H and 5+other, 15+points  
4H 6+S, 10+points or 5S and 5+other, 15+points  
4S 6+D, 12+points  
4N Blackwood  
5C 5+H, 5+S, slam INV, promises C control  
5D 7D, SQD>10, 4-6RP (rarely 7222) or 8D, SQD>5, 3-5RP  
5M slam INV needing C control

5S/6D/6H 1st-round control of C and cheapest other 1st-round control  
 5N Kx (or better) in C, denies CA, to offer 6N as a choice of contracts  
 6C 1st-round control of C and no other 1st-round control  
 6M 2nd-round control of C

1C (4D+) P weak or penalty double  
 X 8+points, 1+card in overcalled suit  
 NS natural, usually 6 cards  
 4N Blackwood over 4D, minors over 4H, 5+H and 5+m over 4S  
 5M general slam INV if jump

#### 4.5.2.2 After artificial intervention

##### 4.5.2.2.1 After a TFR

Responder uses 4.5.2.1 with appropriate adjustments, e.g. if a 2H overcall is a TFR to S then

X BAL  
 2S 4H, F1  
 2N TFR->C  
 3C TFR->D  
 3D TFR->H, GF  
 3H 5+H, NF

N.B. Multi-meaning bids which include a TFR to a single suit as one option (usually, as in Suction/TWERB/Myxo, the alternative is a two-suiter in the other suits) are treated as TFRs to the single suited option if the intervention is 2H+. Below that level they are treated as bids that show no specified suit (see 6.5.2.2.2).

##### 4.5.2.2.2 After a bid that shows no specified suit (including nonsense and CRASH-type bids)

1C (1S) P  
 X 6+points, BAL/semiBAL  
 1N 6+m, <4M, 3+RP  
     2m NF, weaker/shorter m  
         2D min, 6+D  
         2M GF, stopper, may have long C or D  
         2N INV, 6+Om, stopper/length in M  
         3C min, 6+C  
         3m INV, 6+m  
         3M SPL in OM, 6+m, GF  
     2M/2N GF  
 2C 4+S, not flat, 3+RP  
     2D 4+H, F1  
         2H 3+H, NF  
         2S 5+S, NF  
         2N 4S, <3H, 5+m, 3-5RP (Opener's 3m is correctable, NF)  
         3C 3H, GF or 4+H, INV  
             3D inquiry  
                 3H INV  
                 3S 4S and 5+D

3N/4C 4S and 5+C (now 4D slam INV in C)  
 3H 5+H, GF  
     3S 4+H (i.e. INV raise)  
     3N 4=3=5=1 or 4=3=6=0  
     4C 4=3=1=5  
     4D 4=3=0=6, extras  
     4H 4=3=0=6, min GF  
 3S 4+S, Gf  
     3N 4+H (i.e. INV raise)  
     4C 4=3=1=5 or 4=3=0=6  
     4D 4=3=5=1  
     4H 4=3=6=0, extras  
     4S 4=3=6=0, min GF  
 3N 5+H, S void  
 4C 5+H, D void  
 4D 5+H, C void  
 3D 5+S, <3H, GF  
 3H 4S, 5+C, <3H  
 3S 4S, 5+D, <3H  
     4H slam INV with 4S  
 3N 4=5=2=2 or 5=4=2=2, too strong for 4H  
 4m FRG, 4+H  
 2H <4M, usually <6m  
     2S 5+S, NF  
     2N 4S, NF (3C is pass or correct)  
     3m 4+S, 4+m, GF  
     3H 5+H, GF  
     3S 6+S, GF  
     3N usually 5332, 12-14 points  
     4m 7+S, SQS<12, 3+m, slam INV  
 2S 3+S, min  
     2N 4S, INV  
     3m 4+S, 4+m, GF  
     3H 5+H, GF  
     3S 5+S, INV  
     4m/4H 5+S, suit above SPL, 15+points  
 2N TFR->C, 6+C, <3S, <4H  
     3C NF, other GF  
 3C TFR->D, 6+D, <3S, <4H  
     3D NF, other GF  
 3D 4+S, GF  
     3H 5+S  
         3S inquiry  
             3N no SPL  
             4C H SPL  
             4D C SPL  
             4H D singleton max  
             4S D SPL, min  
             4N+ D void, max, show keycards  
 3S 4S, no SPL  
 3N 4S, H SPL  
 4C 4S, D SPL  
 4D 4S, C singleton



4H 4S, C void, max  
 4S 4S, C void, min  
 3H 6+H, 5+RP, SQH>13 if 6 cards or >11 if 7+cards  
 3S 4+S, INV  
     3N no SPL, slam INV  
     4C H SPL, slam INV  
     4D C SPL, slam INV  
     4H D SPL, slam INV  
     4S to play  
 3N 4S, BAL, usually 4=3=3=3, 18-20 points, COG  
 4C 5+S, H void  
 4D 5+S, C void  
 4H/4S 5+S, D void, max/min  
 2D 4+H, <4S, 3+RP  
     2H <4H, <5S, <6m, forcing  
         2S 5+H (2N/3H NF, other GF)  
         2N 4H, NF (3C is pass or correct)  
         3m 4H, 5+M, GF  
         3H 6+H, SQH<12  
         3N 5332, 12-14 points  
         4m 7+H, SQH<12, 3+m, slam INV  
     2S 5+S, forcing  
     2N TFR->C, 6+C, (<4S and <3H unless GF)  
         3C NF, other GF  
     3C TFR->D, 6+D, (<4S and <3H unless GF)  
         3D NF, other GF  
     3D 4+H, GF  
         3H 5+H  
             3S inquiry  
                 3N no SPL or D singleton, max  
                 4C asks: 4D SPL  
                 4C H SPL  
                 4D C SPL  
                 4H D SPL, min  
                 4S+ D void, max, show keycards  
     3S 4H, no SPL  
     3N 4H, H SPL  
     4C 4H, D SPL  
     4D 4H, C SPL, max  
     4H 4H, C SPL, min  
 3H 4+H, INV  
     3S no SPL, slam INV  
     3N S SPL, slam INV  
     4C D SPL, slam INV  
     4D C SPL, slam INV  
     4H to play  
 3S 5+H, D void  
 3N 4H, BAL, usually 3=4=3=3, 18-20 points, COG  
 4C 5+H, S void  
 4D/4H 5+H, C void, max/min  
 2M 6M, 3-4RP  
     Opener treats as if normal 2M response  
 2N C+D, >=55 if 3-5RP, >=54 if 5+RP

Opener assumes the semipos and takes a preference (responder's 3M is GF, FRG) or bids higher (natural and GF).

3C TFR->D, 7+D and 0-2RP, or 6+D, 5+RP, SQD>13 if 6 cards or >11 if 7+cards

3D TFR->H, 7+H and 0-2RP, or 6+H, 5+RP, SQH>13 if 6 cards or >11 if 7+cards

3H TFR->S, 7+S and 0-2RP, or 6+S, 5+RP, SQS>13 if 6 cards or >11 if 7+cards

3S TFR->C, 6+C, 5+RP, SQC>13 if 6 cards or >11 if 7+cards

4M 8M, 2-4RP

1C (1N) as over 1S except

2N TFR->C, 6+C, 3+RP unless 3D rebid ( $\geq$ 54C+D with M FRG; 3H asks and 3S shows spade FRG and 3N+ H FRG)

3C TFR->D, 6+D, 3+RP

1C (2C) as over a natural 2C except

2N TFR->C, 6+C, <4M, 3+RP unless 3D rebid (3-5RP, NF, 6+D)

3D 6+D, <4M, 5+RP

1C (2D) as over a natural 2D except

2N 6+C or 6+D, <4M, 3+RP (opener's 3m is pass or correct)

1C (2N) some changes are necessary because space is limited

P 0-4RP any or 8+points, BAL/semiBAL (show by X, Q or jump)

X 5+RP, 4441/5431 or similar (but not with decent 5M).

If opponents run then opener doubles for penalties (assuming responder has 4 cards). X by doubler is takeout, showing SPL in that suit.

3C 4+S, not flat, 5+RP, GF

3D 4+H

3H 3+H. If 4+H then slam INV

3S 5+S

3N 4S, <3H, 5-9RP

4m 4S, 5+m, <3H, 9+RP

3H 3+S

3S 4S, H SPL

3N 4S, no H SPL, 5-9RP

4C 5+H, 4+S (if 5+S and 5+H then slam INV)

4D 5+S

4H 4S, 5+C, no H SPL, 9+RP

4S 4S, 5+D, no H SPL, 9+RP

3S <4H, <3S

4C 5+H (rebid 4H min or 5x max) or 6+S, 9+RP

(4S 9-10RP, 4N 11+RP)

4D 4+D

4H 4+C

4S 6+S, 5-9RP

4N 5332, 15-16 points

4C 6+C, 19+points

4D 6+D, 19+points

4H/4S 4+S, slam INV/to play

3D 4+H, not flat, 5+RP, GF, <4S  
     3H 3+H  
         3S 4H, asks for D stopper  
         3N 4H, D stopper  
         4m 5+H, control-showing bid  
     3S 5+S  
     4D 4+H, slam INV, D control  
 3M 6+C/D  
 3N >=55m  
 4m 7+H/S, 3-5RP  
     step inquiry (min/BAL/OM SPL/D SPL/C void/C singleton)  
 4M 8+C/D, 3-5RP, SPL Om  
 4N 8+C or D, 3-5RP, SPL S  
     5m correctible  
 5m 8+m, 3-5RP, SPL H

N.B. Multi-meaning bids which include a TFR to a single suit as one option (usually, as in Suction/TWERB/Myxo, the alternative is a two-suiter in the other suits) are treated as TFRs to the single suited option if the intervention is 2H+.

#### 4.5.2.2.3 After a bid that shows two specified suits

(a) An opponent bids one of the suits

Responder uses a variation of unusual vs unusual, with 1N and 2N classified as Qbids. The cheapest Qbid shows 4+cards in the higher-ranking unbid suit and is forcing (a non-jump bid of that suit is NF, 4+cards if M, 5+cards if D); the next-cheapest Qbid shows 5+cards in the lower-ranking suit (a non-jump bid of that suit shows 5+cards and is NF); and the third Qbid shows at least 55 in the unbid suits. Higher bids in the opponent's shown but not bid suit are natural, showing 6+cards, SQ>10, 5+RP. Other jump bids at the three level show 6+cards, 3-4RP, SQ>6 if 6 cards or >5 if 7+cards. X shows a BAL hand or a hand with 3+cards in the opponent's suits and no 5+card suit outside; the values are the same as those required for a X of a natural bid. Pass is weak or a penalty X of that suit.

So,

1C (2C[C+D])	P	0-2RP or 0-5 points BAL or 3+RP, 5+C
	X	6+points BAL or 5422 if 2-2-4-5 or 2-2-5-4 but not if 5C and SQC>6
		2D 4+S, 5+RP, GF
		2H 4+H, not flat, 3-5RP
		2S 4+S, not flat, 3-5RP
		2N 5+H, 5+RP, GF
		3C 5+S, 5+H, 5+RP, GF
		3D 6+D, SQ>10, 5+RP
		3M 6+cards, 3-4RP, SQ>6
		4C 5=5=3=0, 15+points
		4D forces 4H
		P/4S/4N/5D to play
		5M slam inv, 0-1 OM
		4M 3+M, forcing, RKC responses
		4N RKC in D
		5C 5+D (SQD<11), slam inv
		5D 5+D, slam INV
		4D 5+H, 5S, 3-4RP, 12+points

(b) Neither suit is bid

As above, except that X shows a hand with a penalty X of one or both of the opponent's suits. This creates a forcing auction with all doubles by both opener and responder penalties. With a BAL hand and semi-pos+ values, responder passes and then doubles, Qbids or jumps.

So,

1C (2C[D+H])	P	0-2RP or 6+ points BAL
	X	(3)4+RP, 4+D or 4+H, SQD or SQH>6 if four-card suit
		2D 4+S, 5+RP, GF
		2H 5+C, 5+RP, GF
		2S 4+S, not flat, 3-5RP
		2N 5+S, 5+C, 5+RP, GF
		3C 5+C, 3-5RP, NF
		3D 6+D, SQ>10, 5+RP
		3H 6+H, SQ>10, 5+RP
		3S 6+S, 3-4RP, SQ>6
		4C 6+C, 5S, 3-4RP

4.5.2.2.4 After a bid that shows that suit or another suit(s)

Treat multi-meaning calls where one of the options is natural as a natural overcall when responder is acting (i.e. pass with length in the bid suit and later bid this suit naturally if necessary -- jump or Q is forcing). However, opener's rebids are all natural; there is no Qbid.

4.5.2.3 After responder's pass

Responder's pass shows a weak hand or length in the opponent's suit. Therefore opener acts as though the opponents had opened the bidding, i.e. after

1C 1S P P

opener acts as though balancing over a 1S opening (with appropriate adjustments in ranges). Thus

X takeout

1N 17-20 points BALish (responder bids as per 2.1)

2m natural, ~17-21 points

2H natural, ~17-21 points

2S two suiter, 5+hearts and 5+minor, unlimited

2N 23-24 points BALish

3m 6+ suit, SQ>7, 20-22 points

3H 6+ suit, SQ>7, 20-22 points

3S Asks partner to bid 3N with a spade stopper, usually SS 6+suit

A bid by responder of the overcaller's suit after passing initially is natural and, if a jump, forcing. Other jumps are also forcing, promising length (5+) in that suit and in the overcalled suit. A double of some other suit bid by the opponents shows 2+ cards in that suit, a penalty of overcaller's suit and is for penalties if opener has (3)4+cards in that suit.

Similarly, if advancer bids then we treat the auction as analogous to one where the opponents opened. For example, after

1C 1S P 2C

where both 2C and 1S are natural, opener acts as though the opponents opened 1S and responded 2D. If 1S showed spades and clubs and 2C was to play then opener acts as though balancing after a 2C opening.

If the opponents use ambiguous bids (e.g. CRASH) and advancer makes a pass or correct bid then opener uses the usual rules for such auctions where partner has not promised any values: double is either/or (takeout of the suit bid by advancer or 6+cards in the suit) and other calls are natural.

After

1C 1S P 2S

we use simple lebensohl (i.e. 2N shows a weak hand and direct bids at the three level are INV) if responder can have a semi-pos hand. If responder is limited to less than that then 2N shows two places to play while direct bids suggest a 5+card suit.

#### 4.5.2.4 After responder's balanced-hand double

The approach here is to pass for penalties whenever reasonable: this is the usual action with a BAL hand at the two level or higher. Thus, 2N is not needed for BAL hands and is freed for other uses; as a result, opener can rebid over responder's double in the same manner that responder would have bid over the same call, i.e.

1C 2C X P  
P most BAL hands and hands with 4+C  
2D TFR->H. Responder's 2H is NF, showing 6-8 points  
2H TFR->S  
etc

The only changes from 6.5.2.1 are after

1C 1S X P  
1N 15-17 points BAL, unsuited to passing 1SX  
2M 4H, may be BAL, unsuited to passing 1SX  
2N TFR->C, 5+C, <4H (unless 6+C), C>D

1C 3x X P  
all opener's bids are GF

1C 3H X P  
3S/4m are natural and GF

#### 4.5.2.5 After responder's transfer at the two level (showing 5+cards)

Opener uses a variation of Rubens' Advances, i.e. new suits are natural and forcing if below the Q and TFRs from the Q to the "raise", with the "raise" an artificial ask for a stopper.

accept	min, no promise of support
NS below Q	nat, F1 (responder must reverse, jump or Q to force; jump reverse or double jump FRG raise)
Q/higher suit	TFR->next suit (accept TFR NF; rebid of shown)

suit NF; NS F1; JS FRG raise)  
 2N INV, 17-18 points, usually BAL  
 raise of bid suit TFR->responder's suit, INV+raise  
 raise of shown suit stopper ask, GF not suited to any other call  
 (therefore usually BAL with two cards  
 in responder's suit)  
 JS FRG raise, usually 4+support, bidding suit  
 above SPL except that cheapest jump shows SPL  
 in opponent's suit and other suits arranged so  
 that opener never bids his SPL

So,  
 1C 1S 2C P  
 2D Min, no promise of D support  
 2H Nat, F1  
 2S TFR->C  
 2N 17-18, BALish  
 3C INV+, 3+D  
 3D GF, stopper ask  
 3H 4+D, S SPL, GF+  
 3S 4+D, C SPL, GF+  
 4C 4+D, H SPL, slam INV

#### 4.5.2.6 After responder's NF bid/TFR at the two level (may only be four cards)

As in 4.5.2.5 except that 2N shows a min misfit.

#### 4.5.2.7 After responder's transfer at the three level

As in 4.5.2.5 with adjustments:

3S stopper ask (over TFR->H may be slam try unsuited to above-game SPL)

So,  
 1C 2S 3C P  
 3D Min, usually BAL or misfit  
 3H Nat, F1  
 3S GF, stopper ask  
 3N 17-21, BALish  
 4C natural, GF+  
 4D GF+, 3+D  
 4H RKC in D  
 4S 4+D, H SPL, slam INV  
 4N 4+D, C SPL, slam INV  
 5C 4+D, S SPL, slam INV

### 4.5.3 After opener's RHO competes

Unless otherwise defined, opener's bids are natural. If pass is forcing then X is penalties over the length and cooperative under the length (in direct and balancing seats). (A cooperative double shows Hxx/xxx, or Hx in a BAL hand with extras.) If pass is non-forcing then opener's double is takeout.

#### 4.5.3.1 When is the auction forcing and how far?

Responder doubles: if X is 6+ then forcing through 2S  
 if X is 7+ then forcing through raise of the  
 opponents' suit  
 if X is 8+points then GF  
 the auction is forcing at 4 level and higher

Responder makes a NF bid or TFRs at the 2 level: the auction is NF

Responder makes an unlimited bid/TFR at the 3+ level: the auction is GF unless opener makes a NF acceptance of the TFR.

#### 4.5.3.2 Advancer bids after responder's BAL-hand X

(if a raise to the two level of a suit intervenor has bid/shown)

Opener's calls:

Pass forcing

Responder's 2N is lebensohl and a 3-level call is GF

X penalties

other as per responder's actions over the same bid in 4.5.2

(if a new suit at the two level or or a raise to the two level of a suit shown by intervenor who has also shown another 5+card suit)

Opener's calls:

Pass forcing

X penalties

other as per responder's actions over the same bid in 4.5.2.2.3

(if at the three level or higher)

If pass is forcing (see 4.5.3.1), then X = penalties; if pass is NF then X = takeout. A new suit is natural and GF. A Q asks for a stopper if below 3N else shows a two-suiter (both M if Q of m; oM and m if Q of M).

(if a pass or correct bid)

see 4.5.3.5

#### 4.5.3.3 RHO doubles responder's TFR/Qbids the suit responder is TFRing to (when the TFR is not GF)

As opener has not promised any cards in responder's suit, all calls define the degree of support:

(responder promises 4+cards)

P 0-2 card support or 3-card support, 18+points

XX by responder is to play -- opener should remove if

0-3 cards in doubled suit

X/XX 0-2 card support, 5+cards in doubled/bid suit

accept 3-card support, 15-17 points

NS 0-2 card support, NF, usually 6+cards

Q 0-2 card support, GF, asks for stopper

2N 4-card support, >min, may be UNBAL

Jraise 4+card support, min

Jshift 5+card support, >min, antiSPL

JQ 4+card support, >min, SPL

(responder promises 5+cards)

P 0-1 card support  
 XX by responder is to play -- opener should remove if 0-3 cards in doubled suit

X/XX 2-card support  
 accept 3-card support, min

NS 0-1 card support, NF, usually 6+cards

Q 0-1 card support, GF, asks for stopper

2N 3-card support, >min, may be UNBAL

Jraise 4+card support, min

Jshift 4+card support, >min, antiSPL

JQ 4+card support, >min, SPL

#### 4.5.3.4 RHO bids naturally over responder's TFR/NNF bid (that is not GF)

Again, the focus is on defining the degree of opener's support for responder:

(responder promises 4+cards)

P 0-3 card support, NF  
 X by responder is takeout

X 2-3 card support, takeout  
 support 4+card support, min or 3 cards, with 0-1 cards in opponent's suit

NS 0-2 card support, NF, usually 6+cards

2N 2-3 card support, INV, BALish

Q 0-2 card support, GF, asks for stopper

Jraise 4+card support, >min

Jshift 5+card support, >min, antiSPL

JQ 4+card support, >min, SPL

(responder promises 5+cards)

P 0-2 card support, NF  
 X by responder is takeout

X 0-2 card support, takeout. If only one suit is unbid then exactly 2 cards in the suit responder is TFRing to and 5+cards in unbid suit  
 support 3+card support, min

NS 0-2 card support, F1, usually 6+cards

2N 2-card support, INV, BALish

Q 0-2 card support, GF, asks for stopper

Jraise 3+card support, >min

Jshift 4+card support, >min, antiSPL

JQ 4+card support, >min, SPL

#### 4.5.3.5 After RHO makes a pass or correct bid

If the auction is forcing then opener's X is for penalties (4+cards in the suit). If the auction is NF, then opener's X is either/or (0-2 or 6+cards in the suit, and with the values necessary to act at that level). Other calls are natural, except for the Q of RHO's suit, which is a SPL raise if partner has bid a suit and a Michaels' Qbid otherwise.

#### 4.5.3.6 Pass/Double Inversion



If opener's RHO bids (naturally; not pass or correct) at the three level or higher after responder makes a 5+RP response, doubles 2N or a higher overcall or shows a suit at the three level or higher, we invert the meaning of pass and double (by opener):

(a) responder has shown a 5+card suit

(i) opponents bid below game in responder's suit

--X is a good raise (8+card fit, slam INV) if below game raise is not available; and BAL hand with support (8-card fit) and defence if below-game raise is available;

--raise to game is min with support (8+card fit), usually not BAL with 8-card fit and defence if X available;

--direct bids show extra length in that suit;

--4N is BW;

--a Q is a slam try in responder's suit, promising control in the Qbid suit;

--5N is the GSF in responder's suit; and

--Pass forces partner to double (if he would have passed a penalty double). If partner doubles, opener's bids show tolerance for other strains (with a raise showing two-card support); 4N is takeout (following the rules in 2.2 but usually longer in diamonds if an unbid suit); a Qbid is forcing with 5+5+ in the other two suits and control in the Qbid suit; and 5N offers a choice of slams.

(ii) opponents bid above game in responder's suit

--X shows a (usually min) hand with support (8+card fit) but doubt about whether to bid or defend (often BAL);

--raise shows a shapely hand with support (usually 9+card fit)

--direct bids show extra length in that suit;

--4N is BW;

--a Q is a slam try in responder's suit, promising control in the Qbid suit;

--5N is the GSF in responder's suit if a jump, otherwise BW; and

--Pass forces partner to double (if he would have passed a penalty double). If partner doubles, opener's bids in a new suit show tolerance for other strains; a raise is a slam INV with an 8+card fit; 4N is takeout (following the rules in 2.2); a Qbid is forcing with 5+5+ in the other two suits and control in the Qbid suit; and 5N offers a choice of slams.

(b) responder has shown a 4+card suit

--X is a raise with 3-card support, usually BAL;

--raise to game is min with support (8+card fit);

--direct bids show extra length in that suit;

--4N is BW;

--a Qbid is a slam try in responder's suit, promising control in the Qbid suit;

--5N is the GSF in responder's suit if a jump, otherwise BW; and

--Pass forces partner to double (if he would have passed a penalty double). If partner doubles, opener's bids show tolerance for other strains (with a raise showing three-card support); 4N is takeout (following the rules in 2.2 but usually longer in diamonds if an unbid suit); a Qbid is forcing with 5+5+ in the other two suits and control in the Qbid suit; and 5N offers a choice of slams.

(c) responder has not shown a suit

--X is takeout, three-suited;

--direct bids are single-suited (but may be 64 if SQ6card>11, or 74);

and

--pass forces partner to double (if he would have passed a penalty double); if partner doubles, opener's bids show two-suited hands

(>=55).

For example, after

1C                    3H      4C(->D) 4H

or

1C      2H      3C(->D) 4H

4S shows long (6 good or 7+) spades. With a flexible hand (say 5=1=3=4 or 5=1=2=5), opener passes and then removes responder's double to 4S. Passing and then supporting partner's suit shows tolerance for that suit and at least one other playable strain (i.e. it is not a slam try in partner's suit) unless it is the highest-ranking suit.

So, for example,

1C      3C      3H(->S) 4C

P      P      X      P

4S

is a slam try in S as there is no high-ranking suit while

1C      3D      3S      4D

P      P      X      P

4S

shows tolerance for spades and length in clubs (3=x=y=6 would be usual)

#### 4.5.4 Further bidding in competitive auctions

Usual rules apply, except that if a known fit is possibly only 4-3 then a new suit is natural, usually 5+cards and NF if a game bid. For example

1C                    X[CRASH]            1H[=S]            2H[pass/correct]

2S[3-4S, min]    4C                    4H[H>S, NF]

## 5 Opening 1D

This shows 10+points, 5-9 RP, 4+S, <4H, not 4=3=3=3.

### 5.1 Responses

P	0-9 points, 3+D, <4S
1H	7-12 points, usually BAL or two suited
1S	Relay, 13+points. If 4+S and UNBAL then 21+points; if 4+S and BAL then GF, or 13-14 HCP with stoppers in all suits, 4=3=3=3 or 4432, and <5 controls
1N	6+C, 0+points or 5C, 13+ points, 0-1S or 2S and 5 other
2C	6+D, 8+points or 5D, 13+ points, 0-1S or 2S and 5 other
2D	10-15 points, 3+S. One of (1) 10-12 points, 3-4S; (2) 13-15 points, 3S, 6+other (SQ>6), <6RP outside S and long suit (3) 13-15 HCP, 3S, BAL with stoppers in all outside suits (4) 13-15 points, 6+RP, 4+S, 0-1C
2H	6+H, 8-14 points, NF, <3S
2S	3+S, 7-9 points
2N	16-20 points, 8+RP, 4+S, <6H, <7m, some singleton or 13-15 points, D or H SPL, or no SPL
3C	5+C, 5+D, <3S, INV
3D	4+S. One of (1) 12-14 points, <6RP, 3+RP and 5+HCP outside S (2) 16-21 points, 8+RP, some void
3H	6+H, 0-1S, 14-16 points (if 6-card suit SQH>=12, <5m, if 4m)
3S	4+S, 10-12 points, <6RP, <3RP outside S
3N	5+S, 15-18 points, <8RP, 3+RP outside S (not suited to FSJ)
4m	Fit-showing jump: 4+S, 4+m, S+m>=9, 2-3/top4 in m, 4-7RP, <3RP outside S and m
4H	To play, 7+H
4S	To play
4N	Blackwood

### 5.2 Raises

#### 5.2.1 After 2S

Opener needs 16+points to invite game

2N	INV, 5+S, usually m/H SPL
3C	Rejecting INV if SPL in C, accepting if in a red suit
3D	relay
3H	rejecting if in H, accepting if in D
3S	rejecting if in D, accepting if in H
3D	Rejecting INV if SPL in D, accepting if in C
3H	Inquiry with SPL H
3H	Rejecting INV if SPL in H, accepting if in C or D
3S	Rejecting INV
3N	3S, >=1 stoppers in side suits, offering choice of games
4m/4H	max, SPL in D/H/C
4S	accepting INV
3m	4S, 5+m, INV, NF

3H 6322/7222 (SQS>9), inviting 3N (at least Jxx/Qx in side suits)  
 3S Preemptive reraise  
 3N 6322/7222 (SQS>9), stoppers in side suits  
 4m/4H 5+S, slam INV, void in H/C/D

#### 5.2.1.1 After intervention over 2S

In addition to the general rules in 5.2.6, the following specific agreements apply:

Over 3H:

X 5+S, INV  
 3S 5+S, to play  
 3N 5+S, 2+H, 19+points  
 4m 4S, 6+m, 17+points  
 4H 5+S, 0-1H, 19+points  
 4S 5+S, to play

#### 5.2.2 After 2D

2H Relay, 4S and 14+points or 4+S, 13 points  
 2S 10-11 points, 3-4S  
 Further bids by opener are natural, with 4S  
 2N 12+points, 3S (may be 3=2=2=6, 13-15 points)  
 3C 12 points, 4+S, BAL  
 3D relay (including SPL in H or D)  
 3H anti-SPL in H  
 3S anti-SPL in D  
 3N+ anti-SPL in C, control-bidding  
 3D SPL C, INV  
 3H 18+points, length in C or D, needing support  
 3S Rejecting in D, accepting in C  
 3N+ Accepting in C, rejecting in D, control bid  
 4H Rejecting in both C and D  
 3N Offers choice of games  
 3S/4m/4H Void, slam try (H/D/C)  
 3D 13-15 points, 3S, 6+D  
 3H relay  
 3S 0-1C  
 3N 3=2=6=2  
 4C+ 0-1H, control bid  
 3S anti-relay  
 3N 2+C  
 4C 0C  
 4D+ 1C, control bid  
 3H 13-15 points, 3S, 6H  
 3S relay  
 3N 3=6=2=2  
 4C 0-1D  
 4D 3=6=3=1  
 4C+ control bid for H  
 3S 13-15 points, 3S, 6+C, 0-1H  
 3N 13-15 points, 3S, 6+C, 0-1D

2S to play  
P 10-13 points  
2N BAL 3S, 14-15 points, stoppers in all outside suits  
3m 5+m, to play  
3H 5+S, GF, (semi)BAL  
3S 5+S, to play  
3m 3S and 6m, 14-15 points  
3NS stopper  
3N to play  
3H 3S and 6H, 14-15 points  
2N 5+S, 14+points  
3C Rejecting INV if SPL in C, accepting if in another suit  
3D relay  
3H rejecting if in H, accepting if in D  
3S rejecting if in D, accepting if in H  
3D Rejecting INV if SPL in D, accepting if in C  
3H SPL H  
3H Rejecting INV if SPL in H, accepting if in m  
3S Rejecting INV  
3N 3M, >=1 stoppers in side suits, offering choice of games  
4C max, 0C  
4D/4H max, 1C, control bid  
4S accepting INV  
3C 5+S, game INV with (2+losers in D, no void, if singleton then honour) or slam INV with singleton  
3D relay  
3H 2+losers in D  
Responder accepts with 13-15 points or 10-12 with 1 loser in D  
3S SI, 1D  
3N SI, 1C  
4C+ SI, 1H, control bid  
3D 5+S, game INV with 2+losers in H, no void, if singleton then honour  
Responder accepts with 13-15 points or 10-12 with 1 loser in H  
3H 5+S, game INV with 2+losers in C, no void, if singleton then honour  
Responder accepts with 13-15 points or 10-12 with 1 loser in C  
3S 6322/7222 (SQS>9), inviting 3N (at least Jxx/Qx in side suits)  
3N 6322/7222 (SQS>9), stoppers in side suits  
4m/4H 5+S, SI, void H/C/D

#### 5.2.2.1 After intervention over 2D

In addition to the general rules in 5.2.6, the following specific agreements apply:

Over X:

P 4S, min  
XX to play opposite 3+D  
XX Penalties, 5+D  
2H 4S, max, continuations as without interference  
2S 5+S, min  
2N+ as without interference

Over 3H:

X 4S, INV  
3S 5+S, 12-14 points  
3N 5+S, 2+H, 17+points  
4m 4S, 6+m, 17+points  
4H 5+S, 0-1H, 17+points  
4S 5+S, 15-16 points

### 5.2.3 After 2N

3C <=12 points  
3D 0-1H, 13+points  
3H 0-1D, 13+points  
3S BAL 13-15  
3N 1C, 18+points  
4C 5+C, 4-7 8421HCP in C, 18+points  
4D 5+D, 4-7 8421HCP in D, 18+points  
4H 5+H, 4-7 8421HCP in H, 18+points  
4S to play

3D 13+points  
3H BAL  
3S relay  
3N antiSPL in H  
4C antiSPL in C  
4D antiSPL in D, no H control  
4H antiSPL in D, H control, no C control  
4S antiSPL in D, H control, C control

3N COG  
4C 5+C, 5+S, 17+points, 4-7 8421HCP in C  
4D 5+D, 5+S, 17+points, 4-7 8421HCP in D, no H control  
4H 5+D, 5+S, 17+points, 4-7 8421HCP in D, H control  
4S to play

3S 13-15 points, 0-1H or 0-1D  
3N relay  
4C 0-1H  
4D OD  
4H 1D, H control  
4S 1D, no H control

3N 1D, 16+points  
4C 1H, 16+points  
4D 1C, 16+points, D control  
4H 1C, 16+points, no D control, H control

3H 4S, 5+C, 15+points  
3S 4+C, 15+points  
3N 0-1D, 13+points  
4C 0-1H, 13+points  
4D 1C, 16+points, D control  
4H 1C, 16+points, no D control, H control  
4S to play

3S 4S, 5+D, 15+points  
3N 4+D, 15+points  
4C 0-1H, 13+points  
4D 1C, 15+points

4H	1D, 16+points
4S	to play
3N	5+S, 0D, 15+points
4C	5+S, 0H, 15+points
4D	5+S, 0C, 15+points, D control
4H	5+S, 0C, 15+points, no D control, H control

#### 5.2.3.1 After intervention over 2N

(1) 2N creates a forcing auction. Forcing passes continue until either partner signs off in S. A forcing pass at the 3 or 4 level shows 2+cards in their suit.

(2) If the opponents bid again over our signoff, then a new suit bid by responder shows length and sets up a forcing pass again.

(3) A direct suit bid over under-game intervention is shape-showing, a delayed suit bid is a control.

(4) Opener's immediate Q of the overcalled suit shows a void.

(5) A redouble of a fragment bid is a suggestion to play there.

(6) 3N directly over an opposing bid shows a SPL in their suit, a good hand but no second suit; a delayed 3N is COG.

#### 5.2.4 After 3D

3H	4+S, INV
3S	min
3N	0H
4C	0D
4D	0C, D control
4H	0C, no D control, H control
4S	to play
3N	5+S, SI, usually with short suit
	4m/4H antiSPL
	4S to play, rejecting SI
	4N Kickback
	5m/5H Voidwood
4C	4S, 5+C, SI
4D	4S, 5+D, SI, no H control
4H	4S, 5+D, SI, H control
4S	to play

#### 5.2.5 After 3S

3N	5+S, SI, usually with short suit
	4m/4H antiSPL
	4S to play, rejecting SI
4C	4S, 5+C, SI
4D	4S, 5+D, SI, no H control
4H	4S, 5+D, SI, H control
4S	to play

#### 5.2.6 After the opponents intervene

\* Forcing passes apply if and only if:

--the response was 2N; or

--opener or responder invited game and partner accepted.

If the S fit is known to be 8+cards then the rules in 5.2.3.1 apply.

\* Once an 8+card fit is established but the auction is not forcing then:

- a limited hand may not bid again uninvited, but may double to show a maximum with values suitable for declaring or defending (exception: opener's X of their minor is penalties);
- a double by an unlimited hand shows GF values and uncertainty about bidding or defending;
- 3N is natural (unless otherwise defined) and creates a forcing auction while 4S does not; and
- a new suit above 3S is natural and creates a forcing auction.

\* Before an 8+card fit is established and the auction is NF:

- responder's new suit shows a long suit and 3S;
- opener's minor-suit bid shows 5+m and usually only 4S;
- a new suit above 3S is natural; it creates a forcing auction unless the response was 2S;
- opener's 3S is competitive not INV if a lower bid (2N or 3H) is available to show an INV hand with 5+S;
- opener's X of their minor is penalties; and
- other doubles by opener or responder are cooperative.

### 5.3 After a 1H response

This is like a natural 1NT response. It denies 6m unless 6S, <13 points (responder TFRs to the suit) or 6H and a hand of GI strength. It promises constructive values unless responder is short in D and cannot afford to pass 1D.

Opener makes a natural, descriptive bid:

1S	5+
1N	BAL
2m	5+m
2H	14+points, 3H
2S	14+points, 6+S, 0-2H
2N	forces 3C
	3D INV, 2S, antiSPL in D
	3H INV, 2S, antiSPL in C
	3S INV, 2S, soft values in all suits outside S
3C	5+C, 5+D
3D	5+D, 5+H
3H	INV, 2S, antiSPL in H
3S	INV, 2S, no antiSPL
2N	14+points, 5S and 5m
	3m to play if opener's m
3m	14+points, 6+m (SQm>9)

All further bidding is natural, except that responder's suit bids only promise five cards and suggest another place to play.

### 5.4 After a 1N or 2C response

1N and 2C are TFRs to C/D. They promise length and deny exactly 3S. They may be weak.

1D 1N

2C	not suitable for any other bid
P	6+D, <13 points
2D	5+D, 5+C, 13-15 points
2H	5H, 5+C, 13-15 points
2S	2S, 6C (SQC>8), 13-15 points



2N	0-1S, 5-6C (SQC<9 if 6 cards), 13-15 points
3C	0-1S, 6+C (SQC>8 if 6 cards), 13-15 points
3D	0-2S, 6+C, 4+D, 16+points
3H	0-2S, 6+C, 4H, 16+points
3S	2S, 6C, SQC>8, 16-18 points
3N	0-1S, 6C, SQC>8, 16-18 points, Kx/Qxx or better in D and H
4C	5+C (SQC>8), 5S, 0-1H, 16-18 points
4D	5+C (SQC>8), 5S, 0D, 16-18 points
4H	5+C (SQC>8), 5S, 1D, 16-18 points, H control
4S	5+C (SQC>8), 5S, 1D, 16-18 points, no H control
2D	15+points, 5+D, 2C
2H	14+points, 3+C, not suitable for 3D/3H
2S	relay
2N	no SPL, <6S
3C	0-1D, <6S
3D	0-1H, <6S
3H	6=2=2=3
3S	6S, 1H
3N	6S, 1D
4C	6=0=3=4
4D	6=3=0=4
2N	11-12 points, 6C, 0-2S
3C	to play
3D	D stopper
3H	5H, GF
2S	7+S or (6S, 1-2C, SQS>9, 14-16 points)
2N	3-4C BAL, 14+points, stoppers in D and H
3C	11-13 points, 3+C
3D	17+points, 4+C, <6S, 0H
3H	17+points, 4+C, <6S, 0D
3S	17+points, 7+S or (6+S, 2-3C, SQS>11)
4C	5=1=1=6, 17+points

Continuations after a 2C response are similar, except that a 3C rebid is GF, showing 5+C and 5+D.

#### 5.4.1 Interference

After a double:

P	nothing to say
XX	0-2m, 5+Om, max
2m	0-2m
other	as without interference

After an overcall:

P	nothing to say
X	penalties
X	penalties
3m	3+m, 14-15 points
2N	3+m, 11-13 points
2H/3H	4+m, 16+points

## 5.5 After responder relays

1D 1S

1N BAL or min (5-7RP), <4D

2C relay, GF

2D 5+S (show shape as per 2.1.2)

2H BAL

2S relay

2N 4D

.3D 4=2=4=3

.3H 4=3=4=2, 5-7RP

.3S 4=3=4=2, 8RP

.3N 4=3=4=2, 9RP

3C 4=2=3=4

3D 4=3=2=4, 10-12HCP

3H 4=3=2=4, 13+HCP, 7-8RP

3S 4=3=2=4, 13+HCP, 6RP

3N 4=3=2=4, 13+HCP, 9RP

2N forces 3C

.3D 0-1D

.3H 0-1H, <3S

.3S 0-1H, 3S

.3N 5H, COG

3C stopper ask

3D no stopper in H

3H asks for stopper in D

3S 2-3D, 0.5 stopper

3N D stopper or 4D

4C 2-3D, no stopper,  
5-7RP

4D 2-3D, no stopper,  
8-9RP, 13+HCP

3S asks for C stopper

3N C stopper or 4C

4C 2-3C, no stopper,  
5-7RP

4D 2-3C, no stopper,  
8-9RP, 13+HCP

3H stopper in H, 2-3D, no stopper in D

.3N C stopper or 4C

.4C 2-3C, no stopper, 5-7RP

.4D 2-3C, no stopper, 8-9RP,  
13+HCP

3S stopper in H and (D stopper or 4D),  
2-3C, no stopper in C

3N stopper or length in all suits

3D 0-1C

3H 0-1S, 5+H

3S 0-1S, <5H

2S 4+S, 5+C, min

2N relay

3C 0-1H

3D 4=2=2=5 or 5=0=0=8 (.4N.5D) or  
4=0=0=9 (.4N.5H+)

	3H	4=3=1=5
	3S	4=2=1=6, not SS C
	3N	4=3=0=6
	4C	4=2=1=6, SS C
	4D	4=2=0=7
	4H	4=3=0=6, SS C
	4S	5=1=0=7
	4N+	4=1=0=8
	3C+ 3+C,	<5H, SPL (as per 2..4.1)
2N	55, 65, 7411,	66 or 76
	.3D	HS
	.3H	6511, 7411 or 7600
	3S	relay
	3N	4=1=1=7
	4C	7=1=1=4
	4D	5=1=1=6
	4H/4S	6=1=1=5
	4N	6=0=0=7
	5C+	7=0=0=6
	.3S	5=2=1=5
	.3N	5=3=0=5
	.4C	5=2=0=6
	.4D-4S	6=2=0=5
	.4N+	6=1=0=6
	3C+ S>C	
2D	5-6D, SQD>4,	2S (else respond 2C then 2N), 13-15 points
2H	5+H, SQH>4 if	5H, not (6+H and SQH>11 if 6-card suit), 13-15 points
	P	2-3H, min
	2S	6+S, <3H
	2N	0-1H, <6S, <6C
	3C	6+C, <3H
	3D	3H, 2+D, 11+points
	3H	to play
	3S	relay
	3N	13+points, antiSPL in S
	4m	13+points, antiSPL in m
	4H	11-12 points
	3N	COG
	3H	3H, 0-1D, 11-12 points
	3S	2H, 6+S, 12+points
	3N	2H, 13+points
	4m	3H, 0-1om, 13+points
2S	3S,	13-15 points
2N	2S, <6D (if	5D then SQD<5), <6H (if 5H then SQH<5), <7C (if 6C then SQC<10), 13-14 points
	3C	to play, min, 5+C
	3D	5+C, GF
	3H	relay
	3S	0-1H
	3N	0-1D
	3H	either 6+S, min or 5+S, 4C, 0-1H, GF
	3S	to play opposite 6+S

3N 5+S, 4C, 0-1H, GF  
 3S 5+S, 4C, 0-1H, GF  
 3C 6+H, if <15 points then 2S and SQH>9  
 3D 0-1H, 6+S  
 3M NF  
 3H 0-2H, min, NF  
 3S 0-1H, 5+C, no D stopper, GF  
 4C+ 2+H, control bid, max  
 3D GF, 5+D, 5-6H, <3S  
 3H <3H, <6S  
 3S 6+S  
 4C 3H, max  
 4D 3D, max  
 3H GF, 5+C, 5-6H, <3S  
 3S <3H, <4C  
 4C 4+C  
 4D 3H, max  
 3S 4S, 14-15 points, invites 3N  
 3N 1=4=4=4, 15-18 points  
 2C 4+D, <4C, UNBAL  
 2D relay (show shape as per 2.1.1)  
 2H 5+H, SQH>4 if 5H, not (6+H and SQH>11 if 6-card suit),  
 <5D, 13-15 points  
 2S 3S, <5D, 13-15 points  
 2N 4+S, 4+D, 0-1C, INV+, F3D (not 5=3=4=1)  
 3C 4+S, 4+D, 0-1H, INV+, F3D  
 3D 4=2=5=2, INV, NF  
 3H 5=3=4=1, INV, NF  
 3S 5=2=4=2, INV, NF  
 4C 5+S, 0-1H, SI  
 4D relay  
 4H 0H  
 4S 1H, min  
 4N+ 1H, control bid  
 4H mild SI  
 4D 5+S, 1C, SI  
 4H 5+S, 0C, SI  
 2N 2S, <5D (if 4D then SQD<5), <6H (if 5H then SQH<5), <7C (if  
 6C then SQC<10), 13-14 points  
 3C 5+D  
 3D min  
 P min  
 3H 4=1=5=3 [.3N] or 4=0=6=3 [.4C+]  
 3S 4=3=5=1 or 4=3=6=0  
 3N 5S, 5D, <3H  
 3D 3H, GF  
 3H relay  
 3S 6=3=4=0  
 3N 5=3=5=0  
 3H 6+S, <3H  
 3S 5=3=4=1, GF  
 3C 6+H  
 3D 0-1H, 6+D, NF

3H 0-2H, min, NF  
 3S 0-1H, 6+S, GF  
 4C+ 2+H, control bid, max  
 3D 4+D, 13-15 points  
 3H GF, 5+C, 5-6H, <3S  
 3S <3H, <4C  
 4C 4+C  
 4D 3H, max  
 3S 4S, 14-15 points, invites 3N  
 3N 1=4=4=4, 15-18 points  
 2D 5+S, <4other, max (7-9RP)  
 2H relay (show shape as per 2.1.2)  
 2S 3S, SPL, <5H, <7C, GF (continue as per 2.4.1.1)  
 2N 4S, 14-15 points, invites 3N  
 3C 6+H, if <15 points then 2S and SQH>9  
 3D 0-1H, 6+S  
 3H 2H, min, NF  
 3S 3H, 0-1D (.4C) or 0-1C (.4D)  
 4C+ 3H, no SPL, control bid  
 3D GF, 5+D, 5-6H, <3S  
 3H <3H, <6S  
 3S 6+S  
 4C 3H, max  
 4D 3D, max  
 3H GF, 5+C, 5-6H, <0-1S  
 3S <3H, <4C  
 4C 3C, max  
 4D 3H, max  
 3S GF, 5+C, 5-6H, <2S  
 4C 3C, max  
 4D 3H, max  
 3N 1=4=4=4, 15-18 points  
 2H 4-5C, 4-5D, 0-1H  
 2S relay, GF  
 2N 4=1=4=4  
 3C 4=0=4=5  
 3D 4=0=5=4  
 3H 5=0=4=4, 7-9RP  
 3S 5=0=4=4, 5RP  
 3N 5=0=4=4, 6RP  
 2N NF, <4S, 4+H  
 3m 4+m, NF  
 3H 6+H, NF  
 3S 4S, NF  
 2S+ 4+C, <4D, UNBAL, max (7-9RP)

### 5.5.1 After interference

If the opponents double 1S or overcall 1N or 2C RR follows the rules in 4.3.7

If the opponents overcall 2D+ then opener's X is penalties of S (if natural), D and C and takeout of H, and responder's X is cooperative. If 2S is two-suited without S or takeout of S then X is penalties of at least one of their suits (all subsequent X are penalties by both players) and P then X shows 12+BALish (usually exactly 4S) and a subsequent X is cooperative.

\*\*Matt -- can your implementation of Rubensohl be used here? If it can we should use it over two-level overcalls, otherwise suits are natural and 2N shows 5-6S BAL with a stopper.

## 5.6 After a 2H or 3H response

1D 2H

2S 6+S, 0-1H, <17 points  
2N 15+points, 2+H or singleton H honour  
3m max, antiSPL  
3H min  
3m 15+points, 6+m  
3H 14-16 points, 3H, no SPL  
3S 6+S (SQS>10 if 6 cards), 0-2H, 17+points  
3N 2+H, to play  
4m void Om, 3H, 17+points

1D 3H

3S 6+S (SQS>10 if 6 cards), 0-1H, GF  
4m control bid, 2+H

## 5.7 After interference

Over X (if takeout of S or BAL):

P weak, 3+D, <3S or 12+BAL, <3S unless 4333  
P 4+D, <6S  
1H 3H, <4D, <6S  
1S 5+S  
2C 5+C, <3H, <5S  
Later X by responder is cooperative, 12+points  
XX 0-2S, penalty X of at least one suit.  
Later X by either partner is penalties  
1H may be weak, 4+H, <3D, <3S  
1S 0-8 points, 3S  
1N TFR->C: (6+C, 0+points, <3S unless GF) or (5+C, 12+points, <3S unless GF)  
Responder's 2-level rebid NF, 3-level rebid GF except 3C  
2C TFR->D: (6+D, 8+points, <3S unless GF) or (5+D, 12+points, <3S unless GF)  
Responder's 2-level rebid NF, 3-level rebid GF except 3D  
2D 3S, <6H, 10+points  
2H 4S, 10+points, 5+RP, 3+RP and 5+HCP outside S  
2S 3+S, 7-9 points  
2N 5+S or (4S and SPL or 4522), 13+points, 6+RP  
3m 4+S, 4+m, S+m=9, 2-3/top4 in m, 4-7RP, <3RP outside S and m  
3H 4+S, 12-14 points, <6RP, 3+RP and 5+HCP outside S  
3S 4+S, 10-12 points, <6RP, not (3+RP and 5+HCP outside S)  
3N 5+S, void, 5-7RP  
4C relay  
4m/H 4+S, 4+m/H, S+m/H>=9, 2-3/top4 in m/H, 4-7RP, <3RP outside S and m/H

Over X (if 5+D):

P	5+D, <3S
P	3D
1H	3H, <3D, <6S
1S	5+S
2C	5+C, <3H, <5S
	Later X by responder is penalties of D
XX	<3S, <5H, <6C, may be weak
1H	5+H, <3S, may be weak
1S	0-8 points, 3S
1N	TFR->C: (6+C, 0+points) or (5+C, 12+points), <3S unless GF Responder's 2-level rebid NF, 3-level rebid GF except 3C
2C	3S, <6H, 10+points
2D	4S, 10+points, 5+RP, 3+RP and 5+HCP outside S
2H	3S, 3+H, SQH>7, 7-9 points
2S	3+S, 7-9 points, no concentration in H
2N	5+S or (4S and SPL or 4522), 13+points, 6+RP
3C/3H	4+S, 4+C/H, S+C/H=9, 2-3/top4 in C/H, 4-7RP, <3RP outside S and C/H
3D	5+S, 12-14 points, <6RP, 3+RP and 5+HCP outside S
3S	4+S, 10-12 points, <6RP, not (3+RP and 5+HCP outside S)
3N	5+S, C or H void, 5-7RP
	4C relay
4C/H	4+S, 4+C/H, S+C/H>=9, 2-3/top4 in C/H, 4-7RP, <3RP outside S and C/H
4D	4+S, 0-1D, 7+RP

#### Over 1H:

P	weak or penalty X
X	3-4H, usually BAL, <3S
1S	3+S, 5-7 points
1N	TFR->C: (6+C, 0+points) or (5+C, 12+points), <3S unless GF Responder's 2-level rebid NF, 3-level rebid GF except 3C
2C	TFR->D: (6+D, 0+points) or (5+D, 12+points), <3S unless GF Responder's 2-level rebid NF, 3-level rebid GF except 3D
2D	3S, 10+points
2H	4S, 10+points, 5+RP, 3+RP and 5+HCP outside S
2S	3+S, 7-9 points
2N	5+S or (4S and SPL or 4522), 13+points, 6+RP
3m	4+S, 4+m, S+m=9, 2-3/top4 in m, 4-7RP, <3RP outside S and m
3H	5+S, 12-14 points, <6RP, 3+RP and 5+HCP outside S
3S	4+S, 10-12 points, <6RP, not (3+RP and 5+HCP outside S)
3N	5+S, C or D void, 5-7RP
	4C relay
4m	4+S, 4+m, S+m>=9, 2-3/top4 in m, 4-7RP, <3RP outside S and m
4H	4+S, 0-1H, 7+RP

#### Over 1S (takeout of S):

as after X == takeout, i.e. P may be 12+BAL; X is penalties in at least one suit, 1N TFR etc

#### Over 1S (natural):

X 2+S, 12+points, usually BAL  
 1N TFR->C: (6+C, 0+points) or (5+C, 12+points), <3S unless GF  
 Responder's 2-level rebid NF, 3-level rebid GF except 3C  
 2C TFR->D: (6+D, 0+points) or (5+D, 12+points), <3S unless GF  
 Responder's 2-level rebid NF, 3-level rebid GF except 3D  
 2D TFR->H: (6+H, 0+points) or (5+H, 12+points), <3S unless GF  
 Responder's 2-level rebid NF, 3-level rebid GF except 3H  
 2H 5H, 9-11 points  
 2N 5+C, 5+D, 10+points  
 3m/3H 6+m/H, SQm/H>8, 10-12 points

Over 1N (natural):

X penalties  
 2C 5H, 4+m, 10+points  
 2D pass or correct  
 2D 3+S, 11+points  
 2H 6+H, 9-14 points  
 2S 4S, 7-10 points  
 2N (5+C, 5+D, 10-14 points) or 6+H GF  
 3m 6+m, 10-13 points, SQm>6 if 6 cards  
 3H 6+H, SQH>10, 13-15 points  
 3S 4+S, <7RP  
 4m 4+S, 4+m, S+m>=9, 2-3/top4 in m, 4-7RP, <3RP outside S and m

Over 1N (4H and 5+m):

X penalties  
 2C 3S, 11+points  
 2D 4+S, 11+points  
 2H 6+H, 10-14 points  
 2S 3+S, 7-10 points  
 2N TFR->C: (6+C, 11+points) or (5+C, 15+points), <3S unless GF  
 3C TFR->D: (6+D, 11+points) or (5+D, 15+points), <3S unless GF  
 3D 5+S, 12-14 points, <6RP, 3+RP and 5+HCP outside S  
 3H 6+H, SQH>6 if 6 cards, 15+points  
 3S 4+S, 10-12 points, <6RP, not (3+RP and 5+HCP outside S)  
 3N 5+S, m or H void, 5-7RP  
 4C relay  
 4m 4+S, 4+m, S+m>=9, 2-3/top4 in m, 4-7RP, <3RP outside S and m  
 4H 4+S, 0-1H, 7+RP

Over 2C:

P may be penalty X  
 X 3-4C, often BAL, <3S, 12+points  
 2D 5+H, 10+points, <3S unless GF  
 2H 3+S, 11+points  
 2S 3+S, 7-10 points



2N TFR->D: (6+D, 11+points) or (5+D, 15+points), <3S unless GF  
 3C 4+S, 13+points, 7+RP  
 3D 5+S, 12-14 points, <6RP, 3+RP and 5+HCP outside S  
 3H 6+H, 11-13 points, SQH>7  
 3S 4+S, 10-12 points, <6RP, not (3+RP and 5+HCP outside S)  
 3N to play  
 4C 4+S, 0-1C, 7+RP  
 4D 4+S, 4+D, S+D>=9, 2-3/top4 in D, 4-7RP, <3RP outside S and D  
 4H to play

Over 2D:

as over 2C with appropriate adjustments except

2H 5+H, <3S, 10-14 points  
 2N TFR->C, <3S unless GF  
 3C TFR->H, either 6+H INV or 5+H GF, <3S unless GF  
 3D 3S, 13+points  
 3H 4+S, 12+points

Over 2H:

as over 2D with appropriate adjustments

Over 2S:

P may be 12+semiBAL, later X is cooperative  
 X penalty X of at least one of overcaller's suits  
 2N TFR->C  
 3C TFR->D  
 3D 3S, 13+points  
 3H 4+S, 12+points  
 4m fit-showing jump  
 4H 0-1H, 4+S

Over 2N:

P may be BALish 12+, <3S (later X by responder is cooperative)  
 3C 3+S, may have 5H, 13+points  
     3D relay  
         3H 5H, forcing  
     3H 3H, min, NF  
     3S 5+S, min, NF  
 3D 5+H, <3S, GF  
 3H 6+H, 11-14 points  
 4m 0-10m, 4+S, 15+points, 8+RP

Over 3C+:

P May be penalties

X 3+cards, often BAL, usually <3S  
NS 5+cards, GF  
3S 11-14 points, 4+S  
3N to play

Over 3M (asking for a stopper):

P may be BALish 12+ with 3S (later X is cooperative with 3S)  
X 0-2S, 12+points, 7+RP

Over 3N:

X penalties  
4C 5+H, 5+m  
4D 4+S, 15+points, 9+RP  
4H 6+H  
4S 4+S, 12-14 points

### 5.7.1 Further bidding by opener

- \* Opener's 2H/3H shows support for responder's m, a max and 2-3H, often 0-10m.
- \* Opener's X of their m is penalties.
- \* Opener's X of their H is cooperative if partner has shown 10+points and they have not bid and raised/doubled and raised; takeout otherwise, usually with 5S.
- \* Opener's free bid in a m shows 5+m.

# 6 Opening 1H

Opening 1H shows 10+points, 5-9 RP, 4+H, <4S, not 3=4=3=3.

## 6.1 Responses by Unpassed Hand

- 1S Relay, 13+points. If 4+H and UNBAL then 21+points; if 4+H and BAL then GF
- 1N 7-12 points, <6S, <3H (unless 4333), NF
- 2C 10-15 points, 3+H. One of
  - (1) 10-12 points, 3-4H;
  - (2) 13-15 points, 3H and a side 6+ suit (SQ>6), <6RP outside H and long suit
  - (3) 13-15 HCP, 3H, BAL with stoppers in all outside suits
  - (4) 13-15 points, 6+RP, 4+H, BAL or m singleton or void
- 2D Artificial. 12-14 points with <3H, and 5+S, 6+m or (5+C and 5+D).
- 2H 3+H, 7-9 points
- 2S 6+S, 8-14 points, NF, S>=H+4
- 2N 13+points, 4+H, <6S, <7m. One of
  - (1) 13-15 points, 6+RP, S singleton or void
  - (2) 16-20 points, some singleton, 8+RP
- 3C 4+H. One of
  - (1) 12-14 points, <6RP, 3+RP and 5+points outside H
  - (2) 16+points, 8+RP, some void
- 3D 6+D, <7RP, D>=H+4, not strong enough for 2D
- 3H 4+H, 10-12 points, <6RP, not (3+RP and 5+points outside H)
- 3S 6+S, 0-1H, 14-16 points (if 6-card suit SQS>=12, <5m, not 4m if SQm>=5)
- 3N 5+H, 15-18 points, <8RP, 3+RP outside H (not suited to FSJ)
- 4m Fit-showing jump: 4+H, 4+m, H+m>=9, 2-3/top4 in m, 4-7RP, <3RP outside H and m
- 4H To play
- 4S To play, 7+S
- 4N Blackwood

## 6.2 Raises

### 6.2.1 After 2H

- 2S 16+points, 0-1S, could be long in any suit
  - 2N relay for 5+card suit
  - 3m/3H 6+m/4+H, to play
- 2N 16+points, 5+H, 2-3S, usually m SPL
  - 3m Rejecting INV if SPL in m, accepting in Om
  - 3H Rejecting INV
  - 3S 5+S, offering choice of games
  - 3N 3H, >1.5 stoppers in both m, offering choice of games
  - 4m max, SPL in Om
  - 4H accepting INV
- 3m 16+points, 4H, 5+m, 2-3S, NF
- 3H competitive
- 3S/4m 19+points, 5+H, slam INV, void in D/S/C
- 3N 6322/7222 (SQH>9), stoppers in side suits

#### 6.2.1.1 After intervention over 2H

In addition to the general rules in 6.2.6, the following specific agreements apply:

Over 3m:

X	penalties
3D	4H, 5+D, 16+points
3H	5+H, 14-16 points
3N	5+H, 2+m, 19+points, F4H
4m	5+H, 0-1m, 19+points
4C	4H, 6+C, 18+points
4H	5+H, 17-18 points

### 6.2.2 After 2C

2D	Relay, 4H and 14+points or 4+H, 13 points
2H	10-11 points, 3-4H Further bids by opener are natural, bidding features up the line (so 2N+ denies a three-card S suit); if in a minor this shows 5+m
2S	12+points, 3H
2N	12+points, 4+H, BAL
3C	relay (including SPL in S or D)
3D	12+ points, anti-SPL in S
3H	12+ points, anti-SPL in D
3S+	13+ points, anti-SPL in C, control-bidding
3D	SPL C, INV
3H	mild slam try, length in C or D, needing support
3S	Rejecting in D, accepting in C
>3S	Accepting in C, rejecting in D, control bid
4H	Rejecting in both C and D
3N	Offers choice of games
3S/4m	Void, slam try (D/S/C)
3C	12+points, 3H, 6S
3D	relay
3H	no SPL
3S	0-1D
3N	0-1C
3M	to play
4m	SI, control bid, 2-3S
3D	12+points, 4+H, SPL C
3H	to play
3S	first stop, slam INV if responder has 14+points
3H	12-13 points, 4+H, SPL D
3S	14+points, 4+H, singleton D
3N+	14+points, 4+H, void D (as per 5.6.1.1)
2H	to play
P	10-13 points
2S	14-15 points, 4+H
2N	relay
3C	BAL
3D	S SPL
3D	C SPL
3H	D SPL

	3C	D SPL
	3D	C SPL
	3H	to play
2N	BAL 3H,	14-15 points, stoppers in all outside suits
	3m	5+m, to play
	3H	5+H, to play
	3S	5+H, GF, (semi)BAL
3m	3M and 6m,	14-15 points
	3NS	stopper
	3N	to play
3H	3H and 6S,	14-15 points
2S	5+H,	14+points
2N	Rejecting INV if SPL in S, accepting if in a m	
	3C	relay
	3D	rejecting if in D, accepting if in C
	3H	rejecting if in C, accepting if in D
3C	Rejecting INV if SPL in D, accepting if in S	
	3D	Inquiry with SPL C
3D	Rejecting INV if SPL in C, accepting if in S or D	
3H	Rejecting INV	
3S	max, 0-1C	
3N	3M, >=1 stoppers in side suits, offering choice of games	
4C	max, 1D	
4D	max, 0D	
4H	accepting INV	
2N	5+H, game INV with (2+losers in D, no void, if singleton then honour) or slam INV with singleton	
	3D	relay
	3H	2+losers in D Responder accepts with 13-15 points or 10-12 with 1 loser in D
	3H	SI, 1D
	3N	SI, 1C
	4C+	SI, 1H, control bid
3C	5+H, game INV with 2+losers in S, no void, if singleton then honour Responder accepts with 13-15 points or 10-12 with 0-1 S loser	
3D	5+H, game INV with 2+losers in C, no void, if singleton then honour Responder accepts with 13-15 points or 10-12 with 0-1 C loser	
3H	6322/7222 (SQH>9), inviting 3N (at least Jxx/Qx in side suits)	
3N	6322/7222 (SQH>9), stoppers in side suits	
3S/4m	5+H, SI, void D/S/C	

#### 6.2.2.1 After intervention over 2C

In addition to the general rules in 6.2.6, the following specific agreements apply:

Over X:

P	4H, min
XX	to play opposite 3+C
XX	Penalties, 5+C
2D	4H, max, continuations as without interference
2H	5+H, min

2S+ as without interference

Over 3m:

X penalties  
3D 4H, 5+D, 14+points  
3H 5+H, 12-14 points  
3N 5+H, 2+m, 17+points  
4m 5+H, 0-1m, 17+points  
4C 4H, 6+C, 17+points  
4H 5+H, 15-16 points

### 6.2.3 After 2N

3C <=12 points  
3D 0-1H, 13+points  
3H 0-1D, 13+points  
3H BAL 13-15  
3N 1C, 18+points  
4C 5+C, 4-7 8421HCP in C, 18+points  
4D 5+D, 4-7 8421HCP in D, 18+points  
4H 5+H, 4-7 8421HCP in H, 18+points  
4H to play  
3D 13+points  
3H 13-15 points, 0-1S  
3N relay  
4C 0-1H  
4D 0D  
4H 1D, H control  
4H 1D, no H control  
3S 1C, 16+points  
3N 1D, 16+points  
4C 1S, 16+points, C control  
4D 1S, 16+points, no C control, D control  
3H 4H, 5+C, 15+points  
3S 4+C, 15+points  
3N 0-1C, 15+points  
4C 0-1S, 13+points, <4C  
4D 1D, 16+points, <4C  
4H to play  
3S 4H, 5+D, 15+points  
3N 0-1S, 13+points, <4D or 1C, 15+points, <4D  
4C relay  
4D 0-1S, 13+points, <4D  
4H 1C, 15-17points, <4D  
4S+ 1C, 18+points, <4D, control bid  
4C 4+D, 15+points  
4D 1D, 16+points  
4H to play  
3N 5+H, 0D, 15+points  
4C 5+H, 0S, 15+points  
4D 5+H, 0C, 15+points, D control  
4H 5+H, 0C, 15+points, no D control, H control

### 6.2.3.1 After intervention over 2N

- (1) 2N creates a forcing auction. Forcing passes continue until either partner signs off in H. A forcing pass at the 3 or 4 level shows 2+cards in their suit.
- (2) If the opponents bid again over our signoff, then a new suit bid by responder shows length and sets up a forcing pass again.
- (3) A direct suit bid over under-game intervention is shape-showing, a delayed suit bid is a control.
- (4) Opener's immediate Q of the overcalled suit shows a void.
- (5) A redouble of a fragment bid is a suggestion to play there.
- (6) 3N directly over an opposing bid shows a SPL in their suit, a good hand but no second suit; a delayed 3N is COG.

### 6.2.4 After 3D

- 3S relay
- 3N 0H  
4C 0D  
4D 0C  
4H to play
- 3N 5+H, SI, usually with short suit  
4m/4H antiSPL  
4H to play, rejecting SI  
4N Kickback  
5m/5H Voidwood
- 4C 4H, 5+C, SI  
4D 4H, 5+D, SI  
4H to play

### 6.2.5 After 3H

- 3S 5+H, SI, usually with short suit  
4m/3N(=S) antiSPL  
4H to play, rejecting SI
- 3N 4H, 5+C, SI  
4C 4H, 5+D, SI, C control  
4D 4H, 5+D, SI, no C control  
4H to play

### 6.2.6 After the opponents intervene

\* Forcing passes apply if and only if:

- the response was 2N; or
- opener or responder invited game and partner accepted.

If the H fit is known to be 8+cards then the rules in 6.2.3.1 apply.

\* Once an 8+card fit is established but the auction is not forcing then:

- a limited hand may not bid again uninvited, but may double to show a maximum with values suitable for declaring or defending (exception: opener's X of their minor is penalties);
- a double by an unlimited hand shows GF values and uncertainty about bidding or defending;
- 3N is natural (unless otherwise defined) and creates a forcing auction while 4H does not; and
- a new suit above 3H is natural and creates a forcing auction.

\* Before an 8+card fit is established and the auction is NF:

- responder's new suit shows a long suit and 3H;
- opener's minor-suit bid shows 5+m and usually only 4H;
- a new suit above 3H is natural; it creates a forcing auction unless the response was 2H;
- opener's 3H is competitive not INV if a lower bid (2N or 3H) is available to show an INV hand with 5+H;
- opener's X of their minor is penalties; and
- other doubles by opener or responder are cooperative.

### 6.3 After a 1N response

2m	5+m
2S	5S, 3+m, 10+points
2H	6H, <14points
2S	2+H, max, antiSPL in S
2N	2+H, max, no antiSPL in S
3m	max, 0-1 Om
3m	6+m, to play
2S	14+points, 5+H and 5+m
2N	relay for m
3m	6+m
2N	14+points 4432/5332/6322
3m	to play
3S	5S, GF
3m	14+points, 6+m (SQm>9), <5H
4m	4+m, INV
4om/4S	11+points, 4+m, 2H, control
4H	4+m, 0-1H, 11+points
4N	4+m, 11+points, Hx or better in H, no control in S or om

### 5.4 After a 2D response

P	6+D, 5RP
2H	relay
2S	5+S
	2N relay
	3m 5+m, <6S
	3H 5S, 3H, 0-1C
	3S 6S, 4+D, <3H
2N	(5+C, 5+D) or (6+D, 4C)
3m	preference
	3D 6+D, 4C
3m	6+m, <3H
3H	5S, 3H, 0-1D
3S	6S, 4+C, <3H
2S	3S, min
2N	0-1S, 5H, 5+m, 14+points
3m	14+points, 4H, 6+m (SQm>9)
3H	14+points, 6+H (SQH>9 if 6 cards)

### 6.5 After responder relays

1H 1S	
1N	BAL or min (5-7RP), <4D



2C relay, GF

2D 5+H (show shape as per 2.1.2)

2H BAL

2S relay

2N 4D

.3D 2=4=4=3

.3H 3=4=4=2, 5-7RP

.3S 3=4=4=2, 8RP

.3N 3=4=4=2, 9RP

3C 2=4=3=4

3D 3=4=2=4, 10-12HCP

3H 3=4=2=4, 13+HCP, 7-8RP

3S 3=4=2=4, 13+HCP, 6RP

3N 3=4=2=4, 13+HCP, 9RP

2N forces 3C

.3D 0-1D

.3H 0-1H, <5S

.3S 0-1H, 5+S

.3N 5S, COG

3C stopper ask

3D no stopper in S

3H asks for stopper in D

3S 2-3D, 0.5 stopper

3N D stopper or 4D

4C 2-3D, no stopper, 5-7RP

4D 2-3D, no stopper, 8-9RP, 13+HCP

3S asks for C stopper

3N C stopper or 4C

4C 2-3C, no stopper, 5-7RP

4D 2-3C, no stopper, 8-9RP, 13+HCP

3H stopper in S, 2-3D, no stopper in D

.3N C stopper or 4C

.4C 2-3C, no stopper, 5-7RP

.4D 2-3C, no stopper, 8-9RP, 13+HCP

3S stopper in S and (D stopper or 4D), 2-3C, no stopper in C

3N stopper or length in all suits

3D 0-1C

3H 0-1S, 3H

3S 0-1S, <3H

2S 4+H, 5+C, min

2N relay

3C 0-1H

3D 2=4=2=5 or 0=5=0=8 (.4N.5D) or 0=4=0=9 (.4N.5H+)

3H 3=4=1=5

3S 2=4=1=6, not SS C

3N 3=4=0=6

4C 2=4=1=6, SS C  
 4D 2=4=0=7  
 4H 3=4=0=6, SS C  
 4S 1=5=0=7  
 4N+ 1=4=0=8  
 3C+ 3+C, <5S, SPL (as per 2..4.1)  
 2N 55, 65, 7411, 66 or 76  
 .3D HS  
 .3H 6511, 7411 or 7600  
 3S relay  
 3N 1=4=1=7  
 4C 1=7=1=4  
 4D 1=5=1=6  
 4H 1=6=1=5  
 4S 0=6=0=7  
 4N+ 0=7=0=6  
 .3S 2=5=1=5  
 .3N 3=5=0=5  
 .4C 2=5=0=6  
 .4D-4H 2=6=0=5  
 .4S+ 1=6=0=6  
 3C+ H>C  
 2D 5-6D, SQD>4, 13-15 points  
 2H 3H, 13-15 points  
 Opener bids features up the line (i.e. 2S shows 3S)  
 2S <3H, 5+S, SQS>4 if 5S, not (6+S and SQS>11 if 6-card suit), 13-15 points  
 2N 0-2H, <6D (if 5D then SQD<5), <6S (if 5S then SQS<5),  
 <7C (if 6C then SQC<10), 13-14 points  
 3C to play, min, 5+C  
 3D either 6+H or 5+H, 4C, 0-1D, GF  
 3H to play  
 3S 6+H, GF  
 3N 5+H, 4C, 0-1D  
 3S relay  
 3N 5H, 4C  
 4H 6H  
 3H 4+C, 4+H, 0-1S, GF  
 3S relay  
 3N 1=5=3=4  
 4C 1=4=3=5  
 4D 0=5=3=5 or 0=4=3=6  
 4H 6+H, 4+C  
 3S 5+C, 4H, 0-1D, GF  
 3C 6+C, INV  
 3D GF, 5+D, 5-6S, <3H  
 3H 6+H, H>(S+3), <5D  
 3S <6H, <3S  
 4C 3S, max  
 4D 3D, D>S, SI  
 3H GF, 5+C, 5-6S, <3H  
 3S <3S, <4C  
 4C 4+C, <3S  
 4D 3S, max

3S 6S, 0-1H, GF  
 3N 4=1=4=4, 15-18 points  
 2C 4+D, <4C, UNBAL  
 2D relay (show shape as per 2.1.1)  
 2H 3H, <5D, 13-15 points  
     2S 3S, INV  
     2N 4+H, 4+D, 0-1C, <3S, INV+, F3D  
     3C 4+H, 4+D, 0-1S, INV+, F3D  
     3D 2=4=5=2, INV, NF  
     3H 2=5=4=2, INV, NF  
     3S 5+H, 0-1C, SI  
         4C relay  
             4D 0C  
             4H 1C, min  
             4S+ 1C, control bid  
         4D mild SI  
     4C 5+H, 1S, SI  
     4D 5+H, 0S, SI  
 2S <3H, 5+S, <5D, SQS>4 if 5S, not (6+S and SQS>11 if 6-card suit), 13-15 points  
 2N 0-2H, <5D (if 4D then SQD<5), <6S (if 5H then SQH<5), <7C  
     (if 6C then SQC<10), 13-14 points  
     3C 5+D  
         3D min  
             P min  
             3H 1=4=5=3 [.3N] or 0=4=6=3 [.4C+]  
             3S 3=4=5=1 or 3=4=6=0  
             3N 5H, 5D, <3S  
     3D 6+H  
         3H min  
             P to play  
             3S 3=6=x=y  
             3N 0-2S, 6H  
     3H 3=5=4=1 (.3N) or 3=5=5=0 (.4C+), GF  
     3S 5=3=4=1, GF  
 3C 6+C, INV  
 3D 4+D, 13-15 points  
 3H GF, 5+C, 5-6S  
     3S <3S, <4C  
     4C 4+C, <3S  
     4D 3S, max  
 3S 6S, 0-1H, GF  
 3N 1=4=4=4, 15-18 points  
 2D 5+H, <4other, max (7-9RP)  
 2H relay (show shape as per 2.1.2)  
 2S 3H, SPL, <5S, <6C, GF (continue as per 2.4.1.1)  
 2N 4H, 14-15 points, invites 3N  
 3C 6+S, if <15 points then 2H and SQS>9  
     3D 0-1S, 6+H  
     3H 2S, min  
     3S 3S, 0-1D (.4C) or 0-1C (.4D)  
     4C+ 3S, no SPL, control bid  
 3D GF, 5+D, 5-6S  
     3H <6H, <3S, <2 stoppers in C

	3S	6+H, H>S+3
	4C	3D, SI
	4D	3S, SI
3H	GF, 5+C, 5-6S	
	3S	6+H, H>S+3
	4C	3D, SI
	4D	3S, SI
3N	4=1=4=4, 15-18 points	
2H	4-5C, 4-5D, 0-1S	
	2S	relay, GF
	2N	1=4=4=4
	3C	0=4=4=5
	3D	0=4=5=4
	3H	0=5=4=4, 7-9RP
	3S	0=5=4=4, 5RP
	3N	0=5=4=4, 6RP
2N	NF, <4H, 4+S	
3m	4+m, NF	
3H	3H, NF	
3S	6+S, NF	

2S+ 4+C, <4D, UNBAL, max (7-9RP)

### 5.5.1 After interference

If the opponents double 1S or overcall 1N or 2C RR follows the rules in 4.3.7.

If the opponents overcall 2D+ then opener's X is penalties of H (if natural), D and C and takeout of S, and responder's X is cooperative. If 2H is two-suited without H or takeout of H then X is penalties of at least one of their suits (all subsequent X are penalties by both players) and P then X shows 12+BALish (usually exactly 4H) and a subsequent X is cooperative. the same rules apply if they overcall 2N showing C and D.

\*\*Matt -- can your implementation of Rubensohl be used here? If it can we should use it over two-level overcalls, otherwise suits are natural and 2N shows 5-6H BAL with a stopper.

## 5.6 After a 2S or 3S response

1H 2S	
2N	15+points, 2+S or singleton S honour
	3m max, antiSPL
	3H max, 1+RP in H
	3S min
3m	15+points, 6+m
3H	6+H (SQS>10 if 6 cards), 0-2S, 17+points
3S	14-16 points, 3S, no SPL
3N	2+S, to play
4m	void Om, 3S, 17+points

1H 3S	
4m	control bid, 2+S

## 6.7 After interference

Over X:

P weak or 12+BAL, <3H unless 4333  
 Later X by responder if opener passes is cooperative, 12+points

XX 0-2H, penalty X of at least one suit.  
 Later X by either partner is penalties

1S 5+S, 8+points

1N TFR->C: (6+C, 0+points, <3H unless GF) or (5+C, 12+points, <3H unless GF)  
 Responder's 2-level rebid NF, 3-level rebid GF except 3C

2C TFR->D: (6+D, 8+points, <3H unless GF) or (5+D, 12+points, <3H unless GF)  
 Responder's 2-level rebid NF, 3-level rebid GF except 3D

2D 3+H, <6S, 10+points; if 4+H then 10-12 points, 3+RP and 5+HCP outside H

2H 3+H, 7-9 points

2S 4+H, 4+D, H+D=9, 2-3/top4 in D, 4-7RP, <3RP outside D and H

2N 5+H or (4H and SPL or 4522), 13+points, 6+RP

3C 4+H, 4+C, H+C=9, 2-3/top4 in C, 4-7RP, <3RP outside H and C

3D 4+H, 12-14 points, <6RP, 3+RP and 5+HCP outside H

3H 4+H, 10-12 points, <6RP, not (3+RP and 5+HCP outside H)

3S 4+H, 4+S, H+S>=9, 2-3/top4 in S, 4-7RP, <3RP outside H and S

3N 5+H, void, 5-7RP

4C relay

4D C void

4H S void

4S+ D void, control bid

4D anti-relay

4H S or D void

4S+ C void, control bid

4m 4+H, 4+m, H+m>=9, 2-3/top4 in m, 4-7RP, <3RP outside H and m

Over 1S:

P weak or penalty X

X 3-4S, usually BAL, <3H

1N TFR->C: (6+C, 0+points) or (5+C, 12+points), <3H unless GF  
 Responder's 2-level rebid NF, 3-level rebid GF except 3C

2C TFR->D: (6+D, 0+points) or (5+D, 12+points), <3H unless GF  
 Responder's 2-level rebid NF, 3-level rebid GF except 3D

2D 3+H, 10+points

2H 3+H, 7-9 points

2S 4H, 10+points, 5+RP, 3+RP and 5+HCP outside H

2N 5+H, 10+points, 5+RP, 3+RP and 5+HCP outside H

3m 4+H, 4+m, H+m=9, 2-3/top4 in m, 4-7RP, <3RP outside H and m

3H 4+H, 10-12 points, <6RP, not (3+RP and 5+HCP outside H)

3S 4+H, 0-1S, 7+RP

3N 5+H, C or D void, 5-7RP

4C relay

4m 4+H, 4+m, H+m>=9, 2-3/top4 in m, 4-7RP, <3RP outside H and m

4H to play

Over 1N (natural):

X penalties  
 2C 5S, 4+m, 10+points  
     2D pass or correct  
     2H 6+H  
 2D 3+H, 11+points  
 2H 3+H, 7-10 points  
 2S 6+S, 9-14 points  
 2N (5+C, 5+D, 10-14 points) or 6+S GF  
 3m 6+m, 10-13 points, SQm>6 if 6 cards  
 3H 4+H, <7RP  
 3S 6+S, SQH>10, 13-15 points  
 4m 4+H, 4+m, H+m>=9, 5-11 8421HCP in m including one or both of K and Q, 4-7RP, <3RP outside H and m

Over 1N (4S and 5+m):

X penalties  
 2C 3H, 11+points  
 2D 4+H, 11+points  
 2H 3+H, 7-10 points  
 2S 6+S, 10-14 points  
 2N TFR->C: (6+C, 11+points) or (5+C, 15+points), <3H unless GF  
 3C TFR->D: (6+D, 11+points) or (5+D, 15+points), <3H unless GF  
 3D 5+H, 12-14 points, <6RP, 3+RP and 5+HCP outside H  
 3H 4+H, 10-12 points, <6RP, not (3+RP and 5+HCP outside H)  
 3S 4+H, 0-1S, 7+RP  
 3N 5+H, C or D void, 5-7RP  
     4C relay  
 4m 4+H, 4+m, H+m>=9, 5-11 8421HCP in m including one or both of K and Q, 4-7RP, <3RP outside H and m  
 4H to play

Over 2C:

P may be penalty X  
 X 3-4C, often BAL, <3H, 12+points  
 2D 3+H, 11+points (if 4H then 11-12 points not suitable for 3H)  
 2H 3+H, 7-10 points  
 2S 5+S, 10-14 points, <3H  
 2N TFR->D: (6+D, 11+points) or (5+D, 15+points), <3H unless GF  
 3C 5+S, 15+points, 7+RP  
 3D 4+H, 13+points, 6+RP  
 3H 4+H, 10-12 points, <6RP  
 3S 6+S, 12-14 points, SQS>7, S>H+3  
 3N to play  
 4C 4+H, 0-1C, 7+RP  
 4D 4+H, 4+D, H+D>=9, 2-3/top4 in D, 4-7RP, <3RP outside H and D  
 4H to play

Over 2D:

as over 2C with appropriate adjustments except

3C 3+H, 13+points  
3D GF, only 4H  
3S first stop, 5+H, GF  
3D 6+S, INV or 5+S, GF  
3S 4+H, 15+points

Over 2H:

P may be 12+semiBAL, later X is cooperative  
X penalty X of at least one of overcaller's suits  
2N TFR->C  
3C TFR->D  
3D 3+H, 13+points  
3S 0-1S, 4+H  
4m fit-showing jump

Over 2S:

as over 2C with appropriate adjustments except

3C TFR->D: (6+D, 11+points) or (5+D, 15+points), <3H unless GF  
3D 3+H, 13+points

Over 2N:

P may be BALish 12+, <3H (later X by responder is cooperative)  
3C 3+H, may have 5S, 13+points  
3D relay  
3S 5S, forcing  
3H 5+H, min, NF  
3S 3S, 4H, max, GF  
3D 5+S, <3H, GF  
3S 6+S, 11-14 points  
4m 0-10m, 4+H, 15+points, 8+RP

Over 3C+:

P May be penalties  
X 3+cards, often BAL, usually <3H  
NS 5+cards, GF  
3H 11-14 points, 4+H  
3N to play

Over 3H (asking for a stopper):

P may be BALish 12+ with 3H (later X is cooperative with 3H)  
X 0-2H, <6S, <7m, 12+points, 7+RP

Over 3N:

X	penalties
4C	4+H, 15+points, 9+RP
4D	5+S, 5+m
4H	4+H, 12-14 points
4S	6+S

### 5.7.1 Further bidding by opener

- \* Opener's 2S/3S shows support for responder's m, a max and 2-3S, often 0-10m.
- \* Opener's X of their m is penalties.
- \* Opener's X of their S is cooperative if partner has shown 10+points and they have not bid and raised/doubled and raised; takeout otherwise, usually with 5H.
- \* Opener's free bid in a m shows 5+m.



# 7 1S Opening

In 1st and 2nd seat 1S shows 5-9RP, 4+S and 4+H, 10+points

## 7.1 Responses

- P 3+S, <7 points
- 1N <4M, 3M only if SQM<4 or 4333, <7m, if 6m SQm<5, 8-11 points
- 2C relay, either GF or INV with 3 (occasionally 4) M
- 2D puppet to 2H with one of
- (1) 3+H, H>S, <9 points (to play in 2H)
  - (2) 3+S, S>H, 9-11 points
  - (3) INV hands in NT, C or D or in M (with spread-out values)
- 2H 3+H, H>=S, 9-11 points
- 2S 3+S, S>H, 6-9 points
- 2N TFR->3C, with one of
- (1) 6+C, <13 points, SQC>4 if 6-card suit
  - (2) 4+M, 12-14 points, 3+C, 4+ 8421HCP in C, CK and/or CQ, 2+OM, 6+RP, no DK or DQ
  - (3) 4+M, 12-19 points, SPL in OM
  - (4) 6+C, SQC<13, 18-20 points, >1 stopper in D
  - (5) 4M5C22, 18-20 points, no control in D or OM
  - (6) 4+M, 5+C, SQC<13, CK and/or CQ, 18+points
- 3C TFR->3D, with one of
- (1) 6+D, <13 points, SQD>4 if 6-card suit
  - (2) 4+M, 12-14 points, 3+D, 4+ 8421HCP in C, CK and/or CQ, 2+OM, 6+RP, no CK or CQ
  - (3) 6+D, SQD<13, 18-20 points, >1 stopper in C
  - (4) 4M5D22, 18-20 points, no control in C or OM
  - (5) 4+M, 5+D, SQD<13, DK and/or DQ, 18+points
- 3D 5+M, 12-14 points, 5-6RP, 1+RP in (C and D)
- 3M 4+M, 10-12 points, <6RP, <3RP in (C and D)
- 3N 5+S, 15-18 points, 5-8RP, 0-1m
- 4C relay
- 4D 0-1C
  - 4H 1D
  - 4S 0D
- 4C 5+H, 15-18 points, 5-8RP, 0-1D
- 4D 5+H, 15-18 points, 5-8RP, 0-1C
- 4M to play

## 7.2 After a 1N response

- P BAL
- 2m 3+m
- 2M 6+M (but 2H may be 5=5=x=y)
- 2N 6+M, 16+points
- 3C to play if 6=4=0=3 or 4=6=0=3
  - 3D to play if 6=4=3=0 or 4=6=3=0
- 3C 5=5=0=3, 16+points
- 3D 5=5=3=0, 16+points
- 3M 6+M, 16+points

### 7.3 After a 2D response

2H	<18 points
2S	3+S, S>H, 9-11 points
2N	4S, BAL/4=5=2=2 with stoppers in C and D, 14-15 points
3m	5+S, 3+m, 14+points
3H	5+H, 4S, 14-15 points
3S	5+S, often 5=4=2=2, 14-15 points
3N	4S, BAL/4=5=2=2 with stoppers in C and D, 16+points
4m	5+S, void Om, slam INV, 18+points
4H	4S, 6+H, 16+points
2N	13-15 points, stoppers in both m, <3M unless weak M and 2+ stoppers in both m
3C	forces 3D
	P to play (4+D, min)
	3M to play (6+M, min)
	3N 4+C, GF
3D	either 5+H and 5+S, min or 4+D, GF
	3M preference
	3N to play opposite either option
	4C to play in 4M or 5+D
	4D 4+D
	4H 5+H and 5+S, min
3H	6+H or 5=5=x=y, GF
	3S 2H, wanting to play in 4H opposite 6+H but 3N opposite 5=5=x=y
	3N to play opposite either type
	4C+ control bid, 3H, max
	3S 6+S, GF
3m	6+m, SQm>8 if 6-card suit, 13-15 points
3M	4+M, antiSPL in C and D, 2+OM
2S	5+S, 4H, 18+points
2N	<5S, 0-1C, 4-5H, 18+points
	3m/3H NF
3C	<5S, 0-1C, 4-5H, 18+points
	3m/3H NF
3D	<5S, 6+H, 18+points
3H	4=5=2=2, 18+points

### 7.4 After a 2H raise

2S	5+S, 4H, 14-15 points
2N	4H, 4S, BAL, 14-15 points
3m	5+H, 3+m, 14+points
3H	5+H, 4+S, 14-15 points
3S	5+S, 4H, 16+points
3N	4H, 4S, BAL, 16+points
4m	5+H, void Om, slam INV, 18+points
4H	5+H, 16-17 points

### 7.5 After a 2S raise

2N	5+S, 18+points
3m	4S, 5+H, 3+m, 18+points
3H	6+H, 4S, 18+points
3S	6+S, 18+points

## 7.6 After a 2N response

- 3C usual response
- P 6+C, <13 points, SQC>4 if 6-card suit
  - 3D 4+M, 12-19 points, SPL in OM
    - 3M to play if SPL in OM, 12-14 points
      - 3N 18-19 points, SPL in M opener has bid
      - 4m control, 18-19 points, SPL in OM
      - 4M to play
    - 3N to play
    - 4C slam interest if SPL in S
      - 4D control, 15+points, SPL S
      - 4H SPL S, 12-14 points
      - 4S SPL H
      - 4N+ 15+points, SPL S, no D control
    - 4D slam interest if SPL in H
      - 4H SPL S
      - 4S SPL H, 12-14 points
      - 4N+ 15+points, SPL H
      - 4H to play in 4M opposite either SPL, 12-17 points
  - 3M 4+M, 12-14 points, 3+C, 4+ 8421HCP in C, CK and/or CQ, 2+OM 6+RP, no DK or DQ
  - 3N 6+C, SQC<13, 18-20 points, >1 stopper in D
  - 4C 4+H, 5+C, SQC<13, CK and/or CQ, 18+points
  - 4D 4+S, 5+C, SQC<13, CK and/or CQ, 18+points
  - 4M 4M5C22, 18-20 points, no control in D or OM
- 3D 2+C, 17+points (if 2C then Hx or better)
- 3M 4+M, GF (may be SPL OM)
  - 4C to play
  - 4D Kickback in C
  - 4M+ control bid, C agreed
- 3M 6+M, 18+points
- 4C 6+C, GF
  - 3S/4D/4H control bid, slam try in M

## 7.6 After a 3C response

- 3D usual response
- P 6+D, <13 points, SQD>4 if 6-card suit
  - 3M 4+M, 12-14 points, 3+D, 4+ 8421HCP in D, DK and/or DQ, 2+OM, 6+RP, no CK or CQ
  - 3N 6+D, SQD<13, 18-20 points, >1 stopper in C
  - 4C 4+H, 5+D, SQD<13, DK and/or DQ, 18+points
  - 4D 4+S, 5+D, SQD<13, DK and/or DQ, 18+points
  - 4M 4M5D22, 18-20 points, no control in C or OM
- 3M 6+M, 18+points
- 4D 6+D, GF
  - 3S/4C/4H control bid, slam try in M
- 3N 3+D, 18+points, 0-1C
- 4C 6+D
    - 4D usual rebid
      - P to play
      - 4H Kickback in D
      - 4S+ control bids, D agreed
  - 4D forces 4H
    - P to play

4S to play  
 4N+ Kickback/control bid, H agreed  
 4M 4+M, slam try, forcing  
 4N+ Kickback/control bid, S agreed

## 7.7 After a 3D or 4m response

Over 3D:

3M pass or correct  
 4C slam INV in partner's suit  
 4D 5+H  
 4H 5+S  
 4D relay  
 4M 5+M  
 4H pass or correct

Over 4m:

step 16+points, slam INV

## 7.8 After the 2C Relay

2D three suiter or BAL  
 2H relay  
 2S BAL  
 2N relay  
 3C 10-12 points  
 3D 4=4=2=3, 13-15 points, 6+RP  
 3H 4=4=3=2, 13-15 points, 7-8RP  
 3S 4=4=3=2, 13-15 points, 6RP  
 3N 4=4=3=2, 13-15 points, 9RP  
 3C SPL in D or H, continuations as per ???  
 3D relay  
 3H D SPL, <4M  
 3S H SPL, <4S, C>=D  
 3N H SPL, <4S, C<D  
 3D stopper ask in m  
 3H denies stopper in D  
 3S stopper ask in C  
 3N stopper  
 .4D 5-7RP  
 4H+ to play  
 .4H 9RP  
 .4S+ 8RP  
 4C no m stopper, 5-6RP  
 or 7 RP, <13 points  
 R's bids are to play  
 4D no m stopper, 8-9RP  
 or 7 RP, 13+points  
 R's bids are to play  
 3S stopper in D, no stopper in C  
 4C relay for RP

		4D	5-7RP
			4H+ to play
		4H	9RP
		4S+	8RP
		4D+	to play
	3N	stoppers in both short suits	
		4C	relay for RP
		4D	5-7RP
			4H+ to play
		4H	9RP
		4S+	8RP
	2N	3H	S SPL, continuations as per ???
		3S	C SPL, continuations as per ???
		4+D	
		.3D	4=4=4=1
		.3H	4=5=4=0
		.3S	5=4=4=0, 5-6RP
		.3N	5=4=4=0, 7-9RP
	3C	5m	
		.3H	4=4=5=0
		.3S	4=4=0=5, 5-6RP
		.3N	4=4=5=0, 7-9RP
	3D	4=4=1=4	
	3H	4=5=0=4	
	3S	5=4=0=4, 5-6RP	
	3N	5=4=0=4, 7-9RP	
	2S	INV, 3S	
	2N/3m/3H	INV, 3H, <3S	
	3S	4+S, SPL m, slam INV	
	3N	relay	
		4C	SPL D
		4D	SPL C, D control
		4H	SPL C, H control, no D control
	4m	4+H, SPL Om, slam INV	
2H	S>H		
	2S	relay	
	2N/3m	INV, 3H, <3S	
	3H	INV, 3H	
	3S	INV, 3S, <3H	
	4m	4+S, SPL Om, slam INV	
2S	55, 65, 7411, 66 or 76		
	2N	relay	
	3C	HS	
	3D	6511, 7411 or 7600	
		3H	relay
		3S	5=6=1=1
		3N	4=7=1=1
		4C	7=4=1=1
		4D+	6=5=1=1
		4N	6=7=0=0 (.5D) or 7=6=0=0 (.5H+)
	3H	LS, 5-5-2-1	
	3S	LS, 5-5-3-0, 7+RP	
	3N	LS, 5-5-3-0, 5-6RP	

4C LS, 5-6-2-0  
 4D+ LS, 6-5-2-0  
 4N LS, 6610  
 3C agrees H, GF, continuations as per ???  
 3D agrees S, GF, continuations as per ???  
 3M INV  
 4m slam INV in H/S, needing max with D shortage  
 2N H>S>D>C  
 3C relay  
 3D INV, 3S, 5+D, <3H  
 3H INV, 3H  
 3S INV, 3S, <5D, <3H  
 4m 4+H, SPL Om, slam INV  
 3C 4=5-2-2, 5=8=0=0 or 4=9=0=0  
 3D stopper ask  
     3H 5422, denies stopper in D  
         3S asks for stopper in C  
             3N stopper  
                 4C relay  
                     4D 5-7RP  
                         4H+ to play  
                     4H 9RP  
                     4S+ 8RP  
             4C no m stopper, 5-6RP or 7 RP, <13  
                 points  
                 R's bids are to play  
             4D no m stopper, 8-9RP or 7 RP, 13+  
                 points  
                 R's bids are to play  
     3S 5422, stopper in D, no stopper in C  
         4C relay for RP  
             4D 5-7RP  
                 4H+ to play  
             4H 9RP  
             4S+ 8RP  
             4D+ to play  
     3N 5422, stoppers in both short suits  
         4C relay for RP  
             4D 5-7RP  
                 4H+ to play  
             4H 9RP  
             4S+ 8RP  
     4N 5=8=0=0 (.5D) or 4=9=0=0 (.5H+)  
 3H relay  
     3H+ 5=4=2=2  
     4N 5=8=0=0 (.5D) or 4=9=0=0 (.5H+)  
 3S+ as per 2.???  
 3D LS, 4=5=3=1  
     3H relay  
     3S INV, 3S  
     4C 4+M, SPL C, slam INV  
     4D max  
     4H min or (better than min but weak H for slam)

4D+ puppet and help slam tries as usual

3H LS, 4=6=2=1  
3S LS, 4=6=3=0, 7-9RP  
3N LS, 4=6=3=0, 5-6RP  
4C LS, 4=6=2=1, SS long suit  
4D LS, 4=7=2=0  
4H LS, 4=6=3=0, SS long suit, 5-7RP  
4S LS, 4=6=3=0, SS long suit, 8-9RP  
4N LS, 5=7=1=0  
5C+ LS, 4=8=1=0

## 7.9 The opponents intervene over 1S

Over X:

P 2+S, <4H, <10 points  
XX 13+points, <4M  
1N 6+C, <4M  
2C 6+D, <4M  
2D 3=3=x=y, 7+points  
2H 3+H, H>S, <10 points  
2S 3+S, S>H, 6-9 points  
2N 4+S, 6+RP, 13+points  
3C 4+H, 6+RP, 13+points, no antiSPL in D  
3D 4+H, 6+RP, 13+points, antiSPL in D  
3M 4+M, 10-12 points, <6RP, <3RP in (C and D)  
4C 5+H, 15-18 points, 5-7RP, 1+RP in (C and D)  
4D 5+S, 15-18 points, 5-7RP, 1+RP in (C and D)

Over 1N:

P nothing to say  
X 13+points, <4M  
2m 4+m  
2M 6+M, 10-12 points  
2N 5=5=x=y, 10-12 points  
3C 5=5=x=y, 13+points  
3D 6+S, 13+points  
3H 6+H, 13+points  
2m 6+m, 9-12 points  
2H 3+H, 8-11 points  
2S 3+S, 8-11 points  
2N 6+m, SQm>10, 10-13 points  
3m pass or correct  
3M 6+M  
3C 4+H, 6+RP, 13+points  
3D 4+S, 6+RP, 13+points  
3M 4+M, 10-12 points, <6RP, <3RP in (C and D)  
4C 5+H, 15-18 points, 5-7RP, 1+RP in (C and D)  
4D 5+S, 15-18 points, 5-7RP, 1+RP in (C and D)

Over 2C:

X penalties  
2D 12+points, 3-card raise in H or S  
2M pass or correct  
2N+ natural, extra values

2M 3+M, 8-11 points  
 2N 6+D, 12+points  
     3C max, <6M  
     3D to play  
     3M 6+M, GF  
 3C 4+H, 6+RP, 13+points  
 3D 4+S, 6+RP, 13+points  
 3M 4+M, 10-12 points, <6RP, <3RP in (C and D)  
 4C 5+H, 15-18 points, 5-7RP, 1+RP in (C and D)  
 4D 5+S, 15-18 points, 5-7RP, 1+RP in (C and D)

Over 2D:

P may be penalty double  
     X takeout  
     2M 6+M  
 X cooperative (i.e. Hxx/xxxx or similar), 12+points, <4M  
 2M 3+M, 8-11 points  
 2N 6+C, 12+points  
     3C to play  
     3D max, <6M  
     3M 6+M, GF  
 3C 3+S [nb], S>=H, 6+RP, 13+points  
 3D 3+H [nb], <3S, 6+RP, 13+points  
 3M 4+M, 10-12 points, <6RP, <3RP in (C and D)  
 4C 5+H, 15-18 points, 5-7RP, 1+RP in (C and D)  
 4D 5+S, 15-18 points, 5-7RP, 1+RP in (C and D)

Over 2M[natural]:

X penalties  
 2S 3+S, 8-11 points  
 2N 6+C, 12+points  
 3C 6+D, 12+points  
 3D 3+OM, 12+points  
 3OM 4+OM, 10-12 points  
 3M 4+OM, 15+points  
 4m 4+OM, 4+m, 5-8RP, 2+top4m, K and or Q of m

Over 2M[C and D]

as over 2N

Over 2N[Cand D]:

P weak or cooperative X of C and/or D (i.e. Hxx/xxxx and 14+points)  
 X penalty X of C and/or D; all subsequent doubles are penalties by both opener and responder  
 3C INV+ with (4+S and S>=H) or 3=3=x=y, or GF with 3S and <3H  
 3D INV+ with (4+H and <4S), or GF with 3H  
 3M 4+M, 10-12 points  
 4C 5+H, 15-18 points, 5-7RP, 1+RP in (C and D)  
 4D 5+S, 15-18 points, 5-7RP, 1+RP in (C and D)

Over 3C:

X penalties  
 3D INV+ in one (or both) M  
 3M 4+M, competitive



4C 6+D, 15+points, either no C stopper or slam INV  
 4D 4+M, 6-8RP  
 4M to play

Over 3D:

X penalties  
 3M 4+M, competitive  
 4C 4+H, 8+RP  
 4D 4+S, 8+RP  
 4M to play  
 4N 6+C, 17+points

## 7.10 Opponents compete after a two-level response

Over 2C:

(they X/2D/2H)

as per 4.3.7

(they overcall 2S)

P 4S  
 X penalties  
 2N relay, GF  
 3C 5+H  
 3D relay  
 3H 0-1D  
 3S 4=5=2=2  
 3N 4=5=3=1  
 4C 4=6=2=1  
 4D 4=6=3=0, max (4H to play)  
 4H 4=6=3=0, min  
 3H agrees H  
 3S stopper ask  
 3D 4=4=4=1 (.3S/N) or 4=4=5=0 (.4C+)  
 3H 4=4=1=4  
 3S 4=4=0=5  
 3N 4=4=3=2 or 4=4=2=3  
 3m/3H INV, 3H  
 3S stopper ask  
 X penalties (usually 5+S)  
 If responder removes the double then 2N+ are TFRs  
 2N 6+H, 4S (SQS<5 if 4=6=x=y), 0-1D  
 3C 4=7=1=1 (.3S+) or freak (4=9=0=0, 5=8=0=0) (.3H)  
 3D 4=6=2=1, SQS<5  
 3H 4=6=3=0, SQS<5  
 3S/N 4=7=2=0  
 4C 5=7=1=0  
 4D+ 4=8=1=0

(they overcall 2N[C and D])

P may be BAL extras (later X cooperative)  
 responder uses unusual v unusual  
 X penalties of one minor  
 3C 5+S, either extra shape or max  
 3D 5+H, <5S, max

3M 6M, min

(they overcall 3C+)

The auction is Gf and 4.5.3.6 and 4.5.4 apply.

Over 2D:

(they X)

P 3+D

XX 4H, 15+points, unsuited to 2S+

2H not suitable for any other call

2S+ as without interference

(they overcall in a major)

X penalties

other natural

(they overcall 2N[C and D])

P may be BAL extras (later X cooperative)  
responder uses unusual v unusual

X penalties of one minor

3C 5+S, extra shape, max

3D 5+H, <5S, max

3M 6M, max

(they overcall 3m)

P nothing to say

X cooperative

X takeout

3M extra shape, max

Over 2M:

(they X)

P may be max BAL (later X cooperative)

XX max, unBAL, only 4M

(they overcall 3m)

P may be BAL max

X penalties

X takeout

3D artificial INV in M

3M competitive

3OM 5+OM, max, usually only 4M

## 8 1N opening

1N shows 4333 or (4432, <4M) or 5m332 or 2=2=4=5 or 2=2=5=4, 12-14 points, 6-9RP or 15+points, <9RP

### 8.1 Responses

- 2C Stayman  
2D TFR, may be INV with 4H, else 5+H  
2H TFR, may be INV with 4S, else 5+S  
2S One of:  
    (1) 4H+4S INV  
    (2) both m, weak (usually at least 55)  
    (3) three suiter with 4H+4S, GF+
- 2N to play opposite 4H+4S INV  
P 4H+4S INV  
3C both m  
3D three suiter short in C, GF+  
3H 4-4-1-4, GF+  
3S 4-4-0-5, GF+
- 3m preference, wanting to play in 3/4M or 3N opposite 4H+4S INV  
3H 4H+4S INV  
3S three suiter with 4H+4S, GF, short in D  
3N three suiter with 4H+4S, GF, short in C  
4C 4-4-4-1, slam INV  
4D 4-4-5-0, slam INV
- 2N INV, <4M  
3C 44m  
3D to play (usually with 5D)  
3M small doubleton in OM, max
- 3C Weak in D or three suiter short in M, GF  
3D forced  
3H short in S  
3S 4-1-4-4, GF+  
3N 4-0-4-5 or 4-0-5-4, GF  
4m 4-0-5m4Om, slam interest
- 3D Stopper ask in M  
3H no stop in S  
3S asks for stop in H  
4C+ to play  
3S stop in S, no stop in H  
4C+ to play  
3N stop in both M
- 3M 5+M, GF+, wants to be declarer. If 6+M then 17+points, SQM<11  
3N 2M, <HJ in M  
NS max, anti-SPL, HJ/Hxx or better in M  
4M min, 3-4 trumps
- 4C TFR to H  
.4S Kickback  
.4N KC voidwood (void in S)  
.5m KC voidwood
- 4D TFR to S

.4N Kickback  
 .5m/5H KC voidwood  
 4M To play  
 4N Blackwood

## 8.2 After 2C

2D <4M  
 2H relay  
 2S 5+D or 3-3-4-3  
 2N x=y=4=4  
 .3D 2-3-4-4  
 .3H 3-2-4-4, 7-8RP  
 .3S 3=2=4=4, 6RP  
 .3N 3=2=4=4, 9RP  
 3C 3-3-3-4 (.3H) or 3-3-2-5 (3S/3N, 6-7/8-9RP)  
 3D 2-3-3-5  
 3H 3-2-3-5  
 3S 2-2-4-5, 6-7RP  
 3N 2=2=4=5, 8-9RP  
 2S 5S or (6S, SQS<7), 11-12 points  
 P min, 2-3S  
 2N min, 2S  
 3m 5+m or (4m, SQm>6)  
 3C relay  
 3D 5S, C SPL or H SPL  
 3H relay  
 3S H SPL  
 3N C SPL  
 3H 5S, D SPL  
 3S 6S, SQS<5, no SPL  
 3N 5-6S, no SPL  
 4S 6S  
 3D antiSPL, 3-4S, either INV or offering 3N as a  
 choice of games  
 3H antiSPL, 3-4S, either INV or offering 3N as a  
 choice of games  
 3S C antiSPL, 3-4S, either INV or offering 3N as a  
 choice of games  
 3N to play  
 4S to play  
 2N forces 3C  
 .P to play  
 .3D 5+m, SPL Om  
 .3S D SPL  
 .3N C SPL, 14-18 points  
 .4C C SPL, 19+points  
 .4D 6+D, C void, 19+points  
 .3M SPL OM, 5+C, GF+  
 .3N 17-18 points, 5-6C, SQC>7, no SPL  
 .4C+ 6+C, SQC<11, no SPL, control bid  
 3C TFR->D  
 .P to play  
 .3M SPL OM, 5+D, GF+

.3N 17-18 points, 5-6D, SQD>7, no SPL  
.4C+ 6+D, SQD<11, no SPL, control bid

3D Stopper ask in m  
3H no stop in D  
3S asks for stop in C  
4C+ to play  
3S stop in D, no stop in C  
4C relay for RP  
4D+ to play  
3N stop in both m

3M 5+OM, 4+M, GF+, 18+points if 6=4=x=y or 4=6=x=y  
(3S, then 4S over 3N is 55M with 18-19 points;  
3H, then 4H over 3N is GF 55, no slam interest;  
with 20+points, choose the weaker major and then jump to 5m  
to show a SPL)

3N/4OM to play  
3S relay, 3+S, slam interest  
3N HS  
4C relay (continue as below)  
4C 5-4-2-2  
4D 5-4-3-1 or 5-4-4-0  
4H 5+S, 5+H, no slam interest  
4S to play  
4S 6-4-2-1 or 6-4-3-0, 18-19 points  
4N 6-4-3-0 or 6-4-2-1, 20+points  
5C 5+S, 5+H, 20+points, C void  
5D 5+S, 5+H, 20+points, C singleton, D control  
5H 5+S, 5+H, 20+points, C singleton, no D  
control

4m control, slam interest

4m RKC in bid suit

4M To play

2H 3=4=3=3  
2S 5S or (6S, SQS<7), 11-12 points  
P min, 3S  
2N better than min  
3C max, 5S, H SPL  
3D max, 5S, C SPL  
3H max, 5S, D SPL  
3S min, 5-6S  
3N max, 5-6S, no SPL  
4S max, 6S

3C relay  
3D 5S, C SPL or H SPL  
3H relay  
3S H SPL  
3N C SPL

3H 5S, D SPL  
3S 6S, SQS<5, no SPL  
3N 5-6S, no SPL  
4S 6S

3D antiSPL, 3S, either INV or offering 3N as a  
choice of games

3H antiSPL, 3S, either INV or offering 3N as a choice of games  
 3S C antiSPL, 3S, either INV or offering 3N as a choice of games  
 3N max, 1+stopper in all side suits  
 4S to play  
 2N forces 3C  
 .P to play  
 .3D 5+m, SPL Om  
 .3S D SPL  
 .3N C SPL, 14-18 points  
 .4C C SPL, 19+points  
 .4D 6+D, C void, 19+points  
 .3M SPL OM, 5+C, GF+  
 .3N 17-18 points, 5-6C, SQC>7, no SPL  
 .4C 2-4-2-5, 18+points  
 .4D 4H, S SPL, 5+C, 18+points  
 .4H 4H, D SPL, 5+C, 18-19 points  
 .4S 4H, D SPL, 5+C, 20+points  
 .4N 6+C, SQC<11, no SPL  
 3C TFR->D  
 .P to play  
 .3M SPL OM, 5+D, GF+  
 .3N 17-18 points, 5-6D, SQD>7, no SPL  
 .4C 4H, S SPL, 5+D, 18+points  
 .4D 2-4-5-2, 18+points  
 .4H 4H, C SPL, 5+D, 18-19 points  
 .4S 4H, C SPL, 5+D, 20+points  
 .4N 6+D, SQD<11, no SPL  
 3D Stopper ask in m  
 3H no stop in D  
 3S asks for stop in C  
 4C+ to play  
 3S stop in D, no stop in C  
 4C+ to play  
 3N stop in both m  
 3H 19+points, at least 54 in H+S  
 3S relay  
 3N 5+H, 4+S  
 4C relay  
 4C 5-4-2-2 (.4S+) or 4-5-2-2 (.4H)  
 4D 5+S, 4H, C SPL  
 4H 5+S, 4H, D SPL, NF  
 4S+ 5+S, 4H, D SPL  
 4m control bid, slam interest  
 3S Relay (for RP as opener is known to be 3-4-3-3)  
 4m RKC in bid suit  
 4H To play  
 4S RKC in H  
 2S 4=3=3=3  
 2N forces 3C  
 .P to play  
 .3D 5+m, SPL Om  
 .3S D SPL  
 .3N C SPL, 14-18 points

.4C C SPL, 19+points  
 .4D 6+D, C void, 19+points  
 .3M SPL OM, 5+C, GF+  
 .3N 17-18 points, 5-6C, SQC>7, no SPL  
 .4C 4=2=2=5, 18+points  
 .4D 4S, H SPL, 5+C, 18+points  
 .4H 4S, D SPL, 5+C, 18-19 points  
 .4S 4S, D SPL, 5+C, 20+points  
 .4N 6+C, SQC<11, no SPL  
 3C TFR->D  
 .P to play  
 .3M SPL OM, 5+D, GF+  
 .3N 17-18 points, 5-6D, SQD>7, no SPL  
 .4C 4S, H SPL, 5+D, 18+points  
 .4D 4=2=5=2, 18+points  
 .4H 4S, C SPL, 5+D, 18-19 points  
 .4S 4S, C SPL, 5+D, 20+points  
 .4N 6+D, SQD<11, no SPL  
 3D Stopper ask in m  
 3H no stop in D  
 3S asks for stop in C  
 4C+ to play  
 3S stop in D, no stop in C  
 4C relay for RP  
 4D+ to play  
 3N stop in both m  
 3H 19+points, at least 54 in H+S  
 3S relay  
 3N 5+H, 4+S  
 4C relay  
 4C 5-4-2-2 (.4S+) or 4-5-2-2 (.4H)  
 4D 5+S, 4H, C SPL  
 4H 5+S, 4H, D SPL, NF  
 4S+ 5+S, 4H, D SPL  
 4m control bid, slam interest  
 3S Relay (for RP as opener is known to be 4-3-3-3)  
 4m RKC in bid suit  
 4M To play  
 4N RKC in S

### 8.3 After 2D

2H denies 16+points with 4H  
 2S INV, 5 or 6 weak H  
 2N min, usually <3H  
 3m 5+m or (4m, SQm>6)  
 3C max, relay  
 3D S SPL or C SPL  
 3H relay  
 3S C SPL  
 3N S SPL  
 3S 4=3=3=3  
 3H D SPL  
 3S 4-5-2-2

2N 3N 5-6H, no SPL  
 3D anti-SPL, 3-4H  
 3H/3N/4H to play  
 INV, 4H  
 3C max, relay  
 3D S SPL or C SPL  
 3H relay  
 3S C SPL  
 3N S SPL  
 3H D SPL  
 3S 2-4-5-2  
 3N 4432 or 2-4-2-5  
 3D values, worry about S stop  
 3H/3N/4H to play  
 3C 5+H, 4m, GF  
 3D relay (usual bid)  
 3H S SPL or 5H4m22  
 3S relay  
 3N 2=5=4=2 or 2=5=2=4  
 4m S SPL, 4m, 18+points  
 4H S SPL, 4m  
 3S D SPL  
 3N C SPL, no slam interest  
 4C C SPL, slam interest  
 4D 6H+4D, slam INV, control in both S and C  
 4H 6H+4C, slam INV, control in both S and D  
 4S 0-5-4-4, slam INV  
 3H 3-4H, spread-out values  
 3S 5H4m22, slam interest  
 3N S SPL, slam interest  
 4C D SPL, slam interest  
 4D C SPL, slam interest  
 4H no slam interest  
 3S/4m 3-4H, anti-SPL  
 3N 2H, 1.5+ stops in all other suits  
 3D 6+H, INV+. May be slam INV with singleton, SQH>10  
 3H Rejecting INV  
 3S/4m SPL, slam try, good suit  
 3N COG  
 3S/4m Accepting INV, anti-SPL  
 3N Offer of game, H honour and stoppers in all suits  
 3H 5+H and 5+C  
 3S 3+H, good slam cards  
 3N to play, usually 2H  
 4C 4+C, good slam cards  
 4H/5C 3+H/4+C, bad slam cards  
 4D/4S control bid, 4+C support  
 4N 4+C, good slam cards, no A in D or S (i.e. good cards in H and C)  
 3S 5+H and 5+D  
 3N to play, usually misfit  
 4C 3+H, good slam cards  
 4D 4+D, good slam cards  
 4H/5D 3+H/4+D, bad slam cards



4S/5C control, 4+D  
 4N 4+D, good slam cards, no A in C or S (i.e. good cards in H and D)  
 3N COG, usually 5332 or 5H4m22 with values in doubletons  
 Opener Qs with max if converting to 4H in case responder has mild slam INV  
 4m void, 6+H, slam INV  
 4H mild slam INV, 6+H no SPL or stiff A/K  
 4N slam INV, 5H332, weak H  
 2S/2N(=D)/3C super-accept with 4H, anti-SPL  
 3D reTFR  
     3S 4D (usually 2=5=4=2 or stiff A/K)  
     3N 4C (usually 2=5=2=4 or stiff A/K)  
     4m 5+m  
 3H asks for control bids  
 3N to play  
 2N+ SPL in S/D/C, <5m

## 8.4 After 2H

2S normal  
 2N(=H)/3m super-accept with 4S, anti-SPL.  
 3H reTFR.  
     3N 4D (usually 5-2-4-2 or stiff A/K)  
     4C 4C  
     4D/4H(=C) 5-card suit  
 3S asks for control bids  
 3N to play  
 4C SPL in H  
 4D SPL in C  
 4H SPL in D

1N 2H  
 2S 2N INV, 4S. Opener bids  
     3C inquiry (doesn't promise S support)  
         3D H SPL or C SPL. Opener bids 3H to ask  
         3H D SPL  
         3S 4-2-5-2  
         3N 4432 or 4-2-2-5  
     3D values, worry about S stop  
     3S/3N/4S to play  
 3C 5+S, 4m. Opener bids  
     3D relay (usual bid)  
         3H C SPL or 5S4m22  
         3S D SPL  
         3N H SPL, no slam interest  
         4C H SPL, slam interest  
         4D 6S+4D, slam INV, control in both H and C  
         4H 6S+4C, slam INV, control in both H and D  
         4S 5-0-4-4, slam INV  
     3S 3-4S, spread-out values  
         3N 5S4m22, slam interest  
         4C H SPL, slam interest  
         4D C SPL, slam interest  
         4H D SPL, slam interest  
         4S no slam interest

3H/4m 3-4S, anti-SPL  
 3N 2S, 1.5+ stops in all other suits  
 3D 6+S, INV+ (or 5332 with small doubleton and strong S). May be slam INV with singleton.  
 3S Rejecting INV  
     4m/4H SPL, slam try, good suit  
     3N COG  
 3H/4m Accepting INV, anti-SPL  
 3N Offer of game, S honour and stoppers in all suits  
 3H 5+S and 5+C  
     3S S support, good slam cards  
     3N to play, usually misfit  
     4C C support, good slam cards  
     4S/5C support, bad slam cards  
     4D/4H control bid, C support  
     4N C support, good slam cards, no A in D or H (i.e. good cards in S and C)  
 3S 5+S and 5+D  
     3N to play, usually misfit  
     4C S support, good slam cards  
     4D D support, good slam cards  
     4S/5D support, bad slam cards  
     4H/5C control bid, D support  
     4N D support, good slam cards, no A in C or H (i.e. good cards in S and D)  
 3N COG, usually 5332 or 5S4m22 with values in doubletons  
     Opener bids a control with max if converting to 4S in case responder has mild slam INV  
 4m/4H void, 6+S, slam INV  
 4S mild slam INV, 6+S no SPL or stiff A/K  
 4N slam INV, 5S332, weak S

In all shortage-showing auctions, a bid of the short suit, by either partner, shows general slam interest. Bidding a suit below game sets that suit (if partner has promised 4+ cards there) and is consistent with slam interest. Jumping to game when a below game forcing bid in the same strain is available shows slam interest with good trumps.

## 8.5 The opponents intervene

(the opponents X for penalties)

1N (X)	P	to play	
	XX	forces 2C	
		2C	forced
		P	5+C
		2D	5+D
		2H	5+H
		2S	5+S, <10 points
2C		4+C and 4-5 other	
2D		4+D and 4-5 M	
2H		4-5H and 4-5S	
2S		5-6S, 10-12 points	
2N		either	
		(1) 4+C and 4+D, 9+cards in minors, <GF (pass opener's minor-suit preference	
		(2) GF two suiter, at least 5 cards in each suit (bid	

cheaper suit)  
3x 6+X, <GF

(the opponents X to show an unknown single suiter or other hand without a known 5+card suit)

1N (X) P to play if advancer passes  
XX 12+points, F2N  
2C as per 3.1  
2D 5+H (continuations as per 8.3 except that 2N shows 5H BAL)  
2H 5+S (continuations as per 8.4 except that 2N shows 5S BAL)  
2S 5-6S, UNB, INV  
2N 4+C and 4+D, 9+cards in minors, <INV or GF (rebid 2+card M)  
3x 6+x, <INV

(the opponents show a suit naturally, possibly with another unknown suit)

1N (2C) X penalties  
2x 5+x, <12 points  
2N Stayman, GF  
3C no stopper in C  
3D 5=4=x=y or 4=5=x=y  
3H relay  
3S 4=5=x=y  
3N 5=4=x=y  
3M 4oM, <4M  
3N 4=4=x=y, stopper in C  
4C 4=4=x=y, no stopper in C  
3D+ stopper in C  
3C 6+D, INV+ or 5D, GF  
3D 5+H, INV+  
3H 5+S, INV+  
3S GF, no stopper in C  
4m TFR->H/S  
4M to play

1N (2D) X penalties  
2x 5+x, <12 points  
2N 6+C, to play or 5+C, GF  
3C Stayman, GF  
3D no stopper in D  
3M 4oM, <4M  
3N 4=4=x=y, stopper in D  
4C 4=4=x=y, no stopper in D  
3M 4M, stopper in D  
3D 5+H, INV+  
3H 5+S, INV+  
3S GF, no stopper in C  
4m TFR->H/S  
4M to play

1N (2H) X penalties  
2S 5+S, <12 points  
2N One of:  
(1) 4+C, 4+D, 9+cards in the minors, <12 points (pass 3m preference)

- (2) 6+D, <12 points (bid 3D if necessary)
- (3) 4+C, 4+D, 9+cards in the minors, GF (rebid 3H)
- (4) 6+D, GF (rebid 3S)
- (5) GF, <4S, <6m, no stopper in H (rebid 3N)

3C	6+C, <12 points
3D	5+S, INV+
	3H GF, asking for H stopper
	3S 2-4S, NF
	3N GF, 2-3S, stopper in H
	4C first stop, GF, 3+S
3H	4S, GF
	3S <4S, asks for a H stopper
	3N <4S, H stopper
	4C first stop, 4S, <14 points
	4D 4S, 14+points, antiSPL
	4H 4S, 14+points, antiSPL
	4S 4S, 14+points, no antiSPL in D or H
3S	6+C, GF
3N	to play, stopper in H
1N (2S) X	penalties
2N	One of:
	(1) 4+C, 4+D, 9+cards in the minors, <12 points (pass 3m preference)
	(2) 6+D, <12 points (bid 3D if necessary)
	(3) 4+C, 4+D, 9+cards in the minors, GF (rebid 3H)
	(4) 6+D, GF (rebid 3S)
	(5) GF, <4S, <6m, no stopper in H (rebid 3N)
3C	6+C, <12 points
3D	5+H, INV+
	3H 2-3H, NF
	3S GF, asking for S stopper
	3N GF, 2H, stopper in S
	4C first stop, GF, 3+H
	4D last train,
3H	4H, GF
	3S <4S, asks for a H stopper
	3N <4S, H stopper
	4C first stop, 4S, <14 points
	4D 4S, 14+points, antiSPL
	4H 4S, 14+points, antiSPL
	4S 4S, 14+points, no antiSPL in D or H
3S	6+C, GF
3N	to play, stopper in H

(the opponents show a suit artificially)

- P weak or length in their suit  
Sunsequent bid of their possible 4-card suit at the two level is natural
- X balance of power  
Subsequent doubles are penalties over the length and cooperative under the length
- Q takeout
- other as for a natural bid of that suit

(the opponents double 2C)

- P C stopper/4+C

XX to play  
2D Stayman  
other as after 2D response without competition  
XX penalties  
2D <4M, <1 C stopper  
2M 4M, <1 C stopper

(the opponents double 2D/2H)

P 2M  
XX (2H, 5D) or 4H  
2M 3M  
other as without interference

(the opponents overcall 2D/2H)

P nothing to say  
X takeout (subsequent NS is GF)  
NS competitive  
X penalties  
NS 3-4M, antiSPL

## 9 2m and 3C openings

### 9.1 After a 2C opening

10-15 points, 6-9RP, 5+C, <5D unless 0=0=5=8, <4M. Not 2-2-4-5, SQC<6

#### 9.1.1 Responses

2D	relay, 13+points, 7+RP
2M	6+M, 9-14 points, 5+RP
P	1-2M, min
2S	3H, 0-1D, not 0D and max
2N	1-2M, max
3C	0-1M, max
3D	3M, 0-10M, not 00M and max
3H	3S, 0-1D, not 0D and max
3M	3M6C22 or 2M, better than min
3S	3H, 0D and max
3N	max, solid 6+C, <3M
4C	max, 8+C, <3M
4D	3M, 00M and max
4H	3S, 0D and max
4M	max, 3M6C22
2N	12-14 points, 0-1C, 3-5S, 3-5H, 3-6D
3C	to play
3D	4D, SPL M, <30M
	3H relay
	3S 0-1H
	3N 0-1S
3H	3H
	3S 5S
3S	3S, <3H
3C	3+C, 9-12 points
NS	stopper
3D	4+C, 15-21 points, 8+RP, <6M, 5M only if 5C, SPL in M
3H	relay
	3S 0-1H
	3N 1S
3M	6+M, 13-15 points, 6+RP, SQM>10 if 6-card suit
3S	3H, 0-1D, SI
4C	to play
4D	3M, 0-10M, SI
4H	3S, 0-1D, SI
4C	4+C, 10-12 points, <6RP, not (3+RP and 5+HCP outside C)
NS	void, SI
4D	Kickback
4M	to play
4N	raise to 5C with 3+RP and 5+HCP outside C
5C	to play

#### 9.1.2 Relay structure

(Note: min is 6-8RP, max is 7-9RP)

2H	3S				
	2S	relay			
		2N	0-1H		
			3C	relay	
			3D	4D	
				3H	relay
				3S	3=1-4-5 min
				3N	3=1=4=5
				4C-5C	3=0-4-6
				3S	anti-relay
				3N	min
				4C	3=1-4-5 max
				4D+	3=0-4-6 max
				3H	3=1-3-6
				3S	3=0-3-7
				3N	3=1-2-7, min
				4C-4H	3=1=2=7, max, 7/8/9RP
				4S	8+C, 1H
				4N+	8+C, 0H, 6+RP
			3D	5+D, GF	
				3H	3D, or 4D min
				3S	3=1-4-5 max
				3N	3=1-2-7
				4C	3=0-4-6 max
		3C	6+SS C		
			.3H	0-1H	
				.3N	3=1-3-6
				.4C	3=0-4-6
				.4D	3=0-3-7
				.4H-5C	3=1-2-7
				.3S	3=2-2-6
				.3N	3-3-1-6
				.4C	3-3-0-7
				.4D-5C	3=2-1-7
			3D	3=2-2-6	
			3H	3-3-1-6	
			3S	3-3-0-7	
			3N	3=2-1-7, min	
			4C	8+C (void 4H, Z->5C with singleton)	
			4D-5C	3=2-1-7, max	
		2N	INV		
		3C	INV		
		3D	Stopper ask		
			3H	no stop in S (3S asks for stopper in D)	
			3S	stop in S, no stop in D	
			3N	stops in both	
			4C+	8+C	
		3H	D SPL, 4+C, <5S, 15-21 points		
		3S	INV		
		4C	0-1C, 5+S, 15-19 points		
		4D	0-1H, 5+S, 15-19 points		
		4H	0-1D, 5+S, 15-19 points		
2S			3H, <3S		

2N relay  
 3C 0-2D  
     .3H 2=3-2-6  
     .3S 1=3-2-7  
     .3N 2=3-1-7, min  
     .4C 8+C, 0D (.4H) or 1D (.4S+)  
     .4D-5C 2=3-1-7, max  
 3D 6+SS C  
     3H relay  
         3S 2=3-2-6  
         3N 0=3-4-6  
         4C 1=3-2-7  
         4D 0=3-3-7  
         4H-5C 2=3-1-7  
     3H 1=3-4-5  
     3S 0=3=4-6  
     3N 0=3-3-7, min  
     4C 8+C (4H void, Z->5C with singleton)  
     4D-5C 0=3-3-7, max  
 3C INV  
 3D Stopper ask  
     3H no stop in H (3S asks for stopper in D)  
     3S stop in H, no stop in D  
     3N stops in both  
     4C 8-card suit  
 3H INV  
 3S D SPL, 4+C, <5H, 15-21 points  
 4C 0-1D, 5+H, 15-19 points  
 4D 0-1C, 5+H, 15-19 points  
 2N 2-2-4-5, 2-2-3-6 or 2-2-2-7  
 3C INV  
 3D relay  
     3H 2-2-3-6 or 2-2-2-7, min  
     3S 2-2-4-5, min  
     3N 2-2-4-5, min  
     4C 2-2-3-6, max  
     4D 2-2-3-6 or 2-2-2-7 SS max  
     4H-5C 2-2-2-7, max  
 3H Stopper ask in S  
     3S 0.5 stop  
     3N stop  
     4C no stop, min  
     4D no stop, max  
 3S Stopper ask in H  
     3N stop  
     4C no stop, min  
     4D no stop, max  
 3C 1-2, 2-1, 0-2, 2-0 or 1-1 M, 6+C, min  
 3D relay (continue as 3H+ below)  
 3H D SPL, 4+C, 15-21 points  
 3D 1-2 or 2-1M, 6+SS C  
 3H relay  
     3S S SPL



	3N	2-1-4-6
	4C+	2-1-3-7
3S		anti-relay
	3N	0-1H
	4C	1=2=4=6
	4D+	1=2=3=7
3H	max, 1-2-4-6 (.3N), 1-2-3-7 (.4D+) or 0-2-4-7 (.4C)	
3S	2-1-4-6, max	
3N	2-1-3-7, max	
4C	1-1-4-7, max	
4D	8+C (4S S SPL, 4N H SPL, 5C D SPL)	
4H-5C	2-0-4-7, max	

#### 9.1.2.1 The opponents compete over 2D

As per 4.3.7, with appropriate adjustments.

### 9.1.3 The opponents compete

(over X)

P	to play. Later X is cooperative, showing 13+points BAL, with Hxx or similar in their suit	
XX	13+points, penalty X of at least one M	
	All subsequent doubles by both partners are penalties	
2D	6+D, <13 points	
2N	3+C, <5M, 6+RP, 13+points	
3M	5+M, 4+C, 14+points, 6+RP	
other	as without interference	

(over 2D overcall)

P	may be penalty double	
X	13+BAL, 3-4D	
2M	5+M, 9-14 points	
2N	3+C, <5M, 6+RP, 13+points	
3C	3+C, 9-12 points	
3D	6+H, 13+points or 5H, 15+points	
3H	6+S, 13+points or 5S, 15+points	
3S	5+S, 3+C, 13+points	

(over 2H overcall)

P	may be penalty double	
X	13+BAL, 3-4H	
2S	5+S, 9-14 points	
2N	3+C, <5S, 6+RP, 13+points	
3C	3+C, 9-12 points	
3D	6+D, 15+points	
3H	6+S, 13+points or 5S, 15+points	
3S	5+S, 3+C, 13+points	

(over 2S overcall)

P	may be penalty double	
X	13+BAL, 3-4S	
2N	3+C, <5S, 6+RP, 13+points	
3C	3+C, 9-12 points	

3D 6+H, 13+points or 5H, 15+points  
 3H 5+H, 3+C, 13+points  
 3S 6+C, 15+points

(over higher overcalls)

X penalties  
 NS GF

## 9.2 2D opening

10-15 points, 6-9RP, 5+D, <5C unless 0=0=8=5, <4M. Not 2=2=5=4, SQD<6

### 9.2.1 Responses

2H relay, 13+points, 7+RP  
 2S 6+S, 9-14 points, 5+RP  
 P 1-2S, min  
 2N 1-2S, max  
 3C 3S, 0-1H, not 0H and max  
 3D 0-1S, max  
 3H 3S, 0-1C, not 0C and max  
 3S 3=2=6=2 or 2S, better than min  
 3N max, solid 6+D, <3S  
 4C 3S, 0H, max  
 4D max, 8+D, <3S  
 4H 3S, 0C and max  
 4S max, 3=2=6=2  
 2N 12-14 points, 0-1D, 3-5S, 3-5H, 3-6C  
 3C 4C, SPL M, <3OM, max  
     3D relay  
         3H 0-1S  
         3S 1H  
         3N 0H  
 3D to play  
 3H 3H, max  
     3S 5S  
 3S 3S, <3H, max  
 3C 4+D, 15-21 points, <6M, 5M only if 5D, SPL in M or C  
     3D relay  
         3H C SPL  
         3S H SPL  
         3N 0-1S, 15-18 points  
         4C 1S, 19-21 points  
         4D 0S, 19-21 points  
     3H anti-relay  
         3S H SPL  
         3N S SPL  
         4C C singleton  
         4D C void, min  
         4H+ C void, max  
     3S anti-relay  
         3N S or C SPL  
         4C H singleton  
         4D H void, min

4H+ H void, max  
 3D 3+D, 9-12 points  
 NS stopper  
 3H 6+H, 11-14 points, 6+RP  
 3S 3H, 0-1C, SI  
 4C 3H, 0-1S, SI  
 4D to play  
 3S 6+S, 13-15 points, 6+RP, SQS>10 if 6-card suit  
 4C 3S, 0-1H, SI  
 4D to play  
 4H 3S, 0-1D, SI  
 4C Kickback  
 4D 4+D, 10-12 points, <6RP, not (3+RP and 5+HCP outside D)  
 NS void, SI  
 4M to play  
 4N raise to 5D with 3+RP and 5+HCP outside D  
 5D to play

### 9.2.2 Relay structure

2D 2H

2S 3-card H  
 2N relay  
 3C short S  
 3D relay  
 3H 1-3-5-4 (3N) or 0-3-6-4 (4C min, Z with max)  
 3S 1-3-6-3  
 3N 1-3-7-2, min  
 4C 0-3-7-3  
 4D+ 1-3-7-2, max, Z  
 3H 5+C  
 3S 3C, or 4C min  
 3N 1-3-7-2  
 4C 1-3-5-4 max  
 4D 0-3-6-4 max  
 3D 6+SS D  
 3H 2-3-6-2  
 3S 3-3-6-1  
 3N 2-3-7-1, min  
 4C 3-3-7-0  
 4D-5D 2-3-7-1, max  
 3C Stopper ask  
 3D no stop in C (3H asks for stop in S, 3S asks for stop in H)  
 3H stop in C, no stop in S (3S asks for stop in H)  
 3S stop in C and S, no stop in H  
 3N stops in all three  
 4C 8-card suit  
 3D INV  
 3H INV  
 3S Natural, GF  
 4m SPL raise of H  
 2N 3-card S, denies 3H

3C relay  
     3D 3-2-2-6 (3S), 3-1-2-7 (3N) or 3-2-1-7 (4C/4D+ min/  
         max)  
     3H 3-1-5-4  
     3S 3-0-6-4  
     3N 3-0-7-3, min  
     4C 3-0-7-3, SS, max  
     4D+ 3-0-7-3, max  
 3D INV  
 3H stopper ask in H (can be natural GF)  
     3S short H  
     3N stop  
     4C no stop, min, doubleton H (4H is to play)  
     4D no stop, max, doubleton H (4H is to play)  
 3S INV  
 4m/4H SPL raise of S  
 3C 2-2-4-5, 2-2-3-6 or 2-2-7-2  
     3D INV  
     3H relay  
         3S 2-2-5-4  
         3N 2-2-6-3 or 2-2-7-2, min  
         4C 2-2-6-3, max  
         4D 2-2-6-3 or 2-2-7-2 SS max  
         4H-5D 2-2-7-2, max  
     3S Stopper ask in S  
         3N stop  
         4C no stop, 2-2-5-4 min  
         4D no stop, 2-2-6-3 or 2-2-7-2 min  
         4H no stop, 2-2-4-5 max  
         4S no stop, 2-2-6-3 max  
         4N no stop, 2-2-7-2 max  
 3D 1-2, 2-1, 0-2, 2-0 or 1-1 M, 6+D, min  
     3H relay  
         3S 1-2-6-4 (4C), 1-2-7-3 (4H+) or 0-2-4-7 (4D)  
         3N 2-1-6-4  
         4C 2-1-7-3  
         4D 1-1-7-4  
         4H-5D 2-0-7-4, Z into RP  
     3S anti-relay with C  
         3N 1-2-7-3 (4D) or 2-1-7-3 (4H-5D)  
         4C 1-2-6-4  
         4D 1-1-7-4 (4S), 0-2-7-4 (4N) or 2-0-7-4 (5C+)  
         4H-5D 2-1-6-4  
 3H 1-2-6-4 (3N), 1-2-7-3 (4D+) or 0-2-4-7 (4C)  
 3S 2-1-6-4, max  
 3N 2-1-7-3, max  
 4C 6+SS D, max (4D relays for shortage/length/RP)  
 4D 1-1-7-4, max  
 4H-5D 2-0-7-4, Z into RP

#### 9.2.2.1 The opponents compete over 2H

As per 4.3.7, with appropriate adjustments.

### 9.2.3 The opponents compete

(over X)

P to play. Later X is cooperative, showing 13+points BAL, with Hxx or similar in their suit  
XX 13+points, penalty X of at least one M  
All subsequent doubles by both partners are penalties  
2H 6+H, <13 points  
2N 3+D, <5M, 6+RP, 13+points  
3M 5+M, 4+D, 14+points, 6+RP  
other as without interference

(over 2H overcall)

P may be penalty double  
X 13+BAL, 3-4H  
2S 5+S, 9-14 points  
2N 6+C, 13+points or 5C, 15+points  
3C 3+D, <5OM, 6+RP, 13+points  
3D 3+D, 9-12 points  
3H 6+S, 13+points or 5S, 15+points  
3S 5+S, 3+D, 13+points

(over 2S overcall)

P may be penalty double  
X 13+BAL, 3-4S  
2N 5+H, 13+points  
3C 3+D, <5OM, 6+RP, 13+points  
3D 3+D, 9-12 points  
3H 5+H, 3+D, 13+points  
3S 6+C, 15+points

(over higher overcalls)

X penalties  
NS GF

## 9.3 After a 3C opening

5+C, 5+D, 6-9RP

### 9.3.1 Responses

P to play  
3D to play  
3H relay, 15+points, <6S  
3S 0-1H  
    3N to play  
    4C relay  
        4D 2=1=5=5  
        4H 3=0=5=5  
        4S 2=0=5=6  
        4N 2=0=6=5, 6-7RP  
        5C 2=0=6=5, 8-9RP  
        5D 1=0=6=6  
        5H 1=0=5=7  
        5S-6C 1=0=7=5

4D forces 4H  
     P to play  
     4S to play  
     4N Blackwood  
     5m to play  
 4H Kickback in C  
 4S Kickback in D  
 4N trump help try in either C or D  
 5m trump help try in m  
 3N 1=1 or 0=0 in H and S  
     4C relay  
         4D 1=1=5=6  
         4H 1=1=6=5, 6-7RP  
         4S 1=1=6=5, 8RP  
         4N 1=1=6=5, 9RP  
         5C 0=0=6=7  
         5D+ 0=0=7=6  
     4D forces 4H  
         P to play  
         4S to play  
         4N Blackwood  
         5m to play  
     4H Kickback in C  
     4S Kickback in D  
     4N trump help try in either C or D  
     5m trump help try in m  
 4C 1=2=5=5  
     4D relay  
     4H to play  
     4S asks for H control  
         4N no H control  
             5m to play  
         5C H control, 1-2 keycards (four aces, DK, CK  
             and, treated as one keycard, DQ+CQ)  
         5D H control, 2 keycards and (CQ or DQ)  
         5H H control, 3 keycards  
         5S H control, 3 keycards and (CQ or DQ)  
     4N Kickback in D  
 4D 0=3=5=5 (4H to play, 4S relay)  
 4H 0=2=5=6 or 0=2=6=5  
     4S relay  
         4N 0=2=5=6, 6-7RP  
         5C 0=2=5=6, 8-9RP  
         5D+ 0=2=6=5  
     4N anti-relay  
         5C 0=2=6=5  
         5D+ 0=2=5=6  
 4S 0=1=6=6  
 4N 0=1=7=5  
 5C 0=1=5=7  
 3S 6+S, 15+points  
 3N to play  
 4m 4+m, competitive

4M to play  
4N Blackwood  
5m to play

### 9.3.2 The opponents compete

(over X)

P to play. Later X is cooperative, showing 14+points BAL, with xxxx  
or similar in their suit  
XX 14+points, penalty X of at least one M  
3D to play  
3M stopper, looking for stopper in OM for 3N

(over overcall)

X penalties  
OM 6+OM, 15+points  
4m competitive  
4M slam INV in C or D, control in M  
4N slam INV in C or D, no control in M

## 10.1 Preemptive openings

1st/2nd

2M(NV) 5-6M, 1-5RP

- <3RP outside 4+card suits if two suited
- <5HCP outside 4+card suits if two suited
- <3RP outside 5+card suit if one suited
- <6HCP outside 5+card suit if one suited
- if 5RP then 4+RP in M
- <7 other
- (M=S) S>=H
- (M+H) H>S
- (V) Sound weak 2
- 6M
- <4OM
- <5m
- no void
- 4-6RP
- SQM>8
- 4+8421HCP in M
- 7-8 losers

2N Sound 7+card preempt in any suit

- 6+8421HCP if a minor; SQ>7 if a major
- 6 losers vul, 6-7 losers NV
- HCP in long suit >= HCP outside
- <4RP outside long suit
- 4-7RP NV, 6-7RP vul (if 4RP, then all in long suit)

3D/M Weaker preempt, may be 6-card suit if NV

- 7+card suit if vul
- <7RP
- <4RP outside long suit
- 6-9 losers (6-7 losers if vul)

3N Strong 4M opening with 8+ tricks (if 7-card M)

- SQM>13
- 7-8RP, with all RP outside M in a 4-card suit
- 4-5 losers
- not 1st-round control in 3+suits (if 8-card M)
- SQM>12
- 6-7RP, <4RP outside M (all RP outside M must be in one suit)
- 4-5 losers
- not 1st-round control in 3+suits

4x Preempt

- 7+x, SQx>5 if 7 cards, SQm>3 if 8+cards
- <4M (unless M adjoins and SQM<4), <6y
- 4-7 losers (4-5 losers if vul; if NV, 5-6 losers or 8-card suit and 7 losers)
- <7RP
- <4RP outside x
- not 1st-round control in 3+suits
- <2 aces

4N Strong 5m opening, 9+ tricks, controls in all suits

- 7+m, SQm>13 if 7 cards, SQm>12 if 8 cards, 0-1 loser in m if 9+cards



- 8+ 8421HCP in long m
- <4M, <6Om
- 2+RP (or 4+8421HCP, whichever is easier to code) in all side suits of 2+cards
- 3-4 losers (3 losers if vul)
- <9RP
- 5m Preempt
- 7+m, SQm>9 if 7 cards, SQm>5 if 8+cards
- <4M, <6Om
- 3-5 losers (3 losers if vul v not; 3-4 losers if all vul; 4-5 losers if NV)
- <7RP
- <4RP outside m

## 10.2 Offensive premium

OP is calculated as follows:

(when taking initial competitive action)

- add 1 for the fourth card in any suit (but not for third four+card suit, i.e. with 5440s only count length/sequence cards for two suits)
- add 2 for fifth and subsequent cards in any suit
- add an extra 1 for seventh and subsequent cards in any suit
- add an extra 1 for ninth and subsequent cards in any suit
- add 2 for the third and fourth cards in a solid or interior sequence (KQJ, KJ10, AKQJ, Q109); 8s do not get counted) in any 4+card suit
- add 1 for the third card in a broken sequence (KQ10, AKJ, QJ9) and 2 for a fourth card (KQ109 or AKJ10; 8s do not get counted) in any 4+card suit
- when a fourth card is counted in a sequence it is not counted as a length card
- subtract 1 for each void in any suit
- subtract 1 for each king or queen without a touching honour in suits of <4 cards
- subtract 1 for third and additional honours (top4) in 3-card suits (cumulatively, across the whole hand)

(when supporting partner)

- add 2 for the third and subsequent cards in trumps
- add 1 for each singleton
- add 2 for each void
- subtract 1 for 4333 (with three- or four-card support) or 5332 (with five-card support)
- subtract 1 for fourth and additional honours (top4) in non-trump suits (cumulatively, across the whole hand)

OP required by preemptor is at least two times the level of the proposed call, with the following adjustments:

- (they have not called or have made a bid that just shows strength, e.g. a strong club or strong 2C)
- at favourable vulnerability, OP-1
- at nil vulnerability, OP+1
- at all vul, OP+2
- at unfavourable vulnerability, OP+3

An extra 1 OP is required when :

- they have made a descriptive but wide-ranging call (e.g. pass, std openings of one of a suit)

An extra 2 OP is required when:

- bidding above 3H
- bidding above 4H
- they have made a closely defined call (e.g. 1N opening with 3- or 4-point range, Flannery)

## 10.3 Opening 2M

### 10.3.1 NV weak twos

These are free-wheeling weak twos: a wide range of strength and shapes is possible. There are some constraints:

- <3RP outside 4+card suits if two suited
- <5HCP outside 4+card suits if two suited
- <3RP outside 5+card suit if one suited
- <6HCP outside 5+card suit if one suited

#### 10.3.1.1 After opening 2H

2S	5+S, 12-18 points, <3H
2N	max, 0-2S
3C	3+S, 2+C, 0-1D
3D	3+S, 2+D, 0-1C
3H	6+H, SQH>8, 0-1S
3S	3+S, 2+C, 2+D
4C	4+S, 0-1D, max
4D	4+S, 1C, max
4H	4+S, 0C, H control, max
4S	4+S, 0C, no H control, max
2N	relay, 18+points
3C	min (1-2RP or <8 points); others are max (3-4RP and 8+points)
3D	2+H, may be intending to pass 3H
3H	5+S, may be intending to pass 3S
3S	6+D, GF, <2H
3D	6H, <4S
.3S	2S
..4D	2-6-2-3 (4S relay)
..4H	2-6-3-2
..4S	2-6-1-4
..4N	2-6-4-1
..5C	2-6-0-5
..5D	2-6-5-0
.3N	0-1S
.4D	singleton S
4H	to play
4S	relay
4N	4+D
.5D	1-6-4-2
.5H	1=6=5=1
.5S+	1=6=6=0
5C	1-6-2-4
5D	1-6-1-5
5H+	1=6=0=6
.4H	1-6-3-3
.4S	4+C
.5C	0-6-3-4
.5D	0=6=2=5

.5H+ 0=6=1=6  
 .4N 0-6-5-2  
 .5C 0-6-4-3  
 .5D 0=6=6=1  
 .4C 3-6-1-3 (.4H) or 3-6-0-4 (.4S+)  
 .4D 3-6-3-1 (...5C) or 3-6-4-0 (...5D+)  
 .4H 3-6-2-2 (4N relay)

3H 5H, 2-3S

.3N doubleton S

4C relay  
 4D 4+D  
 4H to play  
 4S relay  
 4N 2-5-4=2  
 5C 2-5-5=1  
 5D+ 2=5=6=0  
 4H 2-5-3-3  
 4S 2-5-2=4  
 4N 2-5-1=5  
 5C 2=5=0=6  
 4D anti-relay  
 4H 3+C  
 4S 2-5=4=2  
 4N 2-5=5=1  
 5C+ 2=5=6=0

.4C 3S, 3+D

.4H 3-5-3-2 (4N relay)

.4S 3-5-4-1

.4N+ 3-5-5-0

.4D 3-5-2-3 (4N relay)

.4H 3-5-1-4 (.5C) or 3-5-0-5 (.5D+)

3S 5H, 0-1S

4C relay  
 4D 4+C  
 4H to play  
 4S relay  
 4N 1-5=4=3  
 5C 1-5=2=5  
 5D 1=5=1=6  
 5H+ 0=5=2=6  
 4H 0=5=4=4  
 4S 1-5-4=3  
 4N 1-5-5=2  
 5C 0=5=6=2  
 5D 1=5=6=1

.4H 1-5-4-3 (.4N) or 1-5-5-2 (.5C+)

.4S 0-5-5-3 (.5C) or

.4N 0-5-4-4

.5C 0-5-3-5

3N 5H, 4S

4C relay  
 4D 4-5-2-2 (4N relay)  
 4H 4-5-1-3 (.5C) or 4-5-0-4 (.5D+)

4S 4-5-3-1  
 4N 4-5-4-0  
 4D anti-relay  
 4H 2+D (now 4S to play)  
 4S 4-5-1-3  
 4N+ 4-5-0-4  
 4C 6+H, 4S  
 4D 7+H, 4S  
 ..4N 4=7=1=1  
 ..5C 4=7=0=2  
 ..5D+ 4=7=2=0  
 4H 6H, 5S  
 4N relay  
 5C 5=6=1=1  
 5D 5=6=0=2  
 5H+ 5=6=2=0  
 4S 5S, 7H  
 .5C 5=7=0=1  
 .5D+ 5=7=1=0  
 4N 4=8=0=1  
 5C-5H 4=8=1=0  
 3C forces 3D  
 P to play  
 3H 3H, 3+C, SQC>7, 14-17 points  
 3S 4+H, 5+C (SQC>8), 0-1D  
 3N/4C natural, 6+C  
 4D 4+H, 5+C (SQC>8), 1S  
 4H 4+H, 5+C (SQC>8), 0S  
 3D either  
 (1) 6+D (SQD>11 if 6 card suit), 19+points, GF;  
 (2) 3H, 3+D, SQD>7, 14-17 points  
 (3) 4+H and 5+D (SQD>8), not 2=4=5=2, 19+points, GF  
 3H to play opposite (2)  
 3S 4+H, 5+D (SQD>8), 0-1C  
 4C 4+H, 5+D (SQD>8), 0-1S  
 3S accepting INV opposite (2), 3D  
 3N accepting INV opposite (2), 0-2D  
 4C 4+D, 0-1S  
 4D 4+D, 0-1C, <6H  
 4H 4+D, 0-1C, 6+H  
 3H 4+H, competitive  
 Opener is allowed to bid again with with extra shape  
 3S either  
 (1) 6+S (SQS>11 if 6 card suit), 19+points, GF; or  
 (2) 4+H and 5+S (SQS>8), not 5=4=2=2, 19+points, GF  
 3N 0-2S  
 4C 4+H, 0-1D  
 4D 4+H, 1C  
 4H 4+H, 0C  
 4C 3+S, 0-1D  
 4D 3+S, 1C  
 4H 3+S, 0C  
 4S 3+S, 2+C, 2+D

- 4m Fit-showing jump: 4+H, 4+m, H+m>=9, 5-11 8421HCP in m, 6-9RP, <4RP outside H and m
- 4M to play
- 4N Kickback in H

10.3.1.2 After opening 2S

- 2N relay, 18+points
- 3C min (1-2RP or <8 points); others are max (3-4RP and 8+points)
  - 3D 5+H, may be intending to pass 3M
  - 3H 2+S, may be intending to pass 3S
  - 3S 6+D, GF, <2S
- 3D 6S, <4H
  - .3S 2H
    - ..4D 6-2-2-3 (.4S) or 6-2-3-2 (.4N+)
    - ..4H 6-2-1-4
    - ..4S 6-2-4-1
    - ..4N 6-2-5-0
    - ..5C 6-2-0-5
  - .3N 0-1H
    - .4D singleton H
      - .4S 6-1-2-4
      - .4N 6-1-4-2
      - .5C 6-1-1-5
      - .5D 6-1-5-1
      - .5H 6=1=0=6
      - .5S+ 6=1=6=0
    - .4H 6-1-3-3 (4N relay)
    - .4S 6-0-3-4
    - .4N 6-0-4-3
    - .5C 6-0-2-5
    - .5D 6-0-5-2
    - .5H 6=0=1=6
    - .5S+ 6=0=6=1
  - .4C 6-3-1-3 (.4H -- 4N relay) or 6-3-0-4 (.4S+)
  - .4D 6-3-4-0 (4N relay)
  - .4H 6-3-3-1 (4N relay)
- 3H 5S, 2-3H
  - .3N doubleton H
    - 4C relay
      - 4D 4+C
        - .4S 5-2-2-4
        - .4N 5-2-1-5
        - .5C+ 5=2=0=6
      - 4H 5-2-3-3 (4N relay)
      - 4S 5-2-4-2
      - 4N 5-2-5-1
      - 5C+ 5=2=6=0
    - 4D anti-relay
      - 4H 3+D (4S to play)
      - 4S 5-2-2-4

4N 5-2-1-5  
 5C+ 5=2=0=6  
 .4C 3H, 3+D  
 .4H 5-3-3-2 (4N relay)  
 .4S 5-3-4-1  
 .4N+ 5-3-5-0  
 .4D 5-3-2-3 (4N relay)  
 .4H 5-3-1-4 (..5C) or 5-3-0-5 (..5D+)

3S 5S, 0-1H  
 ..4D 0H  
 .4S 5+D  
 .5C 5-0-5-3  
 .5D 5=0=6=2  
 .5H+ 5=0=7=1  
 .4N 5-0-4-4  
 .4N 5-0-3-5  
 .5C 5=0=2=6  
 .5D+ 5=0=1=7  
 ..4H 1H, 4-5D  
 ..5C 5-1-4-3  
 ..5D 5=1=5=2  
 ..4S 5-1-3-4  
 ..4N 5=1=1=6  
 ..5C 5-1-2-5  
 ..5D 5=1=6=1

3N 5S, 4H  
 4C relay  
 4D 5-4-2-2 (4N relay)  
 4H 5-4-1-3 (..5C) or 5-4-0-4 (..5D+)  
 4S 5-4-3-1  
 4N 5-4-4-0  
 4D anti-relay  
 4H 2+D (now 4S to play)  
 4S 5-4-1-3  
 4N+ 5-4-0-4

4C 6=4=x=y  
 .4H 0-1D  
 4S to play  
 4N relay  
 5C 6-4-1-2  
 5D+ 6-4-0-3  
 .4S 0-1C  
 4N relay  
 5C 6-4-2-1  
 5D+ 6=4=3=0

4D 7+S, <4 other, suit too weak for 3-level preempt  
 .4S 7-2-2-2  
 .4N H SPL  
 .5C D SPL  
 .5D C singleton  
 .5H+ C void

4H 6=5=x=y  
 4N relay

5C 6=5=1=1  
 5D 6=5=0=2  
 5H+ 6=5=2=0  
 4S 7=4=x=y  
 4N relay  
 5C 7=4=1=1  
 5D 7=4=0=2  
 5H+ 7=4=2=0  
 4N 7=5=x=y  
 5C relay  
 5D 7=5=0=1  
 5H+ 7=5=1=0  
 5C 8=4=0=1  
 5D 8=4=1=0  
 3C forces 3D  
 P to play  
 3H 6+H, 15-17 points  
 3S 3S, 3+C, SQC>7, 14-17 points  
 3N/4C natural, 6+C, <3S  
 4D 4+S, 5+C (SQC>8), 0-1H  
 4H 4+S, 5+C (SQC>8), 1D  
 4S 4+S, 5+C (SQC>8), 0D  
 3D forces 3H  
 P to play  
 3S 3S, 3+D, SQD>7, 14-17 points  
 3N/4D natural, 6+D, <3S  
 4C 4+S, 5+D (SQD>8), 0-1H  
 4H 4+S, 5+D (SQD>8), 1C  
 4S 4+S, 5+D (SQD>8), 0C  
 3H either  
 (1) 6+H (SQH>11 if 6 card suit), 19+points, GF;  
 (2) 3S, 3+H, SQH>7, 14-17 points; or  
 (3) 4+S and 5+H (SQH>8), not 4=5=2=2, 19+points, GF  
 3S to play opposite (2)  
 3N accepting INV opposite (2), 0-3H  
 4C 4+H, 0-1D  
 4D 4+D, 0-1C  
 4M to play  
 4C accepting INV opposite (2), 4+H, 0-1D  
 4D accepting INV opposite (2), 4+H, 0-1C  
 4H accepting INV opposite (2), 5=4=2=2  
 3S 4+S, competitive  
 Opener is allowed to bid again with with extra shape  
 4m Fit-showing jump: 4+S, 4+m, S+m>=9, 5-11 8421HCP in m, 6-9RP, <4RP outside S and m  
 4M to play  
 4N Kickback in S

#### 10.3.1.4 The opponents compete

(Over X)

P weak or 16+BAL(ish). Later X shows strong hand with cooperative double (usually Hxx)

XX forces bid of next step  
P to play  
3C(over 2M) 5+C and (5+D or 5+H)  
3D(over 2S) 5+D and 5+H  
higher natural, GF  
2S NF, 3H, 4+S, SQS>7  
2N-3x-2 TFR to next suit, either  
(1) 6+y, to play (pass)  
(2) 3x, 4+y, SQy>7, 14-17 points (bid 3x)  
(3) 19+points, 6+y or (5+y and 4+x)  
3x-1 4+x, 15+points, 8+RP  
jumps Fit-showing: 4+x, 4+y (5y if y=M and x=m), x+y>=9, 5-11 8421HCP  
in y, 6-9RP, <4RP outside x and y

(Over 2S overcall)

X penalties (but opener may remove with void or wild shape)  
2N 6+C, 10+points  
3C-3x-2 TFR->next suit, either  
(1) 6+y, to play (pass)  
(2) 3x, 4+y, SQy>7, 14-17 points (bid 3x)  
(3) 19+points, 6+y or (5+y and 4+x)  
3x-1 4+x, 15+points, 8+RP  
jumps Fit-showing: 4+x, 4+y (5y if y=M and x=m), x+y>=9, 5-11 8421HCP  
in y, 6-9RP, <4RP outside x and y

(Over higher overcalls)

X penalties  
NS 5+, GF

N.B. Opener may freely reopen with a double, no-trump (takeout) or a new suits with a shapely maximum.

### 10.3.2 Vulnerable weak 2M

These are Kaplan-style weak twos, promising a good suit (SQM>8), one of the top2 honours (4+8421HCP), 3-6RP and denying a void, five-card suit or four-card major suit.

#### 10.3.2.1 After a 2H opening

2S relay  
2N min (3-4RP), not S shortage  
3C GF relay (follow direct 3D+ responses below)  
3H NF  
3D/S natural and forcing, usually 5 cards  
3C S shortage  
.3H min, not SS suit.  
3S relay (follow 3N+responses below)  
.3S SS suit  
..4D min (therefore not solid suit)  
4S relay  
..4H max, 1=6=3=3  
..4S max, 1=6=4=2



..4N 1=6=2=4, 5RP  
 ..5C 1=6=2=4, 6RP  
 .3N max, 1-6-3-3  
 .4C max, 1-6-4-2  
 .4D 1-6-2-4, 5RP  
     4H to play  
     4S relay  
 .4H 1-6-2-4, 6RP  
 3D max (5-6RP), C shortage, not SS  
     3H to play  
     3S relay  
     3N 3-6-3-1  
     4C+ 2-6-4-1  
 3H max, D shortage, not SS  
     .3N 3-6-1-3  
     .4C+ 2-6-1-4  
 3S max, no shortage, SS  
     4C relay  
     4D 2-6-2-3 (4S next relay)  
     4H 2-6-3-2  
     4S+ 3-6-2-2  
 3N max, no shortage  
     4C relay  
     4D 2-6-2-3 (4S next relay)  
     4H 2-6-3-2  
     4S+ 3-6-2-2  
 4C max, D shortage, SS (.4H 3-6-1-3, .4S+ 2-6-1-4)  
 4D max, SS, 3-6-3-1 (4S relay)  
 4H max, SS, 2-6-4-1  
 2N 6+C  
     3C 1C or 2-3C min, not (3C and SPL), NF  
     3D/3S singleton in S/D, 3C  
     3H max, 2=6=2=3, 3=6=2=2 or 2=6=3=2  
     3N max, 1=6=4=2  
     4C 2=6=1=4  
     4D 1=6=2=4, not SS suit  
     4D 1=6=2=4, SS suit  
 3C 6+D  
     3D 1D or 2-3D min, not (3D and SPL), NF  
     3H 2-3D, max, not (3D and SPL)  
     3S 3D, C singleton  
     3N 3D, S singleton  
     4C 1=6=4=2  
     4D 2=6=4=1, not SS suit  
     4H 2=6=4=1, SS suit  
 3D 6+S  
     3H 1S  
     3S 2S, min  
     3N 2=6=3=2 or 2=6=2=3, max  
     4C+ control bids  
     4C 2S, SPL  
     4D relay  
         4H 2=6=1=4

4S 2=6=4=1

4D 3S, C SPL  
4H 3=6=1=3, SS suit  
4S 3=6=1=3, not SS suit

3H competitive

3S/4m Lackwood

3N/4M To play

### 10.3.2.2 After a 2S opening

2N relay, 16+points

3C min (3-4RP), not H shortage

3D GF relay (follow direct 3H+ responses below)

3S NF

3H natural and forcing, usually 5 cards

3D H shortage

.3S SS suit

4C relay

4D min

4H relay

4N relay for RP and DCB

4H max 6-1-3-3

4S max 6-1-4-2

4N+ max 6-1-2-4

4D anti-relay

4H <4D

4S 6-1-4-2 min

4N+ 6-1-4-2 max

.3N min, not SS suit

4C relay

4D 6-1-3-3

4H 6-1-4-2

4S+ 6-1-2-4

4D anti-relay

4H <4D

4S+ 6-1-4-2

.4C max, 6-1-3-3, not SS

.4D max, 6-1-2-4, not SS

.4H/S 6-1-4-2, not SS, 5/6RP

3H max (5-6RP), D shortage, not SS

3S to play

4C relay

4D 6-3-1-3

4H+ 6-2-1-4

3S max, C shortage, not SS

..4D 6-3-3-1

..4H+ 6-2-4-1

3N max, no shortage, not SS

4C relay

4D 2-6-2-3

4H 6-3-2-2 (4N next relay)

4S 6-2-3-2

4D relay for RP then DCB  
 4C max, no shortage, SS  
     4D relay  
         4H 6-3-2-2 (4N next relay)  
         4S 6-2-3-2  
         4N+ 2-6-2-3  
 4D max, C shortage, SS  
     .4S 6-3-3-1  
     .4N+ 6-2-4-1  
 4H max, 6-3-1-3, SS (4N relay)  
 4S max, 6-2-1-4, SS  
 3C 6+D, <3S, 15+points  
     3D 1D or 2-3D min, not (3D and SPL), NF  
     3H 2-3D, max, not (3D and SPL)  
     3S 3D, C singleton  
     3N 3D, S singleton  
     4C 6=1=4=2  
     4D 6=2=4=1  
 3D 6+H, <3S, 15+points  
     3H 1H  
     3S 2H, min  
     3N 6=2=3=2 or 6=2=2=3, max  
         4C+ control bids  
     4C 2H, SPL  
         4D relay  
             4H 6=2=1=4  
             4S 6=2=4=1  
     4D 6=3=3=1  
     4H 6=3=1=3  
 3H 6+C, <3S, 17+points  
     3S 1C  
     3N 2-3C, 6322  
     4C 6=1=3=3  
     4D 6=1=4=2  
     4H 6=2=1=4  
     4S 6=1=2=4  
 3S competitive  
 3N to play  
 4m Lackwood  
 4M to play  
 4N Blackwood

## 10.4 Opening 2N

3m pass or correct. After opener corrects to 3X, further bidding is as per 10.5  
 3M either 6+M and GF, or 0-1M and INV opposite 7+M  
     3S 0-1H, 7+S  
     3N 0-1M, 7+m  
     4m 2+M, control  
     4H 0-1S, 7+H  
     4M 2+M, no m control (rare) or 7+M, SQM>13  
 4C relay  
     4D 7+H  
     4H to play

	4S	Kickback
	4N[=S]/5m	Lackwood
4H	7+S	
	4S	to play
	4N	Kickback
	5m/5H	Lackwood
4S	7+C, SQC<14	
	4N	modified Kickback
	5C	1 keycard
	5D	2 keycards, denies CQ
	5H	2 keycards, CQ and H control
	5S	2 keycards, CQ, S control, denies H control
	5N	2 keycards, CQ, D control, denies M control
	6C	2=2=2=7, AKQ in C
4N	7+D, SQC<14	
	5C	modified Kickback
	5D	1 keycard
	5H	2 keycards, denies DQ
	5S	2 keycards, DQ and S control
	5N	2 keycards, DQ, H control, denies S control
	6C	2 keycards, DQ, C control, denies M control
	6D	2=2=7=2, AKQ in D
5m	7+m, SQm>13	
4D	forces 4H	
	P	to play
	4S	to play

## 10.5 Opening 3D/3m

3D denies 4S and will have 4H only if SQH<5; 3M denies 4OM unless SQOM<5

### 10.5.1 After a 3D opening

3H	6+H	
	3S	2H or 2=3=6=2 and control in S or C
	4C	relay
	4D	control in C
	4H	control in S
	3N	0-1H
	4C	SPL in S, 3H
	4D	SPL in C, 3H
	4H	2-3H, no control in S or C
3S	6+S	
	3N	0-1S
	4C	2S or 3=2=6=2 and control in H or C
	4D	relay
	4H	control in H
	4S	control in C
	4N	control in both H and C
	4D	SPL in H, 3S
	4H	SPL in C, 3S
	4S	2-3S, no control in H or C
4C	relay, 2+D	

- 4D 0 keycards in D  
4M/5C asking bid (as per 2.2.3)
- 4H 1+keycards in D, H control
  - 4S asks for control in S
    - 4N S control, 1 keycard and DQ (.5D) or 2 keycards (.5H+)
    - 5C S control, 1 keycard, no DQ
    - 5D no S control
  - 4N modified Kickback
    - 5C 1 keycard, no DQ
    - 5D 1 keycard, DQ
    - 5H 2 keycards, no DQ
    - 5S 2 keycards, DQ
  - 5C asking bid (as per 2.2.3)
- 4S 1+keycards in D, S control, no H control
  - 4N modified Kickback
    - 5C 1 keycard, no DQ
    - 5D 1 keycard, DQ
    - 5H 2 keycards, no DQ
    - 5S 2 keycards, DQ
  - 5C asking bid (as per 2.2.3)
- 4N 1 keycard in D, no DQ, C control, no M control
- 5C 1 keycard in D, DQ, C control, no M control
- 5D 2 keycards in D, no DQ, C control, no M control
- 5H 2 keycards in D, DQ, C control, no M control
- 4D competitive

### 10.5.2 After a 3M opening

- 3S 6+S
- 3N 0-1S
- 4C 2S or 3=6=2=2 and control in D or C
  - 4D relay
    - 4H control in D
    - 4S control in C
- 4D SPL in C, 3S
- 4H SPL in D, 3S
- 4S 2-3S, no control in D or C
- 4C relay, 2+M
  - 4D 1 keycard in M
    - 4OM/5m asking bid (as per 2.2.3)
    - 4N relay
      - 5M no trump Q
      - 5m/5OM trump Q and control in bid suit
  - 4M 0 keycards in M
    - 4S/5m/5H asking bid (as per 2.2.3)
    - 4N relay
      - 5M no trump Q
      - 5m/5OM trump Q and control in bid suit
  - 4OM 2 keycards in M, no trump Q
    - 4N asking bid in OM (as per 2.2.3)
    - 5m asking bid (as per 2.2.3)
  - 4N 2 keycards in M, trump Q
    - 5m asking bid (as per 2.2.3)

5H asking bid in H (when M=S); asking bid in S (when M =H) -- now pass denies S control

### 10.5.3 The opponents compete

New suits are forcing below game, often lead-directing (3+cards in bid suit, SQ>7; and 2+cards in opener's suit) and suggesting a save unless opener has 0-1 cards in the bid suit. If responder bids 3H over

3D (X)

and advancer bids 4S, then 4N is opener's raise of responder's suit; a raise to 5H is not allowed.

## 10.6 Opening 3N

This shows 8-8.5 tricks with a 7+M playable for at most 1 loser opposite a void.

Requirements:

(if 7-card M)

SQM>13

7-8RP, with all RP outside M in a 4-card suit

(if 8-card M)

SQM>12

one ace

6-7RP, <4RP outside M (all RP outside M must be in one suit)

Responses:

4C relay

4D 7+H

4H to play

4S Kickback

4N[=S]/5m Lackwood

4H 7+S

4S to play

4N Kickback

5m/5H Lackwood

4D relay

4M 7+M

step Kickback

other Lackwood

4H pass or correct

4N 1 keycard in S

5m asking bid (as per 2.2.3)

5m 2 keycards in S, control in m, denies control in Om

5H 2 keycards in S, void H, control in both m

5S 2 keycards in S, singleton H, control in both m

4S 0-1S, 2+H, to play if opener's M=S; slam INV if opener's M=H

4N 3 keycards in H

5m asking bid (as per 2.2.3)

5m 2 keycards in H, control in m, denies control in Om

5H 2 keycards in H, control in both m

4N Blackwood

5m Lackwood

Intervention:

(over X)

P nothing to say  
XX forces 4C  
P to play  
4D to play  
other as above

(over m)

P nothing to say  
X penalties  
4M pass or correct (continuations are as without interference)  
4N Blackwood  
Q slam INV with control  
5M slam INV without control in m

(over M)

X penalties if M=natural, support for opener if M=takeout  
4M pass or correct (continuations are as without interference)  
4N Blackwood  
Q slam INV with control  
5M slam INV without control in m

## 10.7 Opening 4x

These deny more than one (ace or king) outside the trump suit.

Responses:

(over 4m)

4D Kickback  
4M to play  
4N(over 4C) Lackwood in D  
(over 4D) Kickback  
5C Lackwood  
5m to play

(over 4M)

step Kickback  
4N[=S]/5m/5H Lackwood

## 10.8 Opening 4N

This shows:

--7+m, SQm>13 if 7 cards, SQm>12 if 8 cards, 0-1 loser in m if 9+cards  
--8+ 8421HCP in long m  
--<4M, <6Om  
--2+RP (or 4+8421HCP, whichever is easier to code) in all side suits of 2+cards  
--3-4 losers  
--<9RP

Responses:

P rare  
5m pass or correct

5H 1st-round control in H and (S or Om), try for 7m/7N  
     5S 1st-round control in S  
     5N 1st-round control in Om  
     6m no 1st-round control in S or Om  
 5S 1st-round control in S and Om, try for 7m/7N  
     5N 1st-round control in H  
     6m no 1st-round control in H  
 5N 0-1m, 1st-round control in H, S and Om, asking for solid m  
     6m to play (SQm<16 if 7-card suit, <6RP [<13 8421HCP] in m if  
         8-9 cards, <5RP [12 8421 HCP] in m if 10+cards  
     7m solid suit  
 6m pass or correct

Intervention:

(over X)

XX to play  
 other as above

(over overcall)

P nothing to say  
 X penalties  
 5D pass or correct  
 5M 0-1m, 1st-round control in H, S and Om, asking for solid m, try  
     for 7m  
     6m to play (SQm<16 if 7-card suit, <6RP [<13 8421HCP] in m if  
         8-9 cards, <5RP [12 8421 HCP] in m if 10+cards  
     7m solid suit  
 5N 1st-round control in unbid suits but not in overcalled suit  
     6m to play, no 1st-round control in overcalled suit  
     6N ace of overcalled suit  
     7m void in overcalled suit  
 6m pass or correct

## 10.9 Miscellaneous

\* Double by opener of a Qbid in the suit of his preempt asks for the lead of another suit (i.e. a void or a 3+card suit with SQ>8)

\* Double by preemptor of their game or slam contract is Lightner, asking for the lead of another suit (i.e. a void or a 3+card suit with SQ>8)



# 11 Third- and Fourth-seat openings

## 11.1 Opening 1C

### 11.1.1 Strength requirements to open 1C

If BAL or semi-BAL

18+ points or

19+HCP

If UNB

12+RP or

19+HCP or

17-18 HCP, 10+RP and 18+points or

16 HCP, 10+RP and 20+points or

14+ HCP, 10+RP and 22+points or

12+ HCP, 4+controls and 23+points freak

Strength requirements to bid 1H over a negative response (0-3RP):

If BAL or semi-BAL

21+ points or

23+HCP

If UNB

21+points or

22+HCP

To rebid 2C over a second negative(0-1RP):

If BAL or semi-BAL

23+ points or

24+HCP

If UNB

24+points or

25+HCP

### 11.1.2 Responses

Semi-positive responses to 1C are different by a NV passed hand as most hands with a long suit will have opened in 1st or 2nd seat; when vul hands with 2-3RP may have been passed if they did not meet the suit quality requirements.

#### 11.1.2.1 NV responses

1D 0-3RP, wrong shape for 2H+

1H relay

1S 0-1RP

2C GF relay

2D 0-1RP BAL/semiBAL

2H ORP UNB

2S+ 1RP UNB

1H 4-6RP, 4+S, UNBAL

1S 4-6RP, 4+H, <4S, UNBAL  
 1N 4-6RP, 4+D, <4M, UNBAL (note that all single-suited hands with one shortage come down one step as 5332s are shown via 2C)  
 2C 4-6RP, 4333/4432 with 4M or 4-7RP, 4m333/2=3=4=4/3=2=4=4/5m332  
 2D Relay GF  
     2H S>H  
         2S relay  
             2N 3=2=x=y  
                 3C relay  
                     3D 3=2=4=4  
                     3H 3=2=5=3  
                     3S 3=2=3=5, 4-5RP  
                     3N 3=2=3=5, 6-7RP  
                     3D-3S stopper ask in H/S/C  
                         3S 0.5 stopper  
                         3N 1+ stoppers  
                         4C 0 stopper (may be 0.5 stop over 3S)  
                             0.5 stop over 3S)  
                     3C 4=2=4=3 (3H) or 4=2=3=4 (3S/N)  
                     3D 4=3=3=3  
                     3H 4=3=4=2  
                     3S/N 4=3=2=4  
             2N natural, wanting to declare notrump (1+ stopper in all suits, <4S, <21 points)  
                 3C-3H small doubleton (<Jx) in H/C/D  
                 3S strong 4-card S (SQ 9+)  
             3C+ stopper asks in H/S/C/D  
                 3S 0.5 stopper  
                 3N 1+ stoppers  
                 4C 0 stopper (may be 0.5 stopper over 3S)  
                     3S)  
     2S 4H, <4S  
         2N relay  
             3C 2=4=4=3 (3H) or 2=4=3=4 (3S/N)  
             3D 3=4=3=3  
             3H 3=4=4=2  
             3S/N 3=4=2=4  
             3C+ stopper asks in S/C/D/H  
                 3S 0.5 stopper  
                 3N 1+ stoppers  
                 4C 0 stopper (may be 0.5 stopper over 3S)  
                     3S)  
     2N 3=3=?=?  
         3C relay  
             3D 3=3=4=3 (3S/N) or 3=3=5=2 (4C+)  
             3H 3=3=3=4  
             3S/N 3=3=2=5  
             3D+ stopper asks in S/H/D  
                 3S 0.5 stopper  
                 3N 1+ stoppers  
                 4C 0 stopper (may be 0.5 stopper over 3S)  
                     3S)  
     3C 4=4=?=?

3D relay  
 3H 4=4=3=2  
 3S/N 4=4=2=3  
 3H+ stopper asks in D/C  
 3S 0.5 stopper  
 3N 1+ stoppers  
 4C 0 stopper (may be 0.5 stopper over 3S)

3D 2=3=4=4  
 3H 2=3=3=5  
 3S 2=3=5=3, 4-5RP  
 3N 2=3=5=3, 6-7RP

other as per 4.3.1

2D 4-6RP, 6+C, <4M, <4D (note that all single-suited hands with one shortage come down one step as 5332s are shown via 2C)

2M 2-3RP, 4M and 6m

2N GF relay

3C 6D (HS [.3H], low singleton [.3S] or low void [.3N])

3D 6C, HS (singleton [.3S] or void [.3N])

3H 6C, low singleton

3S/N 6C, low void, 2/3RP

3m pass or correct

3M INV opposite long D

other (below game) natural and GF

2N 2-3RP, 4S and 7m

3m pass or correct

3H relay

3S 7D

4C relay

4D 4=1=7=1

4H 4=2=7=0 (4N relay)

4S 4=0=7=2

3N 7C

4C relay

4D 4=1=1=7

4H 4=2=0=7 (4N relay)

4S 4=0=2=7

3S to play

other (below game) natural and F

3C 2-3RP, 7C and 4H

3D relay

3S 1=4=1=7

3N 0=4=2=7

4C 2=4=0=7, 2RP

4D 2=4=0=7, 3RP, no C honour (4S relay)

4H 2=4=0=7, 3RP, C honour

3H to play

3S 6+S, GF

4C INV

3D 2-3RP, 7D and 4H

3H to play

3S relay

3N 1=4=7=1

4C 2=4=7=0  
 4D 0=4=7=2, 2RP (4S relay)  
 4H 0=4=7=2, 3RP  
 3H 2-3RP, 7H (suit too weak to preempt)  
 3S relay  
     3N BAL or 0-1S  
         .4D BAL  
         .4H 1S  
         .4S+ 0S  
     4C 0-1D  
     4D 1C  
     4H 0C  
 3S 2-3RP, 7S (suit too weak to preempt)  
 4C relay  
     4D BAL or 0-1S  
         .4S BAL  
         .4N 0H  
         .5C+ 1H  
     4D 0-1D  
     4H 0-1C

#### 11.1.2.2 Vul responses

1D 0-3RP, wrong shape for 2H+  
 1H 4-6RP, 4+S, UNBAL  
 1S 4-6RP, 4+H, <4S, UNBAL  
 1N 4-6RP, 4+D, <4M, UNBAL  
 2C 4-6RP, BAL (4333/4432 or 5m332)  
 2D 4-6RP, 6+C, <4M, <4D  
 2M 2-3RP, 6M, <4OM, <5m  
 2N 2-3RP, 4S and 7m  
 3m pass or correct  
 3H relay  
     3S 7D  
         4C relay  
             4D 4=1=7=1  
             4H 4=2=7=0 (4N relay)  
             4S 4=0=7=2  
     3N 7C  
         4C relay  
             4D 4=1=1=7  
             4H 4=2=0=7 (4N relay)  
             4S 4=0=2=7  
 3S to play  
 other (below game) natural and F  
 3m 2-3RP, 6m322/7m222  
 3H 2-3RP, 7H (suit too weak to preempt)  
 3S relay  
     3N BAL or 0-1S  
         .4D BAL  
         .4H 1S  
         .4S+ 0S  
     4C 0-1D

	4D	1C
	4H	0C
3S	2-3RP, 7S (suit too weak to preempt)	
	4C	relay
	4D	BAL or 0-1S
		.4S BAL
		.4N 0H
		.5C+ 1H
	4D	0-1D
	4H	0-1C

## 11.2 Other third-seat openings

1D	4+H, 4+S, 6-11RP, 12+points	
P	5+D, <3M, 0-8 points	
1M	3-4M, 0-9 points	
	Opener rebids as per 7.4 and 7.5 (down 1 level)	
1N	8-10 points, <3M unless 4333 or 2=3=4=4/3=2=4=4 with strong minors	
	2m	3+m
2C	9+points, 3+S	
	2D	max, 4S
		2M NF
	2H	min, 4S, 5+H, NF
	2S	min, 4+S, 4H, NF
	2N	max, 5+S
		3m antiSPL
	3m	max, 5+S, void Om
2D	9+points, 3+H, H>S	
	2H	min, NF
	2S	max, 5+H
		3m antiSPL
	2N	max, BAL
	3m	max, 3+m, 4H
2M	4+M, 8-10 points, <4RP	
	Opener rebids as per 7.4 and 7.5	
2N	4+M, 10+points, 4+RP, SPL C	
3C	4+M, 10+points, 4+RP, SPL D	
3D	4+M, 10+points, 4+RP, SPL OM	
3M	5+M, 10+points, <4RP	
	Over double:	
	P	5+D, D>=longer M + 3
	XX	asks for opener's longer M
	Other	As per 7.9
	Over overcalls:	
	As per 7.9	
1M	4+M, <4OM, 13+points, 6-11RP	
1S	6+points, 5+S, NF	
1N	6-10 points, only 3M if 4333	
2C	9+points, 3M, 4+RP	
	2D	15+points, 4M
		2H 5H, 3S, NF
		2M NF
2D	9+points, 4+RP, 4+M	

- 2M to play
- 2OM relay, 4+M
- 2S 11+points, 4+RP, 4+H, some SPL
- 2N relay for SPL
- 3m 4H, 5+m, SI
- 3H to play
- 3S+ 5+H, C/D/S void
- 2N 11+points, 4+RP, 4+S, some SPL
- 3C relay for SPL
- 3D 4S, 5+D, SI
- 3H 4S, 5+C, SI
- 3S to play
- 3N+ 5+S, H/D/C void

Over double:

- P weak or BAL, 9+points, intending to make a cooperative X
- XX penalty X of one or more of opponent's suits
- Other As per 5.7 and 6.7

Over overcalls:

- P may be penalty double
- X 9+points, 4+cards, cooperative (usually exactly 4 cards, BAL)
- 1N 8+points, stopper, <3M
- 2x 3+M, 9+points, values in x, 4+RP
- 2M 3+M, 6-9 points
- Q 4+M, 9+points, 4+RP
- 2N(non-jump) 10+points, stopper, <3M
- 3x(non-jump) 3+M, values in x
- JS 4+M, 10+points, values, SPL in opponent's suit
- 3M 4+M, <4RP

1N 13-16HCP BAL, may be 4432 with weak 4M (SQM<5) or 4M333  
Continuations as per 3.1

2m 5+m, 13+points, 6-11RP, may have weak 4M if 6+m, may have 5OM  
Non-jump responses are natural and constructive

Jump responses: 4+m, 11+points, SPL (H/S/D over 2C; S/H/C[3N] over 2D)

Over double:

- P weak or BAL, 9+points, intending to make a cooperative X
- XX penalty X of one or more of opponent's suits
- 2x 3+m, 9+points, values in x, 4+RP
- 2N 4+m, 9+points, 4+RP
- 3m 3+m, <4RP

Over an overcall:

- X 9+points, 4+cards, penalty (usually BAL)
- 2N 3+m, 9+points, 4+RP
- 3m 3+m, <4RP

2M(NV) 5+M, 0-7RP

(V) 6M, 3-7RP

2N Preempt in any suit, 7-card suit, INV opposite 10+HCP BAL or fit

3x pass or correct

3x Weaker preempt, may be 6-card suit if NV

3N To play, with SS 7-card suit (usually minor)

4x Preempt

4N Strong 5m opening, 9+ tricks, controls in all suits  
5m Preempt

### 11.3 Other fourth-seat openings

1D 4+H, 4+S, 6-11RP, 12+points  
Continuations as per 11.2

1M 4+M, <4OM, 13+points, 6-11RP  
Continuations as per 11.2

1N BAL, 13-16HCP, may contain 4M if 4333 or if M is weak (SQM<5).  
Continuations as per 11.2

2m 13-17 points, 7-11RP, 5+m, <4M unless (7m or (6m and SQm>10)) and SQM<5, <5Om  
Continuations as per 11.2

2H 11-14 points, 6H

2S 10+points, 6+S, 0-1H, non-forcing

2N 10+points, 6+C, 0-1H or (2+H and antiSPL in C)  
3C to play  
3H 2+H, antiSPL in C

3C 10+points, 6+D, 0-1H or (2+H and antiSPL in D)  
3D to play  
3H 2+H, antiSPL in D

3D 10+points, 2+H, antiSPL in S

3H 10+points, 2+H

2S 13-18 points, 5+C and 5+D

2N strong inquiry  
3C min  
3D max, 0-1H  
3H max, 0-1S  
3S max, 0-1S, 6+C  
3N max, 0-1S, 6+D, 5C

3m to play

3M 6+M, forcing

2N 6+SS m, 6322 with at least Qx/Jxx in every suit, 9-10RP

3m pass or correct

3M 8+points, small doubleton in OM

3x 7+cards, 6-8RP, 14-18 points

3N To play, with SS 7+card suit (usually minor)

4C strong 4M with 1 loser suit

4D artificial SI

4M pass or correct

4N 1st-round control in OM

5m 1st-round control in m, denies 1st-round control in OM

4D strong 4M with solid suit

4M pass or correct

4N 1st-round control in OM

5m 1st-round control in m, denies 1st-round control in OM

4M To play

4N Strong 5m opening, 9+ tricks, controls in all suits  
5m Preempt

## 12 Miscellaneous competitive

### 12.1 Lead-avoiding doubles

When a player who has shown a long suit (by rebidding it or making a jump overcall) doubles a Qbid of that suit by the opponents this shows 4+ cards in another suit with  $SQ > 10$



# 13 Suit Quality metric

DM revision

```
{ 0, 0, 1, 1, 2, 2, 3, 4, /* - */
  4, 4, 5, 6, 6, 7, 8, 9, /* Q */
  4, 4, 5, 6, 6, 7, 8, 9, /* K */
  9, 10, 11, 12, 13, 13, 14, 14, /* KQ */
  5, 5, 6, 7, 7, 8, 9, 10, /* A */
  9, 10, 11, 12, 13, 13, 14, 14, /* AQ */
  10, 10, 11, 12, 13, 13, 14, 14, /* AK */
  13, 13, 15, 15, 16, 17, 18, 18 }; /* AKQ */

/* - 9 T T9 J J9 JT JT9 */
```