



WBF Convention Card

Category: Natural – GREEN
NCBO: USAI
Event: 2019 Bermuda Bowl Wuhan
Players: Nick Nickell-Ralph Katz

DEFENSIVE & COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: 1 level OC sound, occasionally light
Responses: Jump raise PRE, Jump Q = dist. mixed raise, After 1x: 2 new=NF, 1+ 3new=F1, Fit by PH; after 2x: 2new=F (1x) 1M (DBL): TRF; RD=2M, 8+; 2NT/3♣=LR (4/3M); 3♦=MR
Reopening: 2x still looks like a real overcall
INT OVE RCALL (2nd/4th live; Responses)
Immediate: 15-18(19): responses same as opening
Balancing: 11-16, 2♣ asks range, 2♦, 2♥, 2♠, 2NT = TRFs
4th Live: NAT: responses same as opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: Sound WJO, lighter at Favorable opposite UPH
Responses: 2NT = ART GT (asks shortness), CUE=GT, NS=F (LD possible); If doubled, RD starts TRFs but NT=NAT
Unusual NT: Lowest 2 unbid; (1♦<3)-2NT=STR with ♥+♠
Reopening: Jump overcall INTERMEDIATE, 2NT = 19-20
DIRECT & JUMP CUE BIDS Style; Resps; Reopen)
(1m)-2♦ = ♥+♠; 3♣/3♦ = ♥/♠ GT, 3M=mixed, 2NT=PUP-> 3♣ (1M)-2M = OM+m; 2NT asks m (then 3♦NF), 3♣ = NAT NF, 3♦=INV in a M, 4♦=game in a M, sets up FP; 4M=PRE
1M-3M stop ask; 1♣-2♣/3♣ or 1♦(<3) - 2/3♦=NAT
1m (1M) 4om =TRF to long OM
Reopening: Jump cue asks stop, cue=any strong two-suiter
VS. NT (vs. Strong / Weak)
Vs WK (<16): DBL = PEN (FP thru 2♦, 1 st DBL=coop T/O); 2N=19-21; DBL 2♣/TRF=LD-then 2N, or (2♣) 2N=16-18
Vs STR (and BPH vs WK) DBL=5+m and 4(+)M except when opps are NV when DBL=PEN
2♣ = M's; 2♦ INQ longer; 3M=mixed; 3♣/3♦ INV♥/♠
2 Red=TRFs, 2♠=NAT "good"; 2NT=♦+♣
3m=decent except FAV; 3M=OK weak Reopening: Same
Vs PREEMPTS
T/O DBL thru 4♥, LEB after (2M)-DBL-(P) or 2M-P-(P)-DBL but NAT, not INV if DBL by PH
(2M)-4m=5/5+m+OM, NF; (2♦)-4♣/♦=5/5♣+♥/♠; 4N=KC(M)
(2M)-3M stopper ask. (2M) 4M/4N = ♦+♣. (3x)-3NT: 4♣=ART INQ; 4♦+ 4M=TRFs 4NT=INV facing 15-18; "2-over"=NAT, F (3)
VS ARTIFICIAL STRONG OPENINGS
/1♣: DBL = Majors, NT = minors
After our OC, min NT=CUE, if 3 rd hand DBLs, TRF advances
Pass, then OC shows good hand
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = L/R; jumps=PRE/M, Mixed/m; Pass-then-DBL = pure PEN; after 1M: 3♦ =mixed, TRFs starting with INT.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / Even, Low / Odd	"Hi" from "weak" if raised; else 3 rd /low	
NT	4 th	3 rd , ATT if raised	
Subs.	ATT	ATT	
Later honor leads include some RUSINOW variations (14) Vs NT: RUSINOW from 4+ cards but Q from weak KQ(x+)			
LEADS			
Lead	Vs Suit	Vs NT	
Ace	AKx(+)	Asks Attitude	
King	AK, KQ(+), AK+ v PRE	Asks Unblock or Count	
Q	QJ(+), AKQ(+)	Weaker KQ, Asks ATT	
Jack	J10(x), KJ10	QJxx+; J10(x)	
10	H109+, 109, 10x	HJ109+, J10++, 10(x)	
9	9x	H109+, 109x+	
Hi-x	Sx (Sxx; x(S)xx(+)	Sxx, xSxx+, Sx	
Lo-x	HxxxS; HxS(x); HxSxxx	HxxS(x); HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's lead	Discarding
1 st	Hi = ENCRG	Hi=Even	Hi = ENCRG
2 nd	Hi=Even	S/P frequent	CT or S/P
3 rd		Hi=Even)	
1 st	Hi = ENCRG	Smith	Hi = ENCRG
2 nd	Hi=Even	S/P	Hi=Even
3 rd	S/P	Hi=Even	SP
Signals (including trump): STD Remainder CT, ATT, S/P STD SMITH Signal vs NT (hi=ENCRG), occasional OBVIOUS SHIFT, Trump signal occ S/P; 3-way signal in known long suit			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
Style: Support for unbid suits quite sound; or very strong			
Responses: Cue F to suit agreement; Double jump 3M=INV			
Reopening: might be light with appropriate shape			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)-DBLS			
NEG DBL (of 1♦=both M's) thru 4♥; SNAPDRAGON			
RESP DBL thru 4♠, including (1x)-1y-(INT)-DBL			
MAXIMAL OVERCALL DBL through 3M			
SUPPORT DBL (not of INT o'call) + RDBL thru 2M (may be 18-19 BAL w/o 3-card support if no convenient action)			
Most low level DBLs are T/O			
Opener's DBL of INT (direct, BAL or as resp to DBL) =T/O: after our 1m: short in om; after our 1M: short ♦ or ♣			
DBL of opp's fit raise = not penalty: good hand or game try			
Lead-related, SPL, Raise DBLs (2)			

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors (rarely 4 cards in 3 rd /4 th), 1M-INT= F1
Avoid opening bad BAL hands 1st/2nd
INT Opening: 15(14)-17(18), liberties 3rd seat NV
2 over 1 RESP: FG w/ rare exceptions
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
OPENINGS:
3NT= preempt in unspecified minor
3 rd seat can be light, usually with a good suit
FLANNERY 2♦(includes 4/6 and 5/6 if in range)(13)
RESPONSES/REBIDS:
BUHP: INV NAT jump shifts except 1M-3♣=LR (9)
P-1M; 2♠= Reverse Drury, FIT; 2NT=4+T w/ some SPL
Mixed Raises (7-9 Dummy Points)
Some unusual jumps to 4m=6m/5M
GAZZILLI 2♣ only after 1M-INT (12)
COMP:
Where DBL or cue available: some bids/raises=weaker NF
1m-(1NT)-2m=majors. ART escapes if NT o'call dble
1♣ (2♣ NAT): our responder uses TRFs
Invitational Jump Shifts 2 and 3 level BUHP (9), Fit BPH
1M-(DBL): TRFs, 3♣=INV good suit; 3♦=MR, 2NT=LR+
After many non-PEN DBLs: 2NT= SCRAMBLE if forced, else LEB. "BAD/GOOD" 2NT variations many situations
1m (1M) 4om = TRF to long OM
(2NT) DBL=♠+♥; 3♣=♣=♦; same in reopening
SPECIAL FORCING PASS SEQUENCES
If FP applies, then DBL = weakest, Pass = better, Bid = Strongest, Pass then pull = suggests no slam
If "ownership" is in doubt, assume FP only V vs NV; if "in doubt" is unclear, assume unclear.
DBL of INT opening or overcall creates FP thru 2♦
OTHER IMPORTANT NOTES
In GF, 3-level bids intended as searching for best strain.
SUPPORT DBL mandatory if we open a 3-card minor
PSYCHICS: Rare, 3 rd seat fav can be very light

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♥	Longest suit UNBAL 11+, BAL 12-14, 18-19 1♣ w/33 m's, judgment w/ 44 m's	1M may bypass equal/longer ♠ 2♦/2M=NAT, INV(9); 3x=PRE 1m-1NT=6-10; 2NT=GF, 1M possible, 12+-14(15-) or 18-19 (7); 3NT=15+-17 1m-2m=4+m, 10+; 3m=Mixed(6)	1NT rebid may conceal 4M with 3(4)m /1NT rebid: 2♣=PUP2♦,<GF; 2♦=GF INQ; 2NT=PUP3♣; 2♠ after 1♥=44,INV	PH: FIT jumps; 4SF only if reverse COMP after our 1m 1m (1M) 4om=TRF to long OM. Jump shifts by UPH =NAT INV
1♦		3	4♥	See 1♣; 1♦ occasionally with 4♦+5♣	2♠=NAT, FG (5); 2M/ 3♣=NAT,INV(9); 3M= PRE	ART After 1m-1x; 2NT or 3NT rebid(8); 1♦-3♣; 4♣-4♦=RKC♣. Mostly as as after 1♣.	1m-(3x)-4NT=NAT 1m-(P/D/1x)-1NT-(2any);2NT=LEB-like
1♥		5(4)	4♦	May be 4-card suit 3 rd /4 th	1M:1NT=FI; 2/1M FG ex very clear misfit 2♣=NAT or some BAL; 2NT=GF raise;	1M-INT; 2♣ = NAT or ART 16+ Gazzilli (12) 1M-INT; 2x-3NT= SPL M, raise, NF if x=m	PH: Reverse DRURY (2M=no interest) FIT jumps except 3♣ NAT INV
					3♣=LR; 3M = Mixed; 2♠+3♦=NAT INV, 3♠=any lite SPL; 3N (♠SPL)+4m=12+ SPL	1♥-1NT-2♠(FI): TRF by resp 1M-2/1 resp: 3-level Jump Shift=SPL, mini+ 1M-3♣; 3♦=any 2 nd suit; 3OM=any void, 3NT/4m=LMH SPL 1M-3M; 3M+I=any SPL (Relay: LMH SPL)	COMP after our 1M: 1M (O'call) Cue/2NT=3/4-cd INV+ raises Comp over JACOBY 2NT (11) Comp over 1M-(P)-1NT (10) See: after opps' takeout DBL
1♠		5(4)	4♦	May be 4-card suit 3 rd /4 th	3♥=INV. 3NT= lite SPL; 4x=12+ SPL.		
1NT			3♠	15-17(great 14, awful 18); May have 5M, 6m, SPL K(Q)	NF STAY, JTB, TEXAS, SMOLEN; 2♠=Range ask or ♣; 2NT=♦; 3♣=PUPPET STAYMAN	1NT-2♠-2♦; 2♥=weak Ms 1NT-2♦,2♥- 2♠=PUP 2NT, INV+, 5♥	COMP: /2M:TRF LEB (1); COMP DBL. /Pen DBL: RD=♦ or ♣. /ART DBL: RDBL forces us thru 2N; vs 4 th seat COMP(1)
				At Fav Vul may be weaker	3♥/3♠ = (1-3-5-4: bid the 3-card M 4♣=GERBER; 4♠=BARON (not 44 Ms)	Super-accept M TRF: 3M=best/2NT=3 trumps Over TRF m: NS=SPL, 4m+I=KC	System on over DBL+ thru most opp 2♣ Texas if a jump; TRF /3♠; Switch Ms /3♦
2♣	✓	0		STR, ART, F 2NT or 3M	2♦/2♥/2♠ = Control responses; 2NT = 6x with 3 of top 4 + the ten; 3x = TRFs, same as 2NT but no ten; 3NT=solid suit; 4x=1-under AKQ7th 2♣-2♦; 3NT=solid suit, no slam	2♣-2♦;2♥=NAT or 25+ BAL: 2♠=INQ 2♠-2♦; 2♠-3♠ = 2 nd negative 2♣-2♦; 3M = 4M, primary ♦ 2♣-2♦; 3m = GF 2♣-2♦; 2♠: 3NT=any fit jump, 4x=SPL	/DBL: RD=Pos, P=WVK; 2x=NAT WK+ /O'call: DBL=Pos, P=WVK; else NAT Reopening /2x: DBL=T/O, CUE=2 suits
2♦	✓	0		Flannery: 11-16, 4♠ and 5+♥ 5/6 possible	2NT asks, 4m=fit for M, SPL in OM. 3M=less than LR (13)	2NT-3x: 4♠/->4♦ then NAT ST; 4♦->4♥ to sign off; 4♥ thru 5♣ = KC for suits up the line	PH: 2NT=NF. For COMP (13)
2M		6(5)		2M =VWeak 2, fairly sound, occasionally 7 cards	2♠=NF; 3♣=GF.; 2M-3m=FI; 2NT=INQ 2M-4♣=Special BW; 4NT asks aces only	2M-2NT: 3♠=MINI (3♦R: suit quality LMH); 3x=not MINI, suit quality LMH; 3NT=solid suit 4x=NAT; 4M=7 cards	2M-(DBL) TRFs from RD: 2NT=FI, 4OM=NAT, 4N=KC; Jump NS=Fit+Lead After OC: non-jump NS=NF, Fit jumps
2NT				20-22- BAL or quasi-BAL, May have 5M, SPL K (Q), 6m	STAY (SMOLEN,) TEXAS, GERBER, 4♠/4N=Quant, 3♣->3NT=1 or 2 minors: Opener's 4♣ (ART)=great for minors	HIGH LEVEL BIDDING	
					JTRF: Super-accepts; resp's 4m=om COMP: NEG D, TRF /3♣, Switch Ms /3♦	LAST TRAIN ST in many situations. When a minor is agreed the KC ask is usually 4m+1; In GF m auctions 4NT is never RKC; it is LT or extras; jump 4NT="good 5m bid" 4NT opening= regular Blackwood. 1x-4NT = RKC	
3x		7(6)		NAT, fairly sound but liberties at FAV or 3 rd seat	NS=FI. Special BW; 3♣-3♦=3-cd Stayman (switch Ms) or big ♦ or 6M/2+♣; 3M (3/4♣) 4♦ invites PRE to bid or DBL	4♣ Special Blackwood over PRE 2M/3♦/3M: 0,1,I+Q, 2, 2+Q; over 3♣, 4♦=SBW Interference with our KC ask (4); Quant 4♣ (4NT=WVK, 5♣->5♥=BW responses) If we don't pass a Quant 4NT: 5♣=0-3, 5♦=1,5♥=2 Aces, then 5NT=Signoff; 6KC only when a BAL hand faces a 4m=5M+6m bid: step 1=KC-m; step 2=KC-M; 4NT, 4M/5m=NF; 5KC when facing UNBAL or possible UNBAL: Step 1=KC-m; step 2=KC-m	
3NT	✓			PRE in 1 minor	Minor bids are Pass or Correct		
4m	✓			8-9 tricks in ♥/♠, side K(+)	4m+I=ART ST, new suits ASK; 4NT=KC	If we open 4M PRE:: same ASK/4NT as after 4m, 5M raise INVs 6 if only 1-loser suit	

NOTE (1) Interference over our 1NT Opening
Stayman 2♣ is Doubled
2NT-3♣, or 1NT-3♣ (Puppet Stayman) is doubled
They compete over our Jacoby TRF

NOTE (2) Special Doubles
Bergen, Drury, Similar ART Raises
Doubles of Splinter Bids
Lead and Anti-lead Directing Doubles

NOTE (3) Continuations over (3x) - 3NT

NOTE (4) Interference with our Blackwood

NOTE (5) 1♦ - 2♣

NOTE (6) Inverted Minor Raises
And in comp

NOTE (7) 1m-2NT (12-14 or 18-19)

NOTE (8) Opener's Jump 2NT rebid

NOTE (9) Invitational Jump Shifts

NOTE (10) Interference over Forcing 1NT
MODIFIED BAD-GOOD

NOTE (11) Interference over Jacoby 2NT

NOTE (12) Gazzilli (1M-1NT; 2♣ =NAT or most 16+ ART)
When 2♣ is doubled
KC Auctions after Gazzilli

NOTE (13) Flannery 2♦ (4♠/5+♥, 11-16), occasionally 5/6
When responder is a Passed Hand
Flannery in Competition
Forcing Pass Agreements

NOTE (14) Leads and Carding

NOTE (15) Vs Multi 2♦

NOTE (1) Interference over our 1NT Opening

“Better Minor” Transfer lebensohl

- 1NT - 2M - 2NT Bid better minor. Then, P or 3R = to play, 3M = 1M/3OM STAY
(Then, 4m by opener = NF), 3NT = M stopper
- 3♣ Not INV
- 3♦ TRF OM, INV+
- 3OM GF, 1 or both minors
- 3M 1M/4OM STAY. Then,
w/o stop or 4OM, opener bids 4♣ w/ 3+ or 4♦ w/ 5 or
great 4, not GF. If 3M is doubled, opener’s pass = no stopper.
Then, responder’s RD = good hand, 4m = NF
- 3NT NO M STOP (w/no stop, opener can bid as above. 4m = NF)
- 4x Same as w/o OC, except 4OM = desire to declare

Stayman 2♣ is Doubled

- 1NT - P - 2♣ - DBL,
2♦ Club Stopper, no 4-card M
- 2M Club Stopper and 4-card M
- RD GOOD Clubs
- Pass No club Stopper, may have 4-card M
(Smolen does not apply after opener denies a club stopper.)

- 1NT - P - 2♣ - DBL,
P - P - RD Desire to play 2♣ RD

2NT-3♣, or 1NT-3♣ (Puppet Stayman) is doubled

- 3x 5-card suit (with or without stopper)
- Pass Club stopper
- RD No stopper and no 5-card suit

Responder always bids the major he **has** after opener’s Pass, 3♦ or RD. With both majors (after Puppet STAY responder has denied both M’s – else 2♣) responder bids 3♥ so opener can bid 3♠ with 4. Responder can RD over a pass, which shows “nothing to bid.” Opener should bid 3♦ on many hands and 3M when looking for a 4-3 fit.

At the 3-level, opener’s pass over DBL shows a stopper while pass over DBL of 2♣ denies one.

If they DBL us for PEN in a NAT notrump opening or a NAT notrump overcall

- (1x) - 1NT - DBL - RD Puppet to 2♣. Other system on.
- (2x) - 2NT - DBL - RD Ask for suits up the line; 3x=NAT
- 3x - 3NT - DBL - RD To play; 4x=NAT

They compete over our Jacoby TRF

If they DBL:

Accepting TRF (2M) shows 3+ card support, minimum. Pass shows 2-card support.
RD by Opener is 3(+)-card support and a good hand, invites competition at 3-level.

After 2M or RD by opener, SYSTEM ON

When opener passes over the DBL:

No re-transfers at 3-level after a DBL (because we need to bid suits naturally)

2M	Signoff
2NT	ART, to play in 3m, opener bids 3♣
3R	CUE
3m	INV
4 one under	Re-transfer
4M	Signoff, wants to play the hand
RD	All good (non-extreme) hands. Opener may pass with good holding in Red suit. RD followed by any bid is same as if opener accepted the TRF.

If they overcall 2♦ with 2♠:

DBL by opener is PEN; 3♥ (rare) suggest 4/5 trumps

1NT	- P	- 2♦	- 2♠,	
P	- P	- DBL		Cards 7+ HCP, 2+ spades, PEN oriented
		- 2NT		COMP, 1 or 2 suits, Opener usually bids 3♣ or 3♥ but 3♦=NAT
		- 3m/3♥		INV
		- 3♠		ST, including 1- and 2-suiters
		- 4♦		Re-TRF
		- 4M		Wants to play the hand

NOTE (2) Special Doubles

Bergen, Drury, Similar ART Raises

1M - P - 3x (raise) - DBL

When 3x is weaker than LR, DBL is T/O of M

When 3x is LR+, DBL = save-oriented by UPH at FAV, else lead directing

Double of Drury = Lead-directing with length

Doubles of Splinter Bids

At favorable vulnerability suggests save, BUPH; otherwise, suggests lead in lower "unbid" suit; when there is only one "unbid" suit, DBL says don't lead the unbid suit.

DBL of ART SPL bid = NAT.

Lead and Anti-lead Directing Doubles

When his side is CLEARLY out of the auction (4 level or higher), DBL by the player who has previously introduced a 5+-cd suit who has raised a suit) asks for the lead of another suit.

DBL of a slam calls for the lead of either:

Dummy's first-bid suit, a suit where the doubler can ruff, or

When either of the first two options are illogical, for the lowest-ranking suit among the suits which are logical possible leads. This works best vs auctions like 2NT-P-7NT-DBL (♣ lead)

Out-of-the-blue doubles of 3NT suggest lead of weakest (shortest) major.

Out-of-the-blue double of 6NT asks for a ♣ lead, or a ♦ lead if clubs were bid strongly.

NOTE (3) Continuations over (3x) - 3NT

4♣ Asking. Should be at least a ST opposite the 19+. Then:

- 4♦ 15-18- or 22-24: then, 4M is INV only opposite 22.
- 4M or 5/6y Natural. Then +1 (not NT) = BW.
- 4NT 18+-21: then TRFs, TRF into preempt suit is Baron.

After 3m - 3NT, 4R = Transfer to Major, 4♠ = transfer to om.

After 3♥ - 3NT, 4♦ = clubs, 4♥ = spades, 4♠ = diamonds. (we decided one under to the M was best)

After 3♠ - 3NT, 4♦ = hearts, 4♥ = clubs, 4♠ = diamonds

After a transfer is accepted, 1 over (not NT) by advancer is KC. 4NT is NAT and INV opposite the 15-18. 2 over would be a second suit and F.

4NT by advancer is always an invite opposite the 15-18. (immediate or after TRF). Over both those INV 4NTs, we play our regular system: passing, showing aces and later exploring fits.

NOTE (4) Interference with our Blackwood

If they DBL Blackwood (or the response to KC)

Redouble = Control in doubled suit, but warns of a concentration

Bid = control in doubled suit, same bid we would have made if no double

Pass = no control in suit. Partner redoubles to repeat his bid if he has a control. Else, he signs off.

If they bid below our suit: DOPI.

If they bid above our suit: DEPO

NOTE (5) 1♦ - 2♣

1♦ - 2♣, 2 Any - 4♣ is KC for Clubs

Other: When we establish a fit in one minor, 4m+1 (jump or not) is KC for that minor. When we have established a fit in a minor and also a 4-4 fit in Hearts, then 4♥ is NAT, and we have no KC for the minor. When we Splinter in support of a minor, then 4NT is KC.

1♦	- 2♣,	
2♦		5+ diamonds, denies 4 spades
2♥		BAL, weak or strong (see below for follow-up)
2♠		4+ spades and longer diamonds (may be 4450)
2NT		4441 or SPL for clubs, weak or strong (See below for follow-up)
3♣		4+ support. Then, 3♦ is a NT grope. 3M is 4-card suit. 4♦ is BW. 4M is SPL
3♦		NAT, 1-loser suit or better. Then, 3M = stopper.
3M		SPL, Club fit, 15-17, no 4-card M
3NT		4441, 15-17: HOWIE
4♣		5 hearts and 6 diamonds, weak, not great hearts, or STR
4♦		5 hearts and 6 diamonds, medium (NOTE: with 5♠+6♦ rebid 2♠)
4M		5M and 6 diamonds, weak, very good major
4NT		4441, 20-21, Pass or bid KC at 5-level in any suit

1♦	- 2♣,	
2♦	- 2♥	Natural
	2♠	ART (2♦ denied 4 spades), See responses below.
	2NT	12-14 or 18-19, denies 4 hearts, could be short in diamonds
	3♣	6+♣, suit- oriented
	3♦	Diamond support, BAL, any strength
	3M	SPL, diamond support
	3NT	15-17 BAL, could be short in diamonds

1♦	- 2♣,	
2♦	- 2♠,	ART
2NT		Hearts and spades stopped, 12-14 or 18-19
3♣		3 clubs or honor-doubleton
3♦		6+ diamonds
3M		Stopper, no stopper in OM
3NT		Hearts and spades stopped, 15-17

SUPPLEMENTARY NOTES

- 1♦ - 2♣,
- 2♥ - 2♠ BAL, weak or strong. Then,
- 2NT ART, requests 2NT. See below for follow up
- 3♣ NAT, 12-14 or stronger than 17: then bid naturally
- 3♦ 6+, suit-oriented
- 3M 2245
- 3NT SPL, diamond support, denies 4-card M
- 3NT 15-17

- 1♦ - 2♣,
- 2♥ - 2♠, ART, "requests" 2NT
- 2NT Both Majors stopped or 3343. Then,
- 3♣ 6+, NT Oriented
- 3M 4
- 3M 4M and no stopper in OM (responder may raise with 3)

- 1♦ - 2♣,
- 2♠ 4+ spades and longer diamonds. Then:
- 2NT NAT, 12-14 or 18+. Then, 3♥ = 4450. Responder should usually bid 2NT with 4 hearts unless not interested in 4-4 heart fit.
- 3♣ 6+
- 3♦ 3+
- 3♥ 4th suit
- 3♠ 4
- 4♥ SPL
- 3NT 15-17 BAL

- 1♦ - 2♣,
- 2NT - 3♣, Asks. Then:
- 3♦ 4441 12-14
- 3M SPL weak or strong (no 4-card M)
- 3NT 4441 18-19. Howie
- 4M Void SPL (03)64

NOTE (6) Inverted Minor Raises

- 1m - 2m NOTE: If either subsequently bids 4m+1, it is KC)
om 13+ - 15, or wiggle (can include BAL GF)
2♥ ART GF, 16+ with 5-4-2-2 or UnBAL, 18+ if BAL. then, responder:
 2♠ LR. Then, NS by Opener is SPL
 3NS SPL
 2NT NAT, 12-14 or 18+ (Then, 3x =SPL)
 3m NAT, 12-14, Not suited for 2NT
 3NT 15-17, F
2♠ ART, INV, Either some SPL (not 6m, unless club SPL) or MIN with 6+m
 where 3NT may stretch. Then, (1) 2NT asks (not GF):
 3♣ = 6+m, else = SPL LMH, auction may end in 3m or 4m.
 (2) 3m = NF, or (3) NS = SPL
2NT NAT, NF. Then,
 3M = SPL (F only to 4m)
 3om = GF, semi-balanced or SPL om; then:
 1st step asks. Next step = SPL om, other = BAL ST (probably 2/2 in
 Majors – with 4333 or 4432 you would have bid 4NT over 2NT)
3M(3♦) SPL, 14-15 HCP, 6 trumps

Same treatment after: 1m – 1M – 2M – P, 2NT and 1♣ - 1♦ - 2♦ - P, 2NT

- 3m NAT, NF. 4m+1 = KC, Other Jumps = SPL, 3-level = grope for NT
3NT 18-19 w/ 3 trumps or 4, poor for slam. Then, 4+1 = KC, NS = SPL
 (over NS, 4NT = To Play, Lowest Step = KC)
4m /4om 2-under 5M/6+♣, weak or strong
4M 5M/6+♣, intermediate

- 1m - 2m
2♥ - 2♠ LR
2NT NAT, Asks for SPL
3NS SPL
3m 5+, BAL, GF (May have NT flaw as no 2NT). Then, 3x = NT probe
3NT 18-19, 4+m
4m KC

After any Competition over an Inverted Raise, we play 4m+1 as KC.

(1) After a simple overcall

DBL by opener is PEN, suggests only 3m; DBL by responder is co-op PEN with 3 trumps
Pass is forcing but only to 2NT or 3m
3m is NF, implies shape, denies good hand.
2NT by opener is 5-card m, INV, Stopper, stronger than 3m
2NT by responder is NAT, Min, 4-card support
Jumps = SPL

(2) After a jump overcall

Pass is NF
 DBL indicates extras with no good bid to make (not PEN)
 NS are game forcing and naturalish

(3) After a takeout double

RD suggests defending. Might be weak. Probably only 3 of m. Invites a PEN DBL with Hxx.

Pass is forcing through 2NT or 3m, implies BAL MIN (but may be a good hand ready to control the auction). Pass and then DBL by opener is pure PEN.

3m is NF, implies shape, denies good hand.
 There is no FORCING PASS if they bid beyond 3m unless we have forced to game.

(4) Further action by responder

Reopening DBL is cooperative PEN, suggesting honor(s)-third and good defense. NS bids suggest stoppers (MAJs) or length/values (om). CUE (extra trumps) aims first for 3NT.

NOTE (7) 1m-2NT (12-14 or 18-19)

- 1m - 2NT, 12-14 or 18-19
- 3♣ Stayman: many ART developments
- 3♦ No M, one or both m's *or* SPL om: 3♥ asks: 3♠=SPL om; 4m=NAT; 3♣=4+om
- 3M SPL, no 4M
- 4♣ RKC (m)
- 4Red TRF to 5M
- 4♠ 11(65): 4NT=puppet to sign off; 5m/5om=KCB

6KC after 4R: One step is BW for the m. Two steps is BW for the M. 4NT, 4 of the Major and 5 of the minor are not steps. After we respond to BW, opener is usually able to place the contract (5NT is to play). If we BW in the Major, a subsequent bid of 6 or 7 of the minor is to play. **Same treatment for 4♣->4♠ after 1m-3NT**

NOTE (8) Opener's Jump 2NT rebid

1♣ - 1♦,
 2NT - 3♣ Puppet to 3♦. Then, 3M = SPL with 5+ diamonds and 4+ clubs. Then, 4m by either sets trumps (4m+1=KC), 4M = BW for corresponding minor.

1m - 1M,
 2NT - 3♣, Puppet to 3♦. Then, **any further bidding shows support for m:**
 3♦ - 3M 5M (other bids **except 4M** deny 5M): subsequent NS = SPL)
 - NS SPL
 - 3NTNF (4m or 4NT are stronger w/ no SPL)
 - 4M 5M4m22, good M NF, e.g. xx, KQJxx, Axxx, xx

1♣ - 1♦,
 2NT - 3♦/♥/♠ TRF to ♥/♠/♦ (TRF to diamonds is either doubt about 3NT or BAL ST)
 - 4x Self SPL
 To KC in diamonds, transfer to diamonds, then +1 (4♥)
 To show 5-6, transfer to M, then bid 4M. F1. Then, 4NT is KC for M.

1♥ - 1♠,
 2NT 4-Suit TRFs and Self SPL. If TRF to spades, accept with 2, super-accept w/3

1m - 1M,
 2NT - 3R Transfer. Then, 4♣ = ST in 2nd M.
 - 3♠ 4M and 6+om: then opener places the contract

Self splinters:

3♦ TRF to 3♥ after 1♥, then 3♠ = Self SPL; Jump to 4m/om

1m - 1M
 2NT - 3M-1 5+M
 3M Then: 3NT=COG, 4M=BAL ST, 4+om NAT, 4m=3-card support.

1m - 1♥,
 2NT - 3♥, 4♠, 4+♥
 3♠ ART,3 hearts: then, 4m=NAT, 4om = ART ST for hearts
 3NT No fit: then, 4m = NAT, 4om = ART ST for own long hearts
 4♠ FA
 4♣ ST in spades. Then MAZ (4♥=reTRF; 4♦=Last Train for spades).

1m - 1♠
 2NT - 3♦
 3♥ 4 hearts decent for slam: Then, STAN (3NT=BAL, 4m=SPL; 3♠=strong spades)
 3♠ 3 spades. Then, STAN
 3NT No fit. Then, 4m = NAT, 4om = ART ST in Spades
 4M FA
 4♣ ST in Hearts. Then MAZ.

NOTE (9) Invitational Jump Shifts

1♣	- 2♦,	
2M		Stopper
2NT		Asks shortness (forcing to 3NT or 4♦)
3♣		NF
3♦		INV
3M		SPL (forcing only to 4♦)
4♣		NAT, GF
4♥		KC for diamonds (no KC for clubs)
1♦	- 3♣,	
3♦		F1. Then, 3M = stopper, 4♦ = support, GF, 4M = SPL
3M		Stopper
4♣		GF, BAL
4♦		KC for clubs
4M		SPL (Then, 4NT = KC for clubs)
1m	- 2M,	
3m		NF
3M		GF (except when opener's RHO bids). Then, STAN
NS		NAT, F1
2NT		ART ASK. Then,
	3♣	All minimums. Then, 3♦ ASKs. 3♥/♠/NT = weak, interm, good suit
	3♦	Weak suit, not minimum
	3♥	Intermediate suit, not minimum
	3♠	Good suit, not minimum
	3NT	Solid Suit (AKQ10xx)
	4NS	Good Suit, self-SPL
	4M	7-card M, can be 7222

After responder's reply to 2NT, opener's NS bid = ST w/ 2+ fit. Might bid 2NT with xxx and then bid 3NT over weak suit response. May bid 2NT to inquire about suit quality for game or slam purposes.

1M	- 3♦,	
4♦		GF
	- 4OM/5♣	SPL (no BW bid is available to responder), 4NT = Good, BAL
	- 4M	CUE (honor expected)
4♥		KC for diamonds (even 1♥- 3♦, 4♥)

Opener's 3-level same-suit rebid = NF over 2-level INV jump, F1 over 3-level INV jump. When responder bids 1M after his RHO overcalls and later jumps to 3M (or bids 3M freely), it is not forcing as it would be without the overcall. It shows a poor 6-card suit (e.g. QTxxxx) and is INV. In competition, when you could have made an INV jump at the 3-level, 2 then 3 is forcing. At the 2-level with 6 poorish in M, start with Neg DBL. 1M – 2m – 4OM = NAT, to play, not ST. If responder makes an invitational jump shift after an opponent's overcall, if opener's RHO does not bid, then all continuations are same as they would have been with no comp.

NOTE (10) Interference over our Forcing 1NT response to 1M

1M - P - 1NT - 2x,	
Dbl	T/O or Strong BAL (See below for follow-up)
2NT	Bad-Good (See below for follow-up)
3y or 3M	NAT, extras
3NT	Long solid M, good hand, stopper
4m	GF, 5+M and 5+m
CUE	GF 1-suiter, typically solid M w/o stopper

1M - P - 1NT - 2x,	
Dbl - P - 2NT	SCRAMBLE after 2OM, NAT after 2♣, clubs (weak) after 2♦
- 3NS	NAT, not constructive (3♣ constructive after 2♦ overcall)
- Jump	INV
- CUE	Good hand, no stopper
- 3NT	NAT

MODIFIED BAD-GOOD

1. When they overcall 2♠, regular Bad/Good applies and shows a competitive hand with hearts and a minor or hearts only.
2. When they overcall 2♥, 2NT shows spades and a minor, competitive, 2♠ is competitive in spades, 3m is strong.
3. When they overcall 2♦, 2NT always shows clubs, competitive. Rebid M and 2♥ after a 1♠ opening are competitive. 3♣ or 2♠ after a 1♥ opening are strong.
4. When they overcall 2♣, no Bad/Good is needed. Competitive hands can be bid at the 2-level and good hands by jumping to the 3-level. 2NT show a raise to 2NT with a club stopper.

If opener passes the overcall, responder's reopening double is cooperative takeout and very passable. Over the reopening DBL: 2NT is NAT, probably poor M. Responder's reopening 2NT = NAT INV.

NOTE (11) Interference over Jacoby 2NT

Opener: Pass = Balanced, DBL=PEN, NS = SPL, 3NT = SPL in the overcall MIN, CUE = SPL MAX, 4M = MIN, good trumps, decent controls (with bad hand, start with pass)

If opener passes, responder's CUE = Serious ST, 3NT = ST opposite real extras, DBL = PEN

NOTE (12) Gazzilli (1M-1NT; 2♣ =NAT or most 16+ ART)

- 1M- 1NT,
- 2♣ - 2♦ Artificial 8+
- 2M 5-7, usually doubleton M
- 2NT Not 5 hearts, not 2 spades, not 1-suiter in m
- 3m Weak w/ 6+m
- 3M 3-card LR: 3NT = COG
- 3♥ After 1♠ = 10-11, INV, (hearts not good enough for 3♥ directly over 1♠)
- 3NT 6+ clubs, stiff spade: then, 4♦ = KC for clubs
- 4m(3♠) SPL, 3-card LR

- 1M- 1NT,
- 2♣ - 2♦, Artificial 8+
- 2M Normal 2♣ bid. (Any other bid is GF) 3♥ over 2♣ = good hearts, 8-10 HCP, not good enough for 3♥ directly over 1♠
- 2OM 16+, 3 or 4 if hearts, exactly 3 if spades. Next step asks for further description
- 2NT 16-18, all BAL hands w/ 2OM where 6NT is unlikely
- 3m 16+, 5+M and 4m
- 3M 16+, 6M, 6-3-2-2, 6-3-3-1 or 7-card holdings (denies 3OM)
- 3OM 16+, 6M/4OM
- 3NT 19-20, BAL, 2OM: **HOWIE**; also after 1M-1NT; 2♣- 2♦, 2OM-(Asking); 3NT

- 1♥ - 1NT,
- 2♣ - 2♠ Weak, heart SPL, both minors, equal/longer clubs (4144 is possible)
- 2NT Weak, heart SPL, both minors, longer diamonds
- 3m 6+

- 1♥ - 1NT,
- 2♣ - 2♦,
- 2♥ - 2♠ 4 clubs, BAL 2NT or too good to raise to 3♣
- 2NT NAT, 10-12, like Standard
- 3♣ 5+ card support, weaker than 2♠

- 1♥ - 1NT,
- 2♣ - 2♦,
- 2♠ - 2NT, 2♠ = exactly 3 cards
- 3♥ 6+ card suit
- 3♠ 6+ hearts, very good suit

SUPPLEMENTARY NOTES

USA 1 Nickell-Katz

1♠ - 1NT,
 2♣ - 2♦,
 2♠ Normal 2♣ bid
 2♥ 16+, 3(+) hearts: then, 2♠ = ASKs for further NAT description, jump to
 3♠ = stiff ♠ honor, 5+ hearts
 - 2NT < 4 hearts, spade SPL, MIN, (54) in minors: opener can explore m
 - 3NT 5+ hearts, small spade SPL. (opener may pass with poor hearts.)
 - 4m 5+ decent hearts, small spade SPL. Most natural m bid
 Other NAT

1M- 1NT,
 4x 6+/5+, NAT ST, AKxxxx, x, x, AKQxx (1♠-1NT, 4♣) if (0-2): Ax or Kx

 First step = KC for m. Second step = KC for M. Third step = LT in one of the suits. 4M and 5m = To play.

1♠ - 1NT,
 4♥ - 4NT KC for hearts
 - 5♣ KC for spades

1M - 1NT,
 2NT ART 5-5 or 6-4, GF
 - 3NS NAT, good suit
 - 3M 3-card LR
 - 4M FA weak
 - 3♣, ASKs:
 3♦, ♥, ♠ 5+-5+ (Majors/5+ clubs/5+ diamonds): then, jump to 4M = FA
 3NT, 4♣ 6M and 4 clubs, 6M and 4 diamonds respectively

Raise of minor is GF. Opener bids shortness if below 5m
 Over clubs, 4♦ = KC, over diamonds, 4OM = KC

1M - 1NT,
 3x - 5/5 INV
 - 4m GF

1♥ - 1NT,
 2♣ - 3♥,
 3♠ Some SPL, 3NT asks, LMH
 4m NAT, 5422 (With 5-5, show your SPL)

1♠ - 1NT,
 2♣ - 3♠,
 4x SPL (We do not have the room to show both. SPL is more likely to be the key vs 5422 ST over LR.)

1M- 1NT,
 2♣ 4m (or 3♠ after 1♥) = SPL, 3-Card LR

1M- 1NT,
 2♣ - 3M,
 3NT Natural COG.

When 2♣ is doubled

When DBL shows clubs

- Pass suggests playing 2♣ DBL when opener has a normal 2♣ rebid. If opener RDs, it is penalty.
- RD says you strongly want to play 2♣ RD. (Many hands, no guarantee of 8+ HCP.)
- 2♦ and 2M are the same as if 2♣ was passed.
- 1♠ - P - 1NT - P; 2♣ - DBL - 2NT = both red suits

When DBL is TO of Clubs

- Pass and RD are as above.
 RD does guarantee some defense, so that if partner has a Gazzilli he can double their bid for penalties.
- 3♣ shows 6 or 7 clubs, less than 8 points.
- 2♦ and 2M are as if they passed 2♣.

KC Auctions after Gazzilli

After opener shows 55 or 64: 4m+1=KC (m) by either (if +1 is opener's M, then +2 = KC for m);

Next unbid suit = SPL; 4NT is:

- If M is agreed, 4NT is KC
- If m is agreed, 4NT is a good 5m bid
- If ambiguous, treat as a good 5m bid

NOTE (13) Flannery 2♦ (4♠/5+♥, 11-16), occasionally 5/6

- 2♦ - 2M Signoff: 16 HCP opener usually bids again: 2♣=5/6, 3m is 4-6-3+m
- 2N Inquiry
- 3♣ Signoff
- 3♦ INV
- 3M Constructive less than a LR
- 4m ST in corresponding major with shortness in other major

- 2♦ - 2N; 3m Singleton or void. Could be 4-6
- 3♥/3♠ 4-5-2-2 min/max
- 3N 4-5-2-2 with cards in both m's
- 4m 4-card om, ok for slam, now 4N is Straight Blackwood
- 4♥ 5-6 minimum; Then, 4N=KC in hearts, 5♣=KC in spades

After 2NT response, over any bid below 4♣, we play **HOWIE**. It also applies in comp below 4♣

- 4♣ Puppet to 4♦: then continue with NAT ST
- 4♦ Puppet to 4♥ to sign off in any suit
- 4♥/4♠/4N/5♣ KC up the line (4♥=KC for ♣, etc)

2♦ - 2N; 3m - 3N; 4♣ 4-6 MAX
 4♦ 4-6 Puppet to 4♥
 4♥ 4-6 MIN with Ax or Kx in the two- or three-card minor
 (We may pass 3NT with 4-6 when the hearts are weak. 4NT is KC for ♥ over any of the above)

2♦ - 2N; 3♣ - 3♦ Natural and forcing

2♦ - 4M; 5m Void

When responder is a Passed Hand:

2♦ - 2NT INV, NAT, NF. Opener can bid 3♣ (GF) with good hand, 3♦ with ♦ fragment, NF

2♦ - 3♦ (BPH) ART, strongest game try in a major,

Flannery in Competition NOTE: We give up on minors in COMP

2♦ - 2♥ - Dbl Desire to defend, 3m = “flag” for corresponding M
 2♦ - 2♠ - Dbl vs NAT: DBL =PEN; vs ART: DBL = desire to defend, 3m = flag
 2♦ - 3♣ - Dbl PEN, 3♦= INV in an unspecified M, 4m=flag
 2♦ - 3♦ - Dbl INV in an unspecified M, 4m=flag
 NB: 4m”flag”=hand that might be suited to play at 5-level, maybe slam opposite big Flannery. Opener bids LT with some extras, or more with a really big hand. Does not show SPL in OM)

After responder’s bids showing an INV in an unspecified M

2♦ - 3♦ - Dbl - P OR
 2♦ - 3♣ - 3♦ - P OR
 2♦ - 3♦ BPH
 3♥ Reject in both
 3♠ Reject in spades only
 4♣ Accepts both, asks partner to transfer
 4♦ Accepts both, asks partner to declare
 4♥ 4-6, good hearts, 6-2 heart fit may be better than spade fit

2♦ - Dbl - RD Willing to play 2♦ RD, and hope to penalize 2♠ or 3♣
 - Pass Attempt to play 2♦ doubled
 - 3m GT in corresponding M
 - 3M Preemptive
 - 2NT Same as w/o COMP

2♦ - 2♥ - Dbl - 3m,
 Dbl Opener doubles his RHO’s 3m bid with a singleton in that m

2♦ - P - 2NT - 3m,
 Dbl “They stole my bid” - opener is short in m

When they overcall 2NT, whatever it means, we bid 3♣ = ♥, 3♦ = ♠; 3M weaker

If our responder bids 2NT, then over a response below 4♣, we play HOWIE

If our responder can't bid 2NT, we bid ♣ = ♥, ♦ = ♠

Forcing Pass Agreements after Flannery

In comp, jumps to game do not set up a FP.

2♦ - P - 2NT does not set up FP (No fit established).

Flag bids at the 3-level do set up FP if we bid game or they preempt above 4M.

Flag bids at the 4-level set up FP.

NOTE (14) Leads and Carding

Vs Suits: Primarily: 3rd from even, lowest from odd vs suits (count leads)

After raising a suit, we lead high from 10xx or weaker. With 4, use judgment. If we have shown 4 in the auction, lead high from 10xxx or weaker.

A from AK(+), **except**

- with AK doubleton lead K
- when planning to shift to a singleton
- when our real suit has been bid (or implied) and raised

3rd hand gives ATT after Ace and COUNT after King in the following situations:

- at 5-level (or higher)
- when opener has shown 10 cards in two suits.
- vs 4-level+ preempt.

K from AK in partner's suit and when we have bid and raised: attitude is our priority signal.

Vs NT: 4^h from interest, else second or top

A or Q Asks ATTITUDE.

K Asks UNBLOCK or COUNT.

Q, J, 10, 9 RUSINOW from 4+ length only, standard honor leads from three or shorter

BUT from KQx or "weaker" KQ holding lead the Q

vs Gambling 3NT or 3NT DBL Jump Rebid, lead Rusinow from 3 or 4, K still "power" lead

No RUSINOW vs 6NT

NOTE (15) Vs Multi 2♦

(2♦) - ?

Pass	Neutral, OR TOD of one M, or decent but not FG 2-suiter
D	14-16+ or 20+ (bid again) BAL, or sound 18+ UNBAL
2N	17-19 (3♣ = Stayman, 3R = TRF, 3♠ = m's)
2M	NAT (2NT F1, cheap OM=ART, jump OM=NAT); Responsive DBLs
3♣	NAT (3♦=ART, 3M NAT); Responsive Ds
3♦	NAT (3♠ NAT, 3♥ = ♥s or ♥ guard [then 3♠ = OK for ♥: Responder's 3N= ♥ guard, other = ♥]);
3♥	Intermediate (3♠=ART)
3♠	5+m/5+S, FG (3N=NAT; 4♣ ASKs: 4♦=♦/4♥=♣/4♠=6+♠; 4♦=S/T-m; 4♥=ST♠)
3N	NAT, tricks (TRF advances)
4m*	5+m/5+♥, FG (over 4m: cheapest = ST♥; next non-4N = ST-m; 4N = 6 RKC)
4M	Strong (cheap step KC0314-M, others: controls for M/4N over 4♥=♠ control)
4N*	m's, sound

2♦ D 2♥* 2♠ NAT, NF: theoretically 5+♠ as D suggests 2+♠s

2♦ D 2M* Pass NF: then D of CORRECTION is for TO
 DBL* At least INV values (9+), some defensive tolerance; If < FG: no SPL or
 2N* PUP to 3♣: "signoff" or FG with a m OR BAL w/ a stopper only in the
 UNBID Major. (follow-ups below). W/ the "signoff" type
 3♣* "Stayman": GF opposite 14-16 type; continuations after 2NT-3♣
 3R* TRF to 3R+1: at least INV (may be slightly lighter with ♥)
 3♠* ART FG with SPL in their BID M
 3N About 11-15 HCP, stoppers in both Ms.
 4m Strong INV
 4M NAT, DISTR (else 3R*)
 4N Blackwood, aces.

2♦ D 2M* 2N* PUP to 3♣
 3♣* 14-16 BAL (with "more" doubler does o/wise)
 3♦* ART, 20+ BAL GF (then: 3M= S PL, 4m = NAT/GF,
 3N/4N = NAT)
 3M NAT, 18+, UNBAL, GF (then: OM is a CUE, 4m is NAT)

2♦ D 2M* 2N* PUP to 3♣
 3♣* Pass Our route to 3♣
 3♦ Expected to be the end
 3♥* GF with ♣ (corresponding minor)
 3♠* GF with ♦ (corresponding minor)
 3N* BAL, GF, stopper only in M they did not bid

2♦	D	2M*	Pass	
P/2♠	D			20+, cooperative TO (LEB advances)
	SUIT			NAT, STR
2♦	D	P/RD		[where Pass or RD is neutral or shows ♦]
		Pass		Willing to defend, may not be big ♦ stack
		2M		NAT, Competitive strength
		2N*		♣ (PUP to 3♣ when D =14-16: then 3♦ = FG, 3M = NAT)
		3♣*		Stayman
		3R*		TRFs to 3R+1, INV+
		3♠*		3NT bid, but no ♦ stopper
		3N		About 11-15 HCP, stoppers in both M's.
		4m		Strong INV
		4M		NAT, DISTR(else 3R*)
		4N		Blackwood, aces
2♦	D	2♥*	D*	
P	Pass			Good defense
	2♠			4S (but not both maximum and a H stopper)
	2N			NAT, non-MAX
	3m			NAT, non MAX
	3♥*			MAX, 4♠ + ♥ stopper (3♠ PUP 3N; 4♥ PUP 4♠) or 20+ BAL or SEMI-BAL (bid again)
	3♠*			MAX, not 4♠, no ♥ stopper OR 20+ BAL (bid again)
	3N			MAX, not 4♠, but has a ♥ stopper
	4m/4♠			NAT, 20+ (now 4N is NAT)
	4♥*			Huge 3 suiter
2♦	D	2♥*	D*	
2♠	Pass			NF (reopening: D = PEN, 3♠ = FG w/ ♠SPL)
	D			PEN (TO to 3♠ = FG w/ ♠SPL)
	2N			NAT, non-min
	3m			NAT, non-min
	3♥			NAT, non-min
	3♠			MAX, no ♠ stopper, or 20+ BAL (bid again)
	3N			NAT, expecting a min of 9 HCP
	4m/4♥			NAT, 20+ (now 4NT = NAT)
	4♠			Huge 3 suiter
2♦	D	2♠*	D*	
P	Pass			Good Defense
	2N			NAT, non-MAX
	3m/3♥			NAT, non-MAX
	3♠*			MAX, no ♠ stopper OR 20+ BAL (bid again)
	3N			NAT
	4m/4♥			NAT, 20+ (now 4NT is NAT)
	4♠*			Huge 3 suiter

SUPPLEMENTARY NOTES

2♦	D	2♠ *	D*	
3♥	Pass			F, either 14-16 without 4♠, OR 20+
	D			14-16, 4♠, defensively oriented
	3♠			14-16, 4♠, offensively oriented
	3N			NAT, NF (stopper, 15-16)
	4x			NAT, 14-16, unwilling to defend 3♥ doubled
2♦	D	2♠*	D*	
3♥	Pass	P	D	Desire to defend opposite 14-16
			3♠*	FG, no ♥ stopper
			3N*	Takeout (denies 4♠, presumably shows at least 4+♣/4+♦)
			4♥*	FG, ♥SPL
2♦	D	2♠*	D*	
3♥	D	P	Pass	Desire to defend opposite 14-16
			3♠/4♠	NAT
			3N	. NAT (probably INV values w/ ♥ stopper and not 4♠)
			4m	. NAT, INV (w/ signoff or FG w/ a m, bid 2NT* over 2♠)
			4♥*	. GF with ♠ some SI
2♦	D	3♣	Pass	NF
			DBL*	Responsive (cooperative takeout)
			3♦*	♥ INV+ TFR (3♠*=CUE, looking for ♣ stopper)
			3♥*	♠ INV+ TFR
			3♠*	♦ INV+ TFR (FG unless doubler bids 4♦)
			3N	NAT (♣ stopper)
			4♣	
2♦	D	3♦	Pass	NF
			D*	Responsive (Cooperative TO)
			3M	FG (perhaps a stretch)
			3N	NAT (♦ stopper)
			4♣	INV
			4R*	TRF to 4R+1
			4♠*	TRF to ♣
2♦	D	3♥*	Pass	NF (later: D correction for TO, bid 4♥ NAT)
			DBL*	Responsive (Cooperative TO)
			3♠	FG (perhaps a stretch)
			3N	NAT (♥ stopper)
			4m	NAT, INV
			4♥*	TRF to ♠
			4♠*	TRF to ♣
			4N*	TRF to ♦

SUPPLEMENTARY NOTES

2♦	D	3♠*	Pass	NF (later: D correction for TO, bid 4♠ NAT)
			D*	Responsive (Cooperative TO)
			3N	NAT (♥ stopper)
			4♣	NAT, INV
			4♦*	TRF to ♥
			4♥*	TRF to ♣
			4♠*	TRF to ♦ (no INV 4♦ available)
2♦	Pass	2♥*	Pass	NF (later: D of ♠ = TO, 2N=2-suiter, 3x NAT/limited)
			D	Takeout of ♥ (LEB advances)
			2N/3N	NAT (TRF as above)
			2♠/3m	NAT (advance as after DIRECT OC of 2♦)
			3♥	NAT (full value)
			3♠	Intermediate
			4m	5+m/5+♠, FG
			4M	NAT, strong
2♦	Pass	2M*	Pass	TO, could be full value (LEB advances)
P/2♠	D			♣+♦ (but over 2♠ ♣+♥ or ♦+♥ possible)
	2N			2-suiter, good hand but not FG
	CUE			NAT (limited by failure to act over 2♦)
	Suit bids			
2♦	Pass	3M/4M*	Pass	NF (later D = TO)
			D	TO
			3N	NAT, covers a lot of ground (4♣ asks TYPE/TFR advances)
			Others	NAT
2♦	Pass	3♥/4♥*	Pass	Takeout
P	DBL			♠+m
	3♠/4♠*			♣+♦
	3N/4N*			Stronger than 3♠ (♠+m)
	4♥*			< immediate suit bids (not very likely)
	Others			
2♦	Pass	3♠*	Pass	TO
P	D			2-suiter (PC technique when advancing)
	3N*			♥+♣ or ♥+♦ (stronger than 3NT*)
	4♥*			< immediate suit bids (not very likely)
	Others			
	4N			♣+♦ (stronger than 3NT*)
2♦	Pass	4m*	D	Like a sound OC in that suit (where 4m is ART)

SUPPLEMENTARY NOTES

2♦	Pass	4m*	Pass	
4M	D			TO
2♦	Pass	2N(INQ)	D	STR at least 4/3 Ms
			3x	NAT
			3N	Tricks
			4M	STR
			4m	5+m/5+M, FG
2♦	Pass	Pass*	?	[where Pass is random or shows ♦]
			D	TO of ♦ or very strong
			2M	NAT
			2N	About 15-18 (2N structure to advance)
			3♣	NAT (3♦ = ART, 3M = NAT)
			3♦*	Some solid suit, no ♦ guard
			3M	STR
			3N	Tricks
			4♣*	5+♣/5+M, FG
			4♦*	5+♦/5+M, FG (PEN vs 2♦ inadequate)