WBF Convention Card 2.18

Category:	Red - Strong 1♣ and Submarine Openings in 1st/2nd Seats
Country:	Australia
Event:	2005 Bermuda Bowl (Open) Estoril
Players:	Paul Marston - Matthew Thomson

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
- Simple overcalls may be light
- Reopenings may be very light (no HCP requirements) with good shape
- Jump raises preemptive, typically 6-9 HCP, Jump CUE = mixed raise.
- New suit jumps below game = F1, jumps to game = To Play.
- New suit = F at 1 level, otherwise = NF (unless jump).
- Overcall & rebid suit on own (not balancing) = solid suit

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)
- 15-18 HCP, system on as if opened 1NT (with Relay)
- Reopen 1NT = 11-14 HCP, now cuebid = Stayman, other=Nat NF
- Reopen 2NT = 12-15 HCP, Over 2♥/♠ -> now 3♣/◊/♥= TRF, 3♠=Stayman
- Jump Reopen 2NT = 19-20 HCP, now 3♣/◊/♥=TRF, 3♠=Stayman
- (1M) pass (2M) 2NT = minors

JUMP OVERCALLS (Style; Responses; Unusual NT)
- 1-Suit: 6+ suit, 7-10 HCP plus 2 if Vul, plus 2 if partner passsed, plus 2 if 3 level.
- 2-Suit: 6+ suit, 9-12 HCP plus 2 if Vul, plus 2 if partner passed
- Reopen: Intermediate

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
- Michaels cuebids - no HCP requirements/wide range, 2NT in reply shows interest.
- Jump cue bids below 3NT normally for stopper
- Cuebid their overcalled suit is a good raise to the next level or better

VS. NT (vs. Strong / Weak; Reopening; PH)
- vs strg NT(and by PH): X=5+m plus 4M, 2♣=♥+♠, 2◊=6+♥ or ♠, 2M=5+M plus m
- vs wk NT: X=values, 2♣=♥+♠, 2◊=6+♥ or ♠, 2M=5+M plus m

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
- dbls = takeout, may by light on HCP with classic shape
- cuebid of 3◊ (over WK 2◊) = Michaels
- cuebid of 3M (over WK 2M) = asks for stopper
- jumps to 4♣/◊ over weak 2 = 5/5 in bid minor and defined major NF

VS. ARTIFICIAL STRONG OPENINGS
- X = want to compete for the hand, now 1NT=F1. After we o'c 1, cheapest of 1/2NT
- 1NT = ♣+◊

OVER OPPONENTS' TAKE OUT DOUBLE
- Generally XX is values, forcing to the raise of the bid
- Higher bids (than XX) as if it went pass (ignoring X).

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3+LOW, overlead, 2nd from 4 small	3+LOW, overlead, 2nd from 4 small
NT	4th, overlead, MUD, 2nd from 4 small	3+LOW, overlead, 2nd from 4 small
Subseq	lead NAT count card, ATT if switch	lead NAT count card, ATT if switch

Other: When splitting honours lowest if forced, highest if have choice/lead.

DBL after pre-empting calls for an unusual lead

LEADS

Lead	Vs. Suit	Vs. NT
Ace	overlead, may be unsupported	wants unblock
King	overlead, may be unsupported	overlead, may be unsupported
Queen	overlead, may be unsupported	overlead, may be unsupported
Jack	overlead, may be unsupported	overlead, may be unsupported
10	overlead, may be unsupported	overlead, may be unsupported
9	overlead, may be unsupported	overlead, may be unsupported
Hi-x	Sx, xSxx	Sx, xSx, xSxx, xSxxx
Lo-x	HxS, HxSx, HxxxS, ,xxS, xxxxS	HxS, HxxS, HxxSx

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	natural count (Hi/lo=E)	natural count	natural count
2nd	Hi=ENCRG		Hi=ENCRG
3rd			
NT: 1st	natural count	natural count	natural count
2nd	Hi=ENCRG		Hi=ENCRG
3rd			

Signals (including Trumps): Natural count however if give in trumps = upside down

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
- Will re-open with shortage very light (no HCP requirement) including opening pre-empt
- With a fit; DBL at 2 level=T/O, DBL at 3 level up=PEN.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
- 1♣: (1◊) : DBL = any GF. 1♣: (1♥/♠/NT/2♣) : DBL = bal GF. DBL's in FG auctions=P
- After our 1NT is dbl'd, XX says 2+ places to play
- NEG doubles thru 4♠
- RDBL in relay auctions is To Play
- If they RDBL, pass=PEN if level is 1NT up.
- They overcall responder's suit, now DBL or RDBL shows 3 card support
- If they DBL a TRF, RDBL shows a good hand with 3c support

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
- 1st & 2nd Seat Openings: 1◊=4+♥, 1♥=4+♠, 1♠=4+◊, 2♣=6+♣, 10-14 HCP
- 1♣ in 1st/2nd seats =15+ HCP, in 3rd//4th seats =17+ HCP, 1♣:1◊=FG
- 1♣ :1♥/1NT/2♣/2◊/2♥/2♠ =ART semi-positivesv(5-9). 1♣:1♠=any (0-5).
- Relay (step) shows game invite strength or better over 1◊/♥/♠/2♣ openings
- 3rd & 4th Seat Openings: 1◊=nebulous, 1♥=4+♠, 1♠=4+♠, 2♣=5+♣, (10-16)
- 3rd & 4th Seat Responses: 1♣= unchanged but no relays over other openings
- 1NT Openings: 11-14: 1st/2nd seats, no 4 Major if 13-14. 14-16 in 3rd seat.
- 2 OVER 1 Responses Forcing for one round, less than clear GF strength

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
- 1◊ showing 4+♥, in 1st/2nd seat, may be canape on a minor if 4♥ and 5♣/◊
- 1♥ showing 4+♠, in 1st/2nd seat, may be canape on a minor if 4♠ and 5♣/◊
- 1♠ showing 4+◊, either 6+◊ or 5/4+ in ♣/◊ (either way) in 1st/2nd seat.
- Note in 3rd/4th seats, 1◊=nebulous, 1♥=4+♥, 1♠=4+♠
- 2◊ = weak two in ♥ or ♠ in 1st/2nd seats, but 6+◊ (10-16) in 3rd/4th seats

Relays to Limited Opening bids that show at least game interest strength are:-
- 1◊:1♥, 1♥:1♠, 1♠:1NT, 2♣:2◊, 2◊:2NT, 2♥:2NT, 2♠:2NT.
- Responses to 1♣ of 1♥, 1NT, 2♣, 2◊, 2♥, 2♠ are semi-positives (5-9 HCP):-
- 1♥=bal, or (4441), or unbalanced without 5+♥ or 5+♠;
- 1NT=5+♥ with {4+♣/◊ or 4♠(3 suiter)}; 2♣=5+♠ with {4+♣/◊ or 4♥(3 suiter)};
- 2◊=5+♠ with 4+◊; 2♥=6+♥; 2♠=6+♠.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
- After 1♣ is overcalled with 1♥/♠/NT/2♣ cheapest suit bid is takeout F1 (6-9)
- Relays after 1♣ opening & after 1◊/♥/♠/NT/2♣ openings in 1st/2nd seats.
- Relay out shape then usually show Queen points (QP) where A=3, K=2, &
- Q=1, followed by denial cue bidding (DCB).
- Psychics: Rare, no history. Although may shade HCP requirements.

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	1♣ Yes	0	4♠	15+ any shape, 17+ in 3rd/4th seats	1◊=FG, 1♥/NT/2♣/◊/♥/♠=5-9 ART(see notes), 1♠=0-5	after 1♠, 2♣=FG	1♣ in 3rd/4th seat = 17+ HCP
1◊	Yes(1st/2nd)	4♥ (1st/2nd)	4♠	10-14, may be canape on a minor	1♥=relay,11+, simple new suit=F, 2NT=limit raise		1◊ in 3rd/4th seat = nebulous, 1+◊(12-16)
1♥	Yes(1st/2nd)	4♠ (1st/2nd)	4♠	10-14, may be canape on a minor	1♠=relay,11+, simple new suit=F, 2NT=limit raise		1♥ in 3rd/4th seat = 4+♥, now 2♣=Drury
1♠	Yes(1st/2nd)	4◊	4♠	10-14, 6+◊ or 5/4+ in ♣/◊.	1NT=relay 11+, 2♣=TRF ♥, 2◊=TRF ♠, 2♥=TRF ♣,	2♠=limit raise in m, 2NT=limit raise in ◊, 3♣=P/C, 3◊=	1♠ in 3rd/4th seat = 4+♠, now 2♣=Drury
1NT	1NT No		4♠	11-14, if 13-14 no 4♥/♠	2♣=STAY, 2◊/♥=TRF, 2♠=INV, 2NT=m's, 3 level = NAT	1NT:2♣, 2◊/♥: 2♠ = Relay, 1NT:2♣, 2♠:3♣ =Relay	1NT in 3rd seat=14-16 HCP, may have 4M if MAX 3rd/4th
2♣	2♣ No	6♣	4♠	10-14, denies 4◊ in 1st/2nd seats	2◊=relay		2♣ in 3rd/4th seat may be only 5♣(10-16)
2◊	Yes(1st/2nd)	6♥ or 6♠		5-9	2♥/♠, 3♥/♠, 4♥ = P/C. 2NT=strong	DBL=PEN except DBL of 2M overcall is P/C	2◊ in 3rd/4th seat = 6+◊ no M(10-16)
2♥	2♥ No	5♥ (1st/2nd)		10-12 shape 5♥(332)	2NT=relay11+, 3♥ & new suits=NF, 4♣/◊=splinters		2♥ in 3rd =WK 2, 2♥ in 4th = intermediate
2♠	2♠ No	5♠ (1st/2nd)		10-12 shape 5♠(332)	2NT=relay11+, 3♠ & new suits=NF, 4♣/◊=splinters		2♠ in 3rd =WK 2, 2♠ in 4th = intermediate
2NT	2NT Yes	5+♣/5+◊		7-10 in 1st/2nd, 9-12 in 3rd/4th	3♣/◊=NF, 3♥=♥ or FG in m, 3♠=F1		
3♣	3♣ No	6♣			new suit=forcing, 4◊=RCKB		
3◊	3◊ No	6◊			new suit=forcing, 4♣=RCKB		
3♥	3♥ No	6♥			new suit=forcing, 4♣=RCKB, 4◊=slam try		
3♠	3♠ No	6♠			new suit=forcing, 4♣=RCKB, 4◊=slam try		
3NT	3NT Yes			solid suit	4♣=P/C, 4◊=shortage ask, 4♥/♠=to play		

HIGH LEVEL BIDDING

Cue in competition is 'choice of game', may be weak

RKCB responses: 1 or 4 / 0 or 3 / 2 / 2+queeen. 5NT=2+void, 6suit=1or3+void.

We open 1♣ and oppopnents bid to 5 level on 1st round, auction=F

Jumps in competion are fit showing (and if passed hand)

Double jumps in compettition are splinters

Over opening bids other than 2♥/♠, 4NT is BW (0123)

Marston/Thompson
Moscito 2005

Guidelines

➢ Show suits of 4+ cards in Relay order ♡>♠>♣>◇

➢ Show shortages (0,1 or 2 cards) in Rank order ♠>♡>◇>♣

➢ Resolve suit fragment lengths (eg the 3 in a 6322 shape) in Alphabetical order ♣>◇>♡>♠. Thus the smallest numerical number comes first.

➢ Order suits of equal length (or unknown length) in **DCB** in Alphabetical order ♣>◇>♡>♠.

➢ Relay over a limited opening with
- any GF 13+ HCP, bid a NS if break-out
- bal'd hand with no 5 card suit, approx 11-12 HCP, then break-out with a bid of NT's or raise opener's suit (NF)

➢ COS to an opening is F1 but not a clear GF

➢ Opener's relay after 1♣ : SP is GF on responder if next bid a suit (or NT) not shown by the SP bidder, invitational if a suit shown by the SP bidder of 4+ cards.

➢ Non-step in GF relay before shape is out = natural. But a bid of 3D (break-out) over any balanced hand or single suiter is for stoppers.

➢ Relay then JS (new suit) = splinter (jumps to game are splinters)

➢ 2NT bid over a Major+minor responder asks for the minor and shows game interest+, while 3♣ is always p/c. Followed by 4♣/◇ of the minor is KC, and 4NT is KC in Major.

Abbreviations:

COS	=	change of suit
DCB	=	denial cue bid
F1	=	forcing for one round
HS,MS,LS	=	higher shortage/middle shortage/lower shortage
JS	=	jump shift
KC	=	Keycard Blackwood, responses 14/30/2/2+Q
NNF	=	natural non-forcing
NS	=	new suit
p/c	=	pass or correct
QP	=	queen points (A=3, K=2, Q=1), don't count singleton K's or Q's
S	=	step
SP	=	semi-positive
SS	=	single suiter
TP	=	to play
TS	=	trump suit

Responses to 1♣ - Positives: 6+ QP (or 5+QP with 10 cards in two suits)

1♣	1◇	all other +ve shapes
	2NT	5440 void ♠ or ♡. Now stop with void ♠ (HS) over 3♣
	3♣	any 7-8 card solid suit. Minimum AKQxxxx
	3◇	void ◇ 5440 shape
	3♡+	void ♣ 4450/4540/5440 6QP/5440 7QP etc……………>
	4NT	aces 0123

1♣	3♣	
3◇	3♡	HS or 7222 or 8113
	3♠	MS or 8131
	3NT+	LS, 7321/7330/8221/8311/8320 6QP/8320 7QP etc…………..>

Now step for QP then DCB. Look at TJ as first step in DCB if only 7 card suit.

| 1♣ | 3♣ | |
| 3♡ | 3♠+ | ♡/♠/♣/◇   (ask for suit with 3♡ if have no AKQ in 2 suits) |

Now SAB: S=2ⁿᵈ, S+1=1ˢᵗ, cheaper of TS/NT=none.

No 4◇ end signal after 1♣ : 3♣. Bids of 4NT & 5NT are to play.

1♣	1◇	
1♡		(11) 12+ QP unless 5440 shape
1♠+		shape showing 9-11 QP. Not 11 QP with a good suit(s). Can't show 5440's. etc…..>

1♣	1◇	
1♡	1♠	2 suiter without ♠ or SS in ♣ or ◇
	1NT	bal/4441
	2♣	♠ SS or ♠+♣ (rebid 2♡ with ♠ SS)
	2◇	♠+◇
	2♡	♡ SS
	2♠+	♠+♡ etc…………………>

1♣	1◇	
1♡	1♠	
1NT	2♣	♣ SS or ♣+♡ (rebid 2♡ with ♣ SS)
	2◇	◇+♡
	2♡	◇ SS
	2♠+	◇+♣ etc…………………>

1♣	1♢	
1NT	2♣	(1NT=bal'd or 4441, 9-11QP, approx 15-17 HCP)
2♢		no Major
2♡		4 or 5♡, not 4♠
2♠		4♠, not 4♡
2NT		5♠
3♣		4♠+4♡
3♢/♡/♠/NT		4441's, HS to LS (eg 3♡ = 4-1-4-4)

1♣	1♢	
1NT	2♣	
2♢	2♡	
2♠		♣ only
2NT		♢+♣
3♣/♢/♡		2-3-5-3/ 3-2-5-3/ 3-3-5-2
3♠		3-3-4-3 10+ QP (ie base+1 or more QP)
3NT		3-3-4-3 9 QP

1♣	1♢	
1NT	2♣	
2♡	2♠	
2NT		5♡ 332 shape
3♣		4♣+4♡
3♢		2-4-4-3
3♡		3-4-4-2
3♠/NT		3-4-3-3

This bal'd 1NT structure also applies in these auctions:

1♣	1♢		1♣	1♡
1♡	1NT		1♠	1NT

1♣	1♢	
1NT	2♢	2♢ says heading for 3NT or 4M, also applies after 1♣:1♡; 1♠:1NT; 2♢.
2♡/♠/NT/3♣		4441's, HS to LS. Now Step=QP ask, S+1 to S+4=EQP.
3♢		Stayman (ie: I have at least one 4 card M)
3♡/♠		5 card suits
3NT		no M

pass	1♣	
1♢		all bids above 1♡ are natural, no reverse relay opposite a limited hand

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pass   1♣
1♦     1NT
2♣/♦/♡/♠          natural
2NT               minors.  Now 4♣/♦=KC
3♣                Stayman
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Responses to 1♣ - Semi Positives (SP):   3-5 QP (or 2-4QP with 10 cards in two suits)

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1♣     1♡      ♣ or ♦ SS   or   bal'd/4441   or   2 suiter no 5cM   or   3 suiter with 5♣/♦
       1NT     5+♡ plus 4+♣ or 4+♦ or 4♠   or   3 suiter with 5♡      (1NT is always 5+♡)
       2♣      5+♠ plus 4+♣ or 4+♦            or   3 suiter with 5♠      (2♣ is always 5+♠)
       2♦      5+♠ plus 4+♡
       2♡      ♡ SS
       2♠      ♠ SS
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1♣     1♡
1♠     1NT     bal'd/4441
       2♣      ♣ SS   or   5+♣ plus 4♡or4♠   or   3 suiter with 5♣
       2♦      ♦+♣
       2♡      5+♦ plus 4♡
       2♠      5+♦ plus 4♠
       2NT     ♦ SS  no shortage (6322 or 7222)
       3♣      3 suiter with 5♦, now 3♦=R  (0454 -> 4054 -> 4450)
       3♦      ♦ SS with HS
       3♡      ♦ SS with MS
       3♠+     3-3-6-1    etc……………………..>
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1♣     1♡
1♠     2♣
2♦     2♡/♠    ♣ plus 4♡/♠
       2NT     ♣ SS no shortage
       3♣      3 suiter with 5♣
       3♦+     ♣ SS's showing shortage
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1♣     1NT
2♣     2♦      5+♡ plus 4+♣
       2♡      5+♡ plus 4+♦
       2♠      5+♡ with 4♠
       2NT     0-5-4-4
       3♣      4-5-0-4
       3♦      4-5-4-0
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1♣	2♣		
2♦	2♡	5+♠ plus 4+♣	
	2♠	3 suiter with 5♠, now 2NT=R (5-0-4-4 -> 5-4-0-4 -> 5-4-4-0)	
	2NT+	5+♠ plus 4+♦	etc…………………>

1♣	2♦		
2♡	2♠	5+/5+	
	2NT+	HS, 5+♠ plus 4♡	etc…………………>

Non Relay Continuations after a SP:

1♣	1♡	
1NT		15-17 may be 4441. Responses as for 1NT opening.
2♣/♦		5+♡/ 5+♠. Now step < Hx support (not max unless bal'd), 2NT=minors, other=nat.
2♡/♠		4♡/♠ plus 5+♣or♦. Now 2NT for minor, 3♣=♣ SS, other=Nat.
2NT		minors (5+/5+)
3 suit		NNF (natural non-forcing)

1♣	1NT	
2♦		don't like ♡'s
2♡		NF
2♠/NT/3♣		NNF, 2NT shows ♦ and is F1

1♣	2♣	
2♡		don't like ♠'s
2♠		NF
2NT/3♣/♦		NNF, 2NT shows ♡ and is F1

1♣	2♦	
2♠	TP	
2NT	NNF	
3♣/♦	NNF	

1♣	2♡	
2NT/3♣/♦		NNF, 2NT shows ♠ and is F1

1♣	2♠	
3♣/♦/♡	NNF	

Shape Showing   (default suit in examples below is ♠ then ♡ if have 2ⁿᵈ suit)

Single Suiter (SS) – normally 2♡ -> 2♠ -> resolution from 2NT (but plus 1 step after SP)

2♡	2♠	
2NT		6322 or 7222
3♣		HS
3♢		MS
3♡		6-3-3-1
3♠		7-(32)-1
3NT		7-3-3-0

2♡	2♠	
2NT	3♣	
3♢		6-2-2-3 (show in numerical/alphabetical order)
3♡		6-2-3-2
3♠		6-3-2-2
3NT		7-2-2-2

Two Suiter – normally resolution from 2♠

2♠	first in alphabet suit longer		(if possible)
2NT	5+/5+		(if possible)
3♣	HS		(higher in alphabet suit longer for 3♣+)
3♢		5-4-2-2	
3♡	LS	5-4-3-1	
3♠	LS	6-4-2-1	
3NT	LS	6-4-3-0	
4♣	LS	7-4-2-0	
4♢	7-4-1-1		(show 7411 directly)

2♠	2NT		(5+/5+)	
3♣	3♢	HS		
	3♡	5-6-1-1 or 6-5-1-1		(3♠ now 3NT=5611; 4♣=6511)
	3♠	LS	5-5-2-1	
	3NT	LS	5-5-3-0	
	4♣	LS	5-6-2-0	(numerical/alphabetical order)
	4♢	LS	6-5-2-0	

When Shape is Resolved by 3NT:

S	=	QP ask
3NT	=	TP
S+1 to S+4	=	EQP ask. Exclude the longest to shortest suit. If suits equal length/unknown
(below 4◇)		then in alpha order.
4◇	=	end signal(ES) – ALWAYs use the ES to sign-off
Game Bids	=	slam possible opposite honours in short suits and sharp cards in long suits
4NT	=	aces (0123) then 5NT kings (0123)

Queen Points (QP):

Base	=	6 for opening bid	or	+ve to 1♣	
	=	3-5 for SP			

Subtract one QP if: 10+ cards in two suits   or   passed hand.

1♣ opener has a base of 9 QP (even if have 10+ cards in two suits)
Add one QP if known maximum opener (eg: open 1♡ then show a 5332 shape).

Exclusion Queen Points (EQP):

Leave out the KQ in the excluded suit when calculating QPs.
Base = as for QP (above) less 1.

Don't count singleton K's or Q's.

After QP's are shown:

S initiates DCB
Game bids (non S) are TP.
S+1 if below game = bid S < min QP's, else go into DCB (with base QP).

If Shape ends Above 3NT:

S	=	QP
higher	=	TP

If Shape Possibilities Ends at 3♠:

Use the extra step(3NT):   3♠=base+1 QP,   3NT=base QP.

DCB Rules: (after QP are shown, the S initiates DCB)
- ➤ Order suits in length order (longest to shortest) if equal or unknown length then in alphabetical order.
- ➤ Never look at the excluded suit (after a EQP ask)
- ➤ All steps below 6NT are DCB asks.
- ➤ Singleton suits are excluded until end of 2nd pass, then stop with no bare AKQ.
- ➤ 1st pass STOP with 0 or AKQ (in suits of 2+ cards)
- ➤ 2nd pass STOP with no 2nd honour, ignoring the suits stopped at on the 1st pass (and at end of 2nd pass look at singletons)
- ➤ 3rd pass STOP without the J
- ➤ With weak hands look at J's on the 2nd pass
- ➤ If they X in a DCB auction then pass=1st step, XX=TP, S=2nd step (gain 1 step)

Other High Level:

Moving on after a sign-off (3NT or 4♦):

S+1	=	QP base +3
S+2	=	QP base +4 etc

After Moving On:

S	=	initiates DCB
S+1	=	for aces, 0123
S+2 plus	=	TP

If bid 3NT naturally and neither player has shown a suit and unlimited (over intervention) then 4♣+ shows QP base+3, 4♦ shows QP base+4…… etc.

eg	1♣	(2♡)	2NT	(p)	
	3NT	(p)	4♦	shows 10 QP (ie base+4)	

When 4NT is Aces (responses 0123):
- ➤ Over 1♣/♦/♡/♠, 2♣/♦ and 3 suit openings, then 5NT for kings 0123   (4NT over 2♡/♠ asks for minor)
- ➤ But over any suit overcall by partner, now 4NT is KC (1430, 5NT=2+void, 6 suit=void and 1 or 3 KC's). If Q unknown, S asks, without Q bid cheapest of TS or NT.
- ➤ Over natural NT bids (except 1NT), 4NT is Nat and 4♣/5♣ asks for aces/kings.

Responses to 1♣ - Junk 1♠ Response:

1♣	1♠		(1♠ = approx 0-4 HCP, less than 3 QP if non-passed hand)
1NT		15-20	
2♣		GF	
2♢/♡/♠/3♣		transfers	
2NT		21-22	
3♢/♡/♠		NNF	

1♣	1♠		
1NT	2♣		Stayman
	2♢/♡/♠/NT		transfers, non-acceptance of a transfer is natural

1♣	1♠		
2♣	2♢		bal'd
	2♡/♠/3♣/♢		nat, 5+
	2NT		minors

Responses to a Natural 2NT:

2NT	3♣	Stayman. Now 4♣/♢=GFN	(3♣:3♢ then 4NT=NNF)
	3♢/♡	transfers	(then 4NT=NNF)
	3♠	minor Stayman, only show a minor if want to	
	4♣	aces 0123. Now 5♣ kings 0123	
	4♢/♡	transfers	(then 4NT=KC)
	4NT	NNF	

After We Bid a Natural 2NT over Them – and their Responder doesn't Bid:

(2m)   2NT   (pass) 3♣ = Stayman; 3♢/♡/♠ = transfers

(2M)   2NT   (pass) 3♣/♢/♡ = transfers; 3♠ = Stayman.

If no known suit, 3♠=transfer to ♣, with ♢'s start with 3♣ Stayman.   Eg:
(2♢`)   pass   (2M`) 2NT
(pass) 3♣ Stayman, and transfers: 3♢ -> ♡, 3♡ -> ♠, 3♠ -> ♣.

Responses to 1◇ - Relays:

1◇	1♡						
1♠		4♠, includes	3 suiters	and	bal'd 4-4-(32)		
1NT		bal'd no 4♠	or	5◇ canapé	or	3 suiter short ♠	
2♣		♡+♣, 5/4+ either way, cannot have more than 5♣ with 4♡ as no 2♣ opening					
2◇		5+♡ plus 4◇					
2♡		♡ SS min					
2♠+		♡ SS max	etc…………>			(QP base+1 since max)	

1◇	1♡			
1♠	1NT			
2♣		♣'s	(3 suiter)	
2◇		◇'s	(3 suiter)	
2♡		4-4-(32)		
2♠		6♡ plus 5♠. Now 2♠: 2NT=5-6-0-2, 3♣=5-6-1-1, 3◇=5-6-2-0.		
2NT		HS		
3♣		4-5-2-2		
3◇+		LS	4-5-3-1	etc…………………………………………>

1◇	1♡		
1NT	2♣		
2◇		5◇ plus 4♡	(only 3 shapes possible, exactly 5◇, as no 1♠ opening)
2♡		bal'd 4♡	(as bal'd, known max, as no 1NT opening, base 7 QP)
2♠		5♡ 332 shape	(as bal'd, known max, as no 1NT opening, base 7 QP)
2NT		3 suiter, short ♠	(stop, 4 shapes possible)

1◇	1♡		
1NT	2♣		
2♡	2♠		
2NT		4♣ plus 4♡	
3♣		2-4-4-3	
3◇		3-4-4-2	
3♡		3-4-3-3	(base 7 QP)

1◇	1♡		
2♣	2◇		
2♡		5♣ plus 4♡	(longer ♣ than ♡, only 3 shapes possible)
2♠		5+♡ plus 5+♣	
2NT		HS	(longer ♡ than ♣)
3♣		2-5-2-4	
3◇+		LS	3-5-1-4 etc…………………………..>

1◇	1♡		
2◇	2♡		
2♠		5+♡ plus 5+◇	(known to have 5+♡ when bid 2◇ so 1st 2 suiter step impossible)
2NT	HS		
3♣		2-5-4-2	
3◇+	LS	3-5-4-1	etc………………………………………..>

Non Relay Continuations after 1◇ and 1♡:

After a 2-over-1 (F1, typically 11-12 HCP), opener's rebids are:

Rebid Suit	=	opener's weakest rebid, 5+ suit (Note: not 5332)
2NS	=	4+ suit
2NT	=	5+ in opened Major plus a minor, max
3♣/◇	=	5+ suit (maybe 5-5 if min)
Jumpshift	=	splinter
3NT	=	13-14 bal'd (may have 5M)
Double raise	=	6 card Major and 4 card support
Double JS	=	natural (6-5)

egs

1◇	2♣		
2◇	=	5/4 either way	
2♡	=	5+♡, not encouraging	
2♠	=	max, 4♠ & 5♡	
2NT	=	5+♡ plus a minor, max	
3◇/♠	=	splinters	
3NT	=	13-14 bal'd (maybe 5♡)	
4♣	=	6♡'s & 4♣'s	
4◇	=	Nat (6-5)	

1♡	2♡		
2♠	=	5+♠, not encouraging	
2NT	=	5+♠ plus a minor, max	
3♣/◇	=	5+ suit, min or max (but not max if 5/5)	
3NT	=	13-14 bal'd (< 3♡)	

Exception after 1◇ Opening:

1◇	1♡		
bid	2♠ (non-Relay)	=	NNF since no 2-o-1 available with 5+♠

1◇	1♠		
1NT	=	13-14 bal	(Opener rebids a NS if not 13-14 bal)
2♠	=	often 3c♠	

Responses to 1♡ - Relays:

1♡	1♠							
1NT		bal'd	or	5◇ canapé	or	3 suiter short ♡	or	3 suiter 5♠4♡
2♣		♠+♣, 5/4+ either way, cannot have more than 5♣ with 4♠ as no 2♣ opening
2◇		5+♠ plus 4◇
2♡		5+♠ plus 4+♡			(not 3 suited)
2♠		♠ SS min
2NT+		♠ SS max	etc………….>		(QP base + 1)

1♡	1♠		
1NT	2♣		
2◇		5◇ plus 4♠	(only 3 shapes possible)
2♡		bal'd 4♠	(as bal'd, known max, as no 1NT opening, base 7 QP)
2♠		5♠ 332 shape	(as bal'd, known max, as no 1NT opening, base 7 QP)
2NT		3 suiter, short ♡ ->3♣-> 3◇=4-1-4-4; 3♡=4-0-4-5; 3♠=4-0-5-4; 3NT=5-0-4-4.
3♣		5-4-0-4
3◇		5-4-4-0

1♡	1♠		
1NT	2♣		
2♡	2♠		
2NT		4♣ plus 4♠	
3♣		4-2-4-3	
3◇		4-3-4-2	
3♡		4-3-3-3	(base 7 QP)

Responses to 1♠ - Relays:

1♠	1NT		
2♣		◇ plus ♣, 5/4+ either way	
2◇		◇ SS, min. Now 2NT = F1	
2♡		4♡ plus 6+◇	
2♠		4♠ plus 6+◇	
2NT+		◇ SS, max etc………….>	(QP base + 1)

1♠	1NT	
2♡	2♠	
2NT		HS
3♣		2-4-6-1
3◇		3-4-6-0
3♡		2-4-7-0
3♠		1-4-7-1

After 1♠:

1♠	2♣	5+♡, now step < Hx then 2NT=F1, 3♣=p/c, O=Nat. Other than step=Nat.
	2◇	5+♠, now step < Hx then 2NT=F1, 3♣=p/c, O=Nat. Other than step=Nat.
	2♡	5+♣. Now 2♠, 2NT=nat, 3♣/◇=NF, 3♡/♠=shortage.
	2♠	Limit raise in opener's long minor (3+♣, 3+◇, 11-12 HCP). Now 2NT sets ♣ max (-> 3♣=F1 then shortages, above 3♣=stoppers), 3♣/◇=min, 3♡/♠=◇ max bidding shortage w no shortage or ♣ shortage bid 3NT.
	2NT	Limit Raise, F1. Now 3♣=♣'s GT F to 3◇, 3◇=NF, 3♡/♠=shortage.
	3♣	p/c to longer minor
	3◇	Nat., approx 6-9 HCP
	3♡/♠/4♣/◇	NNF

1♠	2♣		
2◇	2NT	(F1)	
3♣/◇/♡		Nat. min	(eg: 3♡ = small doubleton ♡)
3♠ (other M)		♣ max	
3NT		◇ max	

Similarly after 1♠:2◇; 2♡:2NT; 3♣/◇/♠= Nat. min; 3♡=max ♣; 3NT=max ◇.

After 1NT Opening:

11-14 (1st & 2nd may have 4M if 11-12), 14-16 (3rd seat), 12-14 (4th seat).

1NT	2♣	Stayman
	2◇/♡	transfers, now NS at 3 level = invite canapé, JS to 4♣/◇ = splinter.
	2♠	invite(no 4♡/♠) or strong with long ♣ or ◇. Now 2NT/3♣/◇ by opener = min. Rebid of 4♣/◇ = KC (strong option).
	2NT	♣+◇ any strength, opener chooses. Now 3♡/♠=splinter, raise to 4♣/◇=KC
	3♣/◇	TP
	3♡	wants to play 4♡ opposite 4c♡'s otherwise 3NT
	3♠	wants to play 4♠ opposite 4c♠'s otherwise 3NT
	4♣	aces 0123 then 5♣ kings 0123
	4◇/♡	transfers then 4NT=KC
	4NT	pick-a-minor

1NT	2◇	
2♡	2♠	5♡'s plus a minor, invite (note: with 5♠'s plus minor invite, go via 2♣)
2NT		max, asks for minor (going to game)
3♣/◇		p/c
3♡		TP

1NT	2◇	
2♡	2♠	
2NT	3♣	♣'s, now 3◇ is Relay -> 3♡=HS, 3♠=LS, 3NT=2-5-2-4
	3◇	◇'s & HS
	3♡	◇'s & LS
	3NT	2-5-4-2

1NT	2♠	
2NT	3♣/◇	TP unless opener re-evaluates hand in light of fit

After Stayman:

1NT	2♣	
2◇	->2♡=p/c;	2♠=R; 3♣/◇=5♠ plus bid minor invite; 3♡/♠=splinter
2♡	->	2♠=R; 3♣/◇=5♠ plus bid minor invite; 3♠/4♣/◇=splinter
2♠	->	3♣=R; 3◇=TP (will have ♡'s); 3♡/4♣/◇=splinter

but after

1♣	1♡	
1NT	2♣	
2bid	Nat and 3m = 3 suiter with 5 in bid m and 4 in other m.	

1♣	1♡	
1NT	2◇	
2♡	2♠	4♡ plus 4♠ (4441 or 5440 shapes), resp will bid their minor over 2NT and 3♣=p/c

1♣   1♡
1NT   2♠   may have "max" ♣ or ♢ SS (with min SS bid 3♣/♢ directly)

Relays After 1NT:

1NT	2♣		1NT	2♣		1NT	2♣	
2♢	2♠ ®		2♡	2♠ ®		2♠	3♣ ®	
2NT		♣ only	2NT		♡ plus ♠	3♢		♠ plus ♣
3♣		♣ plus ♢	3♣		♡ plus ♣	3♡		4-2-4-3
3♢		2-3-5-3	3♢		2-4-4-3	3♠		4-3-4-2
3♡		3-2-5-3	3♡		3-4-4-2	3NT		4-3-3-3
3♠		3-3-5-2	3♠		3-4-3-3, 7+QP			
3NT		3-3-4-3	3NT		3-4-3-3, 6 QP			

No relays after 3rd/4th seat 1NT (or after 1♣:1♡, 1NT).
After we overcall 1NT (15-18) system on (with Relay).

Rule: If we bid 1NT **and** haven't bid a suit naturally then system on. Exception being in response to a 4th seat balancing 1NT.

Responses to 2♣ - Relays:

2♣	2♢		
2♡		4♡ plus 6+♣	
2♠		4♠ plus 6+♣	
2NT+		♣ SS	etc……………….>

2♣	2♡/♠	NNF	However F if no Relay available ie: over2♢/♡ overcall.
	2NT	F1.	Now 3♣=min, 3NS=splinters, 3NT=max no splinter.
	3suit	NNF	

pass	2♣	
2♢		F1, now: 2♡/♠=nat, 2NT=max, 3♣=min, 3NS=splinters.
2♡/♠		implies ♣ tolerance+
2NT		F1, now as for non-passed hand.

Similarly after, pass : 2♢   except no longer have the step bid of 2♢ available.

Responses to 2♡/♠:

New Suits =TP; except JS to 4m=splinter & 4NT=minors.
2NT=Relay (QP base=5);
Raise to 3M= TP

2♡	2NT	(if they double or bid 2♠, 2NT is still Relay)
3♣/◇	3♡	NF
	Step	for QP (3♠ over 3◇)

2♡	2NT		
3♡		5 or 6 QP	(doubleton ♣, after 3♠ stop with 5QP go into DCB with 6 QP)
3♠		8 QP	
3NT		7 QP	

2♠	2NT	
3♣/◇	3♠	NF

2♠	2NT		
3♡		6 or 7 QP	(doubleton ♣, after 3♠ stop with 6 QP go into DCB with 7 QP)
3♠		5 QP	
3NT		8 QP	

Interference over 1♣:

1♣	(X)	XX	+ve
		1◇	=1♡ SP, -1 step
		1♡	=1NT SP, -2 steps
		1♠+	= -2 steps (2♣ SP) etc………...>

1♣	(1◇)	X	+ve
		1♡	=1♡ SP
		1♠+	= -1 steps etc………...>

When down steps after a SP:
Opener's step=Relay - save step(s), p/c bids remain p/c, other bids NNF.

No relays after overcall of 1♡+
We bid 1NT: If a suit has been bid naturally by us, then Nat, cue=Stayman, jumps=F.
            If no suit bid naturally by us then system on (eg: as for after a 1NT opener).
After interference, to show a bal'd hand denies a 5 card Major (bid it).

1♣	(1♡/♠/NT/2♣)	1NT (if possible)	6-9 bal'd. Conts now as for 1NT opening.
		X	GF bal'd could be 4441 denies 5♡/♠
		Step	6-9 takeout F1 (if no anchor suit then GFN)
		Suit bids	GFN
		2NT	lower two unbid suits
		cue	Michaels (if commit to 3 level then GF)

1♣	(2♢/♡/♠)	X	6+ TO NS after X = weak. (if no anchor GF bal'd)
		Suit bids	GFN
		2NT	GF bal'd with stopper
		cue	Michaels GF

Jumps by responder below game = NNF (remember to allow for TO 6-9 step)

➢ Jump rebid in response to a 6-9 bid is GF
➢ 2NT rebid by Opener in response to a 6-9 TO bid (step or X) = NNF
➢ A rebid of 3-over-3 by Opener when responder has shown 6-9 is GF.
➢ Responder may need to pass 6-8 HCP hands after an un-anchored overcall.

| 1♣ | (2NT+) | | | any action is GF. |

| 1♣ | (p) | 1♢ | (bid) | In GF so X=Pen, and Nat. |

| 1♣ | (p) | SP | (X) | XX=Pen interest, other bids unchanged (eg: step=R) |

They Double a Relay:
Rule: If they X a relay, XX is always TP.   (eg: if they X a DCB then XX is TP)

Pass by relayer (when in GF)   = Relay, gain 1 step
Pass by responder (when in GF) = Step 1 response, gain 1 step

Eg:	1♣	(p)	1♢	(X)
	Pass				= Relay gain 1 step (ie would have bid 1♡)
	XX				= TP
	1♡+				= shape showing, 9-11 QP, gain 1 step (eg 1♡ = 1♠ bid)

They Bid a Suit Over a Relay:
All relays off, NS now is GF (if not already GF)
X = penalty if in GF, TO if not in GF.

Interference over 1◇/♡/♠:

1◇/♡ (X)   XX   = penalty interest, F to 2 of opened Major, other bids unchanged

1♠   (X)   XX   = penalty interest, F to 2NT, other bids unchanged (eg step still Relay)

Jumps   = fit showing (in comp)
Double Jumps   = splinters but jumps to game are TP.

1◇/♡ (p) Relay (bid)
Now X=TO, NS=F1

| 1◇ | (p) | 1♠ | (2♣/◇) |
| X = 3c♠ support | | | |

| 1◇ | (1♠) | 2♣ | (2♠) |
| X = 3c♣ support | | | |

High Level Interference AFTER Shape is Out:

If they X or bid over; a QP ask, or a DCB,
Then   pass = step 1
              X = step 2   (if available)
              Next bid = step 3   (step 2 if X not available)
Gain 2 steps unless they X when gain 1 step (note XX is always TP).

	They Bid Over KC	They X Over KC
Pass	1 or 4	1 or 4
X or XX	0 or 3	0 or 3
Step	2	2
Step + 1	2 + Q	2 + Q

They Overcall 1NT:

1◇/♡ (1NT) 2♣/◇ = this minor plus the other Major

1♠   (1NT) 2/3♣ = p/c

After Unusual 2NT:

X   = 3c raise then all X's are penalty
Pass then X   = penalty by responder
Opener's X's = TO unless responder shown fit (eg if Responder shown a 3c raise then X by Opener is Penalty)

We Open at 2 Level and They Bid:

After 2♣/♡/♠ double = TO

After 2◇ double = Penalty, except 2◇(multi) : 2M : X = p/c

Balancing Seat/4th Seat Actions:

(1x)	p	(p)	1NT	= 11-14, now cuebid is Stayman
			2x	= natural unless x=5+ then Michaels
			2NT	= 19-21

(1x)	p	(1y)	1NT	= 15-18, now as if opened 1NT (with Relay)
			2x	= Michaels unless x< 3 then Nat.
			2y	= Nat.
			2NT	= other 2 suits

(1x)	p	(1NT)	2x	= Michaels unless x < 3 then Nat (if x < 3 and ♣ then 2◇ = Michaels)

(2bid)	p	(p)	2NT	= 13-15, now as for after a natural 2NT bid