

OPENING 1♣

1♦	Conv: 0-7 or 8-10 w/o 2 controls.	
	1NT = 17-19.	2NT = 20-22.
	2♥* = Kokish. (25+, bal, GF.)	
1♥	Conv, 5-card S, 8+.	
1♠	Conv, balanced, 8-13 or 16+.	
1NT	Conv, 5-card H, 8+.	
2♣/♦	Nat, 5-card, 8+.	
2♥/♠	Nat, 6-card, 4-7. ♠ 2NT = asking bid.	
2NT	Balanced, 14-15.	
3♣	Unusual positive, 8+, 4-4-4-1, ♣ = single.	
4♥/♠	Nat, 8-card, 2-7. ♠ 4NT = Joseph. [0, 1, 2 TH]	
Min = 8+, not max.		Max = 4+ contr. & 11+.
By passed hand: Max = 3+ contr. & 10+.		

1♣ - 1♦ ♠ 2♥* - 2♠* ♠ 2NT (25+), GF.		
4NT = 4-5	5NT = 6-7	6NT = 8-9

1♣ - 1♦ ♠ 1♥ - ?

2♥	4-card,	0-5.
3♥	4-card,	6-7.
1♠*	No S,	0-5.
1NT*	4-c S,	0-5.
2♣	Conv,	6-7.
2♦	3-c supp,	6-7.
2♠	5-card,	6-7.
2NT*	4-c supp,	4-5.
(= singl S)	3-c supp,	6-7.
3♣/♦	4-c supp,	4-5.
(= single)	3-c supp,	6-7.
3♠, 4♣/♦	Splinter,	6-7.
3NT	Nat,	8+.

1♣ - 1♦ ♠ 1♠ - ?

2♠	4-card,	0-5.
3♠	4-card,	6-7.
1NT	Conv,	0-5.
2♣	Conv,	6-7.
2♦	3-c supp,	6-7.
2♥	5-card,	6-7.
2NT	Nat,	7-8.
3♣/♦/♥	4-c supp,	4-5.
(= single)	3-c supp,	6-7.
4♣/♦/♥	Splinter,	6-7.
3NT	Nat,	8+.

1♣ - (P) - 1♦ - (D) ♠		
RD = F	Suit = NF	Jump = F

1♣ - (P) - 1♦ - (1M/2m) ♠		
D = F	Suit = NF	Jump = F

1♣ - 1♠ ♠ 1NT - ?

2♣	= 8.	3♣	C + ?,	11-13.
2♦	Stayman,	= 8.	3♦	D + H,
2♥	Rel to: 2♠	16+.	3♥	H + S,
2♠	Stayman,	9-10.	3♠	S + D,
2NT	Any 4333,	11-13.	3NT	Sign-off,

1♣ - 1♠ ♠ 1NT - 2NT* ♠

3♣	Baron.
3♣	Trump.
4♣/♦	C/D-RKC. (No other way.)

1♣ - 1♠ ♠ 1NT - 3♣* ♠

3♦	Baron.
3♥/♠	
4♣	C-RKC.
3♠/4♦/♥	Cue-bid for M.
3NT	4-card D.
4♣/♦	C/D-RKC. (No other way.)

1♣ - 1♠ ♠ 1NT - 3♦* ♠

3♥	OK.
3♠/4♣	Cue-bid. D = trump.
4♦	D-RKC. (By any, only way.)

1♣ - 1♠ ♠ 1NT - 3♥* ♠

3♠	OK.
4♣/♦	Cue-bid for H.

1♣ - 1♠ ♠ 1NT - 3♠* ♠

4♦	D-RKC.
4♣/♥	Cue-bid for S.

(*) With or without: ♠ 2♥ - 2♠ ♠

TAB - (DBL)

0	5 - 1	5 - 2	6 - 1	6 - 2	3
R DBL	P ASS	1st .	2nd .	3rd .	4th .

➤ New suit (= 2nd suit) after TAB is long trial bid.
 ♠ 3NT = serious slam try.

ASKING	IF NO OVC	ANSWER IF	NATURAL IF
TAB for M	1♠/2♥	(P/D)	(Ovc)
TAB for m	3♣/♦	(P/D)	(Ovc)

(DBL) is ignored as interference (but: RD & P are answers).

1♣ - ♠ ♠ 2♥/♠ (= **SAB**) - ?

	2♥	2♠
2♠	No supp + min.	— — —
2NT	No supp + max.	No supp + max.
3♣	Hxx + min.	No supp + min.
3♦	Hxx + max.	Hxx + min.
3♥	Hxxx/xxxx, min.	Hxx + max.
3♠	Hxxx, max , & S-c.	Hxxx/xxxx, min.
3NT	Hxxx, max , no S-c.	Hxxx + max.

2♥/♠ (= SAB) - (DBL) - ?

	2♥	2♠
RD	No supp + max.	No supp + max.
P	No supp + min.	No supp + min.
2♠	Hxx + min.	
2NT	Hxx + max.	Hxx + max.
3♣	Hxxx + max.	Hxx + min.
3♦		Hxxx + max.
3♥	xxxx / Hxxx	
3♠		xxxx / Hxxx

2♥/♠ (= SAB) - (OVC)

DBL	xxx / Hxx	■ ■
3♥/♠	xxxx / Hxxx	

1♣ - ♠ ♠ 2♣/♦ (=SAB)

	2♣	2♦
2♦	No supp + min.	— — —
2♥	No supp + max.	No supp + min.
2♠	Hxx + min.	No supp + max.
2NT	Hxx + max.	Hxx + max.
3♣	Hxxx + max.	Hxx + min.
3♦	— — —	Hxxx + max.

2♣/♦ (=SAB) - (DBL) - ?

	2♣	2♦
RD	No supp, max.	No supp, max.
P	No supp, min.	No supp, min.
2♦	Hxx, min.	— — —
2♥	Hxx, max.	Hxx, min.
2♠	Hxxx, max.	Hxx, max.
2NT		Hxxx, max.

2♣/♦ (=SAB) - (OVC)

DBL	xx / Hx	■ ■
3♣/♦	xxx(x) / Hxx(x)	

1♣ - 3♠	4♣	4♦	4NT	
3♣	4-4-4-1	C-RKC	D-RKC	RBE
3♦	4-4-1-4	C-RKC	D-RKC	RBE
3♥	4-1-4-4	C-RKC	D-RKC	RBE
3♠	1-4-4-4	C-RKC	D-RKC	RBE

4♣ = C-RKC	(Only way.)	4♦ = D-RKC
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1♣ - 2♥/♠ ♠ 2NT - ?

3♠	♠ = shortness.
3♥/♠	Min.
3NT	2 TH.

1♣ - (INTERVENTION) - ?

1♣ - (DBL)

PASS		0-5.
1♦	Any,	6-7.
RD	GF	8+.
2♥/♠	6-card	4-7.
1♥/♠	Natural,	5-8.
2♣/♦	Natural,	5-8.

1♣ - (1♦ = NAT)

PASS		0-5.
DBL	ANY,	6-7.
1♥/♠	Natural,	8+.
2♣	Natural,	8+.
2♥/♠	6-card	4-7.
2♦	Shortness,	9+.

1♣ - (1♦ = ART)

DBL	GF	8+.
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1♣ - (1♦/♥/♠) - ?

1NT	Bal, stop,	6-8.
2NT	Bal, stop,	12-14.
3NT	Bal, stop,	9-11.

1♣ - (DBL = MAJORS)

1♦	Any,	6-7.
RDBL	GF,	8+.
1NT	Stoppers,	6-8.
1♥/♠	H/S stop,	6-8.
2♣/♦	Natural,	5-8.

1♣ - (DARK STICKER*)

DBL = GF.	♠ DBL = pen.
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(*) **DARK STICKER** = if a bid is a weak (or potentially weak having multiple options) and does not promise 4-card suit.

1♣ - (1♥-2♠)

D + supp		5-8.
D + NT	No stop,	5-8.
D + new s.	Nat, GF,	9+.
D + c-b	No stop,	9+.

1♣ - (1♥-2♠)

C-b / 1-s	Short,	9+.
C-b / 2-s	Stopper,	9+.
2♠ no jump	5-card,	5-8.
2♠ / 1♥	6-card,	4-7.
Suit	5-card,	5-8.
Suit lev. 3	5-card,	9+.

1♣ - (1♦ = ♦ + ♠)

2♦	Stopper,	9+.
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1♣ - (2♣/♦/♥/♠)

2NT	Bal, stop,	7-9.
3NT	Bal, stop,	10-12.

1♣ - (2NT/.../3♠)

PASS		0-7.
DBL	Semibal,	6-8.
3NT	Stopper,	8-12.
Suit	Forcing,	9+.
C-bid	Shortness,	9+.


OPENING 1♦

1♥/♠	Nat, 7+.
1NT	11-13, bal. May have 4-c S.
2♣	Check-back.
2♣	GF.
2♥/♠	Unbalanced, 5-4 (min/max).
2NT	Balanced hand.
3♣	Nat, invite, 11-12. 
1NT	No 4-c major, 7-11.
2NT	Nat, cca 12.
3NT	Nat, 13-15.
2♦	Inverted minor, 11-15.
2♥/♠	H/S stopper, min.
2NT	Major stoppers, min.
3♣	No major stoppers, max.
3♦	No major stoppers, min.
3♥/♠	H/S stopper, max.
3NT	Major stoppers, max.
3♦	5-card, -8.
2♥/♠	Nat, GF.

1♦ - 1♠  1NT - 2♣ (= CHECK-BACK) 

2/3♥	Min/max, may have S. 4-card H.
2/3♠	Min/max, 3-card S. (No 4-card H.)
2/3♦	Min/max, no S-sup. (No 4-card H.)
2/3NT	Min/max, 2-card S. (No 4-card H.)

1♦ - 1♠  1NT - ?

2♥	Pass/corr.
3♣/♦/♥/♠	Invite. 

1♦ - (Ovc / DBL)

2♦	Nat, 6-10.
3♦ (jump)	5+-card, -7.
1NT	Nat, 8-10.
2NT	Nat, 11-12.

1♦ - 1♥ ♠ 2♥ - ?

2NT	Quant. (= Lost Puppet.)
2♠	Conv, start long tr.
3/4♥	Sign off. (Refusing trial.)
2NT	Accepting trial. (= Puppet.)
3♣/♦	Long tr. for C/D.
3♥	Long tr. for S. (= Lost bid.)
3♣/♦	Short tr. for C/D.
3♥	Short tr. for S. (= Lost bid.)

1♦ - 1♠ ♠ 2♠ - ?

3♣	Quant. (= Lost Puppet.)
2NT	Conv, start long tr.
3/4♠	Sign off. (Refuse trial.)
3♣	Forced. (= Puppet.)
3♦/♥	Long tr. for D/H.
3♠	Long tr. for C. (= Lost bid.)
3♦/♥	Short tr. for D/H.
3♠	Short tr. for C. (= Lost bid.)

OPENING 3NT

SOLID 7/8 MINOR + SIDE: A or K.

SOLID = at least: AKQxxxx (7-c) or AKJxxxxx (8-c).

4/5♣	To pass with C or corr to D.
4♦	Asking shortness. (Ignore Dbl.)
4♥/♠	Singleton = H/S.
4NT	No singleton.
5♣	Singleton = minor.
4♥/♠	Sign-off.
4NT	Asking for side ace.
5♣/♦/♥	No ace. A + 7-c. A + 8-c.

OPENING 1♥/♠

(Can be 4-card and/or light in 3rd seat.)

2♥/♠	Constructive, 3-card,	8-10.
3♥/♠	Weak, 4-card,	-7.
2NT*	INV+ ,	10+.
1NT*	Forcing,	6-15.
1NT* + 3♥/♠	Weaker than 2NT,	10-12.
1NT* + 4♥/♠	Bal, sign-off, 7L,	11-15.
2♣*/♦	2 ⁺ -card / 4 ⁺ -card, GF.	
2♥ (over 1♠)	5 ⁺ -card, GF.	13+.
2♠ (over 1♥)	Nat, may have H-supp, GF,	16+.
3♣/♦/♥	Nat, invite,	11-12.
Dbl jump new suit	4-card support, splinter,	11+.
Jump over game*	EKC (0, 1, 2, 2+Q, ...)	

INV+ = **INV** (4-C SUPP, ≈ 8L, 10+) OR BETTER.

(*) After Opp's pre-empt - no need jump in Opp's suit.

LONG / SHORT TRIALS

1♥ - 2♥ ♠ 2♠* - 2NT ♠	1♥ - 2♥ ♠
3♣ = long C - tr.	3♣ = short C - tr.
3♦ = long D - tr.	3♦ = short D - tr.
3♥ = long S - tr.	3♥ = short S - tr.
	2NT = quantitative. ♠

1♠ - 2♠ ♠ 2NT* - 3♣ ♠	1♠ - 2♠ ♠
3♦ = long D - tr.	3♦ = short D - tr.
3♥ = long H - tr.	3♥ = short H - tr.
3♠ = long C - tr.	3♠ = short C - tr.
	3♣ = quantitative. ♠

Responder can refuse long trial:

1♥ - 2♥ ♠ 2♠* - ?	1♠ - 2♠ ♠ 2NT* - ?
3/4♥ = sign off.	3/4♠ = sign off.

1♥/♠ - (OVC)

2♥/♠	Constructive,	8-10.
3♥/♠ (no jump)	Constructive,	8-10.
3♥/♠ (jump)	Weak,	- 7.
2NT*	INV+ ,	10+.
CUE-BID	SUPP+ (3-c, 8L) or better,	10+.
	Stopper-ask.	
	General forcing.	
3NT	Sign-off.	

1♥/♠ - (DBL)

2♥/♠	3-card,	- 7.
3♥/♠	4-card,	- 7.
1NT*	SUPP , 3-card, constructive,	8-10.
2NT*	INV+ (4-c supp),	10+.
3NT	Sign-off.	
RDBL	Penalty oriented, no fit .	11+.

PASSED HAND BIDDING

1♥/♠ - (P) - 2♣*	DRURY . Weaker than 2NT,	10+.
➤ 2♥/♠ = sign-off. Other ➤ long/short trials.		

(DBL/OVC) - 2NT*	INV+ ,	10+.
2♥/♠	Constructive raise (xxx),	8-10.
3♥/♠ (if jump)	4-card supp, weak,	- 7.
1NT*	Non-forcing.	
NEW SUIT (not C)	Nat, nonf.	

OUR OVERCALL 1♥/♠

2♥/♠	3-card,	6-10.
3♥/♠	4-card,	- 7.
CUE-B.	SUPP+ (3-c supp),	10+.
1NT	Nat,	8-12.
2NT*	INV+ (4-c supp),	10+.

1♥ - (2♥) - ?

D	Penalty oriented, no fit .	
2♠	SUPP+ (3-c supp, 10+).	Cue-Bid.
2NT	INV+ (4-c supp, 10+).	
3♥	RAISE (3-c supp, 6-10).	
3♣/♦	Nat, forcing.	

1♠ - (2♠) - ?

D	Penalty oriented, no fit .	
2NT	INV+ (4-c supp, 10+).	
3♥	SUPP+ (3-c supp, 10+).	Cue-Bid.
3♠	RAISE (3-c supp, 6-10).	
3♣/♦	Nat, forcing.	


1♥ - (2NT) - ?

D	Penalty oriented, no fit .	
3♣	INV+ (4-c supp, 10+).	Cue-Bid.
3♦	SUPP+ (3-c supp, 10+).	Cue-Bid.
3♥	RAISE (3-c supp, 6-10).	
3♠	Nat, forcing.	

1♠ - (2NT) - ?

D	Penalty oriented, no fit .	
3♣	INV+ (4-c supp, 10+).	Cue-Bid.
3♦	SUPP+ (3-c supp, 10+).	Cue-Bid.
3♠	RAISE (3-c supp, 6-10).	
3♥	Nat, forcing.	

1♥ - (2♠) - ?

D	Minors, no fit .	
2NT*	INV+ (4-c supp, 10+).	
	SUPP+ (3-c supp, 10+).	
3♥	RAISE (3-c supp, 6-10).	
3♣/♦	Nat, forcing.	

OPENING 2♣

2♣ - ?

2♦	Staymantic.
2♥/♠	5-card, 8-10.
2NT	Balanced, 11-12.
3♣	Support, 8-10.
3♦	5-card, 14+.
3♥/♠	6-card, inv, 11-12.
4♣	Weak, - 7.

2♣ - 2♦

2♥/♠	4-card, min/max.
2NT	Max.
3♣	Min.
4♣	Long C, max.

(2♦ + 4♣) : Invite, 11-12.

CUE-BID is primary used to:
request opener **to bid 3NT with even a semi guard!**

RDBL promises strength in all unbid suits.
It is strongly **PENALTY ORIENTED.**

2♣ - 2♦ 2♥/♠	3♦ = artif, supp, GF.	
	4♦ = C-RKC,	H/S = 2nd.
2♣ - (P/2♦/--/4♠)	4NT = H/S-RKC, C = 2nd.	
	4♦ = C-RKC.	
2♣ - 2♦ 2NT/--/4♣	4♦ = C-RKC.	
	4NT = RBE.	

OPENING 2♦

2♦ - ?

2♥	Pass/corr w3.
2♠, 3♣	Sign-off.
3♥/♠	Strong.
3♦	Inv to 3NT.
4♣	Weak.
4♦	C-RKC.
4NT	RBE.

2♦ - 2NT

3♣	3-4-1-5.
3♦	4-3-1-5.
3♥	4-4-1-4, min (11-13).
3♠	4-4-1-4, max (14-15).
3NT	4-4-1-4, max & ♦K/A.
4♣	4-4-0-5, MAX.
4♦	4-4-0-5, MIN.

2♦ - (D) - PASS/RD	To play.
2♦ - (3♦) - D	PENALTY.
2♦ - (3♦) - 3♥/♠/4♣	Non-forcing.
2♦ - (3♦) - 4♦	CHOOSE MAJOR.
2♦ - (3♦) - 4NT	RBE.

2♦ - 2NT

3♣	Distr: 3- 4H -1-5.	
3♦	Min/max-ask.	
	3♥/♠	Min/max.
	3NT	Max. with ♦A/K.
3♥	Slam try.	
4♦	C-RKC.	H = 2nd.
4NT	H-RKC.	C = 2nd.
3♦	Distr: 4S -3-1-5.	
3♥	Min/max - ask.	
	3♠/NT	Min/max.
3♠	Slam try.	
4♦	C-RKC.	S = 2nd.
4NT	S-RKC.	C = 2nd.
3♥/♠/NT/4♣		
4♦	RKC, H = TR.	C = 2nd.
4NT	RKC, S = TR.	C = 2nd.
4♦	Distr : 4-4-0-5, min.	
4NT	RBE.	

OPENING 1NT

2♣*	Sure major if not followed by 2NT.
2♠/NT	Minor 1-SUITER . 1 st = OK.
3♣	Minors, weak.
3♦	Minors, strong.
3♥/♠	Singleton, minors: 5-4 (any), GF.
4♣	Gerber = RBE.
4♦/♥	Texas. ♠ 4NT = RKC.
4NT	Quantitative.

1NT - 2♣* ♠

2♦	
2♥	Pass / correct.
2♠	5S + 4H, non-forcing.
3♥/♠	Smolen.
3♣/♦	Nat, GF .
4NT	Quantitative.
2♥	
2♠	Invite with 4-card S.
3♠/4♣/♦	Control. (A/K/Shortness.)
3♣/♦	Nat, GF, sure 4-card S.
4NT	Quantitative. Sure 4-card S.
2♠	
3♣/♦	Nat, GF.
4♣/♦/♥	Control. (A/K/Shortness.)
4NT	Quantitative.

1NT - 2(M-1) ♠

2NT*	M = OK. 4-c, max.
3(M-1)	Retransfer.
3M	M = OK. 4-c, not max.

1NT - 2♥ ♠	2♠ - 4♥ ♠	PASS/CORR.	♠
2NT - 3♥ ♠	3♠ - 4♥ ♠	PASS/CORR.	

1NT - 2♣ ♠ 2♥ - 3♣/♦ ♠

3♠	Sets trump.
4♣/♦	Sets trump.
3♥	5-card.
3NT	Sign-off, no S.
4♣/♦	Slam try. ♠ 4NT = sign-off.
4♦/♥	→ Redwood : 4♦/♥ = RKC.
4NT	Quantitative.

1NT - 2♣ ♠ 2♥ - 3♦ ♠

4♣	Cue-bid. Sets D as trump.
4♥	RKC.

1NT - 2♦ ♠ 2♥ - ?

2♠	Invite, 4S + 5H.
3♣/♦	Nat, GF.
3♠/4♣/♦	Sets H. (Control.)
4NT	Quantitative.

1NT - 2♥ ♠ 2♠ - ?

4♥	Nat, pass/corr.
3♥	Nat (5-5 / 6-6), slam interest.
3♣/♦	Nat, GF.
3♠	Sets trump.
4♣/♦	Sets trump.
4♣/♦	Sets S, control.
4NT	Quantitative.

1NT - 2♥ ♠ 2♠ - 3♥ ♠

3♠	Sets: S = trump.	
4♣/♦	Control, for H. (Sets: H = tr.)	
4NT	RKC.	Tr: H/S.
5♣/♦	EKC. (No need jump.)	

1NT - 3♦

3NT	No interest, sign-off.
3♥/♠	ARTIF , sets C/D = trump.
4♣	RKC (1403)
4♦	S-EKC (0314)
4♥	H-EKC (0314)

1NT - 3♥/♠

3♠	Trump, to play in 4(5)-3 fit.
3NT	A/K in H (min).
4♥	Trump, to play in 4(5)-3 fit.
3NT	Sign-off.
4♣/♦	Nat. 4♦/♥ = RKC. 4NT=s-off.
4♣/♦	Sets tr. 4♦/♥ = RKC (Redw).
4♥/♠	CHOOSE m. with RELAY .
4NT	REL to 5♣. 5♦ = RKC (REL).
5♣	REL to 5♦. 5♥ = RKC (REL).

1NT - 2♠ (= ♣)

2NT	Good supp. (Hxx or xxxx)
3♣	Sign-off.
4♣	Invite game.
4♦	RKC.
4NT	Quantitative.
3♦/♥/♠	Shortness. 4♦ = RKC.
3NT	Nat, suit stopped. (To play.)
4♣	Waiting bid.
3♣	No supp. (= 2 nd step).
4♣	Invite game.
3♦/♥/♠	Shortness. 4♦ = RKC.
4NT	Quantitative.

4♦ = RKC (Redwood, by any. Only way.)

1NT - 2NT (= ♦)

3♣	Good supp. (Hxx or xxxx)
4♦	Invite game.

4♥ = RKC (Redwood, by any. Only way.)

1NT - (DBL) - ?

RD	Relay to 2♣. 2♦ = S-off.
PASS	Relay to RD.
2♣	Stayman, (if SOS - short C).
OTHER	No change (ignore DBL).

1NT - (P) - P - (X) P - (P) - ?

RD	Relay to 2♣. 2♦ = S-off.
2♣	4-c ♣ + - - - (≈ DONT)

1NT - (P) - 2♣ - (DBL)

RD	4-card C, can be played.
2♦	5-card D.
PASS	No major.
RD	4-card C, can be played.

1NT - (P) - 2♦ - (DBL)

RD	4-card D, can be played.
PASS	2-card H.
RD	Re-transfer.
3♦	Asks for stopper.
OTHER	No change.

1NT - (2♥/♠) - 3NT*

4OM	Try in 4/5-3 fit.
4NT	C better (or equal). (X-fer.)
5♣	D better. (Transfer.)
4♥/♠	CHOOSE m (IN TRANSFER).
4NT	(Transfer.) Bid 5♣.
5♣	(Transfer.) Bid 5♦.
4♣/♦	Nat. Redwood.

(* No stopper, no 4-c OM, both minors. **No slam.**

OPENING 2NT (23, 24)

3♣	Stayman, but: NO SURE MAJOR.
3♦/♥	Jacoby. ♠ 4♥/♠ = MILD slam interest.
3♠	Minor Stayman.
4♣	Gerber/RBE. ♠ 1/4, 0/3, 2+0, 2+1, ...
	♠ Relay (ONLY after 1/4, 0/3): asks # K-s ♠ 0, 1, ...
	♠ Other: SIGN-OFF.
4♦/♥	Texas. No doubt. ♠ 4NT = RKC.
3NT	Sign-off.
4NT	Quantitative. (Opener can try 6♣/♦.)
5NT	Quantitative, pick-a-slam. (Including 7NT.)

- 2NT (=23,24)
- 1♣ - 1♦ ♠ 2NT (=20-22)
- 1♣ - 2NT (=14,15)
- 1♣ - 1♦ ♠ 2♥ - 2♠ ♠ 2NT (=25+, **GF.**)

2NT - 3♣ ♠ 3♦ - ?

3♥	4H + 5S (Smolen).	
3♠	S=tr. (min/max)	♠ 3NT = Serious.
3NT	Nat.	♠ 4♥ = Texas.
3♠	4S + 5H (Smolen).	
3NT	Nat.	♠ 4♦ = Texas.
4♣	ARTIF , H=tr, slam-try.	♠ 4♦ = Texas.
4♥	H=trump, no slam interest.	
4/5NT	Quantitative.	

2NT - 3♣ ♠ 3♥ - ?

3♠*	ARTIF : either H-supp or 4-card S.
3NT	Pass/Corr (sure 4-card S).
4/5NT	Quantitative (sure 4-card S).

2NT - 3♣ ♠ 3♠ - ?

4♥*	ARTIF : S-supp.
-----	-------------------------------

4♦/♥ = REDWOOD

2NT - 3♣ ♠ 3♦/♠ - ?

4♣	5 ⁺ -card, mild slam try.	
4♦	C-RKC (= Redwood).	
4♠	5-c.	
4NT	Sign-off.	

4♦	5 ⁺ -card, mild slam try.	
4♥	D-RKC (= Redwood).	
4♠	5-c.	
4NT	Sign-off.	

2NT - 3♣ ♠ 3♥ - 3♠* ♠

3NT	Forced.	
4♣	5-card, no H, sure S.	
4♠	PRIORITY. Sets S=trump.	
4♦	C-RKC (= Redwood).	
???	4♥	5-c. (Optional.)
4NT	Sign-off.	

3NT	Forced.	
4♦	5-card, no H, sure S.	
4♠	PRIORITY. Sets S=trump.	
4♥	D-RKC. Does not show 5-c.	
4NT	Sign-off.	
4♥	MILD slam interest, nonf.	
4NT	RKC for H.	

2NT - 3♦ ♠ 3♥ - 3♠ (=5-5/6-6) ♠

4♥/♠	S-off.	
4♣	ARTIF : sets H=tr, slam try.	
4NT	RKC.	S = 2 nd .
5♣/♦	EKC. (0314)	S = 2 nd .
4♦	ARTIF : sets S=tr, slam try.	
4NT	RKC.	H = 2 nd .
5♣/♦	EKC. (0314)	H = 2 nd .

2NT - 3(M-1) ♠ 3M - 4♣ ♠

4M	M = OK.
4♦	RKC. (Redwood.)
4NT	No interest for M, no for C.
5NT	Pick-a-slam.

2NT - 3(M-1) ♠ 3M - 4♦ ♠

4M	M = OK.
4OM	RKC FOR D=trump.
4NT	No interest for M, no for D.
5NT	Pick-a-slam.

MINOR STAYMAN: 2NT - 3♠ ♠

4♣	= Trump.
4♦	RKC. Redwood.
4♥/♠	EKC. (0314)
4♦	= Trump.
4♥/♠	EKC. (0314)
4NT	RKC.

2NT - 3♠ ♠ 3NT - ?

4♣	Nat.
4♦	RKC. (Redwood.)
4NT	Sign-off.
4♦	Nat.
4♥	RKC. (Redwood.)
4NT	Sign-off.
4♥/♠	5-5 / 6-6; H/S SHORTNESS.
4NT	Sign-off.
5♣/♦	= Trump.
5♦/♥	EKC FOR SHORTNESS.
4NT	Quantitative.

LEBENSOHL

1NT - (2♥ = natural) - ?

Dbl	Penalty.
2♠	Sign-off.
2NT	LEB (demand to bid 3♣).
3♣	OK.
3♦	Sign-off.
3♠	Invitational.
3♥	Stayman & H stopper.
3NT	Sign-off. (H stopped.)
3♣/♦/♠	Nat, GF.
3♥	Stayman, no H stopper.
3NT	No 4-c S, no H stopper.
4♥	Texas.

1NT - (2-level artif. overcall) - ?

DBL	Def. values in one/both of opp's suits. Opener is invited to double any he can.
C-BID	Staym. or the stopper (if showed 2 suits.)
2NT	LEB (demand to bid 3♣).
PASS	
PASS + DBL	Delayed DBL is penalty.
PASS + SUIT	Delayed suit bid is competitive.

1NT - (3-level nat. overcall) - ?

DBL	TAKE-OUT.
BUT:	Vs. 3♠ VUL = PEN.
Bid below game	Forcing.
4♦/♥ WITH JUMP	No change. (Texas.)
Game bid, no jump	Sign-off.
3NT	S-off, shows the stopper.
CUE-BID	Stayman or slam interest.
♠ 1NT-opener may reopen:	DBL with 2 little in opp's s.
Note:	If pd of 1NT-opener didn't show any interest before, LEB IS OFF. All is nat, to play.

Ovc:	(1♥) - 1NT - (2♥/♠) - 2NT* = Leb.
LEB ON!	(1♥) - 1NT - (2♥/♠) - DBL = Pen.
	(1♥) - 1NT - (3♥) - DBL = T/O.

OPENING / OVERCALL* 2♥/♠

2♥/♠ - ?

2NT	Relay.
3♣/♦	NF, constructive.
3♠ (jmp)	6-card, inv.
4♣/♦	6/7-card, inv.
Game	Sign-off.
4NT	RKC.

No direct splinters, cue-bids, EKC.

2♥/♠ - 2NT* ♠ - ?

3♣*	4-card supp for OM. Min / max. ■
3♦*	No supp for OM, min.
3♥*	No supp for OM, 7-1, max (9-10 hp).
3♠*	No supp for OM, 7-2, max (9-10 hp).
3NT*	No supp for OM, 7-3. (AKQxxx.)

2♥/♠ - 2NT* ♠ 3♣* - ?

3♦*	Relay. ■
3♥*	Min. ♠ Every bid is sign-off.
3♠*	Max, 7-2 (9-10 hp).
3NT*	Max, 7-3. (AKQxxx.)
3OM	GF in OM (only way). ♠ Serious 3NT. ■

2♥/♠ - 2NT* ♠ 3♣* - (D) ♠

RD	Relay. ■
3♦*	Min. ♠ Every bid is sign-off.
3♥*	Max, 7-1 (9-10 hp).
3♠*	Max, 7-2 (9-10 hp).
3NT*	Max, 7-3. (AKQxxx.)
3OM	GF in OM (only way). ♠ Serious 3NT. ■

(*) Bidding after **Ovc** is same as after OPENING.

DEF. VS. 2♦ (= MULTI OR W2 IN ONE M)

2nd position:

D	Bal, 13-15 or any 16+.
2♥/♠	Takeout of OM, 4+, NF.
2NT	Bal, 16-18.
3♣	12-16, good suit.

2 nd = D	?
(2♦) - D - (2♥/♠)	D = penalty.
(2♦) - D - (P/2♥)	2♥/♠ = sign-off.
(2♦) - D - (P/2♥/♠)	2NT = Lebensohl.
(2♦) - D - (P/2♥/♠)	3♣ = forcing (F1).

2 nd = P	?
(2♦) - P - (2♥)	D = takeout of H.
(2♦) - P - (2♠)	D = takeout of S.
(2♦) - P - (2♥/♠)	2NT = 16-18.
(2♦) - P - (2♥/♠)	Other = natural.

SERIOUS 3NT

A 2/1 response over 1♥/♠ almost always shows a good 5-c, a source of tricks. (It allows opener to raise with 3-card supp.)
 When an 8-card fit is **agreed** at **lev. 3 (GF)**, a bid of 3NT (by either) is completely artificial. It says: "Partner, I have serious slam interest, please cue-bid for me." If you fail to bid Serious 3NT when you have opportunity and cue-bid instead, that carries: "Pd, I don't have slam interest, but I am cue-bidding in case you do."

4♥/♠ = TRULY MIN.

Cue bid in partner's 2/1 (≈ second) suit is one of three top honours (A, K, Q). Never shortness!
 Partner's cue-bid in own (≈ second, 2/1) suit shows two of three top honours.
 1♠ - 2♦ ♠ 2NT - 3♠ --- (♦ = p's suit, "second suit", 2/1 suit).
 If H is agreed suit, opener must bid 3♠ if he has control. Any other bid would deny S-control. (3NT would be Serious with no S-control.)

WE NEVER C-BID AT THE LEVEL 5. (SUIT = EKC.)

DEFENSIVE BIDS

2 NT	over (1♥/♠)	Minors,	weak/strong.
2 NT	over (1♣/♦)	H + other m,	weak/strong.
CUE or 2♦	over (1♣)	Michaels,	weak/strong.

RESPONSES TO OVERCALL

CUE-BID (included 2♣)	SUPP (3-c),	10+.
RAISE	Min: xxx,	6-10.
JUMP RAISE	Weak, 4-card supp,	-7.
1 NT	Natural, constructive,	8-12.
2 NT aft. norm. ov. lv.2	Natural,	11-12.
2 NT after wk. ov. 2♥/♠	Conv, asking.	
NEW SUIT	Non-forcing,	7-11.
JUMP NEW SUIT	Invitational,	11+.

BALANCING

SIMPLE OVERCALL	Natural,	8-13.
JUMP OVERCALL	Intermediate, 6-card,	11-13.
1 NT ♠ Stym, Jacoby...	Bal, no sure stopper,	11-14.
DOUBLE	T/O,	12+.

DOUBLES (VUL: -3♥; NONVUL: -3♠)

RESPONSIVE: ♠

PENALTY: ♠

(1♠) - D/2♣ - (2♠) - D	(1♦) - 2♠ - (3♦) - D
(1♥) - D/2♦ - (3♥) - D	(1♦) - 1♠ - (2♣) - D
(2♠) - D/3♣ - (3♠) - D	(1♦) - D - (2♣) - D

♠ (1%) - DBL - (RDBL) - PASS (= Pen. oriented.) ♠

DBL OVER (W2): (2♥) - D - (P) - ? (→ **LEB.**)

2♠	Weak, 0-7.
2NT	Demand to bid: 3♣.
3♦	Weak, 0-7.
3♠	Constructive, 4-card , 8-10.
3♦	Constructive, 8-10.
3♠	Constructive, 5-card , 8-10.

OUR OVERCALL 1/2 NT

Transfer to opp's M shows:	→ shortness in that suit; → strong one minor, GF ; → no 4-card major.
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(1M) ♠ **1NT** - (P) - 2(M-1) - (P) ♠

2NT	NT good contract.
2M	OK, your m = trump .
2/3OM	Try in 4/5-3 fit.
4♣/♦	Nat. ♠ Redwood.

Note: (1♥/♠) - 1NT - (P) - 3♦ = both minors.

(2M) ♠ **2NT** - (P) - 3(M-1) - (P) ♠

3NT	NT good contract.
3M	OK, your m = trump .
4OM	Try in 4/5-3 fit.
5♣/♦	Nat, s-off.
3OM	Try in 4-3 fit.
4♣/♦	Nat, RKC.

Note: (2♥/♠) - 2NT - (P) - 3♠ = minor Staym.

Only RKC is Redwood but **after explicit setting m.**

Vs. STD.* 1NT (DONT)

D	1-suited (6 ⁺ -card).
2♣	Relay, asks for suit.
2♦/♥/♠	Sign-off.
P	15+, balanced.
2♣	C + ? (4-4).
2♦	Pass / corr.
2♥/♠	Sign-off.
2♦	D + H/S (4-4).
2♥	Pass / corr.
2♥	H + S (4-4).
2♠	Weak two.
2NT	Minors (5-5).

(*) and vs. weak NT – when balancing or by a passed hand.

After (D) RD = relay; other = sign-off.

(1NT) – 2♣/♦/♥ – (P) – 2NT* (P) – ?

	2♣	2♦	2♥
3♣	Min. 3♦ = Rel.	H + min.	Better H + min.
3♦	D + max.	S + min.	Better S + min.
3♥	H + max.	H + max.	Better H + max.
3♠	S + max.	S + max.	Better S + max.

	VUL.	NON VUL.
MAX	13/14 & 5-5.	11/12 & 5-5.

Vs. MINI 1NT(10-13): Multi-LANDY

Balancing: system ON. (1NT) – P – (P) – **Dbl = pen.**
 Dbl promises full opening values and intended as a penalty double. The *advancer* is expected to pass.

Balancing by a passed hand: DONT.

Two Guidelines vs. any NT

- When pd raises a known suit, it is simply weak.
- If game is possible, then pd must bid **2NT***.

Vs. WEAK 1NT (Multi-LANDY)

Dbl	Penalty.
2♣	Majors: 5-4. (Possible 4-4.)
2♦	Asks for better M.
2♥/♠	Sign-off.
3♥/♠	Preemptive.
2NT*	Asks to clarify hand.
3♣/♦	Better H/S, min.
3♥/♠	Nat, max.
2♦	A single major suited hand.
2♥	Pass / corr. 2NT = relay.
2♠	Pass / relay if hearts.
2NT*	Artif, forcing.
3♣/♦	H/S, min.
3♥/♠	Nat, max.
2♥/♠	5M + 4m.
3♥/♠	Sign-off.
2NT*	Asks for m. 3♥/♠ = Inv.
2NT	Minors: 5-5.
2♠	Nat.
2NT*	Relay. Agreed spades.
3♣	Spades, W2, 7-2, 9-10 HP.
3♦	Spades, W2, 7-3, AKQxxx.
3♠	Spades, not max.

(1NT) – 2♦* – 2♠* ?

3♣	Hearts, W2, 7-2, 9-10 HP.
3♦	Hearts, W2, 7-3, AKQxxx.
3♥	Hearts, not max.

	VUL.	NON VUL.
Max	13/14.	11/12, 7L.

SLAM CONVENTIONS

KEY-CARD ASK (5KC + Q)

RKC	1/4	0/3	2	2+Q
EKC	0/3	1/4	2	2+Q

RBE / GERBER: (A-s + K-s)


1/4	0/3	2+0	2+1	2+2
REL: # K-s	0	1	2	

RKC / RBE / EKC - (Interv)

D/R	P	1st	2nd
0/3	1/4	2+0	2+1

REL-ASK - (Interv)

D/R	P	1st
No.	Yes.	Yes + ...

 After 0/3 any playable bid :	Sign-off	facing 0.
	Q-ask	facing 3.


RELAY after **1/4** & **0/3** = Q-ASK

1st	2nd	3rd
No.	Yes.	Yes + next KC ...

Other. → Next KC = ?

1st	2nd	3rd
No.	Yes.	Yes + ...

Over (D on answer)

RD	= 1 st rel-ask. 
P	= Waiting bid.

SEARCH LIST	Only Trump (♥ = Tr.)	+ 2nd Suit (♣ = 2nd)	2nd + 3rd (♦ = 3rd)	Not opp's K.
1.	♠K	♣K (= 2.)	♣K (= 2.)	
2.	♦K	♣Q (= 2.)	♣Q (= 2.)	
3.	♣K	♠K	♦K (= 3.)	
4.	EXTRA	♦K	EXTRA	

C-BID - (D) - ?	Doubled suit	New suit
RD	1 st control.	—
PASS	2 nd control.	—
New Suit	No control.	1 st /2 nd contr.

LEAPING MICHAELS CONVENTION

(18+ HCP, **5-5** or longer hands. GF.)

Preempt	L. Mich.	Shows
2H / 3H	4C	Clubs and Spades. (Bid 5C or 4S.)
2H / 3H	4D	Diamonds and Spades. (Bid 5D or 4S.)
2S / 3S	4C	Clubs and Hearts. (Bid 5C or 4H.)
2S / 3S	4D	Diamonds and Hearts. (Bid 5D or 4H.)
2D / 3D	4C	C and Unspecified M. (5C or 4D* asks 4H/S.)
2D / 3D	4D	Both Majors. (Bid 4H or 4S.)
3C	4C	Both Majors. (Bid 4H or 4S.)
3C	4D	D and an Unspecified M. (5D or 4H* = Pass/Corr.)

Cue-bids (at the 3 level) which are **not** Leaping Michaels.

2D	3D	Both Majors! Not GF. (Responder bids 3M or 4M.)
1M / 2M	3M	Western Cue-bid , asking to bid 3NT with a stopper.