




DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
1X=8-18 <i>Resp</i> New suit = F1, jmp cue= supp INV+, jmp new= INV "TRF" after neg D. See under SPECIAL COMP BIDS	
1NT OVERCALL	
15-18 <i>Resp</i> : SYSON (but no Smolen)	
In 4 th 11-16 <i>Resp</i> : SYSON except 2NT-raiser may have M and on 2♣=ASK 2NT= 15-16, then 2NT methods	
JUMP OVERCALLS	
2NT 2 nd = 2 lowest unbid, decent 2NT over short m(0-2) = mm	
2NT 4 th = 19-21 bal 2♦ over short 1♣ = MM	
Wk jumps but 2X vul = intermediate; 3♥ over 1♠ = good	
<i>Resp</i> 2NT = ASK spl, new suit = Nat F1 OR values w supp	
DIRECT AND JUMP CUE-BIDS	
2cue = 55 highest+ any, constructive+; In 4 th = 55 any	
<i>Resp</i> : 2NT = ASK side suit; New suit = p/c	
Jmp cue = ASK stopper	
VS. NT	
2♣ = 2-suiter w 4+♥ 2♦ = 2-suiter w 4+♠. Side suit often longer	
<i>Resp</i> : Relay = p/c; 2NT = ASK; New suit NF	
Style is "decent" Hp undef., about 10+ in 2 nd . Less shape, more hp	
2NT = mm OR any strong 2-suiter	
Balancing D By passed = long minor	
By unpassed = PEN if NT=14/less, else 1-suited +values	
VS. PREEMPTS	
D = T/O thru 3♠; 4m = oM+m vs 2/3M, and Multi2♦; 4mcue = MM	
4Mcue and jmp 4NT = 55 mm; 3Mcue = 55 Hi+ other;	
2NT = 15-19; 3NT "NAT"	
Vs 4X-nat: 4NT = 55 any; 5cue = hi + other	
Vs 4SAT D = T/O of M, 4cue = Hi + other	
VS. ARTIFICIAL STRONG OPENINGS	
D = M oriented; 1NT = mm; 2NT = ♠+♦ OR ♥+♣	
D of 2♣ = ♣	
OVER OPPONENTS TAKEOUT DOUBLE	
1X = F1; 2new=NF; Jmp supp = PRE; 2NT = INV+ raise;	
RD = (9)10+, F thru 2 of opening suit or D	
After 1M(D) TRF structure, See SPECIAL COMPETITIVE BIDS	
Jmp new by passed: After 1♦ = fit; After 1M = spl; Dbl jmp = void	
Jmp new by unpassed = PRE	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and low	3 rd and low	
NT	3 rd and low	3 rd and low	
Subsequent	2 nd /4 th thru declarer	1 st or 3 rd	
Other:	K fr AK for count against 5+level or long suit declarer		
LEADS			
	Vs. Suit	Vs. NT	
Ace	AKx (A, Ax etc)	AKx (A, Ax etc)	
King	KQx (etc), AK	KQx, AKJT	
Queen	QJx (etc)	QJx, KQT9, (or AQJx)	
Jack	JTx (etc)	JTx, (AQJx possible)	
10	T9x, KJTx, Tx	T9x, KJTx, Tx	
9	98xx, 9x, HT9, HH9	98xx, 9x, HT9, HH9	
Hi-x	Xx, XxXx, XxXxX	Xx, XxXx, XxXxX	
Lo-x	HxX(x), xxX(x), XxXx	HxX(x), xxX(x), XxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit: 1 st	Att, low=Encrg	Count low=even	Att, low=Encrg
2 nd	Count Low=even	S/P	Count low=even
3 rd	S/P		S/P
NT: 1 st	Att, Low=Encrg	Count Low=even	Att, low=Encrg
2 nd	Count Low=even	S/P	Count low=even
3 rd	S/P		S/P
OTHER SIGNALS (INCLUDING TRUMPS)			
A known long suit holder may discourage (high) with odd card to show preference for higher suit, and even card for lower suit. (Rare- if remembered at all)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O D = 10+, more if shape worse. Maybe lighter in 4th			
<i>Resp</i> : 1NT = neg after (1♠) - D			
SPECIAL, ART AND COMP DOUBLES/REDOUBLES			
Max overcall D if 4 th hand supports or bids suit at 3 minus 1 of our suit.			
1NT (D) RD = puppet to 2♣			
1♣ (1♦/♥) D shows the next suit			

					
Category: RED European Championship 2004 Malmö					
NCBO: SWEDEN					
Players: PO Sundelin – Johan Sylvan					
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
2-way 1♣ 11-13 balanced OR 17+ any shape					
5+Majors, 4+♦					
Possible canapes: 1♦ opener may have longer clubs					
1♣ - 1M. and 1♠ - 1♦ - 1M may have longer minor					
1NT openings: 14-16; any 5card suit possible					
2/1 responses: 2m=FG, except rebid, raise of rebid M, or 2pref					
SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
1♣ = 11-13 bal OR 17+					
<i>Resp</i> : Nat NF: 1/2/3 NT / 2m / 3♦/♥ / 4M					
ART: 1♦ = 0-7, 2♥ = (5/4) mm INV OR bal 20+					
2♠ = 6+♣ INV+, OR (5/4) mm FG; 3♠ = TRF to 3NT (14+)					
4m = SAT, TRF to corresponding M					
2♦ = 6-11. 6M OR 22-23 NT; <i>Resp</i> : 2/3M=p/c, 2NT/3m=F, 4m=ART					
2♥ = 11-16, 4414 OR 4405 <i>Resp</i> : 2NT=ART FG, jump=INV, others NF					
2♠ = 13-16, 5+♦/4+♣, 4-51/2 losers <i>Resp</i> : 2NT/3♣=ART relays, 3M=FG					
3NT = PRE, broken m (In 4th to play) <i>Resp</i> : 4/5m = p/c, 4M to play					
4m = SAT, solid or semisolid M <i>Resp</i> : ART					
DEFENSE : 2-suiters See JUMP OVERCALL, DIRECT CUEBIDS, VS PREEMPTS, VS NT and VS ARTIFICIAL STRONG OPENINGS					
SPECIAL FORCING PASS SEQUENCES					
1♣ - (P) - 1♥ - (1♠) - P					
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE					
We use TRF structures A/ If doubled in 1M: 1NT thru 2M-1= next suit or values there + supp. 2M-1 = constructive raise.					
B/ After 1♦-1NT					
C/ On (1X) over our 1♣: D thru 2♥ = "TRF" except 2X=FG 3-suiter, and 1♠ = "neg" D without "transferrable" suit					
Psychics : Rare					

OPENING BID DESCRIPTIONS

Open	ART	NBR+	NegD	Description	Responses	Subsequent Auction	By passed or in comp
1♣	✓	0	2♠	11-13, bal or 17+, any distribution	<p>1♦ = 0-7 (OBS opener may pass w 11-13 and even w 17 (very rarely))</p> <p>1M = 8+hp, 4+suit, may have longer m other bids deny 4M (NOTE 1.2)</p> <p>1/2/3NT = 8-12/13/14-19; 2♠/♦ = 8-12, NF;</p> <p>2♥ = ART, INV 5+4+ mm OR 20+ BAL 44mm</p> <p>2♠ = ART INV +, 6+♣ OR FG, 5+4+ mm</p> <p>3♣ = ART, FG, 6+♦; 3♦/♥ = INV</p> <p>3♠ = ART relay to 3NT, BAL 14-19 OR 20+</p> <p>4♣/♦ = solid or semisolid ♥/♠, 2 keycards (+Q)</p>	<p>1M=NF, WK (3)4M, passes next, OR 17+,4+M (rebid 2♣=5M, 2M=5♣) -Resp: Nat, ARTfit or spl</p> <p>1NT=17-19; 2m=17+ NF -Resp Nat OR spl; Jump = FG;</p> <p>1♠=WK OR 17+, 1NT= WK -Resp: 2♣=s/o ♦ OR INV, 2♦=FG ASK, 2NT= s/o♣ OR FG 5/5, 3X INV</p> <p>2♣ = 17+ ASK w ♣ OR NT -Resp: ART; 2Mraise =wk; Others 17+; 2NT=supp,18+</p> <p>WK may raise m or accept INV; Others = 17+; Jumps = Nat, set trumps, ASK cue</p> <p>2NT/3m/5m = s/o; 3M/4m=17+ 2♠ = ASK, wk or 17+; -Resp: NT jumps=20+</p> <p>3♣=s/o; 2NT= FG; 3♦ etc = 17+ -Resp: 3♦=mm, FG; 3M = spl with ♣</p> <p>New suit =17+; 3♣-3♦ = WK OR 17+ -Resp: 3M/4♣ = SPL : Over -3♥ 3NT= 17+ supp</p> <p>3NT= WK -Resp bids w 20+; 4♣ = ART ASK hp. Then 4M NF; 4M=FG, -Resp 5X as if RKCB</p> <p>4next= ART ASK Steps see direct 4M opening; 4new=17+, 4NT= relay suit</p>	<p>Over (1X) TRF structure (NOTE 1.1)</p> <p>Over (2M) TRF Lebensohl (NOTE 4.2)</p> <p>Responses by passed: 2M=64 MM 8-10 3M=74 MM 8-10 3m=5+5+ mm 8-11</p>
1♦		4	4♠	11-16, normally unbal, may have longer ♣	<p>1NT = F1, 6-10, no M or 16+, no jumpable suit</p> <p>2♦ = supp, 10-15, F3♦ (NOTE 2.1-2.2)</p> <p>2NT= light shape INV/PRE; 3♦ = PRE, 6-9</p>	<p>Transfers by opener; 2NT=mm, 3♣ = canapé, 4-5,5 losers</p> <p>2♥ = ART min w any spl; -Resp: 2♠/NT=ASK; 2♣ = ART xtra; -Resp 2NT=ASK</p>	<p>By passed: Jmp=fit, 1♦-2♦ NF constructive. No TRF w passed partner</p>
1♥		5	3♠	11-16, 5+suit	<p>2♣ = FG relay OR ♣ INV (NOTE 3.2)</p> <p>2NT = ART, INV + supp (NOTE 3.1)</p> <p>Jmp supp=PRE; dbl jmp new=void, jmp new =FG</p>	<p>2♦ = ART: BAL OR any m; 2♥=oM, 2♠=6M, 2NT=5440; Then 3♣ OR raise of 6+M = NF</p> <p>3♣ = min; 3♦ = xtra, no spl; 3♥/♠/NT = xtra w ♣/♦/oM spl; 4X =void }</p> <p>The same steps are used by both to ask for or show spl (except 3♣-3M). Later 4X=A/Kcue</p>	<p>By passed no relay, jmp=spl</p>
1♠		5			<p>1♠-2♥ =Nat,10+,F1, may pass 2♠ or bid NF 2NT</p>	<p>1♠-2♥-2♠ = NF; 2NT=ART 14-16, BAL OR 6♣ OR ♥ supp OR 51(4/3)</p>	
1NT			2♠	14-16, may have any 5-suit. 5m+ 4M may occur, and 6m (rarely)	<p>2♣ = ASK, no M or hp promise (NOTE 4.1)</p> <p>2♦ = ART relay A: any M, wk; B: INV +, 5+♥; C: 44 mm, FG; D: Gerber; E: 55 MM, FG;</p> <p>2♥ = TRF, 5+♠, INV+</p> <p>2♠ = ART, 6+♦, INV, OR 6+♣, any strength</p> <p>3♣ =ART, 6+♦, WK OR FG; 3♠ =ART, 5+4+ mm, FG</p> <p>3♦/♥ = ART, TRF ♥/♠, INV(+); 4♣/♦ = ♥/♠</p>	<p>2♦--2/3M=INV/FG (4M/5+oM); 2♥--2♠=FG; 2X--3♣=ASK for 5X OR ♣; 2M--3oM = bal supp FG</p> <p>2♥=neg; Resp: 2♠=s/o, 2NT=NF, 3m/♥=FG, 3♠=mm, 4♣=Gerber, 4♦ = 55MM; 4♥=light try</p> <p>2♠=ART accept ♥; Resp: 2NT = TRF relay to 3♥ (3♣ now shows supermax); others as above</p> <p>2NT=ART accept Resp: 3♥ = ART ASK for ♠supp; 3m/♠=FG; 4♥=NAT; 4♠ = light try; 4m=void</p> <p>2NT=acc; 3♣=neg; Resp: 3♦ = ♦, 3M=spl w ♣; 3NT=♣ OR(over 2NT) ♦</p>	<p>Over (D) P demands RD, RD demands 2♣. Over (2M) TRF Lebensohl (NOTE 4.2)</p>
2♣		5	4♥	11-16, promises 4M if only 5♣	<p>2♦ = ART relay (NOTE 5.1)</p> <p>2♥/♠=F1; 3♦=INV; 2NT = F1,INV+ NAT OR Supp,FG</p>	<p>2♥=neg OR ♥; 3♣=medium; 3new= spl, max; 4M=5suit; 2/3NT=Nat Resp: 2♠=ASK;</p> <p>Over 2M: -jmp=spl; -3♦ = ART good w no suitable bid; Over 2NT -3new=spl and xtra</p>	<p>(NOTE 5.2)</p>
2♦	✓	0		6-10(11), 6crd M or 22-23 bal	<p>2/3M = p/c; 3♣/♦ = Nat, FG;</p> <p>4♣ = TRF to M; 4♦ = Bid M; 2NT = ART relay</p>	<p>3M=no supp; 4M=good M w some fit; 3/4m = ART supp (♣=♥, ♦=♠);</p> <p>3M = wk; 3m = good (♣=♥, ♦=♠);</p>	<p>(NOTE 5.3)</p>
2♥		4		11-16, 4414 or 4405	<p>2NT = ASK by steps; Others = s/o; jump = INV</p>	<p>Steps: (min / med / max / 5♣.med+ / ♦H); On 3♣-3♦=fe ASK; If 3M is bypassed, 4♦/♥=TRF</p>	
2♠	✓	0		(12)13-16, 5+♦,4+♣ no 4M, 4,5-5 losers	<p>3/4♦/4♣ = INV; 3M = FG; 3♣ = ART ASK</p> <p>2NT= PUP 3♣; (then P/3♦=wk, higher= FG)</p>	<p>(NOTE 6)</p>	
2NT				20-21	<p>3♣ = PUP 3♦; 3♦ = ASK M; 3M=Nat F; 4m=SAT</p>	<p>(NOTE 4.3)</p>	
3m		(6)7		Decent vul, NV free	<p>3M=F1; 4M=cue; 4new m =RKC(0,1,1+Q,2,2+Q)</p>		
3M		(6)7		Decent vul, NV free	<p>Nat F except 4♣ = RKC as above, 3♥-4♠=cue</p>		
3NT	✓			= 4mPRE, not in 4th	<p>4/5m =p/c; 4M = to play 4NT= slam try</p>		
4♣/♦	✓	0		(Semi)solid ♥/♠, 2keycrds	<p>Steps: 1=ASK,3= ASK cue, higher=voids</p>	<p>Resp to 1: 1=neg, 2=a K, 3-4-5=voids, 6=xtra lgth</p>	
4♥/♠		7		Gambling	<p>4NT=RKCB, New suit = cue</p>		
4NT	✓			Specific ace ask	<p>5♣ =No A; 5X = XA; 5NT = ♣A; 6♣ =2</p>		

Slam approach and conventions

Splinters: Obids 1st or 2nd up the line; 3NT F if M agreed;

Keycard ASK: "Gerber" (via relay on 1/2NT; Direct 4A BW on 1/2 opening or pos resp to 1♣; 3♣-4♦ and 3♥/♠-4♣ (0/1/1,5/2/2,5); 4NT if trump agreed: if M (1430); if m (3041) unless previous cue; 4♦/♥ (on m supp after 2♦); 4M (on 2♣-2NT-3♣-, and 2♠-3♣-4♦-);

Voidwood (1NT-SAT-then 4/5X, and 1♣-pos-then resp m raise - jmp "Xwood" on 2NT-3♥-3♠-5X = resp to assumed RKCB

4NT w/ m after cue = 3kc. Resp to 17+ = 2; 0-7hand w/ m or M = 1

SUPPLEMENTARY SHEETS**PO Sundelin – Johan Sylvan****Sweden**

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1.1 1♣ in comp

If opener acts over interference with anything but a raise or accept of an invitation he shows 17+.

Over (1X) being ♦ or ♥ and (D=♣) we use a transfer structure. "Accepting" transfer at 1-level shows 3, else SYSON by both. After TRF to 2-level responder may bid:
own raise=F, cue+NT=F1, cue+own=NF,
new suit=F, NT=NF.

1♠ = neg D (transfer to 1NT) (=♦ if D=♣) without showable M
D = 4+(X+1), 8+hp, may have longer m.
1X+1 = 4+(X+2)
1NT = 5+♣, 8+hp (may prefer 1♠, then 2♣ NF)
2X-1 = 4M and 5+m, INV (m or M may be unknown); then -2X=ASK, wk or str
2m = 5+ (m+1), 8+hp
-raise = looks like jump but isn't.
2♠ = SYSON
2cue = 4441, FG
2♥(jmp) = 5+♠, FG
2NT = 2suiter as if 1X were an opening

Over (1♠)

D = transfer to 1NT
--then m=NF, M=F
1NT/2any = as above

Over (1NT)

2any = as against 1NT opening
3any = NAT, NF opposite 11-13
4any = SYSON

Over (2m)

2any = NF
3cue = ASK for 3+M (no m NTstopper)
D = 8+hp
3om = INV
3M = FG with m stopper (OR slam try)
4m = SYSON

Over (2M)

Transfer Lebensohl see page 8

Over 3X (by unpassed)

D = points, 11-13 opener passes
4♣ = T/O, looks for fit, cue by both =♣
4♦ = 1-suited (any) or both m
4M = F1 (in principle)
-4♠ = cue
-4NT = signoff
-5X = RKCB response
5m = NF, but strongly INV

Over 3X (by passed)

4♦ (jmp) = M + ♦
4cue = MM
4♥(cue) = ♠ + m

1.2 1♣ - 1M and continuation

1♣ -- 1M = 4+suit, 8+, m may be longer.
-1♠ = 4suit, 11-13 OR 5suit, 17+
-1NT = 11-13, no 4M
Responder uses "x-y"-NT over both 1♠ and 1NT:
--2♣ = PUP to 2♦, (17+ breaks) then NAT, INV (3m=canape)
--2♦ = FG ASK
--2M = NAT, wk
--2NT = PUP to 3♣, (17+ breaks) then:
--P = clubs, wk
--3new = 55, FG
--3ownM = 55 w clubs, FG
--3NT = NAT (maybe joking)
--3♠supp = slamtry
--4new = spl w ♠supp
--3X -- INV, 5+5+ if new, else 6+
--4m = Void with own M after 1NT = Void with ♠supp after 1♠

OBS

(1♣--1♥-1NT--3♠ = Void. Invitation via 2♣)

2.1 1♦ - 1NT = F1 (6-10 OR 16+)

-A/ 6-9(10), no M

- Later
 -- P
 -- pref 2/3X
 -- 3♦
 -- 2NT= relay to 3♣, then P, 3♦,
 3Msupp, possibly 3NT if
 opener reversed

B/ 16+

- B1/ bal (may have 4414 or unjumpable 5+M),
 Later
 -- 2M or
 -- 2NT=relay to 3♣,
 then 3M or 3NT unless opener reversed
 B2/ any shape with 4+♦ support
 Later
 -3♣ = xfer to 3♦

Opener uses transfers at 2-level (except opposite a passed partner):

- 2♣ = ♦, (possibly 4441 w stiff club)
 -2♦ = ♥ reverse (15-16)
 -2♥ = ♠ reverse (15-16)
 -2♠ = 4441, short ♣, 15-16
 -2NT = 4+♣, any m may be longer
 -3♣ = 5+♣, 4-5,5 losers
 -3♦ = NAT

After

- 1♦--1NT-2♣=5+♦, (possibly 4441 w stiff club)
 --P with long ♣,
 --2♦ =wk,
 --2M =16+, Nat 5+,FG
 --2NT demands 3♣, then
 --P = long ♣
 --3♦ =NF constr. ♦ raise (maybe 3)
 --3M/NT =16+NAT.
 --3♣ = 16+ ♦ raise (4+supp), ASK shortness
 -3NT= short club
 --3♦ = 4♦, normal raise (6-9)
 --3M =16+, ♦ supp, spl

1♦--1NT-2♦ =4♥, (14+)15-16

- P =wk
 --2♥ =wk preference (3316 or maybe 3325)
 -3♣ =Nat, 3(+), NF, game try
 --2♠ =16+, Nat, 5+suit
 --2NT =demands 3♣. (-3♦)

Opener may "preaccept" ♣ via 3♦ with 1453!

- Over preaccept
 --4♦ =NF, inv;
 --4♣ =signoff;
 --5♣ =NAT;
 others as below

-Over normal 3♣

- P= wk, (long ♣),
 --3♦ = NF constructive ♦ raise
 --3♥ =WK (4♥ and longer ♣)
 --3♠ =16+, 4card ♠
 --3NT= NAT ("wk" or 16)
 (perhaps looked for ♣);
 --3♣ =16+, ♦ raise (3+support), ASK shortn.
 -3NT = short club
 --3♦ = wk, 6-7, often 4♦.
 --3♥ =NAT,16+, ASK shortness
 --3♠/4♣ =16+, splinter, ♥ support
 --3NT = "wk " or misfit 16
 --4♥ =WK (4♥ and longer ♣)

1♦--1NT-2♥ =♠, (14+)15-16

Same structure as after ♥ reverse above.

1♦--1NT-2♠ = 4441, (14+)15-16

Same structure as after ♥ reverse above, but

- 2NT = ART, demands 3♣, then
 --3NT= Good 3NT
 --3NT = "wk " or misfit 16
 --4♦ =INV

1♦--1NT-2NT= 4+♣ (minor lengths unclear)

- 3♣/♦ = to play
 --3M =16+, values or 4 (then 4m for 53 m fit)
 --4m =FG, 16+
 --4M =16+, **Void** with ♦ support OBS

1♦--1NT-3♣ = longer ♣, 4-5,5 losers

- 3♦ = sign off (4supp)
 --4m = FG
 --3M = values wk OR NAT, 16+.

1♦--1NT-3♦ = good hand

- 3M = values wk OR NAT, 16+
 --4♣ = Q OBS
 --4M = splinter
 --4♦ = FG

2.2 1♦ -2♦ = F1, 10-15

After

1♦ -2♦ -2♥ = Min with any shortness

--2♠ = ASK for spl, shown by steps:

-2NT, 3♣, 3♦ = ♣, ♥, ♠ spl.

--2NT = also ASK for spl by steps

-3♣ = short

-3♦ = short M, but wk min

--3♥/♠ = values

-3♠ = spl

-4X = ♥ spl over 3♠

-3M = spl and good min

--New suit = values/Nat, may pass 3♦

1♦ -2♦ -2♠ = Extra values;

--2NT = ASK,

-3♣ = No shortness,

--3♦ = NF

-3♦, ♥, ♠ = short ♣, ♥, ♠

--New suit = values/Nat, FG

--3♦ = NF

--3new = values (this suit and trumps), FG

1♦ -2♦ -2NT = seminatural,

1♦ -2♦ -3♣ = FG, 5+ suit, good hand, (not necessarily max=4-5, 5 losers), longer ♣ than ♦

1♦ -2♦ -3M = 5 card suit OBS

3.1 1♥/♠ --2NT = 3+ support, INV+.

-3♣ = min,

--3 of agreed M = INV (AFTER 3♣).

Opener may raise.

--3♦ = ASK

-3♥/♠/NT = spl ♣/♦/♠ oM

-4new = Qbid (A or K)

--3♥/♠/NT = spl ♣/♦/♠ oM (see exception above)

--4new = Qbid (A or K),

(Q may be spl in ♣ after 1♥

or in ♦ after 1♠)

-3♦ = no shortness, extras

--3♥/♠/NT = spl ♣/♦/♠ oM

--4new = Q (A or K), no spl

-3♥/♠/NT = spl ♣/♦/♠ oM, extra values

-4m = void

-4♥ = M void (♠ if ♥, ♥ if ♠ agreed)

-4♠ if our M = decent 6+ suit, no spl, 2-3 KC,

4-6 contr. (AQJxxx-Ax-KTx-xx)

3.2 1M-2♣ = FG Relay (or INV ♣)

1♥/♠--2♣ = ART relay

A/ 10-11 w ♣ (rebids 3♣ or raises shown 6+M)

B/ FG relay, rarely with long suit outside ♣, may contain M-support.

-2♦ = Bal. (11-13), OR 4+m (not max w 55)

-2♥ = 4+oM (so 1♥ -- 2♣; 2♥ = 4+♠)

-2♠ = 6 card M with no side suit (11-16)

...also 1♥ - 2♣; 2♠ = 6♥

-2NT = Any 5440

-3♣ = 5+♣, Nat 5-5 w good suits (14-16)

-3♦ = Nat 5-5 w good suits (14-16)

-3oM = Nat 5-5 w good suits (14-16)

-3M = Good 6+ card suit 14++

-3NT = 6M+4♣ with a void

--4♣ then asks void low-high

-4♣ = 6-5♣ 1-1

-4♦/oM = 6-5♣ w void (Lo -Hi)

1M--2♣-2♦ = 4+♣, or ♦, or bal

--2♥ = (ART FG) asks (if doubled - P=bal, unsuitable or no stopper)

-2♠ = 4+♦,

--2NT = ASK (See Flannery)

--others "NAT"

-2NT = bal min (5332 in principle)

--3C = ART ASK

-3♦ = good M

-3♥ = C supp

-3♠ = max, Hx in ♣

--2♠ (ART) = suit/values in "oM", (w clubs)

- Continue NAT

--2NT = FG (probably w ♣)

-3♣ = 3/4 suit

-3♦ = 5

-3M = 6 (+ 4♦)

-3oM = ART better 4+♣ support hand

--3♣ = NF, INV (10-11 w 6+♣)

-3♦ = 5+ ...but unusual

-3M = 6-7+4♦

-3oM = ART ♣ support

-4♦, oM = Q

-4M = 6-7 and ♣

--3♦ = "Nat" (may be looking for 3NT)

--3M = Nat, 3-support, FG

--3oM = 6♣ +5oM

1M--2♣-2♥ = 4+oM
 --2♠ = Support of opener's second M!
 ASKing (See Major Flannery below)
 --2NT = FG, ASKing. See Flannery below.
 Normally no 4-supp. in 2nd M.
 --3♣ = NF
 --3♦ = 4th suit FG
 --3M/oM = support, FG.
 -4m = shortness,
 -3NT = 5422 extra.
 --4♣ = Que, ♣+oMsupp
 --4♦ = Que

1M--2♣-2♠ = 6 card M with no side suit
 ...also 1♥ - 2♣; 2♠ = 6♥
 --2NT=FG ASK, later 3M = support
 -3♣=Min
 --3M sets trumps, ask spl/bal..
 --3♦/3oM = "NAT", values/suit
 (normally ♣hand), bid nat
 -3♦ = bal good
 --3M sets M, others = ♣hand
 -3♥/♠/NT = extra w short ♣, ♦, oM
 --3♠ = NAT if supp, Q if oM
 --3NT/4♣/4M = NAT;
 --4♦/oM = Q, M-support.
 --4NT=NAT
 --3♣ = NF
 --3new = "NAT" F
 --3raise M= INV
 --4any = Q with M support

1M--2♣--2NT = Any 5440
 --3♣ = NF
 -w ♣ void: Pass or 3M or 3NT.
 -w supp. bid void;
 -(4♦/4♣=max,void ♦/oM).
 --3♦ = Nat, FG
 -w ♦ void bid 3NT/3M
 -w supp. bid void, (4♦=max,void ♣)
 --3oM
 -with void bid 3♠/3NT
 -with supp. bid void suit (jump if max).
 Raise = "jump" in ♦
 --3M
 -bid void (with jump if max).
 -3NT = void oM, raise = jump in oM

1M--2♣-3♣ = Nat 5-5, good suits (14-16)
 --3♦ asks short suit
 -3♥/♠ = low-high singleton (♦/oM)
 -3NT = 55 and a void
 -4♣ = 6511
 -4♦ = 65 + ♦ void
 -4♥ = 65 +M void

--3M sets trumps
 --3oM = "NAT", bid NT with ♦ stopper
 --4♦/oM = Q with ♣ support

1M--2♣--3♦ = Nat 5-5 good suits (14-16)
 No room for relays.
 --3M sets trumps, FG
 --3oM ask stopper as resp probably has clubs
 --4♣ = F
 --4♦ = F
 --4oM = Q, ♦-support

1M--2♣-3oM = Nat 5-5, good suits (14-16)
 MMM continuation, see bellow.

1M--2♣-3M = Good 6+ card suit 14++
 Compare 1M-2♣; 4M (3support)
 --4♣ = F
 --4new = Msupport, Q

1M--2♣--3NT = 6M+4♣ (14-16) with a void
 --4♣ then asks void low-high ♣=trumps, except
 after direct 4NT, 4M, 4♣+M
 --4♦/oM = Q
 --4NT = RKCB/M
1M--2♣--4♦/oM = 6-5♣ w void (Lo -Hi)

MMM – Major Messup Method

After Flannery responses there may be little space to set trumps and invite slam or sign off. The following method is used to set trumps. If the bid is defined as relay ASK, this has priority.

When 3M is available (not bypassed or relay) it is natural, FG. 4 of that M is signoff.

When 3M is not available

--4M in possible trump is NF slam try,

--direct 4NT over 3♠ = ♠RKCB, and

--4♦ is relay to 4♥ (followed by

--4♠ = signoff, by

--4NT = ♥RKCB, by

--5X = Qbid with ♥ as trumps).

--4M in impossible M = sets ♦ as trumps (if possible)

--3♥ = NAT over 3♣, mostly relay over 3♦

--3♠ = NAT, slam try

--3NT = NAT

--4NT if jump from 3♥ or lower = NAT

--4NT from 3♠/NT = ♠RKCB

--4♣ insists on ♣

--4♦ = demands 4♥

--4♥

--P = ♥signoff

--4♠ = signoff

--4NT = ♥RKCB

--higher = Q with ♥

--4♥ = NAT NF slam try

--4♠ = NAT NF slam try

except when 3♥/♠ was available

"Flannery" Responses:

After Opener has shown two suits Responder may relay for shape and strength.

(Special "Major support Flannery" below ♠ + ♥ after 1M-2♣-2♥-2♠)

With M+♣ responses are made directly over 1M-2♣; 2♦-2♥.

With M+♦ after 1M-2♣; 2♦-2♥; 2♠-2NT

With ♠ + ♥ after 1M-2♣-2♥-2NT

Structure:

-3♣ = 5-4 min hand –then

--3♦ asks shortness - lo, hi, no

--3firstM = sets trumps,

-Q ♠/short m/3NT = good bal.

--3secondM = ♣hand (NOT supp. Must be shown after 2♥)

--4♣ = Nat, F

-3♦ = better shape than 54, then:

--3♥ asks:

-3♠ = 5-5,

-3NT = 6-4, min;

-4 lowest = 6-5

-4cue = 6+ - 4, good

-4M = 6+M-4m, no wish to play 3NT, decent M

-3♥ = singleton low (5-4-3-1) 14-16, then MMM continuation. See above)

-3♠ = singleton high (5-4-3-1) 14-16 then MMM cont. See above

-3NT = 5-4-2-2 with 14-16 then MMM cont. See above

-4m = 65 (low, high VOID)

Major support Flannery

Used after 1M-2♣-2♥-2♠ = supp. for second M

After 2♣ + Msupp 2♠; jump 4♥ = 6511/5611, 4m-jump = 65+void

Relay steps: (Flannerish but start one lower, special bid for good 64)

-2NT = min, 5431, 5413, 5422

-3♣ = (min), extra shape, but not 65, 66

-3♦ = extra values, 54 short ♣

-3♥ = extra values, 54 short ♦

-3♠ = 6-4/4-6, max

--3NT = ask short suit

-3NT = max, 2-2

-4m = void + 65, 66

-4♥ = 6511 Or 5611 !

After min 2NT

--3♣ asks

-3♦ = short ♣

-3♥ = short ♦

-3♠ = 5422 min

--3♦/♥/♠ = Qbids (♣control unknown)

--4m = void

After -3♣, xtra length somewhere

-3♥ = xtra card in ♥ (no void),

--3♠ asks spl. (lo, hi)

--others = Q

-3♠ = xtra card in ♠ (no void)

--3NT asks spl. (steps lo, hi)

--others = Q

-3NT = 64/46+a void 4♣ = ASK

-4m = 55 + void

After 3♠=6-4

-3NT = ASK for shortness

3.3 1♠--2♥

- F1, may pass 2♠ or bid 2NT/3♥ = NF
- 2♠ = min hand (no 3♥ fit) -
may have only 5 card ♠ (NF)
 - 3♥ = NF, min hand, 3 card supp.
(may have singl) OR VERY bad 5422
 - 3♠ = ASK
 - 3NT = good min
 - 4♥ = real bad,
 - 4m = shortness
 - 3♠ = NAT(!)
 - 3NT = 4supp with a void (4♣ asks lo-hi)
 - .-4♣/♦ = spl. + 4 card supp
 - 4♥ = 5-4-2-2 min hand or possibly 3card
supp, min+, and a singleton
 - 2NT = 14-16 with either
 - a. bal OR
 - b. ♥ raise (3 or 4) OR
 - c. 6♠ OR
 - d. unsuitable 514/3
 - 3♣ asks, FG
 - 3♦ = Bal, has 2♥, maybe 6♠
 - 3M = Nat, FG
 - 3♥ = 3supp. may have spl
--3♠ asks as above
 - 3♠ = no ♥ supp but 6♠
 - 3NT = 14-16, 51(43)
 - 4♣/♦ = Splinter with 4♥
 - 4♥ = 5-4-2-2
 - 3♦ = "Nat", FG
 - 3♠ = Nat, FG
 - 3NT = bal, possibly short ♥
 - 4m = spl and ♥ supp (3-4)
♥ temporary trumps,
if RKCB 6 keycards
 - 4♥ = bal supp, good
 - 4m = cue w 3card ♠ supp. **OBS**
 - 3NT = Nat

3.4 1♠--3♥ = FG, very good suit
(3NT is no more playable)

- 3♠ = would rather play ♠
- 4m = OK. Q-bid accepting ♠
- 3NT = ART, insisting on ♥
- 3NT = ART accepting ♥, start Q-bidding
- 4m = Nat, 5+ suit
- 4♥ = signoff (often singleton heart)

4.1 1 NT methods

1 NT = 14-16 May contain any 5card suit,
special relays/transfers,
SMOLEN at 2- and 3level etc (but not when we
have overcalled 1NT)

- 2♣ = ASK M, does not guarantee own M.
- 2♦ = A. Wk, 5+ ♠/♥ OR
B. INV+, 5+♥ OR
C. FG 5+/5+ ♠/♥ OR
D. bal 4/4 ♣/♦ OR
E. Gerber
- 2♥ = A. INV+, 5+♠, OR
B. INV, 5+/5+, MM
- 2♠ = A. ♣, wk OR INV+ OR
B. ♦, INV
- 2NT = NAT, inv, normally no M
- 3♣ = 6+♦, wk OR FG+, forces 3♦
- 3♦ =
--pass w Wk, else splinters
- 3♦ = INV(+), 6+♥ (-3 or 4♥)
- 3♥ = INV(+), 6+♠ (-3 or 4♠)
- 3♠ = FG, 5+4+ mm (-4m or 3/4NT)
- 4m = transfer to ♥/♠
- 4♥/♠ =
--new suit = Voidwood
- 4♥/♠ = NAT
- 4+NT = NAT

1NT--2♣ = ASK for M (Does not promise 4M)

- 2♦ = no 4/5 Major
- 2M = 4M and 5(+) oM, INV
- 3♣ = ART ASK ♣ supp. or 5♦
cont. see below
- 3M = 4M and 5+oM, FG
- 3NT/Qbid/supp.
-4m = Q, slam try w oM
- 2♥/♠ = 4/5suit (2♠ denies ♥)
- 2♠ = 4+♠, FG
- 3X = Nat
- 2NT = INV, promises ♠ after 2♥
- 3♣ = ART, ASK ♣ supp. or 5 M
Continuation see below
- 3♦ = 4+ suit, FG
Continuation see below
- raise = INV
- 4X = splinter
- 3oM = ART slam try, agreeing M.
normally no m splinter
- 3NT = ♠-Qbid (Over
3♠ = ART ♥-support)

After --2♣ -2♦/♥/♠

- 3♣ = ART, ASK 1st for 5suit, 2nd for ♣.
 -3♦ = 5card M (or 5♦ after 2♣-2♦)
 --3♥ = shows 5♣
 -3♠ = ART ♣supp
 -3/4NT = Nat
 -4♣ etc = ♣interest
 --3♠ = agrees opener's 5suit
 --3NT = had clubs
 -3♥ = 4♣
 --3♠ = ASK w ♣ interest
 -3NT = worst half
 -4♣ = best half
 -3♠ = 3-"support" in ♣, good
 -3NT = denies the above

After --2♣ -2♦/♥/♠

- 3♦ = 4+suit, FG+
 -3♥ = 4card support. not max
 --3♠ = how bad?
 -3NT = bad
 -4X = OK
 -3♠ = 3support, good
 -4X = 4support, max
 -3/4NT = NAT

1NT --2♦ =ART relay (treated as light inv in ♥: Steps=No, Yes

- A. Wk, 5+ ♠/♥ OR
 B. INV+, 5+ ♥ OR
 C. FG 5+/5+ ♠/♥ OR
 D. bal 4/4 ♣/♦ OR
 E. Gerber

1NT --2♦

- 2♥ = no accept (if max then only 3♥)
 --2♠ = Nat, wk
 --2NT = INV
 --3m/♥ = Nat, FG
 --3♠ = 4/4 mm, slam try
 --4♣ = Gerber
 --4♦ = 55 MM, pick suit
 --4♥ = light slam try, good suit
 -2♠ =ART ♥-accept w. 3+supp.)
 cont. as above except
 --2NT = transfer to 3♥
 -3♣ = I have supermax
 -- BID 3♥!!

Wk ♥ --P --2NT (=retransfer to 3♥)

-(Opener's 3♣ =ART very good;

--3♦ is then re-transfer)

Wk ♠ --2♠ --P

5♥INV --P/2NT --3NT (or 2NT=xfer+4♥)

1NT --2♥ =INV+, 5+♠1NT -2♥

- 2♠ = no accept
 --2NT = INV
 --3♥ = NAT, INV
 --3m/♠ = Nat, FG
 --4m = void
 --4♥ = void
 --4♠ = light slam try, good suit
 -2NT = Accept
 cont. as above, except
 --3♥ = ASK for 3supp in ♠
 --4♥ = NAT (55 INV)
 -3♠ = 4+supp. Not mandatory to jump
 --3NT = no spl

1NT --2♠ = ♣, wk, INV+ OR .., INV

A. 6+♣, wk OR INV+ OR

B. 6+♦, INV

- 3♣ = no accept
 --3♦ = NAT, INV
 --3M = spl, with 6+♣, FG
 --3/4NT = NAT, ♣suit, denies M spl
 --4♣ = slam try
 --4new = void
 -2NT = accept
 --3♣ = wk
 --3♦ = INV with ♦
 --3M = spl with ♣
 --3NT = INV+ w/ ♣ OR INV w/♦

4.2 Transfer Lebensohl

1♣ OR

1NT - (2♥/♠)

--3oM = 5+♣ and 4oM, Mstopper

--3cueM = 5+♣ and 4oM, no Mstopper

--3NT, 4m/oM = SYSON

--4cueM = 5+/5+ minors, better than ...

--4NT = 5+/5+ minors

--2NT = A: INV+, 5+ ♣

= B: sign off in ♦ OR ♥

-3♦ = ART accept

--3♥ to play

--3♣ = INV+, 5+ ♦

-3♦ = negative

- higher = accept, Nat or cueM from both = nonstopper

--3♦ = INV+ with 5+oM

- 3oM/cueM etc as above

(bypass 3oM= accept)

4.3 2NT 20-21

Thr same methods are used after

2NT	=20-21
2♦--2M - 2NT	= 22-23
1♣--1♦-2NT (nearly)	=24+
(1X)-p-(p)- 2NT	= (19-21)
(1X)-p-(p) - 1NT; (p)-2♣-(p)-2NT = 15-16	
(2♥/♠ wk) - 2NT	= 15-19
(multi-2) - 2NT	= 15-19
--4m = SAT, M and NT are Nat.	
--3♦	=ASK M OR m one-suiter
--3♣	= FG (normally) relay, mostly w two+ suits
A: 5♠+4♥ (--3♣-3♦-3♠)	
B: 5/4 mm (--3♣-3♦-3♥)	
C: slam try any 4441 or 4432	
(--3♣-3♦-3NT = F	
(NOT F after 1♣-1♦)	
D: 6/4 m (--3♣-3♦--4m =6+)	
E: Gerber (--3♣-3♦--4NT)	
F: Good M 1-suiter, NF but Inv slam:	
(--3♣-3♦--4♥/♠)	
G: Sign off in ♦ (Pass)	

2NT--3♣ = puppet to 3♦

-3♦	= forced
--3♥	=FG with 4+/4+ m (54,45,55)
-3♠	= ART interest, no 4supp
--4♣/♦	= 5suit
--4♥/♠	= 55 m,spl
--3NT	= did my bit
--3♠	= FG w 5♠ and 4♥
-4♣/♦	=ART Msupp (♦=♠)
--3NT	= Slam try, F, bid suits
-4X	=NAT
	if hit,5x=RKCBresp by both
--4♣	= NAT, FG, 6+♣ and 4♦
-4♦	= ♦ supp
--4NT	=2+ keycards
-4♥/♠/=Q with ♣ supp	
--4NT	=2+ keycards
-4/5NT	= NAT
-5♣/♦	= Nat, bad
--4♦	=NAT, FG, 6+♦ and 4♣
-4♥/♠	=ART accept ♣/♦
	OBS NOT as above
--4NT	=as above
-4/5NT	= Nat
-5♣/♦	= Nat, bad
--4♥/♠	= Slamtry, good suit
	- RKCB, Q-bids

--4NT = 4-Ace-Gerber

2NT--3♦ = ASK M

	(with M OR one -suited m)
-3♥	=4/(5)♥
--3♠	= NAT (4suit) may have longer m.
--3NT = ♥support, slam try	
--4♣	= 5+♣ (one-suited)
- 4♦	= ♣support, Q-bid
- 4M	= ♣support, Q-bid
--4♦	= 5+♦ (one-suited)
-3♠	= 4(5)♠, denies ♥
--4♣/♦	= NAT, 5+suit
- 4M	=cue
--4NT	=2+ keycards
- 4/5NT	=NAT
--4♥ = ♠-supp, slam interest	
--4NT	= NAT
-3NT	=No 4M
--4♣/♦	= NAT, 5+suit
- 4 M	=Que
--4NT	=2+ keycards
- 4/5NT	=NAT

2NT--3♥ = NAT, FG

-3♠	= NAT
--5X	= RKCB resp
--4m/4/5NT	= Nat
--4♥	= Nat light slamtry
<u>2NT--3♠</u>	= NAT, FG
2NT--3/4NT	= NAT
2NT--4♣/♦	= Transfer to ♥/♠
2NT--4♥/♠/5♣/♦	= to play

NOTE: 1♣--1♦;

2NT--3♣;

3♦	--3♥ = Serious minor interest.
--3NT	= choice m/NT, bad.

5.1 2♣ = 5+suit, 11-16

Must have 4M if only 5♣. Denies 4♦.

- 2♦ = ART, ASK
- 2M = 5+suit, F1
- 2NT = F1,
 - A: NAT INV OR
 - B: (nearly) FG with ♣ support
- 3♣ = NF support, (5)6-9(10)
- 3♦ = INV, good 6+suit
- 3M = FG, good 6+suit
- 4♣ = INV based on shape

2♣--2♦ = ASK

- 2♥ = 4♥ OR 6+♣, minimum
- 2♠ = 4+♠
- 2/3NT = NAT, no M, no splinter
- 3♣ = medium, no M
- 3new = max, splinter
- 4M = 56

-2♣--2♦-2♥ = 4♥ OR 6+♣, min

- 2♠ = ASK
 - 2NT = ♥, min
 - 3♣/♥ = to play
 - 3♦/♠ = values (maybe w ♥)
 - 4♦ = ART ♥-supp.
- 3♣ = min, 6+suit
 - 3♦ = ASK M spl
 - 3♥ = ASK ♠/♦ spl (4♣ with ♦)
 - 3♠ = ASK ♦/♥ spl (4♣ with ♥)
- 3♦ = 1435, good
- 3♥ = extras, x4x6-type (2425)
- 3♠ = 3415, good
- 3NT = Nat, max, 2425
- 2NT = INV
 - PASS = ♥, min
 - 3♣ = minimum, 6+suit
 - 3♦ = extras, 1435
 - 3♥ = x4x6, tillägg
 - 3♠ = extras, 3415-type
 - 3NT = Nat, max, 2425 type
- 3♣ = INV (probably has ♠)
- 3♦ = ART, FG
 - 3♥/♠ = splinter
- 3♥/♠ = FG, values(suit) + ♦ 5+suit,
 - 3♠ = cannot bid 3NT, can you?
 - 4♥ over 3♠ = Cue, ♦ supp. **OBS**
 - 4♥ over 3♥ = 4♥, suggests 4-3

2♣--2♦-2♠ = NAT, 4-suit

- 2NT = INV
 - 3♦/♥ = 3suit
- 3♣ = not forcing
 - 3♦/♥ = 3suit
 - 3♠ = 4-6type, good
- 3♦ = ART, FG
 - 3♥ = 3suit
 - 3♠ = 4-6type
- 3♥ = values/suit w 5+♦ suit
- 3♠ = Support, invitational
- 4♦/♥ = Support, Q-bid

-2♣--2♦-2NT = xtras, stoppers,

- 3♦ = ART, ASK (probably ♣-interest)
 - 3♥/♠ = good values for suit play
- 3♥/♠ = values, showing ♦ 5+suit
 - 3♠/4X = ♦ interest

2♣--2♦-3♣ = 6+suit, no 4M, good, not best

- 3♦ = ART ASK
 - 3♥/♠ = splinter
- 3♥/♠ = values, showing ♦ 5+suit
- 2♣--2♦-3♦/♥/♠ = splinter, max

-2♣--2M = F1, NAT

- jump new = splinter
- 2NT/3♣ = natural
 - 3♦ = ART, FG
 - 3M = 2supp
 - 3oM = "NAT"
- 3♦ = ART, very good, no NAT bid (=♣)
 - 3old M = NF
 - 4♣ = F
- 4♣ = M support, good

2♣--2NT = NAT, INV+ OR INV+ ♣-support

- 3♣ = minimum
 - 3X = ASK, value showing
 - 3/4new = spl outside X w X spl, bid NT
- 3♦/♥/♠ = splinter, extras
 - 4♣ = NF **OBS**
 - 4X = Cue

2♣--3♦ = NAT, INV, 6+suit (good)

(FG with ♦ is bid thru 2♦ + later M)

2♣--3♥/♠ = NAT, FG, 6+suit (good)

- 3♠ = "NAT" OR cue, then will go on over 3NT or 4♥.
- 4♦/♥ = cue (over 3♠).
- 4♦ might possibly be ART (w KTx-Qx-xx-AKQxxx)
- 4♦ = ART good raise to 4♥ (over 3♥) without ♠ control.
- 4♠ = splinter (over 3♥)

5.2 Disturbed 2♣

Over (D)

--2X = NF,
 --2NT = SYSON
 --jump = PRE
 --RD = good (+ later suit=F1)

Over (2/3X)

--D = neg,
 --2/3Y over (2X) = SYSON, F1, jump=FG
 --3Y over (3X) =F1
 --2NT, 3NT =SYSON

Over higher bids

--D = points

5.3 Multi 2♦. disturbed

After 2♦ -- 2NT

(D) SYSON (but RD=strong bal)
 (3♣) SYSON (but D=strong bal)
 (3♦) SYSON (P=♥, D=♠)
 (3♥/♠) D= suit or NT

After 2♦-

(D) SYSON but 3♣/♦=NF, 2M=likes 3oM.
 (2M) D is for pen, 3m = NF, else SYSON
 (3m) D=PEN, 3M=p/c, but repeated=NAT
 4m SYSON if jump or cue-bid, else NF

4M = NAT over 3♣

4M = P/C over 3♦

3M = (P/C) but followed by 4M is NAT

If responder passes, D =22-23,

(3M)

D = responder doubles for money

4cueM = good 4oM

3♠/4M = P/C (Rebid M is NAT!!)

4m = NAT, NF

4NT = both minors

(4m) (one-suiter or 2-suiter)

D is negative

4♦ NF

4M =NAT, to play!!

6. 2♠ = both minors (12)13-16 with
 5+♦ and 4+♣, (♣ never longest), 4 - 5,5 losers.

--2NT =relay forces -3♣

(Opener may break relay with, say 7-4)

A.wk pref to either m: -- P/3♦

B FG in m: --4m OR 4M=

RKCB-3041 with corresponding m

C FG, 5+M and oM stopper next --3M

D "Pick a game" 4414: --3NT

--3♣ =FG, ASK shape

--3♦ =light INV

--3♥/♠ =NAT FG, 5+suit, often no NT-stopper
 in other M

--3NT = to play

--4X = NAT, NF (INV in minor)

--4NT = 4-Ace Blackwood (0/4-1-2-3)

2♠--2NT = relay to 3♣

-3♣ as requested

--pass = End

--3♦ = sign off

--3♥/♠ = NAT, FG, + stopper in oM

-3NT = suggestion to play with 4414

--4♣/♦ = support, FG

--4♥/♠ = ♣/♦ RKCB

-steps (0/3, 1/4, 2, 2+Q)

--After step 1/2 next
 non trump bid =Ask
 for Q (step 1=No)

-3♦ = approx. 7-4

--cont. as above (pass maybe ♣-s/o)

2♠--3♣ = FG, ASK shape

-3♦ =6suit

--3/4NT = NAT!!

--4♣/♦ FG, sets trump

-3♥/♠ = 3-suit

--3♠, then 4♥ =good ♥-raise

--4♥ = good ♠-raise

--3/4NT = NAT!!

--4♣/♦ FG, sets trump

-3NT = 5/5

--4♣/♦ FG, sets trump

-cuebids, then 4NT=3Kc

-4♣ = 6/5

--4♦ = Sets ♦, asks cue/4NT=3 Kc

--4M = cue agreeing ♣

-4♦ = 7/4

--4♥ = RKCB ♣ (3041)

--4♠ = RKCB ♦ (3041)

2♠--3♦ = very light INV

- "NAT" INV back

2♠--3♥/♠ = F1.

-3♠ = ASK for help stopper or good raise

-4♥ (oM) =good raise

2♠--3NT = to play

2♠--4X = NAT, NF (INV in minor)

END...