



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
5+ cards & 5+HCP		Lead	in Partner's Suit		
RESPONSES: New suit forcing, but NFG		Suit	3rd & 5th	raised=Hi, not raised=low	
CUE: Limit raise or better		NT	4th from A, K or Q	always Lo from Hxx	Category: Artificial RED
Jump Raise = PRE		Subseq	as above, ATT	as above, ATT	Country: USA
Jump Cue = Mixed raise counting HCP & distribution (24)		Other:	If raised, Hi from xxx, 2nd Hi from xxxx, xxxxx; Lo from H; if not raised, 3rd & 5th vs. suit, 4th vs. NT		Event: Venice Cup
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			Players: Sokolow, Tobi Seamon-Molson, Janice
1NT O/C = 15 - 18HCP - direct & between 2 bidders		Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
1NT in reopening seat 10-15 HCP		Ace	AKx, Ax+	Ax, AQJxx, AKJTx	GENERAL APPROACH AND STYLE
2C = size asking		King	AK, KQ, KQx	AKx, KQx, KQ	Standard American with Forcing NT
PH: INT usually 2 unbid suits if not in balancing seat		Queen	Qx, QJ, QJx+	Qx, QJ, QJx+, AQJx+	Bypass 1D/1C unless FG hand
		Jack	Jx, JT, JTx, KJT+	Jx, JT, JTx+, KJT+, AJT+	2S is preempt in spades & a minor
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Tx, T9, T9x+, HT9+	T9, T9x, HT9+	Inverted Minor Raises
1-Suit: PRE, weaker NV		9	9x, 98x+	9x, 98x+	
2-Suit: 2NT = lower 2 unbid suits		Hi-x	Sx, Sxx if raised	Sx, Sxx, xSxx	1NT Openings: 14+ - 17 HCP
		Lo-x	HxS, HxSx, xxSx not raised	HxS, HxxS, xxSx not raised	2 OVER 1 Responses:FG or to 4 of m by UPH
Reopen: 2NT=20-21 w/ system on; jump to 2 of a suit = 6+ & opening HCP		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding
MICHAELS CUE: 1m-2m=H & S (5+4+); 1M-2M=OM + 1m (5+5+)		Suit:1st	Hi=ENCRG	Count	Count
Good or bad; 2M-4m = bid m & OM; 2D-4C = C & 1M with 4D		2nd	Count	S/P	Hi=ENCRG
asking for M; 1 suit - 3 suit or 2 suit - 3 suit aks stop for NT;		3rd	S/P	Hi=ENCRG	S/P
1x-1y-p-3x=fit (24)		NT: 1st	ATT ex AorQ led	same	same
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Count		
vs. 12+ HCP: 2C = 1 suited w/ 2D asking suit, 2D = H&S,		3rd	S/P		
2M = bid M & 1m, 2NT = C&D; UPH DBL in direct = strength		Signals (including Trumps): Suit Preference in trumps			PH: 3C/1M = INV
PH: X = C		1st discard = standard			Unusual vs Unusual (29)
vs. 10-12 HCP: 2C = H & S, 2D = H, 2H = S,		Smith Echo			
2S = trick taking, 2NT = 20-21, 3C or 3D = NAT, but not as good as bidding 2S,		DOUBLES			Defenses to Flannery (28), Michaels (30), Multi (35), 2H both majors (37), 2S PE in m
DBL = 13+HCP; DEF/OPPT 1NT O/C (42)		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		10+HCP, over m promise 4 - 3 M, m unclear OR extra values over M-X if opener			
T/O DBL thru 3S, LEB after direct X/weak 2 bid (20), 2M-3M=asks stop for NT,		corrects C to D it does not promise extras; CUE by responder = F to 2NT or 3M.			
2D-3D = asks for stop for NT; 2M-4m = bid m & OM; 2D-4C=C&1M;					
2D-4D ask M; 2N=14+ -18 & Parker transfers over weak 2 bid and 2NT by partner					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			When in FG auction
1C STR: X = Diamonds, 1D = H, 1H = S, 1S = C, INT = C & D,		NEGX thru 4D; 1m-1H-X denies 4S; Supp X & XX thru 2H except /INT;			When we have reached game voluntarily
2C = C & H, 2D = D & H, 2H = H & S, 2S = S & m with 2NT		1m-1S-NEGX-2S-X=GT in H; 1 suit-1suit-NEGX-XX=H in partner's suit;			Pass then pull is stronger than bidding directly
asking for m, 1C-p-1D-DBS = H & S, 1C-p-1D-1NT = C & D		suit-suit-suit-X=2+ in partner's suit & 5+ of unbid suit (weaker than bidding the 4th suit)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
		1M-P-1NTF1-2suit-X=T/O; 1C-1D-NEGX=4+4+ M; modified FISHER X(7)			Good/Bad 2NT; Free bids @ 3-level show extras as 2NT/RHO is a relay in order to compete w/o extra values (3); Most 2NT bids in competition are NOT NAT. (15).
OVER OPPONENTS' TAKE OUT DOUBLE					FSF (27)
New suit = F @ 1-level, WJS, 2NT = Limit raise or better in M or m,					Psychics: Rarely
1M-X-3same M = PRE, 1m-X-3 same m = preempt					
Transfers over 1M-X(23); 1M X 3NT=4M with a defensive trick					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	4D	11 - 21 HCP in 3rd seat, may be	1NT=8 - 10; 2NT=11 - 12; 1D denies 4 card M unless	1Cp1Mp1NTp2C->2D, 2D=FGCB, Jumps NAT & FG; 12	CUE=limit raise; Jump raise = PRE/ O/C; Jump
1C				light	RESP has [16]	Stop; [17]	raise=INV/DBL; [21]
1D		3	4D	11-21 HCP; may be light in 3rd seat	1NT=6-10; 4D=RKC, others as over 1C; 3H,3S,4C=SPL;	1Dp2(3)Dp4D=RKC, others as over 1C. Asking bids/	Same as over 1C
1D					[22]	simple raise. (2)	
1H		5	4D	11-21HCP, may be 4 cards in 3/4	1NT=F1, 2NT=F raise; 4m/1H=m void & 3NT=S void; [47]	123 trump ask; Help suit GT; [46]	DRURY (6); pp1H1S2S=limit raise w/4; 3H=PRE;
1H				seat			trf./1M-x(23)
1S		5	4D	11-21HCP, may be 4 cards in 3/4	1NT=F1, 2NT=F raise; /1S,4 level=void; [47]	123 trump ask; Help suit GT; 1Sp1NTp2Cp2D=usually	DRURY (6); pp1S2H3H=limit raise w/4; 3H=PRE;
1S				seat		5H&2S or [48]	trf./1M-x(23)
1NT			3S	14+ - 17 HCP, BAL	STAY; JTB; 3m=INV; 3M=singleton w/ 5-4 in the minors;	STAY:2M/2D=INV, 3m/any=FG, 3S/2H or 3H/2S=Fit,	
1NT					[49]	[50]	
2C	Yes	0	(13)	F to 2NT or 3M. Must be allowed 2N	2D=waiting; 2M=5+M, 3m=5+m [52]	2Cp2DpJump=solid suit & asks for A or NT w/K; [53]	
2D	Yes	0		Random weak 2M [54]	2/3/4H, 2/3S =P/C; 2NT asks (and starts all forcing	2NT:3C=any min; 3D=med. w/H; 3H=med. w/S; 3S=max	
2D					auctions); [55]	w/H; [56]	
2H	Yes	4		0-10HCP, if NV 5+4+M, if VUL 5+5+	Pass, 3/4H, 2/3/4S=to play; 2NT asks shape (14)	(14)	
2S	Yes	5		0-10 HCP, WEAK PRE in S & m [54]	2NT asks about hand & start a force (45)		
2NT				20-21 HCP	STAY, JTB, TEXAS TRF. (8), SMOLEN (12)	(31)	
3C		6		Classic PRE	4D/3C = RKC, NS=F1		
3D		6		Classic PRE	4C/3D=RKC, NS=F1		
3H		6		Classic PRE	4C/3H=RKC, NS=F1		
3S		6		Classic PRE	4C/3S=RKC, NS=F1		
3NT				Solid m in 1&2 (34)	4C=P/C, 4D asks SPL (34), 4NT asks length		
4C							
4D							
4H							
4S							
4NT							
5C							
5D							
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
RKCB; cheapest nontrump suit ask trump Q, bid 1st K held; 5C = Super Gerber; 1m-2r							
(when last bid agrees m, then 4 of same m=RKCB); Exclusion RKCB; DOP1; DEPO;							
Asking bids (1) (2), 1NTp3H(S) = singleton w/ 5/4 in the minors; 2Cp2Dp2Mp3M=slam							
mod. Wolff/jump 2NT(3); 4C/3D(H) (S) & 4D/3C = RKCB;							
1m-4M-4NT asks opener to bid 5C which can be passed or corrected to another suit (tl							
than bidding at the 5-level directly); BARON/QUANT 4NT(25); SPL(43)							

(NOTE 1) Control asking bids: 1NTp2NTp3Cp3D (H) (S) (NT) = suit below SPL, then the bid of the SPL suit asks controls (A=2, K=1 & singleton K does not count), 1st = 0-2, 2nd = 3, 3rd = 4, etc. 1NTp2NTp3Cp4C=1D + slam int, then 4D asks controls: 1st = 4, 2nd = 5, etc.

(NOTE 2) Asking bids over simple raises w/ responses being: NT=Kx+, 1st=no control, 2nd=singleton, 3rd=A, 4th=AK, void or singleton A. 1?2?3?4?5?6?7?8?9?10?11?12?13?14?15?16?17?18?19?20?21?22?23?24?25?26?27?28?29?30?31?32?33?34?35?36?37?38?39?40?41?42?43?44?45?46?47?48?49?50?51?52?53?54?55?56?57?58?59?60?61?62?63?64?65?66?67?68?69?70?71?72?73?74?75?76?77?78?79?80?81?82?83?84?85?86?87?88?89?90?91?92?93?94?95?96?97?98?99?100? = asking bid

(NOTE 3) In competitive auctions, free bids @ 3-level show extras. 2NT/RHO asks partner to bid 3C to compete w/o showing extras. Ex.: 1Dp1S2H2NTp3Cp3D is competitive while 3D/2H shows extras.

(NOTE 4) 1Hp3S=12-15 SPL w/ 3NT ask, then 4C=C, 4D=D & 4H=S; 1Sp3NT=12-15 SPL w/ 4C ask, then 4D=D, 4H=H & 4S=C.

(NOTE 5) 1Hp2Sp2NT asks, then 3C=1C, 3D=1D, 3H=1S & 3S=unknown void w/ 3NT ask, then 4C=0C, 4D=0D & 4H=0S; 1Sp3Hp3S asks, then 4C(D) (H) = 1 in bid suit & 3NT = unknown void w/ 4C ask, then 4D(H)(S)=0 in bid suit.

(NOTE 6) pp1Mp2C=3+ opened M & 9-12HCP; pp1Mp2Cp2NT = slam interest & asks for concentration @ 3-level or SPL @ 4-level; pp1Mp2Cp2Dp2MpNew Suit = help suit or 3M=trump ask; pp1Mp2Cp3new suit = NAT (5+5+); pp1Hp2Cp3H=6+H & INV; pp1Mp2Cp2MpNew/Suit=SPL & another GT.

(NOTE 7) FISHER X: DBL of 3NT asks lead of D if 2C STAY, or lead of C if 2D STAY was used. 1NTp3NTX asks for a C lead.

(NOTE 8) 4D->4H & 4H->4S; TEXAS on thru 3C interference; TEXAS TRF followed by new suit = cue bid.

(NOTE 9) 2S=mSTAY (good or bad) or to play 3D; 1NTp2Sp2NT=no 4-card m then 3C=5-5 bad, 3D=to play, 3M=FG5+5+m & short in bid M.

(NOTE 10) Gerber ace asking over NT responses: 4D=0 or 3, 4H=1 or 4, 4S=2 min. & 4NT=2 max.

(NOTE 11) 1NTp2Cp2Hp3S=4+H, FG & unknown S/S, then NT asks S/S, if RESP doesn't bid S/S, but bids 3S, she has a void & 3NT asks void; 1NTp2Cp2Sp3H=4+S, FG & unknown S/S, then 3S asks, if RESP doesn't bid S/S, but bids 3NT, she has a void & 4C asks w/4S=void in C.

(NOTE 12) SMOLEN: 1NTp2Cp2Dp3H=4H & 5+S or 3S=4S & 5+H; If opener bids 3NT/3M, then retransfer @ 4-level. 1NTp2Cp2Dp3H(S)p3NTp4C=NAT.

(NOTE 13) Over opening 2C, if OPPT bids, then X=double negative & P=positive (2Q = break point); If OPPT doubles, then XX=double negative.

(NOTE 14) If NonVul: 2H-2NT-3C=4S5H, 3D=5S4H, 3H=5-5min, 3S=5-5max, 3NT=6S5H, 4C=5503, 4D=5530, 4H=5S6H. If Vul: 2H-2NT-3C=5-5min w/ longer C, 3D=5-5min w/ longer D, 3H=5512 max, 3S=5521 max, 3NT=6S5H, 4C=5503 w/ at least 6 HCP, 4D=5530 w/ at least 6 HCP, 4H=6H&5S.

(NOTE 15) In competition, 2NT is usually NOT NAT. It asks partner to bid what she thinks is correct.

[NOTE 16] response cont.: FG hand (26); 1H(S) could hold=or longer D; 2M=WJS; 2D=INV in C; 3NT=13 - 15 HCP; 4C=RKCB; 3D (H) (S) =SPL; 2C=inverted GF.

[NOTE 17] subseq. auction cont.: 1Cp1Mp2NT Wolff(39), PH2M=INV w/ 5M & 4+ opened m, Asking bids/simple raise(2).

(NOTE 18) 1Sp1NTp2NT=ART JS, 3C now gives opener chance to show JS, then 3D=m JS, 3H asks, (3S=C JS, 3NT=D JS, 4C=5044, 4D=6S&4D & didn't want to risk 3NT being passed). If /3C, opener bids 3H=JS in H, 3S=F rebid in S, 3NT=18-19 BAL. If /2NT RESP bids 3D(H) = 6+suit & weak hand, 3S=3 trump limit raise & 4S = bad

S raise.

(NOTE 19) 1Hp1NTp2S=ART JS, then 3C(D)=6+ cards & bad hand, 3H=3 trump limit raise, 3S=3244 w/ 11-12HCP & 4H=bad H raise. /2S, 2NT asks for a description, then 3C=4 card C suit, 3D=4 card D suit, 3H=6+H, 3S=4513 & 3NT=4531.

(NOTE 20) /direct double of a weak 2-bid, 2NT -> 3C, which can be passed. A direct bid @ 3-level = values (8+).

[NOTE 21] passed hand bd cont.: 2NT=limit raise/DBL; 3C=PRE raise/DBL.

[NOTE 22] resp. cont.: 3C=INV in D; 2D=inverted & FG; 1D-2S=INV. in C.

(NOTE 23) 1S-X-1NT->2C, 2C->2D, 2D->2H, 2H->2S (constructive raise), 2S=competitive; 1H-X-1NT->2C, 2C->2D, 2D->2H (constructive raise); 2H=competitive. The suit transferred into can be just lead directing if RESP returns to opener's M.

(NOTE 24) If we overcall, jump cue by partner=fit & limit raise strength counting distribution + HCP.

(NOTE 25) BARON: Over QUANT 4NT: w/ acceptance, we show number of A, then 5NT would be to play. 5S=enough A for slam & no 5-card suit, then we bid 5-card suit @ 6-level or 5NT w/o 5-card suit. Then 4-card suits can be bid up the line. If enough A for slam, a bid @ 6-level = 5-card suit.

(NOTE 26) WALSH: /1C, we bypass = or longer D w/o FG hand. 1Cp1Dp1NT does not deny 4H &/or 4S.

(NOTE 27) Fourth Suit FG or 4m. 1Cp1Dp1Hp1S=FSF with 4S while 1Cp1Dp1Hp2S=FSF w/o 4S.

(NOTE 28) Defense to 2D Flannery: 2H= T/O of H, 2S(3m)=NAT, 2NT=trick-taking NT, X=defensive NT, 3H=good hand w/ both m.

(NOTE 29) Unusual/Unusual: 1H-2NT(minors)-3C=limit+ in H, 3D=limit+ in S, 3H=competitive, 3S=NAT & NF; 1S-2NT-3C=limit+ in H, 3D=limit+ in S, 3H=NAT & NF; 3S= competitive.

(NOTE 30) MICHAEL'S CUE BID Defense: 1H-2H-2S=limit+ in H, 3H=constructive raise; 1S-2S-3H=limit+ in S, 3S=constructive raise; 1m-2m-3H(S)=FG, fit in bid m w/ stopper in bid M; X of MQB= desire to penalize at least 1 of their suits.

(NOTE 31) 2NTp3Hp3S=no fit or min, 3NT=no fit & max, 4C(D)=fit, max & control in bid m, 4H=max, fit & no CUE; 2NTp3S=relay to 3NT, 4C(D) = NAT. & FG.

(NOTE 32) Over 1NT-X-XX->2C, 2C->2D, 2D->2H, 2H->2S, 2S=mSTAY. Over INT-X-Pass->XX or bid of 5+ suit.

(NOTE 33) 1NTp2NT->3C (to play 3C or show 4x1 hand). Over 3C, P=C, 3D=1H, 3H=1S, 3S=1C & 3NT=1D & 4C=1D (not willing to play only 3NT) & 4 cards in all other suits.

(NOTE 34) 1 & 2 seat: 3NT denies outside A or K. Over 3NT, 4C=P/C, 4D asks SPL, then 4H/4S=SPL in bid M & 5m= SPL in Om. 3 & 4 seat: 3NT can be a much stronger hand and not just a solid m.

(NOTE 35) DEFENSE to Multi 2D: X=13-15 bal. or any strong hand. 2M=Nat.; response in OM= cuebid, jump=nat. 2NT=16-18; respond as to 2NT opening. 3m=Nat. 3M=Strong (OM= cubid). 4m=5+5+ in bid suit & M (4D/4C=nat.; 4H/4D=P/C).

AFTER: (2D)-P-(2/3/4M): X=takeout; any bid=nat. Responses to all these doubles are same as after

(2D)-P-(2M)-P-(P): X=takeout. a weak 2-bid.

Lebensohl responses.

(2D)-X-(2M)-P-(P): X=18+.

(2D)-P-(2H)-P-(2S): X=takeout.

(2D)-P-(2M): 4m=5+5+ in bid m & a M. 2NT=15-18 (respond as to 2NT

opening) 3/4M=Nat.

(2D)-P-(2H)-X-(2S): X=Pen. opposite takeout of H; 3H=Nat., assuming doubler is short in H.

(2D)-P-(2H)-P-(2S)-P-(P): X=takeout of S.

AFTER: (2D)-X-(2M [P/C]): X= Balanced, at least inv. Does not deny 4-card M. 2S=Nat. 2NT->3C; signoff or FG w/m. 3C = STAY., FG, continuations as after 2N-3C. 3D or 3H =Trf., at least inv. 3S=Both m, FG. 3NT=11-15 HCP, stoppers in both M. 4m=Strong inv. 4M=Nat. 4NT=Blackwood.

(2D)-X-(2M)-2NT-(P)-3C-(P): 3H=C, GF; 3S=D, GF; 3NT=bal. w/ stopper only in unbid M.

(2D)-X-(P) or (XX)(except showing suit other than D): 2M=to play; 2NT=C (->3C w/ 13-15, then 3D=F C one-suiter, others nat.); 3C=STAY., FG, continue as after 2NT-3C. 3D or 3H= Trf., at least inv. 3S=FG, no D stopper. 3NT=11-15HCP, both M stopped. 4m=Strong inv. 4M=Nat. 4NT=Blackwood.

(2D)-X-(3 of a suit): X=Pen.; Suit=F1.

(2D)-P-(P): Bid as over a weak 2D.

(NOTE 36) Wolff/weak 2-X: 2NT->3C, but DBLR does not have to w/ extras; 3-level bid/X= values (8+).

(NOTE 37) DEF to 2H (weak H&S): X=strong NT; later X=pen. 2S=C&D. 2NT=tricks (hand not suitable for x, may be 5-card m or rarely 3-2-4-4), then 3C=to play partner's m, 3D asks [opener's 3M=5+ in corresponding m, 3NT = 4-4], 3M = F1 w/ corresponding m. 3M = stopper, asking stopper in OM. 4M=Nat. After (2H)-X-(P): bid as /X of weak 2H. (2H)-P: later X= takeout. (2H)-P-(2S)-P-(P)-2NT=nat. (2H)-X-(2S): X=pen., others as /weak 2S)-X-(P). (2H)-P-(2S): bid as /2S opening. (2H)-P-(P): bid as /weak 2H opening.

(NOTE 38) DEF to 2S (weak PRE in C or D): DBL=13-15 or 18+ (BAL or UNBAL), 2NT=15+-18 (Wolff(36)), 3NT=to play w/ m (6322 or 7222), 3C=H&S (3D asks for 5-card suit, bid singleton w/ 5-5 & extras), 3D=H(Bid 3H if would P a 3H O/C, 4C=cue bid), 3H=S(Bid 3S if would P a 3S O/C, 4C=cue bid), 3S=shaped hand with m (RESP are: 3NT to play, 4C to play 4C or 4D, 4D asks m (4H=C, 4S=D)).

(NOTE 39) 1mp1Mp2NTp: 3C->3D; 3D ask 3M or 4OM; 3 same M=6+ & slam int; 3OM=5+4+. After relay to 3D, 3OM=slam int in Om & 3NT = slam int in same m.

(NOTE 40) 1S1NT(F1)p2C (could be only 2C)p2D assumed to be 5H & 2S or one of several other hand types. If over 2H, RESP bids 2S=10-12 w/ 2S, 2NT=10-12 w/ 4C, 3C=5+C & max., 3H=INV.

(NOTE 41) DEF to 2NT (weak minors): X=15+HCP, 3C=stronger T/O, 3D=more shapely T/O, X, then X again =pen.-oriented.

(NOTE 42) DEF/OPPT 1NT O/C: 1suit-1NT-2C=1 suited hand (it may be a raise in opened suit w/o another suit), 2D=H&S, 2H=H&1m, 2S=S&1m, 2N=C&D.

(NOTE 43) SPL: Agreement is that unnecessary jumps are SPL.

(NOTE 44) KOKISH: Over 2C-2D, 2H->2S, then 3C=H, 3H=C+H, 3D OR 3S = H + D OR H + S. 2NT = 24+ BAL.

(NOTE 45) 2NT asks for m (2NT starts all forcing auctions), 3C or 3D=P/C, all jumps through 5C=P/C.

[NOTE 46] subseq. auction cont.: 1Hp1S1NTp2C->2D; 2D/1NT=ART FG; pp1Hp1S1NTp2D=5D&5S weak; asking bids/simple raise(2).

[NOTE 47] resp. cont.: 3S=12-15 SPL(4); JS in OM=9-11 or 16+ SPL(5); CONST raise; art. GF (18, 19).

[NOTE 48] subseq. auction cont.: to play 3D(40).

[NOTE 49] resp. cont.: TEXAS TRF (8); 2S=mSTAY or D(9); LEB.; GERBER(10); /X, FITS(32); 2NT=C or 4x1 (1)(33); /2C, X=STAY & system on.

[NOTE 50] subseq. auction cont.: S/S & FG(11);4D/2D=5+5+M; 4C=RKCG/2H(S); SMOLEN(12); 4D/2M=4+ bid M, 15-16HCP & no S/S.

[NOTE 51] desc. cont.: bids if NT not rebid.

[NOTE 52] resp. cont.: (2M or 3m show 2 of top 3). Kokish/2D (44). Over interference (13).

[NOTE 53] subseq. cont.: 2Cp2Dp2Mp3sameM=slam int.

[NOTE 54] desc. cont.: Only on in 1/2/3 seat. In 4 seat=NAT w/ 10-13HCP.

[NOTE 55] resp. cont.: 3C=NF; 3D=NAT. & F1; 4C=bid suit below M; 4D=bid M.

[NOTE 56] subseq. auction cont.: 3NT=max. w/S.