

5NT Asks for "really solid" – AKQJ or AKQ-to-eight

Opener's continuations

After successful 4-level ask (inc. 4NT):

4NT Exactly 7M, no queen, no void **except** 3NT – 4♣; 4♥ – 4♠; 4NT = 7+Void, no queen

5SPL 7M, void, no queen

5L 7M, named queen

5M Only bid in major-shortage sequences where opener already claims suit: no queen, no void.

5NT 8M, no queen, no void

6SPL 8M, void, no queen (5♠ equivalent for spade shortage).

6L 8M, void, named queen (5♠ equivalent for spade queen).

5M/O OMQ, 7-card suit, sing.

After a 7M+queen response responder can ask for a void with 5NT, opener's bids 6-minor without, 6NT with

24. NGF "Natural Goes First"

When we relay for a specific feature – most commonly asking for shortages in fit auctions – we do our best to reply naturally using the cheapest bids. This often means one or more calls do not make sense.

Typically one or more of the options might name NT or our trump suit. We resolve this by making what natural call(s) we can and the omitted replies are re-inserted according to rank, lowest first in the cheapest slot.

If the particular feature may be absent 'none' is always the first step.

Example 1. An ask for known shortage is in spades, our suit is hearts:

NT = ♠ shortage

♣ = ♣ shortage

♦ = ♦ shortage

Example 2. An ask for uncertain shortage is in spades, our suit is hearts so the first step is reserved for no shortage:

NT = No shortage

♣ = ♣ shortage

♦ = ♦ shortage

♥ = ♠ shortage

Example 3. Two insertions: an ask for uncertain shortage is in clubs, our suit is hearts:

♦ = no shortage

♥ = ♣ shortage

♠ = ♠ shortage

NT = ♦ shortage

25. Håxan:

1M – 1NT; 2♣ and

1♥ – 1♠; 2♣ = 16+ or long major

Opener's 2♣ rebid is two-way; either long major (6+) or any 16+ HCP. Others are 11-15, jumps imply extra playing strength.

Opener's alternatives:

2M 11-15, M + ♣

2♦/♥ 11-15, Natural

2NT 13-15, 6-4, 3♣ asks, NGF rebids

3L 14-15, Nat NF, 5-5

3NT 14-15, Solid spades, 1 outside card

4L 14-15, SPL

After 2♣:

2♦ ART, 8+, FG opposite 16+

2M To play opposite 6M, opener can move again with 18+

2♥ 4+ ♥, 5-7 (in case opener is 16-17)

2NT 5-5 minors

3♣/♦ Nat, NF, limited as above

After responder's 2♦ (8+):

2M 11-13, 6M

2♥/♠ Nat 3+ FG, 16+ HCP

2NT 3+♦ 16+ HCP, denies 3+OM

3♣ Nat 4+ FG, 16+ HCP (5-4-2-2/5-5)

3♦/♥ Nat 5+ FG, 16+ HCP

3M Nat 6+ FG, 16+ HCP

3NT Solid spades, 2 outside cards

Intervention

2♣ (X) Pass = weak (2M = 2+).

(X) XX = 8+HCP major shortage

(X) 2♦ = 8+HCP 2/3 major

26. Leaping Michaels

When opponents reach 2-major with fit or a pre-emptive action, jumps to 4-minor show 5-5 with the other major and named minor. The three-level cue is a stopper ask for 3NT suggesting sufficient tricks.

1. (2M) – 4m

2. (1M) – P - (2M) – 4m

3. 1NT – (2M) – 4m

4. (2♦*) – P - (2M) – 4m [OM+m]

5. (2♦*) P (2♥) P

(2♠) P (P) 4m [♥+m]

When the opponents' suit is diamonds or they have an undisclosed major, 4m names the minor.



Name: Christopher Chambers(82890)

Partner: Peter Gemmell(79651)

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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: **4 Card Majors (special 2-level responses)**
1♠ = ♣ or 17-19 Bal; transfer responses
Weak 2♦/♥/♠ (maybe 5 cards 1st/3rd NV)

Style of leads, signals, discards: 4th but 2nd from poor suits
Upside-down count & attitude
First discard: even encourages

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Majors first on weak no-trump hands:

1NT response wide range (6-12 HCP), opener's 2♣ rebid ART

2♣ Clubs or FG Bal; 1♥ – 2♦ Nat; 1♠ – 2♦/♥ Reversed (♥/♦)

1♣ - 1Red; 1M is weak no-trump; 1NT is 17-19 Bal (maybe 5♦)

Unusual responses to opening 1NT (and overcall)

STRENGTH OF 1NT OPENERS: **14-16** (1st/2nd)
15-17 (3rd/4th)

Most 5M-3-3-2 also suitable 5m-4m-2-2 and 6m-3-2-2

2♣ RESPONSE TO 1NT OPENER IS: 4+ Spades

We may have (possibly longer) hearts only on invitational+ hands – we can respond with weak hands and four-card spades with long *diamonds* (so no weak take-out with both majors). See note [1]

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11+	2	Clubs (4+) or 17-19 NT (2+)	1♦/♥ = 4+M (poss. long minor) [4-7 & 9]; 1♠ = ♦ [8]; 1NT = 7-11; 2♣ = FG ♣ [10]; 2♦/♥ = 8-11 6♥/♠; 2♠ = BAL INV no major; 2NT = ♣, FG/weak; 3♠ = 5-7, 5+♣
1♦	11+	4	[11]	2♦ Inverted; JS Strong; 2NT = FG BAL
1♥	11+	4	[11]	1NT = 6-12 + Haxan [25]; 2-level [14-17]; 2M NAT [19]; 2NT LROB [22]; 3M semi-pre-emptive; 3♠/NT any SPL; JS Limited NF; DJS voids (1♥ - 3NT = void ♠);
1♠	11+	4	[13-22]	
1NT	14-16 15-17	1 st /2 nd 3 rd /4 th	[1] 2♣ 4+ spades; 2♦ 4+ hearts, 2♥ Nat INV, 2♠ minor(s) 2NT/3♣ TRF; 3♦ asks for 5M; 3M SPL 4-5 minors	
2♣	Strong	ART	2♦ = Waiting (5+); 2♥ = NEG (0-4, no ace); 2♠/3m NAT +ve; 2NT = hearts +ve	
2♦	Weak	6(5)	3-11 ATV	2NT ENQ [3]
2♥	Weak	6(5)	5 cards OK (only 1 st & 3 rd NV)	2M NF 3m F1
2♠	Weak	6(5)		
2NT	20-22	BAL	[2] 3♣ 5M Stayman; 3♦/♥ TRF; 3♠ minor-suiter Stayman	
3 bids	<10	6	3NT = solid major [23]	
4 bids	<12	6	Natural	

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Standard (4-card OK at 1L) Advances F1; cue = support; 2NT often a raise; fit jumps	Strong 1♣	X = ♥; 1♦ = ♠; 2L = NAT 1♥ = ♥♦ / ♠♣; 1♠ = ♥♠ / ♣♦; 1NT = ♥♣ / ♠♦ [♣RO]
Jump	Weak (poss. 5-card)	Weak 1NT	2♣ Majors - 2♦ resp. "choose"
Cue Bid	2-suited (m=MM; M=OM+m)	Strong 1NT	2♣ Majors - 2♦ resp. "choose"
1 NT	Direct 15-17	Protective 11-16	Weak 2
	Responses Front of Card		Weak 3
2NT	Direct Unusual	Protective 19-21	4 bids
	Responses Front of Card		Multi 2♦

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	NEGATIVE [9]	Bids	All F1, 2L NAT not FG
Jump Overcall	Double	NEGATIVE	Bids	2L: 2M NF; Transfers [13]
Double	Redouble	New suit	Jump in new suit	Jump raise
	Values	NAT F1	Fit	Pre-empt
				2NT
				Good raise

After 1♠

2♣ NF, clubs

2♦ Hearts, 7-9 with 6-card suit or 9-10 with 5-cards, opener's rebids as UPH

2♥ ART, 8-10, constructive spade raise

Over a constructive raise the situation is analogous to 1M - 2M (next step = neutral game-try etc.).

Other treatments are similar to un-passed hand. 2NT is a limit raise but follow-ups are unchanged in that context. Limited NF fit jumps also apply.

19. 1M - 2M "Neutral Game-Tries"

Non-disclosing game-tries by opener

- Opener's only game-try is the cheapest bid (2♣ or 2NT) over 2M inviting responder to make a long-suit-try
- Opener's new suits are slam tries
- Opener's jumps are voids
- 3M is constructive and based on good trumps;
- 3NT natural game-choice (but implying playing strength)

20. 1M - 3M "Semi-pre-emptive"

Responder's jump raise is typically an 8-loser hand with 4+ trumps, often a singleton.

Opener may:

- 3M+1 Asks for singleton NGF [24] replies:
3M+2 No shortage
3M+3... Natural shortage

3NT/4L are natural side-suit slam-tries with 3NT = spades

21. 1M - 3M+1 Five Trump Splinter

Responder's jump to one-above double-raise show 5(+) trumps and an undisclosed splinter. Opener asks with the cheapest call (TODO intervention) with NGF responses.

22. 1M - 2NT Limit raise or better

Same system if second-hand doubles

3M Declines game opposite a limit raise; responder may bid 3NT to play or investigate slam by control-bids.

3OM 17-19 Bal with 5M, FG.

3NT 5-5/6-4 majors, concentrated values

4m 5M-5m as above

4M

3♦ Either:

- Game acceptance opposite good limit raise (may still die at 3M and 3NT is to play).
- Undisclosed void slam possible

Over 3♦ opener bids 3M with a poor minimum, 3NT with any acceptance (allowing opener to disclose void) all others show responder's try for slam opposite opener's "suitable minimum" type.

3♣ ART, FG, 14+ HCP, 6 losers or fewer. Responder grades his hand:

3♦ Strong slam try

3♥ Sound - OK limit raise

3♠ Poor hand for slam (no SPL)

Over these responder can continue with a no-shortage next-step or show own shortages by NGF. After that exchange, control-bids where 3NT = extra trump.

3NT OM, good side suit, strong try

4m Nat, good side suit, strong try

23. 3NT Opener = Solid Major

1st/2nd position only, 7+ cards, AKQ+, no outside king or ace.

Responder's slam try is accepted with working shortage (if required) and 8-card suit. Additionally opener shows side-suit queens (1st priority) or/then voids.

4♣ Neutral ask or slam-try opposite short major;

4♦ No useful shortage

4♥ Pass/correct

4M Long major, short OM

Next step is slam try

4♦ Slam try opp. short diamond;

- 7♠, ♦ shortage, ♥Q
- Hearts no ♦ shortage

- 7♥, ♦ shortage, ♠Q
- Spades no ♦ shortage

4NT... See opener's continuations

4♥ Slam try opp. short club

Pass Hearts no club shortage

- Hearts, ♠sing., ♠Q
- Spades no club shortage

4NT... See opener's continuations

4♠ To play

4NT Asks for side Q / 8+ length without requiring shortage - see opener's continuations'

5M F6M, asks for void

- 1♠ 2♦
 2♥ NF, 10-13 HCP with 2-4 hearts not seeing game opp. MIN, including all but exceptional weak no-trumps.
Transfer style continuations
 2♠ FG, 5♥/4♣ OR 5♥/3♠
 2NT NF, INV 5+♥
 3♣ FG, 5♥/4♦
 3♦ Game or slam INV
 3♥ 5♥/5♣
 3♠ 5♥/5♦
 3NT NAT (2=5=3=3 13-15)
 4m SPL 6+♥
 4♥ To play
- 2♠ NF, 5+♠ MIN and short heart
 2NT NF, INV 5+♥
 3♣ FG, 5♥/4♣ OR no good bid (e.g. with doubleton spade support). Opener has:
 3♦ Nat, 4+♦
 3♥ 4+♣
 3♠ Nat, 6+♠
 3NT NAT
 3♦ FG, 5♥/4♦
 3♥ FG, 6+♥
 3♠ FG, 3CR
 3NT NAT
- 2NT 15+ HCP 2+♥, almost FG
 3♣ 5+♥ 10+ UNBAL OR BAL, 2=5=3=3 14+.
 3♦ Relays:
 3♥ clubs
 3♠ diamonds
 3NT BAL 14+
 4♣ 5-5 Clubs
 4♦ 5-5 diamonds
 3♥ 5♠ 3♥, MIN
 3♠ 6+♠ 17-21
 4m SPL 4♥
- 3♦ 6+♥ 7-8 OR 12+
 3♥ expected...
 Pass Just possible
 4♥ 7-8
 3♠ SPL ♠! Or 14+
 3NT 12-13 BAL or short spade
 4m 12+ SPL
- 3♥ 6+♥ 9-11
 3♠ FG, 3CR

- 3NT NAT
 3♣ 5+♠/4+♣ 16+ HCP without 2♥
 3♦ 5+♠/4+♦ 16+ HCP without 2♥
 3♥ 3/4♥ 13-15 HCP if 4♥ then 5-4-2-2
 3♠ 6+♠ 16-20 HCP without 2♥ GF+
 3NT 5♠/4♥ 11-13 HCP SGL ♦
 4♣ 5♠/4♥ 11-13 HCP SGL ♣
 4♦ 5♠/5♥ 11-14 HCP SGL ♦
 4♥ 5♠/5♥ 11-14 HCP SGL ♣

17. 1♠ - 2♥ Artificial, Diamonds

Diamonds, 9+ with 6-card suit or FG. Opener bids next step with a weak hand (11-15, including all 4-card majors). Continuations natural in principle but 'heart-club rotation' - 3♣ = hearts and 3♥ = clubs - from both sides.

- 1♠ 2♥
 2♠ All 11-15
 2NT FG, Relay, not 4♥, usually balanced, Responder's subsequent 3♠ is 3CR, 4♣ is to play over 3♣
 3♣ 5♠/4+♥
 3♦ honour-third or better diamonds, maybe 4M
 3♥ 'FSF' maybe 4M without heart stop
 3♠ 6♣
 3NT NAT most 4M
 4♣ SPL 4-card diamond support 14-15
 3♣ 5+♦/4+♥ FG
 3♦ 6♦ 9-11
 3M FG diamonds, shortage!
 3NT To play opposite 11-15
- 2NT BAL 17-19, 5M
 3♣ 16+ 5+♥/4+♥
 3♦ 16+ 5+♥/4+♦
 3♥ 16+ 5+♥/4+♠
 3♠ 16+ 6+♠
 3NT 17-19, 5-3-3-2♦

18. 1M - 2L Passed Hand Responses

These responses apply whenever they are legal, that is after next hand intervenes with X, 1♠, 1NT, 2♣, 2♦.
 After 1♥
 2♣ NF, clubs
 2♦ ART, 8-10, constructive heart raise, opener's 2♠ is a neutral game-try

SPECIAL USES OF DOUBLES:

Mostly take-out
 Support doubles (to 2-level) by opener after partner's one-major response (inc. TRF)
 (1NT) X (2m) X = Penalty, Pass forcing
 (1NT) X (2M) X = TO, Pass NF, 2NT+ TRF [12]
 1M (2L) 2M (3L); X = shortage try
 1NT (2♣ [any meaning]) X = 4+♠, "System on" inc. all 2/3L TRFs (except if 2♣ = ♥)

SLAM CONVENTIONS	Meaning of Responses	Action over interference
4NT RKCB	14 / 30 / 2 / 2+Q Same responses with known voids	Pass = step-1 X/XX = step-2 First = step-3... etc.
Ask other than 4NT	03 / 14 / 2 / 2+Q	
Italian Control-bids	First- or second-round treated same	Pass neutral, XX = primary

Other Conventions:

Fourth Suit Forcing (2♥ and higher FG, lower F1 only)
 2NT in competition over a major (opening or overcall) is a constructive raise
 When we have a minor, 2NT is natural if there is a cue-bid at 2L, else a raise
 Transfers after 1m (2M), 1♣ (2♦), 1♥ (2♠) [12]
 Transfers after 1NT (2L) from 2NT to 3♠ [11]

OPENING LEADS	v Suit contracts	4th, 3rd and 5th;			
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	AK	AKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	109x	987x	10xxx	Hxxx	Hxxx
	Hxxx	Hxx	xx	xxx	xxx
Other leads:	v NT contracts	4th, 3rd and 5th;			
	AKx(x)	AJ10x	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	10xxx	109x	987x	Hxx	Hxxx
	Hxxx	Hxx	xx	xxx	xxx

(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Low Encourage (hi-lo = odd)
On Declarer's lead	Hi-lo = odd
When Discarding	Even Encourage [same parity peter reverses] (U/D remainder count)
Exceptions to above	Standard Suit-Preference

SUPPLEMENTARY DETAILS (Numbers refer to [])

1. Over 1NT

1.1 2♠ shows 4+♠

2♠ 4+ spades. Opener bids 2♥ max with fit, 2♠ min fit, 2♦ without four.

1.1.1 Opener denies 4♠

After 2♦ responder continues:

2♥ 5+ spades TRF, either weak (pass), INV (2NT) or FG (others)

3m 5-4, FG

3♥ 5-5, FG

3♠ 6+♠, FG

3NT Choice of games

4L Self-agreeing SPL (sing.)

2♠ Both majors, either longer or 4-4, INV+.

2NT min no fit (<4♥)

3♠ Last chance invite (3♦? looks for 5 hearts)

3♦ 4-4-4-1 FG short minor, 3♥ asks:

Length NGF

3♠ 4-4-1-4, Any

3NT 4-4-4-1, NF

4♠ 4-4-4-1, Max

3♥ Smolen, 4♥/5♠

3♠ Smolen, 4♠/5♥

3NT Nat

4♠ 5=5=3=0

4♦ 5=5=0=3

3♠ max no fit (<4♥), responses as over 2NT above.

3♦ FG fit (4+♥)

3♥ Min fit (4+♥)

3♠ FG fit (4+♥), spade cards

3NT Max, natural, no major interest

2NT Nat, INV, NF only 4♠

3m FG minor canapé

3♥ 4=1=4=4 FG

3♠ 'Six-card invite'

3NT Nat, usually 4♠

4L Void SPL

1.1.2 Opener shows 4♠

After 2♥/♠ there are no game-tries, continuations are choice-of-game or slam tries.

2♠ To play

2NT FG, ST, only 4♠

3♠ Waiting;
3♦/♥ Canapé – 5-card suit

3♠ Club canapé

3NT Balanced ST

4L SPL in named suit

3m Nat, ST, 5+♠, 4+

3♥ **Over 2♠**, Nat, ST, 5+♠, 4+.

Over 2♥, retransfer requiring 3♠. Then control-bids (if not game).

3♠ **Over 2♠**, initiating control-bidding.

Over 2♥, Nat, ST, 5+♠, 4+.

3NT Nat, choice-of-game, only 4♠

4L SPL, 5+ spades

1.2 2♦ shows 4+♥

Transfer breaks are rare – opener needs play for 4♥ opposite a hand that will pass simple completion.

After 1NT – 2♦; 2♥

2♠ 5+♥ FG

2NT Usual, not 4♥

3m 5♥-4m

3♥ 6+♥

3♠ Self-agreeing SPL; 4♠?

4♦ Void spade

4♥ Singleton spade

3NT Choice of games

4L Singleton SPL

3m Natural

3♥ 4♥

3♠ 5♠

3NT Nat

4m Control, 4♥, MAX

4♥ Good hearts, MIN

2NT Nat, INV, NF only 4♥

3m FG minor canapé

3♥ 'Six-card invite'

3♠ 1=4=4=4 FG

3NT Nat, usually 4♥

4m Void SPL

1.3 Responder shows two suits

After responder bids a minor after 2♠ or 2♦, opener shows stops (3L) and fit – where 'fit' means 8-card.

Fit and stops are shown naturally where possible but stop-showing (not fit-showing) has priority at 3-level.

3♠ 9-11 clubs | short major.

3♦ Slam try, doubleton major

3M 3CR (extras | any)

3OM 3CR with clubs (extras | any)

3NT Unattractive min

4♠ RKCB clubs

3♠ Short other-minor then 3♥... below

3♦ 5-4-2-2

3♥ 5-4-3-1

3♠ 6-4-2-1

3NT 5-5-2-1

4♠ 5-5-3-0

After distribution is shown continuations are artificial (but **not 3NT**):

3NT Natural, NF

4♦ Puppet to 4♥ to sign-off

Step1 Key-card ST – opener's longest suit

Step2 Key-card ST – opener's 2nd suit

Step3 Key-card ST – opener's 3rd suit

Equal suit length ties broken in order ♥, ♠, ♣, ♦ (this is almost equivalent to 'highest-ranking longest suit').

Key-card Slam Try

This artificially agrees trumps and asks for key-cards

- Step1 Bad hand for slam

- Step2 3 key-cards (no zero)

- Step3 1/4 key-cards

- Step4 2 key-cards, no trump queen

- Step5 2 key-cards plus trump queen

After a Step1 response responder may ask again with the cheapest call that is not the agreed suit, sign-off in the agreed suit, jump to slam, or make a natural try. If 4NT is not an ask it is a suggestion to play, 5NT offers choice of slam.

After a key-card ask (inc. follow-up to Step1) relays continue via spiral-scan ('denial cue-bids') in suit-rank order.

15. 1♥ – 2♦ Natural, Diamonds

Natural, diamonds, 9+ with 6-card suit or FG. Opener rebids 2♥ with any minimum (11-15, including all 4-card majors).

Continuations natural in principle.

1♥ 2♦

2♥ All 11-15

2♠ FG, 4+ spades, responder's subsequent 3♥ is FG 3CR (limited).

2NT BAL 11-13 or 14-15 with clubs

3♠ 11-15 'FSF' maybe 4M without club stop

3♦ honour-third or better diamonds, maybe 4M

3♥ 6♥

3♠ 4♠

3NT great hearts

4♠ 4♠ club SPL

4♦ 4♠ diamond SPL!

2NT FG, Relay without 4♠, responder's 3♥ is 3CR (4♥ is to play over 3♠)

3♠ 5♥/4♠

3♦ honour-third or better diamonds, maybe 4M

3♥ 6♥

3♠ 11-15 'FSF' maybe 4M without spade stop

3NT NAT

4♠ SPL 4♦ support

3♠ 6♦/4♠ FG

3♦ 6♦ 9-11, NF

3M FG diamonds, shortage!

3NT To play opposite 11-15

2♠ 5+♥/4♠, 16+

2NT BAL 17-19, 5M

3♠ Any FG, not

3♦ 9-11 6♦

3M 3CR FG

3OM Great diamonds

3NT Min, non-fitting cards

4♦ RKCB diamonds

3♠ 16+ 5+♥/4♠

3♦ 16+ 5+♥/4♦

3♥ 16+ 6+♥

3♠ 4-5 losers, 6♥/5♠

3NT 17-19 5-3-3-2♦

16. 1♠ – 2♦ Transfer, Hearts

Transfer, hearts, 7-9 with 6-card suit or 10+ with 5-cards (neither forcing beyond 2♥) or FG.

Opener rebids 2♥ with minimum non-fit (11-15, including all 4-card majors) and 2♠ with minimum and short heart.

Continuations natural in principle but with coded splinters when opener is minimum with 4+♥ and transfer-like rebids by responder after transfer-accept.

13. 1L (2-level Jump) Transfers

With one suit already bid naturally, we employ a superficially similar scheme to that of [12] above except that:

- 3-opener's suit is always natural and 'one under' is an unlimited INV+ raise.
- There is no 'game choice' in the unbid major
- No 'Leaping Michaels' equivalent
- 3♠ is always (without regard to suit) a short-overcaller's-suit raise (leaving an out in 3NT if opener has concentration)
- Transfers resume at 3-level cue. Between 3-opener and that cue, bids are natural and F1.

Example: 1♦ (2♥)

- 2♠ NF
 2NT Clubs, INV+
 3♣ Diamonds, INV+
 3♦ Diamonds, courtesy raise
 3♥ Spades, INV+
 3♠ Diamonds raise short heart
 3NT Nat
 4♣ Fit jump
 4♦ Key card for diamonds
 4♥ Void SPL raise of diamonds

14. 1M – 2♣

Either clubs (9+ with 6-card suit / FG) or FG balanced. Responder may continue to relay for opener's strength and distribution.

- 1M 2♣
 2♦ 5+M, 11-15, not BAL, not 4+ other-major.
 2♥ Relay:
 2♠... As 'Major-minor & single-suited sequences'
 2♠ Clubs, usually short M
 2NT Min (12-14), not 3M
 3♣ 9-11 6+ clubs, NF
 3♦ FG, 6♣/4+♦
 3M Min (12-14) 3M
 3OM Min (12-14) 3M with clubs
 3NT Solid clubs, short M
 4♣ RKCB for clubs
 2♥ 11+ 5-4 majors or 11-13 BAL

'Major-fit' sequences

Responder relays with 2♠ either because a fit is guaranteed opposite 5-4 or they are sufficiently strong to consider a slam opposite 11-13 (control-ask available).

- 2NT 11-15, relays continue at 3♦...
 3♣ 11-13 BAL (4/5M), responder can bid 3M to find fit or 3♦ control-ask.
 3♦ Short club
 3♥ 5-4-2-2
 3♠ 5-4-3-1
 3NT 6-4-2-1
 4♣ 5-5-2-1 (4♠-5♥-4-0)
 4♦ 5-5-3-0 (4♠-6♥-3-0)

After distribution is shown continuations are artificial (**inc. 3NT**):

- 4♦ Puppet to 4♥ to sign-off
 Step1 Key-card ST – hearts
 Step2 Key-card ST – spades
 Step3 Key-card ST – opener's 3rd suit

Major no-fit sequences

- 1M 2♣
 2♥ 11+ 5-4 majors or 11-13 BAL
 2NT No-fit relay, (semi-) balanced
 3♣ 16+ no extra major length (i.e. 5-4). Responder relays with 3♦, responses as below.
 3♦ 11-15, no extra major length, not 5-4-2-2
 3♥ Extra heart (5=5/4=6)
 3♠ Extra spade (5=6/6=4)
 3NT 11-13 BAL (4/5M) or Min 5-4-2-2
 4♣ 16+, void club
 4♦ 16+, void diamond
 4M 16+, 7+ major
 3♣ 9-11 6+ clubs, NF
 3♦ FG, 6♣/4+♦
 3M Shortage!
 3OM Shortage!
 3NT Natural, typically 4-4 minors, no major fit, 12-14

Major-minor & single-suited sequences

- Via 2♦ – 2♥ [relay] = 11-15
 - Immediate = 16+
- Where treatments differ on opener's range, they are described; weak | strong
 2♠ Diamonds (then 3♣... as below)
 2NT 6+M | 17-19, 5-3-3-2

1.3.1 Over responder's 3♠

- 3♦ Diamond stop, no stop OM
 3M Fit, not suitable for 4-level
 3OM Stop OM, no diamond stop
 3NT Nat, both unbid suits stopped
 4♣ Agree clubs
 4♦ Fit, extras
 4♥ (M=♠) Fit, extras, ♥ control
 4M Fit both clubs and major

1.3.2 Over responder's 3♦

- 3M Club stop, no stop OM
 3OM Stop OM, no club stop
 3NT Nat, both unbid suits stopped
 4♣ Fit major
 4♦ Agree diamonds
 4♥ (M=♠) Fit major, ♥ control
 4M Fit both diamonds and major

1.3.3 After suit agreement

Where two suits are agreed (4-major) 4NT is RKCB for both suits with normal responses.

In all other cases 4NT is single-suited RKCB

1.4 2♥ and above

- 2♥ Natural, INV, NF, may have 4♣. Opener's 2♠ natural 4+, forward going; 2NT non-min but NF; 3m game try.
 2♠ Weak minor or both minors any strength. Opener rebids:
 2NT Prefer clubs or equal
 3♣ Prefer diamonds
 Responder's pass and 3m to play otherwise 3M shortage in 5-5. 3NT 5-4-2-2 no major stops
 2NT Clubs; INV+; over 3♣ responder names shortage (3NT none, 4♣ RKCB, 4L Nat, 6-5)
 3♣ Diamonds; INV+; over 3♦ responder names shortage (3NT none, 4♦ RKCB, 4L Nat, 6-5)
 3♦ FG, asking for 5M either:
 (a) Game-only BAL
 (b) Diamonds with short club
 3♥ no 5-major
 3♠ Diamonds, short club
 3NT NAT
 4♣ Club void
 4♦ Diamonds, extras
 3♠ 5 spades
 3NT 5 hearts

Over 5M; 4♣ = Fit + club shortage, 4♦ = No fit + club shortage

- 3M SPL, 3OM, 4-5 minors
 4♣ CONFI [0-3, 4, 5...]
 4♦/♥ Transfer (game-only or much better)
 4♠ Super CONFI: rebids 0-3, 4, 5...

2. Over 2NT

- 3♣ Asks for 5 card major
 3♦ At least one four card major, responder shows
 3♥ Spades
 3♠ Hearts
 4♣ Unknown 5+ minor
 4♦ Both majors – pick!
 4M 4 linked minor
 4NT NAT
 3♥ No major
 3♠ 5 spades natural
 4m 5+ natural
 4M 4 linked minor
 4NT NAT
 3♠ 5 Spades [4 minor natural]
 4m 5 card minor
 4♥ Strong spades
 4♣ NAT
 4NT NAT
 3NT 5 Hearts
 4♣ Unknown 5 card minor
 4♦ Re-transfer
 4♥ NAT
 3♦/♥ Transfer; fit breaks:
 3♣/4L AKJx or better
 4M 9 controls
 3NT Others (inc. 3CR)
 3♠ Minor suit Stayman
 3NT Minimum/unsuitable
 4m Nat 5m
 4M 4 card minor, 4♥=♣s, 4♠=♦s
 4♣ Gerber [0,1,2,3,4]
 4♦/♥ Transfer (game only or much better)
 4NT INV – show suits if accepting

3. Over our weak-twos

- Raise Non-constructive
 2L Nat NF
 3L Nat F1
 2NT Enquiry INV+, FG opposite extras – 'feature' is Qxxx, Kxx or better

- 3♣ "Good or bad"; 3♦ asks:
 3suit Bad (pass with ♦)
 3OM Good values (loc. if ♦)
 3NT Good suit
- 3L Feature (3M = clubs)
 3NT AKQxxx or better

4. 1♠ - 1♦; 1♥ [TRF complete]

- 1♠ 5+ hearts, initially part-score choice with invitational overtones but 3L rebids FG
 1NT Natural, NF
 2♣/♦ Natural NF
 2♥ Natural, not constructive
 2♠ Undefined!
 2NT Natural, INV
 3L Natural, FG, shapely

5. 1♠ - 1♥; 1♠ [TRF complete]

- 1NT Natural, NF
 2♣ Natural NF
 2♦ ART FG
 2♥ Natural, NF
 2♠ Natural, not constructive
 2NT Natural, INV
 3L Natural, FG, shapely

6. 1♠ - 1Red; Major Raises

- 2♦ Natural (16+) or raise (14+). See below
 2M 4-card raise, 4+ clubs, MIN
 2NT Two-way and F1:
 a) 3-card raise, 6+ clubs, 15+
 b) 4-card raise, 17-19 BAL
 Responder continues:
 3♣ To play opposite (a) therefore only 4M or very weak. Opener converts to 3M with (b).
 3Red 5M TRF. Opener may break with extras; 4M/4♣ with (a), 3NT/others with (b).
 3M F1, only 4M, clubs; that is, opposite (a), 5/6♣ better. 3NT is (b), others (a).
 3NT Game choice with 4M
 3Z (3♦ [♠] / 3♠ [♥]) ST in major
 3♦ Mini-splinter, game INV
 3♥ (over ♠) Mini-splinter, game INV
 3M 4-card raise, 4+ clubs, MAX
 4M 4+ raise, distributional
 4♣ Very strong, game+ raise
 4♦ Game splinter

Responder has spades; 1♠ - 1♥; 2♦:

- Two-way and F1:
 a) 3-card raise, 14-15
 b) Normal club/diamond reverse
 Responder continues:
 2♥ Weak, expecting to play 2♠ opposite 3CR and some 2=2=4=5s.
 2♠ Constructive F1, 5+spades, FG opposite reverse, INV+ opposite 3CR.
 2NT Constructive F1, heart stop
 3♣ Very weak, to play even opposite 3CR.
 3♦ Nat, FG, 5M and 4+ diamonds.
 3♥ 'Fourth suit', FG, no descriptive call
 3♠ 6+ spades, FG
 3NT 11-13, only 4 spades, short clubs

Responder has hearts; 1♠ - 1♦; 2♦:

- Three-way and F1:
 a) 3-card raise, 14-15
 b) Normal club/diamond reverse
 c) Mini-splinter in spades with 4♥
 Responder continues:
 2♥ Weak, expecting to play 2♥ opposite 3CR and some 2=2=4=5s.
 2♠ FSF, scramble
 Other ♣+♦ very strong
 2♠ Constructive 5+hearts, FG opposite reverse, INV+ opposite 3CR.
 2NT Constructive, spade stop
 3♣ Very weak, to play even opposite 3CR.
 3♦ Nat, FG, 5M and 4+ diamonds.
 3♥ 6+ hearts, FG
 3♠ 'Fourth suit', FG, no descriptive call
 3NT 11-13, only 4 hearts, short clubs

7. 1♠ - 1♦/♥; 1NT = 17-19

- 2♠ ART PUPPET to 2♦. If weak, either both majors or long minor; some INV types; only FG with diamonds (equivalent of immediate 2♠ = ♣).
 2♥ NF, weak major choice
 2/3NT 5-4 majors INV/FG
 3L Shapely INV
 2♠ To play clubs or diamond canapé
 2NT Min, no ♦ fit (3♣ to play)
 3♣ Max or ♦ fit

- 2♦/♥ TRF FG unless responder passes or bids INV 2NT. Opener usually completes and responder continues description. When responder shows spades then hearts, opener bids 2♠ without 4♥. 1♠ - 1♦; 1NT - 2♥ is 4-4 majors INV+

- 2♠ ART, 4M and club canapé, INV+.
 2NT Min no fit
 3♣ Min club fit
 3L Stops
 3NT Max
 2NT Natural, INV, no extra major length
 3L Natural, FG, shapely
 3NT Natural, no extra major length

8. 1♠ - 1♣; 1NT = 17-19

- 2♣/♦ Natural, NF
 2♥/♠ Natural, FG
 2NT Natural, INV
 3♣ FG, 4+ clubs
 3♦ FG, balanced or short clubs
 3M Shortage with long diamonds

9. Intervention after 1♠

If next hand bids 1♦/♥ we keep 'system on' using double for a transfer from overcaller's suit. Note:
 1♠ - (1♥) - X = 4/5 spades
 1♠ - (1♥) - 1♠ = Take-out without spades
 These actions show enough values to make a non-fitting weak 1NT rebid safe, therefore:

- TRF completion shows 3-card support
- 1NT is weak (even if fourth hand bids)
- 2NT is 17-19 (denies 4-card support)
- Single raise is 4-card support

(In unopposed auctions after 1♠ we complete transfers with weak no-trumps and rebid 1NT with 17-19.)

Strength restrictions for 2-level transfers are relaxed:

- 1♠ - (1♦) - 2♦ = 6 hearts
 1♠ - (1R) - 2♥ = 6 spades
 1♠ - (1R) - 2♠ = Constructive club raise
 1♠ - (1R) - 2NT = NAT INV

10. 1♠ - 2♣; FG by un-passed hand

- 2♦/♥ TRF; 4M 4+ clubs
 2♠ Weak no-trump
 2NT Strong NT 17-19
 3♣ Long clubs, no shortage

- 3L Shortage
 3NT 17-19, bad hand for clubs

11. Natural Check-back Over Weak-NT

This occurs in the following five sequences:

- 1♦ - 1♥; 1NT
 - 1♦ - 1♠; 1NT
 - 1♥ - 1♠; 1NT
 - 1♣ (X/1♦) 1♥* (any); 1NT [* = ♠]
 - 1♣ (1♥) X* (any); 1NT [* = 4/5♠]
 - 1♦ (1♥) X/1♠ (any); 1NT [4/5♠]
- 2♣ ART PUPPET to 2♦. Either to play 2♦ or any INV type. 2NT/3NT imply 5M.
 2♦ ART FG - usually high-card values
 2♥ Natural, NF
 2♠ Natural, NF (undefined in 1st seq.)
 2NT Natural, INV
 3L Natural, FG, shapely
 3NT Natural
 Passed hand 2♦ is NAT but INV sequences are retained.

12. 1NT (2♦/♥/♠) Transfers

This scheme is also used after we double a 1NT opening and opponents run to 2M where again, our X is T/O and 2NT and above are transfer-influenced as below. Note different system after 1NT (2♠)

X Take-out; if INV+ then without stop (NT over major, cue over others - cue over major shows support) additionally without unbid major.
 1NT (2♦) X (P); 2♥ (P) 2♠ is F1

- 2M Natural, NF
 2NT* Clubs INV+ (only * if, say 2♠ = ♣)
 3♣* Diamonds INV+
 3♦* Hearts INV+
 3♥* Spades INV+

* = TRF to overcaller's suit is a game choice, implying 4 cards in other major (4-4 majors over diamonds) and a stop.

"Overcaller's suit" is the anchor suit if intervention is ART (e.g. if TRF or 2♦ = Spades [even 4+] etc.).

- 3♠ 3-suited take-out, unwilling to make T/O double, e.g. 5-4-4-0/4-4-4-1
 3NT Nat, stopper.
 4m (Over Major) 5m+5OM
 4♣ (Over diamonds) clubs + major
 4♦ (Over diamonds) 5-5 majors
 4M To play