Boguslaw Pazur

Dwururka

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Opening Bids Summary

1♣ = 4+♥, 11+, various shapes, F1
1♦ = 4+♠, 11+, various shapes, usually denies 4+♥
1♥ = 4+♣, 11+, various shapes, no 4M unless 17+ with 5+♣
1♠ = 4+♦, 11+, various shapes, usually no 4M
1N = depends on Vul, mb 5m-4M-2-2 or 5M
        NV: 10(+)-13 1/2 seats, 11(+)-14 3/4 seats
        VUL: 14-16 all seats
 *** NOTE: notes assume strong NT - adjust balanced ranges if weak, will be obvious
2♣ = 5+-4+ majors, weak
2♦ = multi: weak 2M (occ. 5 or 7) or 22+ NT without 4M
2♥ = weak, 5+ 5+ shaped (♣-♥ or ♦-♠)
2♠ = weak, 5+ 5+ colors (♦-♥ or ♣-♠)
2N = 19(+)-21, balanced/semi-balanced

1/2 seat:
3m = 6+cards; NV, undisciplined; Vulnerable, 2 of top 3 (if KQ, then side A/K)
3M = 6+cards, undisciplined, 0-7 HCP, too weak for 2♦ or 4M (3♠ response = 6+♠ GF)
3N = solid 7+card minor, 9-12, no side A/K
4m = preemptive
4M = 7+cards, vulnerability-dependent
5m = 8+cards, vulnerability-dependent

3/4 seat:
1y = may be light as 9 in 3rd seat
NV 1N = 11(+)-14
2y = same distribution as before (in 4th seat, strength just slightly below opening)
3y = 6+cards, preemptive (in 4th seat, strength just slightly below opening)
3N...5♦ = as before, based on vulnerability, no slam interest

1♣ Opening

Responses - see following sub-sections for continuations and third seat modifications
Handling Direct Interference is at the end of the section.
Handling interference by 4th seat is discussed in the section on
responder's bid.

1♦ = semi-forcing catchall
    a) 0-6 any
    b) 7-11, 6+m 1-suiter, denies 3+♥
    c) 7-11, 5+5+ minors, denies 3+♥
    d) 10(+)-12(-), denies 3+♥ or 4+♠, balanced or 31(54)
    e) 10-11, 3♥, denies 4+♠, NT-oriented
1♥ = F1, 4+♠, 7+ HCP, usually denies 4+♥
1♠ = GF relay
    a) 12+, denies 3+♥ or 4+♠ (unless 4♠-5+m)
    b) 15+, 3+♥
1N = natural, NF
    a) 7-10, denies 3+♥ or 4+♠ or 6+m, balanced or 31(54)
    b) 7-10(-), 3♥, denies 4+♠, NT-oriented
2♣ = v. good ♥ raise, F1
    a) 10-14, 3♥, denies 4+♠, no slam interest
    b) 12-14, 3433
    c) 10-11, 4♥ balanced
2♦ = simple ♥ raise, 7-9, 3-4♥, denies 4+♠ if just 3♥ (2N (NV) = 16-17 4♥ balanced NF,
3♥ = preemptive 5+♥)
2♥ = limit ♥ raise, 8(+)-10, 4+cards unbalanced
2♠ = natural, 6+cards, 6-9(-), NF (denies 3+♥)
2N = 12-14, 4+♥, some side shortness, GF
3♣ = mixed ♥ raise, 6(+)-9, 4+♥, OR 8-9, 5(4)+♥ distributional hand, too good for an
    immediate 4♥ raise
3♦ = invite, 6+ decent ♦, 10-11, denies 3+♥ or 4+♠ (4♦ = invite 4+♥-3+♦ suit-oriented)
3♥ = preemptive, 4+♥, vulnerability-dependent, 0-6
3♠ = mini-splinter, 10-11, some shortness, 4+♥, enough to force to game
4♥ = preemptive/to play, 4+♥, distributional, 0-7
4♠ = to play, preemptive

1♣-1♦ Continuations

1♥ = NF
    a) 11(+)-16, 4♥
    b) 17, 1444
    c) 11-16, 5(6)♥
    d) 17, 5(6)♥ 1-suiter
    e) 17, 5♥-4m
    1N = natural invite: 10(+)-12(-) NT shape (or 31[45] or weak 6m),

OR 10-11 with 3♥ but NT-oriented natural continuations:
2m F1, 3♣/♦/♥ GF, 2♥ natural (2♠ = asks short [2N = ♠])

2♣ = natural NF: 4-9 with 5+ 5+ minors or 6+♣ (denies 4♠),
OR 4-6 with 5♣-4♦ short ♥
natural continuations, except:
2♦ = pref for ♦ (longer than ♣)
2N = invite relay for shape/strength
3♣ = 4-6 6+♣ (3♠ = only force)
3♦ = 4-6 5+♣-5(4)+♦ (3♠ = only force)
3♥ = 7-9 6+♣, GF
3♠ = 7-9, 5+♣-5+♦, GF

2♦ = 4-6, 6+♦
2♠ = 9(+)-11, 5+♦-5+♣, F1
2N = asks shortness, with transfer responses [3♣ = ♥] (after which, 3♠ is only 100% forcing bid)

2N = 9(+)-11, 6+ pretty good ♣, doubleton ♥, invite
3♣ = 9(+)-11, 6+ pretty good cards, denies doubleton ♥

1♠ = NF, 15+ both majors
a) 15-21, 4♠-5+♥
b) 15-21, 44(14)
c) 18-19, 44(32)
d) 22-23(-) 44(32)
e) NV: 15-17 44(32)

2N = art GF, ask for side distribution, 8(+)-12(-)
3m = GF, 8(+)-11, 6+cards

1N = natural strong, NF
a) 17-19 4♥ balanced [denies 4♠]
b) 17-19 5♥-332
c) NV: 16(+)-19 4-5♥ balanced without 4♠

2♣ = 0-5, 6(5)+♣
2♦ = 0-6, 3+♥ (later new suit by responder = F1)
2♥ = 0-6, 5+♠ (later new suit by responder = F1)
2♠ = 0-11 5+-4+ minors OR 6-11 6+♦ not short in ♣
2N thru 4♠ = same meanings as if in response to an opening 1NT

2♣ = strong art, F1
a) 18-21, 5+♥-4m
b) 17-18, 5+♥-5+m
c) 18+, 1444
d) 22+, 5+♥, denies 4+♠
e) 24+, 4♥, denies 4♠
2♦ = 0-6

2♥ = 5+♥-4+♣, NF (18-21 if 5+-4, 17-18 if 5+-5+) - N♠ NF, 2N art F1
      asks minor
    2♠ = 22+, 5+♥, denies 4+♠ or 5+♦, GF (2N = artificial, asks distribution,
        else natural)
    2N = 24+ 4♥ without 4♠ balanced, or 23+ 5♥-332, GF (continuations
        as after p.III.3)
    3♣ = 18-21, 1444, NF
    3♦ = 22+, 5+♥-5+♦, GF
    3♥ = 19-21, 6+♥-4♣, invite
    3♠ = 22+, 1444, GF
2♥ = 4-6 3♥ or 3-4 4♥
    2♠ = 22+, 5+♥, denies 4+♠ or 5+♦, GF (2N = artificial, asks for distribution,
        rest natural)
    2N = 24+, balanced with 4♥ and not 4♠, or 23+ 5♥-332, GF
        natural.continuations)
    3♣ = 18-20, 1444, invite
    3♦ = 22+, 5+♥-5+♦, slam interest, GF
    3♥ 18-20(-), 5♥-4♣, invite
    3♠ = 21+, 1444 GF
2♠ = 10(+)-12(-), denies 4+♠, balanced or 31(54), GF (natural continuation.,
    except 2N asks or 4+minor, 3♠ = 1444)
2N = 6-11, 5+♦-5+♣, GF (use transfer scheme)
3m = 6+m, denies 3+♥ or 4+♠, GF
3♥ = 4(+)-6, 4♥, GF

2♦ = F1, strong
    a) 16-21, 6+♥

2♥ = 11-15, pretty good 6+cards, denies 4♠ or 5+m, NF
    2♠ = art ask for shortness (2N = ♠)
    2N = natural invite
    3m = natural invite

2♠ = GF, both majors
    a) 22+, 5+-4+ majors either way
    b) 22+, 44(14)
    ♣) 23+, 44(32)
    2N = asks distribution (3m = 3+cards short other minor, 3M = 5+cards,
    and 3N = 44[32])

2N = natural invite, 22-23 balanced with 4♥ and not 4♠, OR 22 5♥-332 (see section on
2N continuations when M known or no M)

3m = 5+♥-5+m 18(+)-21, NF
    N♠ without jump = natural, F to 4m
    3♥/4m raises = NF

4-level NS (even jump) = cue setting the minor (but 4♣ over 3♦ may be natural)

3M = natural invite, 6+♥, 19-21

3♠/4m = GF, self-sufficient ♥ suit (7+cards, at most 1 loser), shortness in bid suit, 19+, slam interest

1♣-1♥ Continuations

1♠ = F1, 3+♠ (3♠ 11+, 11-14 4♠, 16+ 4+♠ GF)
    1N = 7-11(-), 4♠, denies 3+♥ or 5+m (thinks NT better than ♠), NF (2m = natural F1)
    2♣ = catchall: 7-11 4♠-5+m, 10-11 3♥-4♠, OR 10-11 5+♠ - F1
        2♦ = 13(+)+, 3-4 ♠, accepts invite, F1
            2♥ = 10-11, 3♥-4+♠, GF
            2♠ = 10-11, 5+♠, denies 3+♥, GF
            2N = 10-11, 4♠-5+m, GF (3m = longer minor looking for m fit [4om = only force below game])
            3m = 7-9, 4♠-5+m, NF
        2♥ = 11-13(-) 35(32) OR 11-12(-) 3♠-6♥; NF
            2N = 7-9, 4♠-6+m, prepares s/o in m (F1)
            3m = 10-11, 4♠-6+m, invite
        2♠ = 11-13 3♠-4♥ balanced, OR 11 4♠-4/5♥ no shortness;
            NF (continuations as after 2♥)
        2N = 11-13(-) 3♠-5♥-4+m, OR 11-12 4♠-4/5♥ unbalanced; F1
            3m = looking for length in bid minor (3♥ = 3♠ no fit, 3♠ = 4♠ no fit 4m raise = 4+cards)
        3m = 11-13(-) 3♠-4♥-5+m, NF
        3♥ = 12-13(-) 3♠-6♥; invite
        3♠ = 12, 4♠-4/5♥ no shortness; invite
    2♦ = art, 12+
        2♥ = 11+, 3♠-5+♥
            2♠/2N = asks side distribution, setting ♠/not setting ♠
                (natural continuations, 3m = 4cards)
        2♠ = 11-14 4♠ OR 16+ 4+♠-4+♥
            2N = asks shortness (3♠/3N = 18+/11-14 with no shortness and just 4♥
        2N = 3♠-4♥ balanced, 11(+)-14/18-19/22+ (3m = may be 4cards)
        3m = 11-16, 3♠-4♥-5+m
    2♥ = 7-9, 4♠-3♥ NF
    2♠ = 7-9, 5+♠, NF
    2N = 11-12, 4♠, denies 3+♥, balanced, invite
    3m = 12+, 5+♠-5+m, GF
    3♥ = ♥ splinter for ♠, GF
    3♠ = 12-14, 5♠, NT-oriented, choice of games, GF

3N = 13-15, 42(43), NT-oriented, NF

1N = NF, natural
     a) VUL: 11-14 no shortness doubleton ♠, OR 11-15 1444
     b) NV: 14-16 no shortness doubleton ♠, OR 14-16 1444
     2♣ = F1 catchall
          a) 7-11 5+-4+ ♠-m either way without 6+♠ or 3+♥
          b) 10+, 4+♠-♥
          c) 10(+)+, 5+♠
          d) 18+, 4♠, slam interest
          2♦ = 11-13 (only NF bids below game are 2M [over 2♠, 2N = 1444]
               and 3♣)
               2N = relay
                    3♣ = 2434/2425 (3♥ asks: 3♠ = 5♣, 3N = 4♣)
                    3♦ = 2452
                    3♥ = 2533
                    3♠ = 2443
                    3N = 1444
          2♥ = 13-14 2533 (only NF bids 2♠/3♣, 2N = asks distribution)
          2♠ = 13(+)-14 24(43) (only NF bids 2♠/3♣, 2N = asks distribution)
          2N = 14-15 1444 (3m = only NF rebids)
          3m = 13-14 2♠-4♥-5m (4♣ = only NF rebid)

2♣ = NF, 4+♣
     a) 11-16 5+♥-4+♣ 0-2♠
     b) 11-16 4♥-5+♣ 0-2♠ [usually not 2425]
     c) VUL: 16-17 1444
     d) NV: 1444 11-13 or 17

     2♦ = 4♠F, F1 (any 13+, OR 11-12 4-5♠ 0-2♥, OR 10-11 4-5♠ 3♥,
     OR 7-9 4+♠-5+♦ 0-2♣ 0-1♥)
          2♥ = 11-13 5+♥-4+♣ (2♠/3♦/3♥ = only NF below game, 2N = GF
          ask [natural continuations])
          2♠ = 11-16 4♥-5+♣, NV: or also 1444 11-13
               2N = GF ask
                    3♣ = 11-16 4♥-6+♣
                    3♦ = 11-16 0445
                    3♥ = 11-16 1435
                    3♠ = 11-16 2425
                    (3N = NV: 1444 11-13)
               3♣/3♦/3♥ = only NF below game
          2N = 14-16 5♥-4♣, at least half-stop ♦ (3♦ = only NF bid below game)
          3♣ = 14-16 5+♥-5+♣ (3♦ = only NF bid below game)
          3♦ = 14-16 5♥-4♣, no ♦ stop
          3♥ = 13-16, 6+♥-4♣
          3♠ = 14-16, 0544

3N = 16-17, 1444
          2♥ = to play (2♠ = 4♠-5+m suggests short ♠, semi-forcing, asks choice of partials)
          2♠ = 9-11, 6+♠, denies 3+♥
          2N/3♣ = invite
          3♦ = 5-5 GF?
          3♥ = 9-11, 6+♠-3♥
          3♠ = great ♠, better invite?

2♦ = NF, 4+♦ (11-16 5+♥-4+♦ OR 11-16 4♥-5+♦ (unlikely 2452); denies 3+♠
          2♥ = to play (2♠ = 4♠-5+m suggests short ♠, semi-forcing, asks choice of partials)
          2♠ = GF relay
                    2N = 11-16 4♥-5+♦ (3♣ waiting further desc.)
                    3♣/3♦/3♥/3♠/3N = 5+♥-4+♦; acc. to section on distribution-asks

2♥ = 6+♥ 1-suiter, 11-14, denies 3♠, NF
          2♠ = GF relay, asks ♥ quality
                    2N = 11-14, 6 bad ♥
                    3♣ = 11-14, 6 decent ♥
                    3♦ = 11-13, 7+♥
                    3♥ = 11-14, self-sufficient 6♥

2♠ = 17+, 5+♥ 1-suiter or 5+♥-4m; GF
          2N = relay (3m 5+♥-4m, 3♥ 6+♥ 1-suiter, 3♠/4m
                    self-sufficient 7(6)+♥ auto-splinter, 3N/4N 17-19/22-23 2533)

2N = semi-natural, GF
          a) 18-19/22+ 24[43]
          b) 22+ 1444
          c) NV: includes 17 24(43)

          3m = 4+cards (3N = denies 4fit, else = conc. with 4fit for minor)

3m = GF, 5+♥-5+m 17+
3♥ = invite, 15-16, good suit
3♠ = 15-16 val raise (3N asks short: 4m = short, 4♥ = 4522 extras, 4♠ = 4522 min)
3N = 18-21, 1444

1♣-1♠ Continuations

1N = 11(+)+ 4♥, OR 11+ 5♥-332
          2♣ = relay
                    2♦ = 11-16, 4♥-5+m (2♠ = relay with 6+♣, 2N = relay with 6+♦)
                              2♥ = relay
                                        2♠ = 11-16 4♥-5+♣ (2N rel: 3♣ 11-13 4♥-5♣
                                        [see 5-4 scheme], 3♦+ 14-16 5+-4 scheme)

2N = 11-13 4♥-5+♦ (3♣ rel: see 5+-4 scheme)
                    3♣ = 11-13 4♥-6+♣ (3♦ rel: see 6-4 scheme)
                    3♦ = 14-16 4♥-6+♦ (3♥ rel: see 6-4 scheme)
                    3♥ = 14-16, 3451/4450
                    3♠ = 14-16, 1453/0454
                    3N = 14-16, 2452
          2♥ = 11(+)-14 4♥ balanced, OR 11-14 4♥(441) (2N = relay with 6+♣,
                    and 3♣ = relay with 6+♦)
                    2♠ = relay
                         2N = 11-14 4♥-(441) (3♣ asks l/m/h short)
                         3♣ = 11(+)-14 4324/4234 (3♦ asks l/h double)
                         3♦ = 11(+)-14 4342/4243 (3♥ asks l/h double)
                         3♥ = 11(+)-14 4432
                         3♠ = 11(+)-14 4423
                         3N = 12-14 3433
          2♠ = 18-19/22+, 4♥ balanced (3♣ = relay with 6+♣, 3♦ = relay with 6+♦)
                    2N = relay
                         3♣ = 4324/4234 (3♦ asks l/h double)
                         3♦ = 4342/4243 (3♥ asks l/h double)
                         3♥ = 4432
                         3♠ = 4423
                         3N/4N = 18-19/22+ 3433
          2N = 15+, 5♥-332 (3♣ = relay for l/m/h double, 3♦ = relay with 6+♣,
                    and 3♥ = relay with 6+♦)
          3♣ = 11-14, 5♥-332 (3♦ = relay for l/m/h double, 3♥ = relay with 6+♣,
                    and 3♠ = relay with 6+♦)
          3♦/3♥/3♠ = 15+ 4441 l/m/h short
     2♦ = 12+, 6(5)+♣, denies 4+♥ or 5+♦ (natural continuations)
     2♥ = 12+, 6(5)+♦, denies 4+♥ or 5+♣ (natural continuations)
     2♠ = 12+, 5+♦-5+♣, short ♥ (natural continuations)
     2N = 12+, 5+♦-5+♣, short ♠ (natural continuations)
     3m/♠ = 14+, 4+♥, short in bid suit
2♣ = 11-13 5+♥ not 5332
     2♦ = relay
          2♥ = 11-13 6+♥ 1-suiter or 6+♥-4other
               and (2N/3♣ relay with 6+♣/♦ denies 3+♥)
               2♠ = relay
                    2N = 6♥ 1-suiter (3♣ rel = see 6+ scheme)
                    3m = 6+♥-4m (rel = see 6-4 scheme)
                    3♥/♠ = 6+♥-4♠ l/h short
                    3N = 2623
               3♥ = doubleton ♥, 12+, asks opener to bid 4♥ unless
                    has maximum and shortness
                    3♠ = any side singleton, v. good hand
                    (same as 1♣-3♠ continuations)
                    3N/4m = ♠/m void

4♥ = most hands
2♠ = 11-13, 5♥-4other (3♣/♦ relay with 6+♣/♦ denies 3+♥)
    2N = relay
        3m = 5♥-4m, not 1543/0544 exactly
        (relay = see 5-4 scheme)
        3♥/3♠ = 5♥-4♠, l/h short
        3N = 3422
2N = 11-13, 5+♥-5+♣ (set minor with transfer method)
3♣ = 11-13, 5+♥-5+♦ (set minor with transfer method)
3♦ = 11-13, 7+♥ 1-suiter
3♥ = 11-13, 1543/0544 (3♠ = sets ♥)
2♥ = 12+, 6+♣ denies 3+♥ or 5+♦ (natural; continuations)
2♠ = 12+, 6+♦ denies 3+♥ or 5+♣ (natural continuations)
2N = 12+, 5+♦-5+♣ denies 3+♥ (set minor by transfer method)
3m/♠ = 14+, 4(3)+♥, short in bid suit
2♦ = 14+, 6+♥ no 5m, OR 5♥-4♣ not 5440, OR 0535
    2♥ = relay
        2♠ = 14+, 6+♥ 1-suiter (2N relay = see 6+ scheme)
        2N = 14+, 5♥-4♣ (3♣ relay = see 5-4 scheme)
        3m = 6+♥-4m (relay = see 6-4 scheme [note 3N step response = forcing])
        3♥/♠ = 6+♥-4♠, l/h short
        3N = 14+, 0535, F
    2♠ = relay with 6+♣ (denies 3+♥)
    2N = relay with 6+♦ (denies 3+♥)
2♥ = 14+, 5♥-4♦ not 5440, OR 0553
    2♠ = relay (3541/1543/2542/0553)
    2N = relay with 6+♣ (denies 3+♥)
    3♣ = relay with 6+♦ (denies 3+♥)
2♠ = 14+, 5♥-4♠, OR 46(30)
    2N = relay (3♣ 4531/4540, 3♦ 4513/4504, 3♥ 4522, 3♠ 4630, 3N 4603 F)
    3♣ = relay with 6+♣ (denies 3+♥)
    3♦ = relay with 6+♦ (denies 3+♥)
2N = 14+, 5+♥-5+♣ not 0535 (suit is set by transfer method)
3♣ = 14+, 5+♥-5+♦ not 0553 (suit is set by transfer method)
3♦ = 16+, self-sufficient 6+♥ 1-suiter
3♥ = 14+, 0544 (3♠ = artificial sets ♥)

1♣-1N Continuations

2♣ = natural NF (11-16 5+♥-4+♣, 11-16 4♥-5+♣, 11-17 1444)
    2♦/2♥ = to play
    2♠ = max, 3♥-4♣, good cards usually 3334
    2N/3♣ = invite
2♦ = natural NF (11-16 5+♥-4+♦, 11-16 4♥-5+♦)
    2♥ = to play

2♠ = max, 3♥-4♦, good cards, usually 3343
2N/3♦ = invite
2♥ = to play
2♠ = asks shortness, ♥ raise
2N = max
3m = ♥ raise with values in m
2♠ = GF, art (17+ 5+♥ 1-suiter, 17+ 5+♥-4other, 18+ 4♥-[441], 22+ 5+♠-4+♥)
2N = asks for description (all natural, except 3♠ denies 6+♥)
2N = natural invite
3m = GF, 5+♥-5+m, 17+

1♣-2♣ Continuations

2♦ = 13+ 4♥ OR 12-13 5+♥ invitation, F1

2♥ = 11-13(-) 4♥ OR 11-12(-) 5♥, NF

2♠/3m = GF, 15+ 5+♥ 4+ in bid suit, slam interest

2N = GF relay, 5+♥, slam interest (later continuations natural except 3N denies shortness)
3m = 10-14, decent 5+m
3♥ = 10-14, 4♥ balanced
3♠ = 10-14, 3♥, short ♠, no decent side 5+card minor
3N = 10-14, 3♥, no shortness or decent side 5+card suit
4m = 10-14, 3♥, short m, no decent side 5+card suit

3♥= GF, 5+♥, mild slam interest
3♠ = 13-14, 3(4)♥, asks for shortness (slam possible opposite right shortness (same as 1♣-3♥-3♠)
3N = 13-14, 3♥, short ♠
4m = 13-14, 3♥, short m
3♠/4m = splinter, slam-try

1♣-2♥ Continuations

2N/3m = F1, 12(+)-13 4+cards (N=♠) in the bid suit, game try OR slam interest
2♠ = F1, asks shortness
2N/3♠ = 8(+)-10, 4+♥, shortness (N=♠)
3♥ = 9-10, 4+♥, no shortness
3N = 10(+), no shortness

1♣-2♠ Continuations

2N = relay, F1, 16+, strain probe and/or slam interest
      3♣ = 6-7, weakish ♠ suit, semi-forcing (3♠ = NF, else F1)
      3♦ = 6-7, decent ♠ suit, semi-forcing (3♠ = NF, else F1)
      3♥ = 8-9(-), weakish ♠, GF
      3♠ = 8-9(-), decent ♠ suit, GF

3m = 5+♥-4+m, 16+, F1
3♥ = 16-17, decent 6+♥, short ♠, invite
3♠ = preemptive, 3+♠

1♣-2N Continuations

3m = 5+-4+ in ♥-m, either way, slam interest OR 3♦ transfer
3♥ = 4+♥, no slam opposite minimum response
      3♠ = 13-14, 4+♥, asks for shortness (slam possible opposite right shortness)
          (see 1♣-3♥-3♠ continuations)
      3N/4m = 12-14, 4♥, short ♠/m
3♠ = slam relay, asks shortness
      3N = 12-14, 4+♥, no shortness
      4m/♥ = 12-14, 4♥, short m/♠
3N/4m = serious splinter

1♣-3♣ Continuations

3♦ = 4+♥, art game try, F1 (says nothing about ♦)
3♥ = s/o
3♠ = GF, asks shortness, slam interest
3N/4m = GF, 5(4)+♥, short ♠/m, slam interest

1♣-3♥ Continuations

3♠ = GF, asks shortness, slam interest
      3N/4m = 0-5, 4+♥, short ♠/m
      4♥ = no shortness
3N/4m = ♠/m splinter, 4+♥, slam interest

1♣-3♠ Continuations

3N = slam interest relay, asks shortness (4m/♥ = short m/♠)

Third Seat Modifications
Opening may be light as 9 HCP

P-1♣
- 1♦ = normal (denies 7-11 with 3♥)
- 1♥ = normal
  - 1♠ = normal
    - 2♦ = NF, 7-10, 4♠-5+♦
- 1♠ = 7-11, 3♥, denies 4+♠
  - 1N = VUL: 9-14, 4♥, denies 5+m; NV: 15-17 balanced
  - 2♣ = 9-16, 4♥-5+m, F1
    - 2♦ = weak, p/c
    - 2♥ = minimum, to play
    - 2N = extras, asks minor (3m = min, 3♥/3♠ max with ♣/♦)
    - 3♣ = extras, 6+♣
  - 2♦ = catchall: 14+ 5+♥, 15+ 4♥(441), 18-19 4♥ balanced unsure of strain, 22+ 4♥ balanced
    - 2♥ = min
    - 2♠+ = natural, max, F to 3♥
  - 2♥ = 9-13, 5(4)+♥
  - 2♠/2N/3♣/3♦/3♥ = 16+, 5+♥, natural GF
  - 3N = 18-19, 4♥ balanced, side suits stopped
- 1N = normal, denies 3♥
- 2♣ = 6-9, 5+♦-5+♣, NF
  - 2♠ = relay for shortness (transfer scheme); continuations later NF
    - except 3♠ by opener
- 2♦ = normal, promises 4♥
- 2♥ = invite, promises 4+♥, no shortness (2N = relay: 3m = useful 4cards)
- 2♠ = 8(+)-10, 4+♥, some side shortness (2N asks: same as after 1♣-3♠-3N)
- 2N/3♦ = 8-10, 4+♥, decent 5+♣/♦ (3♠ asks short)
- 3♣ = normal
- 3 = normal
- 3♠ = max, any void splinter (3N asks which)

Handling Direct Interference:

(X [= takeout])
- Pass = 0-6
- XX = 10+, denies 4+♥, not too offensive (opponents cannot play undoubled, forcing pass)
- 1♦ = 3♥ exactly, 6+ HCP
- 1♥ = 4+♠, 7+ HCP, may have 3♥
- 1♠ = 4+♥ invite, OR game but very bad for slam
- 1N = 5+♣, 7+ HCP, usually denies 3♥

2♣ = 5+♦, 7+ HCP, usually denies 3♥
2♦ = 6-9, 4+♥
2♥ = 4+♥ GF, suit-oriented
2♠ = 5+♠-4♥, invite
2N = 4+♥ GF, NT-oriented
3♣ = 5+♣-4♥, invite
3♦ = 5+♦-4♥, invite
3♥ = preemptive, 4+♥
3♠ = splinter ♥ raise
3N = same as 4♥, but promises 1.5+ defensive tricks (forcing pass)
4m = 5+m-4+♥, primarily informative in case of competition
4♥ = preemptive/semi-preemptive, 4+♥, denies 1.5+ defensive tricks
4♠ = to play

(1♦)

X = 6+ HCP, 3♥ exactly
1♥ = 4+♠, 7+ HCP, usually denies 4+♥, may have 3♥
1♠ = 7+ HCP, transfer to NT, does not promise a stopper, usually denies 3+♥
and 4+♠; OR 12+ HCP 5+♣
1N = 7+ HCP, 5+♣, usually denies 3+♥
2♣ = transfer cue raise, 4+♥, invite
2♦ = transfer simple raise, 4+♥, 6-9
2♥ = GF raise, 4+♥, suit-oriented
2♠ = 5(+)-9, 6+♠, denies 3+♥
2N = GF raise, 4+♥, NT-oriented
3♣ = 6+cards, invite
3♥ = preemptive, 4+cards, vulnerability-dependent
3♠/4♦ = splinter, 4+♥
4♣ = 4+♥-5+♣, may be suggesting whether to compete 5-over-5,
        or may be slammish
4♥ = preemptive/to play, distributional

(1♥ [= art, 2-suiter with 4+♠])

X = 10+, no fit
1♠ = 3♥, 6+ HCP
1N = 5+♣, 7+ HCP
2♣ = 5+♦, 7+ HCP
2♦ = 4+♥, 6-9
2♥ = balanced invite, 4+cards
2♠ = distributional invite, 4+♥
2N+ = as over 1♣-(1♠)

(1♥ [= natural])

X = 4+♠, 7+ HCP
1♠ = 7+ HCP, transfer to NT, denies 4+♠ or 3+♥ usually,
and does not promise ♥ stopper
1N = 5+♣, 7-11, usually denies 3♥

2♣ = 5+♦, 7+, usually denies 3♥ unless GF
2♦ = 5+♣, GF, bad for declaring NT
2♥ = good 4+♥, 7-9 (in case opponents psyched or had misunderstanding)
2♠ = 5(+)-9, 6+♠
2N = natural invite
3m = 6+cards, invite

(1♠)
    X = 7+ HCP, transfer to NT, does not promise a stopper, usually
    denies 3+♥; OR 12+ HCP 5+♣
    1N = 7+ HCP, 5+♣, usually denies 3♥ unless GF
    2♣ = 7+ HCP, 5+♦, usually denies 3♥ unless GF
    2♦ = 7+ HCP, 3♥ exactly
    2♥ = 6-9, 4+♥
    2♠ = invite raise, 4+♥
    2N = GF raise, 4+♥
    3m = 6+cards, invite
    3♥ = preemptive, 4+cards, vulnerability-dependent
    3♠ = splinter-raise
    4m = 4+♥-5+m, may be suggesting whether to compete to 5♥,
    or may be slammish
    4♥ = preemptive/to play, distributional

(1N [= strong])
    X = 10+, any
    2N♠ = to play, 4-9
    2N = invite raise, 4+♥
    3m = fit-showing raise
    3♥ = preemptive
    3♠ = natural invite

(1N [= artificial])
    X = 10+, no special distribution or fit
    2 cue of their suit(s) = GF raise
    3 cue of their suit(s) = splinter
    4 cue of their suit(s) = exclusion RKC
    2N♠ = natural, 7-9, NF
    2N = invite raise, 4+♥
    3N♠ = natural invite
    3♥ = preemptive
    4m (not their suit) = fit-showing jump

(2♣)
    X = negative, 7+, 4♠ (may be F with 5+♠ [2♠ would later be F1])
        - op rebids natural,
    including 2♥ with 5+

2♦ = 3♥ exactly, 7+
2♥ = 4+♥, 6-9
2♠ = 5+♠, 7-10, NF
2N = transfer cue raise 4+♥, invite, or GF with bad values for slam
3♣ = 5+♦, 10+ HCP, F1, denies 4+♠, and 3+♥ if less than GF
3♦ = GF raise, 4+♥, not too soft
3♥ = preemptive, 4+cards according to vulnerability
3♠ = 6+♠, invite
4♣ = splinter ♥ raise
4♦ = 5+♦-4+♥, may be suggesting whether to compete 5 over 5,
or may be slammish
4♥ = preemptive/to play, distributional
4♠ = to play

(2♦)
X = negative, 7+, 4♠ (may be F with 5+♠ [2♠ would later be F1])
      - op rebids natural, including 2♥ with 5+
2♥ = 6-9, 4(3)+♥
2♠ = 5+♠, 7-10, NF
2N = 5+♣, 10+ HCP, F1, denies 4♠, and 3+♥ if less than GF
3♣ = transfer cue raise 4+♥, invite, or GF with bad values for slam
3♦ = GF raise, 4+♥, not too soft
3♥ = preemptive, 4+cards, according to vulnerability
3♠ = 6+♠ invite
4♣ = 5+♣-4+♥, may be suggesting whether to compete 5 over 5,
      or may be slammish
4♦ = splinter ♥ raise
4♥ = preemptive/to play, distributional
4♠ = to play

(2♥ [= Michaels-like])
X = 10+, no fit
2♠ = invite, 4+♥
2N = 10+, 5+♣, usually not 4+fit
3♣ = 10+, 5+♦, usually not 4+fit
3♦ = GF raise, 4+♥
3♥ = 7-9, 4+♥
3♠ = splinter raise
3N = distributional raise, but with 1.5 or more defensive tricks (sets forcing pass)
4m = 5+m-4+♥, may be suggesting bidding 5♥ over 4♠, or slammish
4♥ = distributional raise, preemptive/semi-preemptive, denies 1.5 defensive tricks

(2♠)
X = 3♥ exactly, 9+ HCP
2N = 5+♣, 10+ HCP, usually denies 4+♥, and denies 3+♥ if less than GF
3♣ = 5+♦, 10+ HCP, usually denies 4+♥, and denies 3+♥ if less than GF

3♦ = 4+♥, 7-9 or GF
3♥ = 4+♥, invite
3♠ = GF without stopper, 3+♥, or 5+m
4m = 5+m-4+♥, may be suggesting whether to bid 5♥ over 4♠,
   or may be slammish
4♥ = preemptive/to play, distributional
4♠ = preemptive/to play

(2N [= 2-suiter])
  X = 10+, no fit
  lower cue (or only cue if 3m) = invite raise, 4+♥
  3m (if not cue) = natural, invite, NF
  3♥ = 7-9, 4+♥
  higher cue (if 2 suits) = GF raise, 4+♥ (if just 1 cue below 3-level,
    X with GF hands)
  3N = distributional raise, preemptive/semi-preemptive, but promises 1.5+
  defensive tricks (forcing pass)
  4m jump cue = splinter, 4+♥
  4m N♠ = 5+m-4+♥, may be suggesting whether to compete to 5, or slammish
  4♥ = distributional raise, preemptive/semi-preemptive, denies 1.5
    or more defensive tricks

(3♣)
  X = 10+, denies 4+♥, may be as short as 2 cards
  3♦ = natural, F to 3N/4♦
  3♥ = constructive/invite, 4+♥
  3♠ = natural, GF
  4♣ = slammish raise, 4+♥
  4♦ = natural, GF
  4♥ = not preemptive, good limit/bad GF
  4♠ = to play
  4N = RKC ♥

(3♦)
  X = 10+, denies 4+♥, may be as short as 2 cards
  3♥ = constructive/invite, 4+♥
  3♠ = natural, GF
  4♣ = artificial, slammish raise, 4+♥
  4♦ = art, 6+♣, GF
  4♥ = not preemptive, good limit/bad GF
  4♠/5♣ = to play
  4N = RKC ♥

(3♠)
  X = 10(11)+, denies 4+♥, may be as short as 2 cards
  4♣ = art, slammish raise, 4+♥
  4♦ = 6+♦ GF

        4♥ = to play
        4♠ = artificial, 6+♣, F
        4N = RKC ♥
        5m = to play

(4♣/♦/♠)
        X = cards
        ♥ game = to play
        4♠/5om = to play
        4N = RKC ♥
        5cue = cue, slammish raise
        5♥ jump = no cue opponent's suit, partner must bid slam with Ace
             of that suit, or often with King

(5m)
        X = cards
        5N = RKC with no run-on for Queen of trumps (14/30/2)

1♦ Opening

Responses - see following sub-sections for continuations and third seat modifications

1♥ = semi-forcing catchall
        a) 0-6 any hand
        b) 7-11, 6+m 1-suiter, denies 3+♠
        c) 7-9, 5+♥-5(4)+m, denies 3+♠
        d) 7-11, 5+♦-5+♣, denies 3+♠
        e) 10(+)-12(-), semi-balanced, denies 5+♥, may be 13(54)/1444
        f) 10-11, 3♠, NT-oriented
        g) 7-9, 6+♥

1♠ = art GF (12+ denies 3+♠, OR 15+ with 3+♠)
1N = natural NF
        a) 7-10 NT type: denies 3+♠ or 6+ suit, may be 5431/4441 with short ♠
        b) 7-10(-), 3♠; NT-oriented
2♣ = 5+♥, F1
        a) 10+, 5♥, denies 3+♠
        b) 12-14, 5♥-3♠
        c) 10+, 6+♥, denies 4+♠
2♦ = good ♠ raise
        a) 10-14, 3♠, denies 6+♥, denies slam interest
        b) 12-14, 4♠-333
        c) 10-11, 4♠ balanced
2♥ = simple ♠ raise, 7-9, 3+♠, F1 (2N [NV] = 16-17 4♠ balanced NF, 3♠ = preemptive)
2♠ = invite ♠ raise, 8(+)-10, 4+♠ unbalanced

2N = 12-14, 4+♠; no side shortness unless just 4♠
3♣ = natural invite, 10-11, 6+ decent ♣, denies 3+♠ (4♣ = invite, 3+♣-4+♠, suit-oriented)
3♦ = mixed ♠ raise: 6(+)-9 5(4)+♠ semi-preemptive, OR 8-9 5(4)+♠ unbalanced
      too good for an immediate 4♠ jump
3♥ = natural invite, 10-11, 6+♥, suggests short ♠
3♠ = preemptive, 0-6 4+♠, vulnerability dependent
3N = mini-splinter: 10-11, 4+♠ with some side shortness (4♣ = asks: ♦/♥/♣ splinter)
4♠ = preemptive/to play, 0-7 4+♠, unbalanced

1♦-1♥ Continuations

1♠ = min, NF
    a) 11(+)-16, 4♠
    b) 17 4144
    c) 11-16 5(6)♠
    d) 17 5♠-4m
    1N = natural invite, 10(+)-12(-) semi-balanced or 5m431 short ♠
        or weak 6 card minor; also mb 10-11 3♠ NT-oriented
        2m/♥ = natural, F1
        2♠ = to play (2N = asks for shortness)
        3♣/♦/♥/♠ = GF
    2♣ = 4-9, 6+m or 6+♥, semi-forcing; no side 5+card suit
        2♦ = p/c for long suit, may have game interest opposite ♣
            Pass/2♥ = 6+♦/♥
            2♠ = 4-9, 6+♣-2♠
            2N = 8-9, 6+♣ short ♠
            3♣ = 4-7, 6+♣ short ♠
        2N = game interest relay
            3♣ = 6+♣ (3♥ = only force)
            3♦ = 4-6, 6+♦ (3♥/4♣ = only forces)
            3♥ = 4-6, 6+♥
            3♠ = 7-9, 6+♦, GF
            3N = 7-9, 6+♥, GF
        2♥ = natural NF?
        2♠ = to play
    2♦ = both minors, NF: 4-9 5+-5+, or 4-6 5♦-4♣ short ♠
        2M = natural
        2N = relay for strength/shortness
            3♣ = 4-6, 5+♦-5(4)+♣, short ♥ (3♥ = only force)
            3♦ = 4-6, 5+♦-5+♣, short ♠ (3♥ = only force)
            3♥ = 7-9, 5+♦-5+♣, short ♥, GF
            3♠ = 7-9, 5+♦-5+♣, short ♠, NF
    2♥ = 4-9, 5+♥-5(4)+m, NF
        2♠ = to play
        2N = asks strength/suit

3♣ = 4-6, with ♣ (all continuations NF)
3♦ = 4-6, with ♦ (all continuations NF)
3♥ = 7-9, with ♣, GF
3♠ = 7-9, with ♦, GF

        3♣ = p/c for minor

2♠ = v. weak balanced 4card raise?
2N = 9(+)-11, 5+♦-5+♣, semi-forcing

1N = strong, natural NF
      a) 17-19 4♠ balanced without 4♥
      b) 17-19 5♠-332
      c) NV: includes 16(+)-19 same shapes

      2♣ = 0-5, 6(5)+♣
      2♦ = 0-9, 5+♥ (NS by opener = F1)
      2♥ = 0-6, 3+♠ (NS by opener = F1)
      2♠ = 0-11, 5+-4+ minors either way, OR 6-11 6+♦ without short ♣
      2N...4♠ = same as over an opening 1N

2♣ = strong, art F
      a) 18-21, 5+♠-4m
      b) 17-18, 5+♠-5+m
      c) 18+ 4144
      d) 22+, 5+♠, denies 4+♥
      e) 24+, 4♠ balanced, denies 4♥
      2♦ = 0-6, art
            2♥ = 22+, 5+♠, denies 4+♥ or 5+♦, GF (2N = denies 3+♠ asks
                  further description, else natural)
            2♠ = 18-21 5+♠-4m or 17-18 5+♠-5+m, NF (2N = relay, 3red = natural NF)
            2N = GF balanced, 24+ 4♠ without 4♥ or 23+ 5♠-332
                (see 2N with known major or no M scheme)
            3♣ = 18-21, 4144, NF
            3♦ = 22+, 5+♠-5+♦ GF
            3♥ = 22+, 4144 GF
            3♠ = 19-21, 6+♠-4♣, invite
      2♥ = 10(+)-12(-), semi-balanced or 13(54), GF
            2♠ = natural
            2N = asks for 4+card minor
            3m = natural
            3♥ = 4144
      2♠ = 4-6 3♠ or 3-4 4♠
            2N = 22+ 5+♠, denies 4+♥ or 5+♦, GF; OR 24+ 4♠ balanced without 4♥
            3♣ = 18-20, 4144 invite
            3♦ = 22+, 5+♠-5+♦, slam interest, GF
            3♥ = 21+, 4144, GF
            3♠ = 18-20(-), 5♠-4♣ invite

2N = 6-11, 5+ 5+ minors, GF (after 3m agreement, transfer scheme is used)
3m = 6-11, 6+cards, denies 3+♠, GF
3♥ = 6-9, 6+♥, denies 3+♠, GF
3♠ = 4(+)-6, 4♠, GF

2♦ = art F1; 16-21 6+♠ or 19-21 5+♠-4♥
2♥ = natural NF; 16-18 5+♠-4♥ or 15-17 5+♠-5+♥
        2N = 8(+)-12(-), asks for side distribution, GF
        3m = 7-11, 6+m, F1
2♠ = natural NF; 11-15, 6+ decent ♠, denies 4+♥ or 5+m (2N = asks shortness,
        3♣/♦/♥ = natural IN)
2N = natural invite, 22-23 4♠ balanced without 4♥, OR 22 5♠-332 (use 2N scheme
        with known major or no major)
3m = natural invite - 18(+)-21, 5+♠-5+m (3♠/4m = NF, NS simple = F to 4m,
        4NT = cue for minor [but 4♣ mb natural])
3♥ = natural invite, 18-21 5+♠-5+♥
3♠ = natural invite, 19-21, 6+♠
4m/4♥ = GF auto-splinter, 19+, self-sufficient 7+♠, slam interest

1♦-1♠ Continuations

1N = 11(+)+ 4♠, or 11+ 5♠-332
        2♣ = relay
                2♦ = 11-16, 4♠-5+m
                        2♥ = relay
                                2♠ = 11-16, 4♠-5+♣
                                        2N = relay
                                                3♣ = 11-13, 4♠-5♣
                                                        (continuations follow 5-4 scheme)
                                                3♦/♥/♠/NT = follows 5+-4 scheme, with 14-16
                                2N = 11-13, 4♠-5+♦ (relay = follows 5+-4 scheme)
                                3♣ = 11-13, 4♠-6+♣ (relay = 6-4 scheme)
                                3♦ = 14-16, 4♠-6+♦ (relay = 6-4 scheme)
                                3♥ = 14-16, 4351
                                3♠ = 14-16, 4153/4054
                                3N = 14-16 4252
                        2♠/N = relay with 6+♣/♦
                2♥ = 11(+)-14 4♠ balanced denies 4♥, OR 11-14 4144
                        2♠ = relay
                                2N = 11-14, 4144
                                3♣ = 11(+)-14, 4(32)4 (relay asks l/h double)
                                3♦ = 11(+)-14, 4342/4243 (relay asks l/h double)
                                3♥ = 11(+)-14, 4333
                        2N/3♣ = relay with 6+♣/♦
                2♠ = 4♠ balanced denies 4♥, 18-19/22+

2N = relay (as over 1♦-1♠-1N-2♣-2♥-2♠)
                        3♣/♦ = relay with 6+♣/♦
                2N = 15+, 5♠-332 (3♣ rel for l/m/h double)
                    3♣ = 11-14, 5♠-332 (3♦ rel for l/m/h double)
                    3♦ = 15+, 4144
            2♦ = 12+, 6(5)+♣, denies 4+♠ or 5+♦ (natural continuations)
            2♥ = 12+, 6(5)+♦, denies 4+♠ or 5+♣ (natural continuations)
            2♠ = 12+, 5+♦-5+♣, short ♥ (natural continuations)
            2N = 12+, 5+♦-5+♣, short ♠ (natural continuations)
            3m/3♥ = 14+, 4+♠, shortness in bid suit
2♣ = 11-13, 5+♠ unbalanced
        2♦ = relay
                2♥ = 6♠ 1-suiter or 6+♠-4other
                        2♠ = relay
                                2N = 6♠ 1-suiter (3♣ = relay with 6+ scheme)
                                3m = 6+♠-4m (relay = 6-4 scheme)
                                3♥/♠ = 6+♠-4♥, l/h short
                                3N = 6223
                        2N/3♣ = relay with 6+♣/♦, denies 3+♥
                        3♠ = 2♠, forces opener to bid 4♠ unless max with shortness
                                3N = any side singleton, v. good hand (same as after 1♦-3N)
                                4m/♥ = void
                                4♠ = most hands
                2♠ = 5♠-4other
                        2N = relay
                                3m = 5♠-4m, denies 5143/5044 (relay = 5-4 scheme)
                                3♥/♠ = 5♠-4♥ l/h short
                                3N = 5422
                        3♣/♦ = relay with 6+♣/♦, denies 3+♥
                2N = 5+♠-5+♣ (continuations use transfer scheme)
                3♣ = 5+♠-5+♦ (continuations use transfer scheme)
                3♦ = 5+♠-5+♥
                3♥ = 7+♠ 1-suiter
                3♠ = 5143/5044 (4♥ = art slam try ♠)
        2♥/♠ = relay with 6+♣/♦, denies 3+♠ or 5+om
        2N = 12+, 5+♦-5+♣, denies 3+♠ (continuations use transfer scheme)
        3m/♥ = 14+, 4(3)+♠, shortness in bid suit
2♦ = 14+, 6+♠ no 5+ side suit, or 5♠-4♣, or 5035
        2♥ = relay
                2♠ = 6+♠ 1-suiter (2N = relay with 6+ scheme)
                2N = 5♠-4♣ (3♣ = relay with 5-4 scheme)
                3m = 6+♠-4m (relay = 6-4 scheme, but 3N step response is forcing)
                3♥/♠ = 6+♠-4♥, l/h short
                3N = 5035, F
        2♠/N = relay with 6+♣/♦, denies 3+♠
2♥ = 14+, 5♠-4♦ no void, OR 5053

2♠ = relay (5341/5143/5242/5053)
        2N = 6+♣/♦, denies 3+♠
2♠ = 14+, 5♠-4♥ or 55(30)
        2N = relay (steps: 5431/5440, 5413/5404, 5422, 5530, 5503 F)
        3♣/♦ = relay with 6+♣/♦, denies 3+♠
2N = 14+, 5+♠-5+♣, not 5035 (use transfer scheme)
3♣ = 14+, 5+♠-5+♦, not 5053 (use transfer scheme)
3♦ = 14+, 5+♠-5+♥, not 55(30)
3♥ = 16+, self-sufficient 6+♥ 1-suiter
3♠ = 14+, 5044 (4♥ = art, slam-try ♠)

1♦-1N Continuations

2♣ = diamonds, F1
        a) 11+, 5+♠-4♦
        b) 11-16 5+♠-5+♦
        c) 11-16 4♠-6+♦ or 4054
        d) 15-16, 4♠-5♦
        e) 16+ 4144
        f) 22+, 4342/4243, slam interest
        2♦/M = natural NF
        2N = 3♠, maximum, invite, NT-oriented (N♠ = semi-natural F1)
        3♣ = 3343 maximum
        3♦ = invite

2♦ = hearts, F1 - 11+ 5+♠-4♥ or 11-16 5+♠-5+♥
        2M = to play
        2N = invite
        3m = 9-10 4(5)♥ values in m, OR 9-10(-) 3♠ values in m usually 33(43)

2♥ = clubs or good 1-suiter
        a) 11+, 5+♠-4♣
        b) 11-16, 5+♠-5+♣
        c) 11-16, 4♠-6+♣ or 4045
        d) 15-16, 4♠-5♣
        e) 17+, 6+♠
        2♠ = 7-10, 2-3♠, usually denies 4+♣, rather play in ♠
        (bids at 3N or below show ♠-♣, 4♣/♦/♥ = 6+♠ auto-splinter)
        2N = 9-10, 4+♣ (3♠ = 6+♠ GF, 4♠ = to play, else = 4+♣)
        3♣ = 7-8, 4+♣, denies 3♠ (3♠ = 6+♠ GF, 4♠ = to play, else = 4+♣)

2♠ = natural, 11-16
        2N = asks shortness
        3lower = invite to 4♠, values in bid suit

2N = invite
3m/♥ = GF, 5+♠-5+bid suit

1♦-2♣ Continuations

2♦ = GF relay, 14+ (later jumps to 4m = 14+ splinter for ♥)
    2♥ = 6+♥, denies 3+♠ or 5+m (2N = asks further description)
    2♠ = 5♥, denies 3+♠ or 5+m (2N = asks further description)
    2N = 5+♥-5+♣ (continuations with transfer scheme)
    3♣ = 5+♥-5+♦ (continuations with transfer scheme)
    3♦ = 6+♥-3♠
    3♥ = 12-14, 5♥-3♠
    3♠ = 0544
    3N = 10-11, 5♥, suggests short ♠, NT-oriented
2♥ = to play, 11-13 2♥ or 11-12 3♥, NF
    2♠ = 10-11, 5♥-2♠
    3♥ = invite, 9(+)-11, 6+♥, 2-3♠
    3♠ = 12-14 5♥-3♠
    else = natural GF

2♠ = to play, short ♥, 11-13 5♠ or 11-12 6♠, NF
    3♠ = invite, 6+♥-3♠
    else = natural GF (2N = GF relay shape ask)
2N = 11-13 4144, NF
    3y = to play
    3m = sets m, slam interest
3m = 11-13, 4+♠-5+m, short ♥, NF
    3♥ = NF
    else = F
3♥ = invite, 12(+)-13, 5+♠-3(4)♥
    3N = 5+♥, no shortness, slam interest
    3♠/4m = 5+♥, splinter, slam interest
3♠ = natural invite, 12(+)-13, 6+♠, short ♥
3N = 14-16, 4144, GF
4m = minimum splinter for ♥, 11-13 4+♥ or 12-13 3♥ (14+ splinter relays 2♦
    then jumps to 4m)

1♦-2♦ Continuations

2♥ = 13+ 4♠ OR 12-13 5+♠
2♠ = 4♠ 11-13(-) OR 5♠ 11-12(-)

2N = GF relay, 15+, 5+♠, slam interest (later bids natural, 3N showing no shortness)
      3m = 10-14, decent 5+m
      3♥ = 10-11, decent 5♥
      3♠ = 10-14, 4♠ balanced
      3N = 10-14, 3♠, no shortness or decent side 5+suit
      4m/♥ = 10-14, 3♠, shortness, no good side 5+suit

3m/♥ = 15+, 5+♠-4+suit, slam interest

3♠ = GF, 5+♠, but no slam unless responder maximum
      3N = 13-14, 3(4)♠, asks for shortness (as over 1♦-3♠-3N)
      4m/♥ = 13-14, 3♠, short m/♥
      4♠ = min or bad maximum

1♦-2♠ Continuations

2N = F1, asks shortness
      3m/♥ = 8(+)-10, 4+♠, shortness
      3♠ = 9-10, 4+♠, no short
      3N = 10(+), no short
3m/♥ = F1, 4+♠, 4+cards in bid suit; invite to game or slam

1♦-2N Continuations

3♠ = F, slam only opposite a maximum responder
      3N = 13-14, 4+♠, asks shortness, slam possible opposite right shortness
          as over 1♦-3♠-3N)
      4m/♥ = 12-14, 4♠, shortness

3N = slammish, asks shortness
      4♣ = 12-14, 4+♠, no shortness
      4♦/♥/♠[=♣] = 12-14, 4♠, shortness

1♦-3♦ Continuations

3♥ = art invite to 4♠, says nothing about ♥
3♠ = s/o
3N = slam-try, asks shortness
4m/♥ = slam-try, shortness

1♦-3♠ Continuations

3N = slam-try relay (4m/♥ = 0-5, 4+♠ shortness; 4♠ = no short)
4m/♥ = slam-try splinter

Third Seat Modifications
Opening may be light as 9 HCP

P-1♦
    1♥ = normal
    1♠ = 3♠, 7-11, NF (other bids deny this)
        1N = VUL: 12-14, 4♠, denies 5+m; NV: 15-17 4♠ balanced
        2♣ = 11-16, 4♠-5+m
            2♦ = p/c, weak
            2♥ = natural s/o?
            2♠ = s/o
            2N = extras, asks m (3m = natural min, 3♥/♠ = max with ♣/♦)
            3♣ = extras, 6+♣
        2♦ = 14+ catchall: 14+ 5+♠, 15+ 4144, 18-19 4♠ balanced
        unsure of strain, 22+ 4♠ balanced
              2♥ = natural F1
            2♠ = minimum, NF
            2N+ = natural, maximum, F1
        2♥ = 13-21, 5+♠-4+♥, F1 (2♠ = minimum NF, 2N+ = natural F1)
        2♠ = 9-13, 5(4)+♠
        2N...3♠ = 16+, 5+♠, natural GF
        3N = 18-19, 4♠ balanced, to play, all suits stopped
    1N = normal, denies 3♠
    2♣ = 6-9, 5+♦-5+♣, NF
        2N = asks shortness (transfer scheme) - later only 3♥ by opener is forcing
    2♦ = 9-10, 5♥, denies 3+♠ (2♥/2♠/2N/3♥ = NF, else = F)
    2♥ = normal
    2♠ = 10-11, 4+♠ no shortness (2N = asks: 3m/♥ = decent 4card suit)
    2N = 8(+)-11, 4+♠, any splinter (3♣ = asks splinter: ♦/♥/♣)
    3♣/♥ = 8-10, 4+♠, decent 5+♣/♦ (3N = asks shortness, slam interest)
    3♠ = preemptive
    3N = any void splinter (4♣ asks)

Handling Direct Interference:

(X [= takeout])
    Pass = 0-6
    XX = 10+, denies 4+♠, not too offensive (opponents cannot play undoubled,
        forcing pass)
    1♥ = 3♠ exactly, 6+ HCP

1♠ = 4+♠ invite, OR game but very bad for slam
1N = 5+♣, 7+ HCP, usually denies 3♠
2♣ = 5+♦, 7+ HCP, usually denies 3♠
2♦ = 5+♥, 7+ HCP, usually denies 3♠
2♥ = 6-9, 4+♠
2♠ = 4+♠ GF, suit-oriented
2N = 4+♠ GF, NT-oriented
3♣ = 5+♣-4♥, invite
3♦ = 5+♦-4♥, invite
3♥ = 5+♥-4♠, invite
3♠ = preemptive, 4+♠
3N = same as 4♠, but promises 1.5+ defensive tricks (forcing pass)
4m = 5+m-4+♠, primarily informative in case of competition
4♥ = splinter ♠ raise
4♠ = preemptive/semi-preemptive, 4+♥, denies 1.5+ defensive tricks

(1♥)
X = 6+ HCP, 3♠ exactly
1♠ = 7+ HCP, transfer to NT, does not promise a stopper, usually denies 3+♠;
    OR 12+ HCP 5+♣
1N = 7+ HCP, 5+♣, usually denies 3+♠
2♣ = 7+ HCP, 5+♦, usually denies 3+♠
2♦ = transfer cue raise, 4+♠, invite
2♥ = transfer simple raise, 4+♠, 6-9
2♠ = GF raise, 4+♠, suit-oriented
2N = GF raise, 4+♠, NT-oriented
3m = 6+cards, invite
3♥ = splinter raise
3♠ = preemptive, 4+cards, vulnerability dependent
4m = 4+♠-5+m, may be suggesting whether to compete 5-over-5,
    or may be slammish
4♥ = Exclusion RKC
4♠ = preemptive/to play, distributional

(1♠ [= art, 2-suiter with 4+♥])
X = 10+, no fit
1N = 5+♣, 7+ HCP
2♣ = 5+♦, 7+ HCP
2♦ = 3♠ exactly, 7+HCP
2♥ = simple raise, 4+♠, 6-9
2♠ = distributional invite, 4+♠
2N = GF raise, 4+♠, NT-oriented
3m = 6+cards, invite
3♥ = GF raise, 4+♠, suit-oriented
3♠ = preemptive, 4+cards, vulnerability dependent
4m = 4+♠-5+m, may be suggesting whether to compete 5-over-5,

or may be slammish
4♥ = splinter raise
4♠ = preemptive/to play, distributional

(1♠ [= natural])
X = 7+ HCP, transfer to NT, denies 3+♥ usually, does not promise ♠ stopper
1N = 5+♣, 7-11, usually denies 3♠
2♣ = 5+♦, 7+, usually denies 3♠ unless GF
2♦ = 5+♥, 7+, usually denies 3♠
2♥ = 5+♣, GF, bad for declaring NT
2♠ = good 4+♥, 7-9 (in case opponents psyched or had misunderstanding)
2N = natural invite
3m/♥ = 6+cards, invite

(1N [= strong])
X = 10+, any
2N♠ = to play, 4-9
2N = distributional invite raise, 4+♠
3m = fit-showing raise
3♠ = preemptive

(1N [= artificial])
X = 10+, no special distribution or fit
2 cue of their suit(s) = GF raise
3 cue of their suit(s) = splinter
4 cue of their suit(s) = exclusion RKC
2N♠ = natural, 7-9, NF
2N = invite raise, 4+♥
3N♠ = natural invite
3♠ = preemptive
4m (not their suit) = fit-showing jump (4♥ = to play)

(2♣)
X = negative, 7+, 4♥ (may be F with 5+♥ [2♥ would later be F1])
- op rebids natural, including 2♠ with 5+
2♦ = 7-10, 5+♥, denies 4+♠
2♥ = 3♠ exactly, 7+
2♠ = 4+♠, 6-9
2N = transfer cue raise 4+♠, invite, or GF with bad values for slam
3♣ = 5+♦, 10+ HCP, F1, denies 4+♠, and 3+♠ if less than GF
3♦ = GF raise, 4+♠, not too soft
3♥ = 6+♥, invite
3♠ = preemptive, 4+cards according to vulnerability
4♣ = splinter ♠ raise

4♦ = 5+♦-4+♠, may be suggesting whether to compete 5 over 5,
      or may be slammish
4♥ = to play
4♠ = preemptive/to play, distributional

(2♦)

X = negative, 7+, 4♥ (may be F with 5+♥ [3♥ would later be GF])
- op rebids natural, incl 2♠ with 5+
2♥ = 7-10, 5+♥, NF
2♠ = 6-9, (3)4+ card♠
2N = 5+♣, 10+ HCP, F1, denies 3♠ and 4+♥ if less than GF
3♣ = transfer cue raise 4+♠, invite, or GF with bad values for slam
3♦ = GF raise, 4+♠, not too soft
3♥ = 6+♥, invite
3♠ = preemptive, 4+cards, according. to vulnerability
4♣ = 5+♣-4+♠, may be suggesting whether to compete 5 over 5,
      or may be slammish
4♦ = splinter ♠ raise
4♥ = to play
4♠ = preemptive/to play, distributional

(2♥)

Pass = may contain some good hands with short ♠
X = 3♠ exactly, 7+ HCP
2♠ = 4+♠, 6-9 HCP
2N = 5+♣, 10+ HCP, usually denies 3+♠ if less than GF
3♣ = 5+♦, 10+ HCP, usually denies 3+♠ if less than GF
3♦ = 4+♠, GF
3♥ = takeout, GF without 3+♠ or 5+m
3♠ = 4+♠, invite
4m = 5+m-4+♠, may be suggesting whether to bid 5 over 5, or may be slammish
4♥ = splinter raise
4♠ = preemptive/to play, distributional

(2♠ [= Michaels-like])
X = 10+, no fit
2N = 10+, 5+♣, usually not 4+fit
3♣ = 10+, 5+♦, usually not 4+fit
3♦ = GF raise, 4+♠
3♥ = invite raise, 4+♠
3♠ = 7-9, 4+♠
3N = distributional raise, but with 1.5 or more defensive tricks (sets forcing pass)
4m = 5+m-4+♠, may be suggesting bidding 5 over 5, or slammish
4♥ = splinter raise
4♠ = distributional raise, preemptive/semi-preemptive, denies 1.5 defensive tricks

(2N [= 2-suiter])

       X = 10+, no fit (or GF raise if only 1 cue available)

       lower cue (or only cue if 3m) = invite raise, 4+♠

       3m (if not cue) = natural, invite, NF

       3♠ = 7-9, 4+♥

       higher cue (if 2 suits) = GF raise, 4+♠

       3N = distributional raise, preemptive/semi-preemptive,
       but promises 1.5+ defensive tricks (forcing pass)

       4m jump cue = splinter, 4+♠

       4m N♠ = 5+m-4+♠, may be suggesting whether to compete to 5, or slammish

       4♠ = distributional raise, preemptive/semi-preemptive,
                denies 1.5 or more defensive tricks

(3♣)

       X = 10+, denies 4+♥, willingness to defend depends on vulnerability

       3♦ = natural, F to 3N/4♦

       3♥ = natural GF

       3♠ = constructive/invite, 4+♠

       4♣ = slammish raise, 4+♠

       4♦ = natural, GF

       4♥ = to play

       4♠ = not preemptive, good limit/bad GF

       4N = RK♣ ♠

(3♦)

       X = 10+, denies 4+♠, willingness to defend depends on vulnerability

       3♥ = natural GF

       3♠ = constructive/invite, 4+♥

       4♣ = art, slammish raise, 4+♠

       4♦ = artificial, 6+♣, GF

       4♥/5♣ = to play

       4♠ = not preemptive, good limit/bad GF

       4N = RKC ♠

(3♥)

       X = 10(11)+, denies 4+♠

       3♠ = to play, not weak

       4♣ = art, slammish raise, 4+♠

       4♦ = 6+♦ GF

       4♥ = art, 6+♣, F

       4♠ = to play

       4N = RKC ♠

       5m = to play

(4♣/♦/♥)

       X = cards

       ♠ game = to play

          4♥/5om = to play
          4N = RK♣ ♠
          5cue = cue, slammish raise
          5♠ jump = no cue opponent's suit, pd must bid slam with Ace of that suit,
               or often with King

(5m/♥)
          X = cards
          5N = RKC with no run-on for Queen of trumps (14/30/2)

1♥ Opening

Responses - see following sub-sections for continuations and third seat modifications

1♠ = catchall, F1
          a) 0-6 any
          b) 7-9, 5+M, suggests 4+♣
          c) 15+, 5+M
          d) 7+, 5+♦, denies 4+♣
          e) 11+, semi-balanced but wrong for declaring NT, denies 4+♣
          f) NV: (e) may be as light as 10
1N = natural, NF
          a) VUL: 6(+)-11(-), semi-balanced, usually denies 4+♣ or 5+M, may have 5♦
          b) NV: 6(+)-9, balanced without 4+♣
2♣ = 10-14, 5+M, F1
2♦ = invite minor raise, 10+, 4+♣, usually no 5+M, F1
2♥ = 6-9, 5+5+ majors, NF
2♠ = simple ♣ raise, 7-9, 4+♣, F1
2N = natural invite
          a) VUL: 11-12 balanced, denies 4+♣
          b) NV: 10 balanced, denies 4+♣, good hand for declaring
3♣ = preemptive, 0-6, 4+♣
3♦/♥/♠ = 12-15 splinter, 4+♣
3N = natural, 13-15 balanced, denies 4+♣, NT-oriented
4♣ = preemptive, 0-6, 5+♣

1♥-1♠ Continuations

1N = natural NF
          a) VUL: 11(+)-13 or 17-19, 4/5 ♣ balanced, denies 4M, may be 2245
          b) NV: 14-19 (15-19 in 3/4), as above

          2♣ = 5+♥, 0-9 or 15+, may have 5+♠
               2♦ = VUL: 18-19, 4-5♣ balanced; NV: same but 16(+)-19
                   counts as after 1N-2♦-2♥ but N♠ is F1

2♥ = VUL: 11(+)-14 4/5 ♣, balanced -> further bidding natural GF
        NV: same but 14-16 (15-16 BPH) -> further bidding as
        over 2♦ above
2♠...3♥ = 19, 3♥, v. good hand, descriptive
        continuations = as after 1N-transfer-non-accept, but no retransfer

2♦ = 5+♠, 0-9 or 15+, denies 5+♥
    as above over 2♣
2♥ = 16+, balanced/semi-balanced
      2♠ = 3244
      2N = 3334
      3♣ = 5♣-332 (3♦ = asks l/m/h double)
      3♦ = 2245
      3♥ = 2344
2♠ = diamonds
      a) VUL: 9-11, 6(5)+♦
      b) NV: 6(+)-8, 6(5)+♦

      2N = 11(+)-13(-), NT-oriented, to play (3M = short)
      3♣ = 13-14 or 18-19, GF (3M = short)
      3♦ = 11(+)-13(-), to play (3M = short)
2N = 11-12, balanced/semi-balanced, invite (3N = to play,
    suit = natural with 18-19 and slam interest)
3♣ = diamonds
      a) 0-4 6(5)+♦, or 12+ 5+♦, forces 3♦
          (then 3M = 12+ shortness, 4♣ = 12+ shortness stronger)
      b) NV: may AL♠O be 9+, 6+♦
3♦ = diamonds
      a) VUL: 6(5)+♦, 5-9(-) (3M = worry about oM 18-19, 3N = 18-19)
      b) NV: 6(5)+♦, 5-6

2♣ = F1, 11-17 6+♣ 1-suiter or 5+♣-4♦ no 4M
    2♦ = 10+, F1
        2♥ = 11-17, 5+♣-3♥
            2N = relay
                3♣ = 11-13, 6+♣-3♥, 1-suiter (3♦ = asks short: ♦/♠/none)
                3♦ = 11-13, 1345/0346
                3♥ = 14-17, 1345/0346
                3♠ = 14-17, 2326, bad double ♠
                3N = 14-17, 2326, ♥x ♠
            3♣ = NF (3♦/M = invite)
        2♠ = 11-17, 5+♣-3♠, denies 3♥
            2N = relay
                3♣ = 11-13, 6+♣-3♠, 1-suiter (3♦ = asks short: ♦/♥/none)
                3♦ = 11-13, 3145/3046
                3♥ = 14-17, 3145/3046
                3♠ = 14-17, 3226, bad double ♥

3N = 14-17, 3226, ♥x ♥
              3♣ = NF (3♦/M = invite)
2N = 11-17, 6+♣, denies 3M
              3♣ = NF (3♦/M = invite)
              3♦ = relay
                    3♥ = 11-12 7+♣ denies 3M, OR 13-17 2227
                    3♠ = 11-13 2236
                    3N = 14-17, 2236
              3♣ = 11-13, 2245, very suit-oriented, OR 11-13 6+♣-4♦ no 3M
              3♦ = 14-17, 6+♣-4♦, no 3M (3♥ = asks short: l/h)
              3M/N = 14-17, short M/♦, 6+♣ 1-suiter
     2M = 7-9 5+M suggests less than 3♣, NF; OR 5(+)-6 6+M
     2N = natural invite
     3♣ = 6-9, 3♣, may have 5M, to play
     3♦ = 10-11, 6+♦, invite
     3M = 15+, 6+M with at least 3 honors, GF

2♦ = 18-21, 5+♣-4♦, no 4M, invite
2M = 17-21, 5+♣-4M, invite
2N = GF, 22+, 5+♣
     3♣ = Stayman or ♣ fit
          3♦ = no M, side shortness or slam interest
          3M = 4M
          3N = no 4M, no shortness or slam interest
3♣ = 18-21, 6+♣ 1-suiter, invite NF
3♦/M = 20+, 6+♣ to at least 3 honors, auto-splinter, F to 3N/4♣
     (4♣ = double-negative NF, else GF)

1♥-1N Continuations

2♣ = natural, NF, 6+♣ 11-14, or 11-15 5+♣-4♦
2♦ = F1, natural reverse, 16+ 5+♣-4♦
2M = GF reverse, 17+, 5+♣-4M
2N = invite
3♣ = 15-16, 6+♣ 1-suiter, invite
3♦/M = GF auto-splinter, 17+, 6+♣ 1-suiter

1♥-2♣ Continuations

2♦ = GF relay 14+ OR 11-13 6+♣ suggests short M
2♥ = 11-13 2♥ OR 11-12 3♥ 2/3♠
2♠ = 12(+)-13 2♠ 3♥
2N = 11-13 3145
3♣ = 11-13 1345

3♦ = 14+ decent 6+♣
3♥ = 12(+)-13 33 majors invite
3♠ = GF 33 majors no slam interest
4♥ = 33 majors no slam interest

1♥-2♦ Continuations

2M/3♦ = shortness, 11+, F1 (3♣ = NF, else GF)
2N = GF relay, 14+, no shortness
      3♣ = no shortness
      3♦/M = 10-11 or 16+, shortness
      3N = 10-13, 4♣, NT-oriented
3♣ = s/o, 11-13 no shortness
3M = 14+, weak doubleton, no shortness, F to 3N or 4♣ (4♣ = only NF, else GF)

1♥-2♥ Continuations

2N = F1 relay
      3m = shortness m, would accept some invite
      3♥ = min, NF (3♠ = to play)
      3♠ = 6+♠-5+♥, ♠ longer than ♥ unless 6610, denies ♦ void, non-minimum, GF
      3N = max, 5♠-5♥, denies 3♣
      4♣ = 5503
      4♦ = 6+-5+ majors, ♦ void
      4♥ = 6+♥-5+♠, ♥ longer than ♠, denies ♦ void, non-minimum
3♦ = GF decent 6+♣
3M = 3/4M slam trial

1♥-2♠ Continuations

2N = relay for shortness, 15+
      3♣ = 7-8(-), no shortness, NF
      3♦/M = 7-9, shortness, F to 3N/4♣
      3N = 8(+)-9, no shortness, NF
3♣ = to play
3♦/M = GF, 17+, 5+♣-4suit

1♥-2N Continuations

3♣ = s/o, 11-13 6+♣
3♦/M = 14+, GF, 5+♣-4(3)+suit

4♣ = 18+, decent 6+♣, no shortness, slam interest
4♦/M = 16+, decent 6+♣, auto-splinter, 1-suiter, slam interest

1♥-3N Continuations

4♣ = slammish, 16+, 6+♣ 1-suiter, slam interest
4♦ = 5+♣-4♦, 16+, slam interest
4M = 5+♣-4M, 17+, slam interest

Third Seat Modifications
Opening may be light as 9 HCP

all same, except immediate splinters are voids, and P-1♥-1♠-2♣-2♦-2♥/2♠/2N/3♣,
and now responder's bids natural NF

Handling Direct Interference

(X = [takeout/whatever])
      Pass = 0-6
      1♠ = invite raise, 4+♣, OR GF raise bad for slam
      XX = 10+, denies 4+♣, not too offensive (opponents cannot play undoubled)
      1N = simple raise, 6-9, 4+♣
      2♣ = GF raise, 4+♣, suit-oriented
      2♦ = 5+♥, 7+ HCP, usually denies 3+♣
      2♥ = 5+♠, 7+ HCP, usually denies 3+♣
      2♠ = invite, 5+♠-4+♣
      2N = GF raise, 4+♣, NT-oriented
      3♣ = preemptive, 4+cards, vulnerability dependent
      3♦/3♥ = 5+suit, 4+♣, invite
      3♠ = splinter raise
      3N = preemptive/semi-preemptive ♣ raise, with 1.5+ defensive tricks
            (forcing pass)
      4♣ = preemptive/semi-preemptive raise, less than 1.5+ defensive tricks
      4♦ = 5+m-5+ minors, preparing for competition
      4♥ = splinter raise

(1♠)
      X = 7+ balanced, does not promise stopper (or 12+ 5+♦ no stopper
            and bad for declaring NT)
      1N = 7+, 5+♦, denies 5+♥, usually denies 4+♣
      2♣ = 6-9, 4♣
      2♦ = 7+, 5+♥
      2♥ = limit+ raise, 10+, 4+♣
      2♠ = mixed raise, 7-9, 5(4)+♣, offensive

2N = 11-12 balanced, NT-oriented, invite
3♣ = preemptive raise, 0-6, 4+♣
3♦/♥ = 10-11, 6+♦/♥, invite
3♠/4♦ = splinter, 4+♣
3N = 12(+)-15 balanced, NT-oriented
4♣ = preemptive, 0-6, 5+♣, distributional
4♥ = 7+♥, preemptive/to play

(1N [= natural])
X = 10+ any
2♣ = to play
2♦/♥/♠ = to play, longer suit can be weaker
2N = distributional invite, 4+♣
3♣ = preemptive
3N♠ = natural, distributional invite, 6+cards

(1N [= artificial])
X = 10+ no fit, not great distribution
2N♠ = natural, 7-9, 5+cards, NF
2 cue = GF raise
2N = distributional invite, 4+♣
3 cue = splinter
3♣/4♣ = preemptive
3N♠ = natural invite, 6+cards
4 cue = exclusion RKC ♣

(2♣ [= 2-suiter]
X = 10+, no fit
2N♠ = 7-10, 5+cards, NF
2cue = invite raise, 4+♣ (if 2 cues, lower = limit, higher = GF)
2N = GF raise, 4+♣ (if 2 cues available, this is a mixed raise)
3♣ = competitive, 7-9, 4+♣ (if 2 cues available, this is a 0-6 raise)
3cue = splinter raise
3N♠ = natural, 6+cards, GF
3N = preemptive/semi-preemptive ♣ raise, promises 1.5+ defensive
      tricks (forcing pass)
4♣ = preemptive/semi-preemptive ♣ raise, denies 1.5+ defensive tricks

(2♦)
X = 9+, takeout, includes some other hands (5+M 11+: later 2M F1,
      3M F to game/4m), denies fit
2M = 7-10, 5+cards, NF
2N = invite raise, or GF raise bad for slam
3♣ = competitive, 6-9
3♦ = GF raise, distributional or slam interest
3M = invite, 6+cards

3N = to play
4♣ = preemptive, 4+cards, vulnerability dependent
4♦ = splinter ♣ raise
4M = splinter ♣ raise

(2♥ [natural])
　　　X = 9+, takeout, includes some other hands
　　　　　　(5+♠ GF: later 3♠ F to game/4m), denies fit
　　　2♠ = 7-10, 5+cards, NF
　　　2N = invite raise, or GF raise bad for slam
　　　3♣ = competitive, 6-9
　　　3♦ = 5+♠, 11+, F1
　　　3♥ = GF raise, distributional or slam interest
　　　3♠ = invite, 6+cards
　　　3N = to play
　　　4♣ = preemptive, 4+cards, vulnerability dependent
　　　4♦/♥/♠ = splinter, weak

(2♠)
　　　X = 9+, takeout, no fit
　　　2N = invite raise, or GF raise bad for slam
　　　3♣ = competitive, 6-9
　　　3♦= 5+♥, 10+, F1
　　　3♥ = invite, 6+cards
　　　3♠ = GF raise, distributional or slam interest
　　　3N = to play
　　　4♣ = preemptive, 4+cards, vulnerability dependent
　　　4♦/4♥/4♠ = splinter raise

(2N [= 2 suiter])
　　　X = 10+ no fit (or GF raise if only 1 known enemy suit to cue)
　　　3♣ = competitive, 6-9, 4+♣
　　　3cue (lower/only) = invite raise
　　　3cue (higher) = GF raise
　　　3 new suit = natural, invite
　　　4♣ = preemptive, 4+♣, vulnerability dependent

(3♦/M)
　　　X = 10+, 2+cards, vul determines penalty interest
　　　3M/4♦ new suit = GF, 5+cards
　　　4cue = slam interest ♣ raise
　　　4M = to play
　　　4N = RKC ♣

(4♦/M)
　　　X = 75% penalty

4M new suit = to play
4N = RKC ♣
5♣ = to play
5cue = cue raise, grand slam interest

(5y)

X = pen
5N = RKC ♣ without steps for the Queen

1♠ Opening
Responses - see following sub-sections for continuations and third seat modifications

1N = negative or natural
    a) 0-5 any
    b) VUL: 6-10(-) without 4+♦ or 6+M
    c) NV: 6-9(-) without 4+♦ or 6+M
2♣ = invite+ relay, F1
    a) 10+ 3+♦
    b) 10+ 5+M
    c) 12+ any
    d) NV: may be as light as 9(+)
2♦ = 5-9 6+M or 9-11 6+♣, suggests less than 3♦, semi-forcing
2♥ = 6-9, 5(6)♥ some side suit or 3(2)+♦, NF
2♠ = 6-9, 5(6)♠, able to play in a side minor (4+♣/3[2]+♦), NF
2N = invite
    a) VUL: 10-11, balanced, denies 4+♦
    b) NV: 9(+)-11(-), balanced
3♣ = ♦ raise, preemptive (0-6) 4+♦ OR GF (12-15) 4+♦ with side shortness
3♦ = 7-9, 4+♦, denies 6(5)+M
3M = invite, 10-11, 6+M
3N = to play, 13-15, balanced, good for declaring NT
4♣ = 12-15, void splinter, 4+♦, GF
4♦ = preemptive, 5+♦, 0-6

1♠-1N Continuations

2♣ = ♦ rebid, or some strong options, semi-forcing
    a) 11-17, 6+♦, no 4M
    b) 18, 5♦-332
    c) 18-19, 3343
    d) 17-21, 5+♦-4♣
    e) NV: (b) may be as light as 17

    2♦ = 0-9(-), to play opposite normal ♦ rebid

Pass = normal ♦ rebid
2♥ = 18, 5332 with 3♥ (non-jump response = NF)
2♠ = 18, 5332 with 2♥ (non-jump response = NF)
2N = 18-19, 3343 (non-jump response = NF)
3♣ = 17-21, 5+♦-4♣
3♦ = 16(+)-17, 6+♦ 1-suiter
2M = 0-4, 6+M
2N = 9-10(-), NT-oriented
3♣ = 7-8, 6+♣, denies 3+♦
3♦ = 7-9 3♦, or 9-10(-) 2♦

2♦ = ♣ rebid, 11-16 5+♦-4+♣, NF
        2N = good ♣ raise, 8-10(-), 4+♣, F1
2M = invite reverse, 17-21, 5+♦-4M
2N = GF, 22+, 5+♦
        3♣ = Stayman, or ♦ fit without side 5+ suit and non-minimum
                3♦ = no 4M, side shortness and/or slam interest
                3M = 4M
                3N = no 4M, no side shortness or slam interest
        3♦ = 5+♣, no 4+M, F
3♣ = invite, 17-21, 5+♦-5+♣ (3M = natural F to 3N/4m, 3♦ = to play, 4m = invite, 4M = cue setting ♣ until further notice)
3♦ = invite, 18-21, 6+♦ 1-suiter
3M = auto-splinter, 20+, 6+♦ to at least 3 honors, 1-suiter, F to 3N/4♦ (4♦ = to play, else GF)
4♣ = auto-splinter, GF, 6+♦ to at least 3 honors, 1-suiter

1♠-2♣ Continuations

2♦ = 17+ (natural continuations)
2♥ = 3♥, avg hand
        a) 11-16, 5+♦-♥
        b) VUL: 12(+)-14 3343
        c) NV: 14-16 (BPH 15-16) 3343 or 5♦-332

        2♠ = NF natural
        2N = GF relay
                3♣ = 11-13, 6+♦-3♥ 1-suiter (3♦ = asks short: l/h/n)
                3♦ = 11-14, 3352/2353/3343 (3♥ = asks double: l/3343/h)
                3♥ = 11-13, 1354/0364/0355
                3♠ = 14-16, 1354/0364/0355
                3N = 14-16, 2362
        3♦ = NF
        3♥ = invite
        else = GF

2♠ = 11-16, 5+♦-3♠, denies 3♥ (3♦ = NF, 3♠ = invite, else GF)
      2N = GF relay
            3♣ = 11-13, 6+♦-3♠ 1-suiter (3♦ = asks short: l/h/n)
            3♦ = 11-14, 3253
            3♥ = 11-13, 3154/3064/3055
            3♠ = 14-16, 3154/3064/3055
            3N = 14-16 3262
2N = 14-16, 5+♦-4+♣ no 3M, or 6+♦ no 3M or 4+♣; GF
      3♣ = relay
            3♦ = 6+♦, denies 5+♣ (3♥ = asks short: 3♠ = 6+♦-4♣ short ♥, 3N =
2263/2272, 4♣ = 6+♦-4+♣ short ♠)
            3M = 5+♦-5+♣, short M
            3N = 2254
3♣ = 11-13, 5+♦-4+♣, no 3M (3♦ = NF, 3M = natural GF)
3♦ = 11-13, 6+♦, no 3M, may have 4 bad ♣
3M/N = 14-16, short M/♣, 6+♦ 1-suiter, GF

1♠-2♦ Continuations

2♥ = p/c, no game interest for ♥
      Pass/2♠ = ♥/♠
      3♣ = 9-11 6+♣ suggests less than 3♦, invite
2♠ = p/c, invite+ for ♥ but no interest in ♠
      Pass = ♠
      2N = 5-7(-), 6+♥, does not want to declare
      3♣ = 9-11 6+♣ suggests less than 3♦, invite
      3♦ = 7-9, 6+♥, does not want to declare
2N = strong relay, asks which suit
      3♣ = 9-11, 6+♣, suggests less than 3♦, GF
      3♦ = 5-7(-), 6+♥, semi-forcing (3♥ = to play)
      3♥ = 5-7(-), 6+♠, F1 (3♠ = to play)
      3♠ = 7-9, 6+♥, GF
      3N = 7-9, 6+♠, GF
3♣ = GF natural, 18+, 5+♦-5+♣
3♦ = GF natural, 18+, 6+♦, denies 5+♣
3M = GF reverse, 19+, 5+♦-4M, short in other major
      (4♣ = 9-11 6+♣, 4♦ = art slammish M raise)

1♠-2♥ Continuations

2♠ = p/c, short ♥, 3♠, short ♥, 11-16
2N = strong relay, asks suit/strength, 16(+)+
      3♣ = 6-7, 4+♣, denies 3+♦, NF (3♦/♥ = to play, else = GF)
      3♦ = 6-7, 3(2)+♦, NF (4♦ = invite, else = GF)

3♥ = 6-9, 4♠ without 3+♦, OR 6-7 5+♠-5+♥, NF (3♠/4♦ = NF, else GF)
3♠ = 8-9, 4+♣, denies 3+♦, GF (4♦ = either art slam-try ♥, or self-sufficient ♦
　　　[to be revealed])
3N = 8-9, 3(2)+♦, GF
4m = 8-9, 5+♠-5+♥, short m, GF
3♣ = 11-16, 5+♦-4+♣, short ♥, denies 3♠
3♦ = to play
3♥ = invite, 15-16 3♥
3♠/4♣ = splinter for ♥, slam interest, 3-4♥

1♠-2♠ Continuations

2N = strong relay, asks suit/strength, 16(+)+
　　3♣ = 6-7, 4+♣, denies 3+♦, NF (3♦/3♠ = to play, else GF)
　　3♦ = 6-7, 3(2)+♦, NF (4♦ = invite, else = GF)
　　3♥ = 8-9, 4+♣, denies 3+♦, GF
　　3♠ = 8-9, 3(2)+♦, GF
3♣ = p/c, short ♠, 11-16, 3+♣
3♦ = to play
3♥ = GF reverse, 5+♦-4♥, denies 3+♠
3♠ = invite, 15-16, 3♠

1♠-2N Continuations

3♣ = 13+, 5+♦-4+♣, F1
3♦ = 11-13, 6+♦, NF
3M = GF semi-natural, 14+, 5+♦-4(3)M
4♣/M = GF auto-splinter, 16+, decent 6+♦, slam interest, 16+
4♦ = 18+, 1-suiter, no shortness, decent 6+♦, slam interest

1♠-3♣ Continuations

3♦ = forced
　　Pass = preemptive
　　3M = 12-15, short M, 4+♦
　　3N = 12-15, sing. ♣, 4+♦, ok for 3N
　　4♣ = 12-15, sing. ♣, 4+♦, too suit-oriented for 3N

1♠-3N Continuations

4♣ = 5+♦-4+♣, 16+, slam interest
4♦ = 6+♦ 1-suiter, 16+, slam interest

4M = natural reverse, 17+, 5+♦-4M, slam interest

Third Seat Modifications
Opening could be as light as 9P-1♠-2♣-2♥/2♠/2N/3♣ and now responder's bids natural NF; 1♠-3♣ if max is a void splinter

Handling Direct Interference

(X = [takeout/whatever])
    Pass = 0-6
    XX = 10+, denies 4+♦, not too offensive (opponents cannot play undoubled)
    1N = invite ♦ raise, or GF but bad for slam
    2♣ = simple raise, 6-9, 4+♦
    2♦ = GF raise, 4+♦, suit-oriented
    2M = 7-10, 5+cards, NF
    2N = GF raise, 4+♦, NT-oriented
    3♣ = invite, 5+♣-4+♦
    3♦ = preemptive, 4+cards, vulnerability dependent
    3M = 5+suit, 4+♣, invite
    3N = preemptive/semi-preemptive ♦ raise, with 1.5+ defensive
        tricks (forcing pass)
    4♣ = 5+ 5+ minors, preparing for competition
    4♦ = preemptive/semi-preemptive raise, less than 1.5+ defensive tricks
    4M = splinter raise

(1N [= natural])
    X = 10+ any
    2♦ = to play
    2♣/♥/♠ = to play, longer suit can be weaker
    2N = distributional invite, 4+♦
    3♦ = preemptive
    3N♠ = natural, distributional invite, 6+cards

(1N [= artificial])
    X = 10+ no fit, not great distribution
    2N♠ = natural, 7-9, 5+cards, NF
    2 cue = GF raise
    2N = distributional invite, 4+♦
    3 cue = splinter
    3♦/4♦ = preemptive
    3N♠ = natural invite, 6+cards
    4 cue = exclusion RKC ♦

(2♣)

> X = 9+, takeout, includes some other hands (5+M 11+: later 2M F1,
>   3M F to game/4m), usually denies 3+♦
> 2♦ = simple raise, 6-9, 3+♦
> 2M = 7-10, 5+cards, NF
> 2N = invite raise, or GF raise bad for slam
> 3♣ = GF raise, distributional or slam interest
> 3♦ = competitive, 6-9
> 3M = invite, 6+cards
> 3N = to play
> 4♣ = splinter ♦ raise
> 4♦ = preemptive, 4+cards, vulnerability dependent
> 4M = splinter ♦ raise

(2♦ [= 2-suiter]

> X = 10+, no fit
> 2N♠ = 7-10, 5+cards, NF
> 2cue = invite raise, 4+♦ (if 2 cues, lower = limit, higher = GF)
> 2N = 10+, 5+♣ (unless they show ♣, in which case this is the "higher cue")
> 3♣ = GF raise, 4+♦ (if 2 cues available, this is a mixed raise)
> 3♦ = competitive, 7-9, 4+♣ (if 2 cues available, this is a 0-6 raise)
> 3cue = splinter raise
> 3N♠ = natural, 6+cards, GF
> 3N = preemptive/semi-preemptive ♦ raise, promises 1.5+ defensive
>   tricks (forcing pass)
> 4♣ = (if not cue) 5+♣-4+♦, preparing for competition
> 4♦ = preemptive/semi-preemptive ♣ raise, denies 1.5+ defensive tricks

(2♥)

> X = 9+, takeout, includes some other hands (5+M 11+: later 2M F1,
>   3M F to game/4m), usually denies 3+♦
> 2♠ = 7-10, 5+cards, NF
> 2N = 5+♠, 11+, F1
> 3♣ = invite raise, or GF but bad for slam, 4+♦
> 3♦ = competitive, 6-9
> 3♥ = GF raise, distributional or slammish
> 3♠ = invite, 6+cards
> 3N = to play
> 4♣ = 5+♣-4+♦, prepares for competition, or maybe slammish
> 4♦ = preemptive, 4+cards, vulnerability dependent
> 4♥ = splinter ♦ raise
> 4♠ = to play

(2♠ [natural])

    X = 9+, takeout, includes some other hands (5+♥ 11+: 3♥ F to game/4m), usually denies 3+♦

    2N = 5+♥, 11+, F1

    3♣ = invite raise, or GF but bad for slam, 4+♦

    3♦ = competitive, 6-9

    3♥ = invite, 6+cards

    3♠ = GF raise, distributional or slammish

    3N = to play

    4♣ = 5+♣-4+♦, prepares for competition, or maybe slammish

    4♦ = preemptive, 4+cards, vulnerability dependent

    4♥ = to play

    4♠ = splinter ♦ raise

(2N [= 2 suiter])

    X = 10+ no fit (or GF raise if only 1 known enemy suit to cue)

    ♦ = competitive, 6-9, 4+♦

    3cue (lower/only) = invite raise

    3cue (higher) = GF raise

    3 new suit = natural, invite

    4♦ = preemptive, 4+♦, vulnerability dependent

(3♣/M)

    X = 10+, 2+cards, vul determines penalty interest

    3♦ = to play, not weak

    3M/4♣ new suit = GF, 5+cards

    4cue = slam interest ♦ raise

    4M = to play

    4N = RKC ♦

(4♣/M)

    X = 75% penalty

    4♦ = to play

    4M new suit = to play

    4N = RKC ♦

    5♦ = to play

    5cue = cue raise, grand slam interest

(5y)

    X = pen

    5N = RKC ♦ without steps for the Queen

Strong 1N Opening (VUL)
Responses - see following sub-sections for continuations and third seat modifications

2♣ = extended Stayman (may be 0+ HCP 4-4 M's or 4M-5+m, or 6+♣;
     also mb 5♠ invite, or any 10+)
2♦ = transfer, 5+♥, or 4♥ at least invite (without 4♠) no slam interest
2♥ = transfer, 5+♠, or 4♠ at least invite (without 4♥) no slam interest
2♠ = a) 5+-4+ minors any strength, b) invite 6+♣, c) GF 6+♦ without short ♣
2N = invite, no 4M
3♣ = transfer, ♦ sign-off or GF 6+♣ without short ♦
3♦ = natural invite, 6+cards
3♥ = GF, 6+♣, short ♦
3♠ = GF, 6+♦, short ♣
4m = South African transfer, denies slam interest or 4oM
     (relay = rather pd play it)
4M = to play, wants to declare

1N-2♣ Continuations

2♦ = no M
    2♥ = weak, 4+ 4+ majors, or 4♥-5♣ that wants to try to play 2♥
        Pass/2♠ = pref for ♥/♠
        2N = 22(54)
        3m = 22(3om-6m)
    2♠ = invite: 5♠ or 4♠-4/5♥
        Pass = min, ♠ pref
        2N = min, ♥/NT pref (3♥ = 5♥ to play)
        3m = min, decent 6m, invite
        3♥ = max, 3♥, wants to play 4♥ opposite 5, GF (3♠ = 5♠)
        3♠ = max, 3♠, wants to play 4♠ opposite 5, GF
        3N = max, to play even opposite 5M
    2N = s/o ♣ (6+cards or 5♣-4M), OR GF 5+m-4M unbalanced (without 4om)
        3♣ = forced
            Pass = ♣ s/o
            3♦ = 5+♦ GF, 4M, unbalanced, denies 4♣
                3♥ = relay (3♠ = short ♣, 3N = 9-13 short ♥, 4♣ = short ♠,
                    4♦ = 14+ short ♥)
            3♥/♠ = 5+♣ GF, short ♦/♥, denies 4♦
            3N = 9-13, 5+♣-4♥, short ♠, denies 4♦
            4♣ = 14+, 5+♣-4♥, short ♠, denies 4♦
    3♣ = GF re-Stayman
        3♦ = 5/6m (3♥ asks: 3♠ = 5+♣, 3N = 5+♦)
        3♥ = 3244
        3♠ = 2344
        3N = 4m333

3♦ = GF, 5+-4+ M's
      3♥ = 3♥, may have 3♠ (3♠ = 5+♠, 3N = 4522 F, 4m = splinter for ♥)
      3♠ = 3♠, denies 3♥ (3N = 5♥-4♠ NF, 4m = splinter for ♠)
3M = GF, 3-suiter short M

2♥ = 4+♥, denies 4♠
    2♠ = invite, 5♠
    2N = ♣ sign-off, or GF 4♠-5+m unbalanced, or 10-15 with 4♥ balanced and c.o.g.
        3♣ = forced
            Pass = ♣ sign-off (6+cards, or 4♠-5+♣)
            3♦ = 5+♦-4♠ unbalanced GF (3♥ asks: 3♠ 5+♦ short ♣,
                3N 12-14 5+♦ short ♥, 4♣ 15+ 5+♦ short ♥)
            3♥ = 5+♣-4♠ unbalanced GF, short ♦
            3♠ = 12+, 5+♣-4♠ unbalanced GF, short ♥
            3N = 4♥, c.o.g.
        3♣ = GF re-Stayman
            3♦ = 4♦ (3♥ asks l/h double)
            3♥ = 3433 or 5♥-332 (3♠ = 3+♥ relay: 3N = 3433, 4m = 5♥ cue,
                4♥ = 5♥ no m cue)
            3♠ = 3424
            3N = 2434
        3♦ = 5+♦-4♠ weak, s/o
        3♥ = invite

2♠ = 4+♠, denies 4♥
    2N = ♣ sign-off, or GF 4♥-5+m unbalanced, or 10-15 with 4♠ balanced and c.o.g.
        3♣ = forced
            Pass = ♣ sign-off (6+cards, or 4♥-5+♣)
            3♦ = 5+♦-4♥ GF (3♥ asks: 3♠ = 5+♦ short ♣,
                3N = 12-14 5+♦ short ♠, 4♣ = 15+ 5+♦ short ♠)
            3♥ = GF 5+♣-4♥, short ♦
            3♠ = 12+, 5+♣-4♥, short ♠
            3N = 4♠, c.o.g., quite balanced
        3♣ = GF re-Stayman
            3♦ = 4♦ (3♥ = asks l/h double)
            3♥ = 4333 or 5♠-332 (3♠ = 3+♠ relay: 3N = 4333, 4m/♥ = 5♠ cue,
                4♠ = 5♠ no cue)
            3♠ = 4324
            3N = 4234
        3♦ = s/o, 5+♦-4♥ weak
        3♥ = 4♠, short ♥, slam interest
        3♠ = invite
2N/3♣ = 4♠-4♥ minimum/maximum
        3♣ = ♣ sign-off
        3♦/♥ = transfer to M fit, any strength (then N♠ = splinter slam-try,
            3N = balanced F slam-try)

1N-2♦ Continuations

2♥ = most hands
    2♠ = art, game invite with 5+♥, OR slam-try 6+♥ balanced
    2N = 4♥, invite, denies 4♠ (3m = good 5 or any 6cards [min, to play])
    3m = GF, 5+♥-4+m, does not promise slam interest
    3♥ = GF 4♥ no slam interest
    3♠/4m = auto-splinter
2♠ = max, 4+♥
2N = max, good 3♥
3♥ = 15-16(-), decent 4+♥, offensive hand

1N-2♥ Continuations

2♠ = most hands
    2N = invite, 4♠, denies 4♥ (3m = good 5 or any 6cards [min, to play])
    3m = GF, 5+♠-4+m, does not promise slam interest
    3♥ = art, 6+♠, 13+ HCP, no shortness, slam-try OR 6+♠ invite
    3♠ = GF 4♠ no slam interest
    4m/♥ = auto-splinter
2N = max, good 3♠
3♣ = max, 4+♠
3♠ = 15-16(-), decent 4+♠, offensive hand

1N-2♠ Continuations

2N = no extras, 3+♦, ♦ longer or equal to ♣, semi-forcing
    3♣ = s/o with ♣ invite
    3♦ = s/o with both minors
    3M = short M, 5+-4+ minors or 6+♦
    3N = mild slam invite, 22(54) or 6+♦ balanced
    4♦ = serious slam-try 6+♦ or 2254
3♣ = 3+♣, longer than ♦, NF
    3♦ = GF, 6+♦ (3M = values suggesting interest if pd short oM)
    3M = short M, 5+-4+ minors or 6+♣
    4♣ = 2245 slam-try
3♦ = extras, 3+♦, ♦ longer or equal to ♣, NF
    3M = short M, 5+-4+ minors or 6+♦
    4♦ = serious slam-try, 6+♦ or 2254

1N-3♣ Continuations

3♦ = forced
        Pass = ♦ s/o
        3M = GF, 6+♣, short M
        3N = mild slam invite, 6+♣ balanced, 12-13
        4♣ = serious slam invite, 6+♣ balanced, 14+

MODIFICATIONS FOR PASSED HAND:
All the same, but major transfer followed by 3m is natural F1.

Handling Interference:

1. Artificial Double

A. Redouble and continuations
        a. XX = 8+ HCP
        b. opponents cannot play undoubled (forcing pass)

B. 2-level suits are transfers
        a. wide-range of strength, but not a XX, freak, or penalty-seek
        b. over a 2♦/2♥ transfer, continuations are systems on but a new
                suit is F1 (may have both majors)
        c. over a 2♣ transfer, N♠ by responder is F1
        d. over a 2♠ transfer, opener bids 2N with min and 3♣ with max,
                and continuations are as normal
                (3♦/M = shortness)
C. 2N shows 5+4+ minors, weak or GF (later 3M = shortness GF)

D. 3-level suits are natural preemptive

E. Higher bids are normal systems on

        E.g.
                1N-(X)-XX-(2♣); P-(2♥)-3♦ = 8-9(-), 5+♦ NF
                1N-(X)-XX-(2♦); P-(P)-2♠ = 8+, 4+♠, F1
                1N-(X)-XX-(2♥); P-(P)-X-(P; 3♣ = 16-17, 5/6♣, GF
                1N-(X)-XX-(2♥); P-(2♠)-P-(P); X-(P)-3♦ = 9+, 5+♦, GF
                1N-(X)-2♣ = 0+, 5+♦
                1N-(X)-2♦-2♥-2♠ = 8+, 5+♥-4♠, F1
                1N-(X)-4♥ = 8-10, 6+♥

2. Penalty double

A. Pass/2♣ are the same as over double of our weak NT, except Pass, which asks partner to pass 100%. 2♦ and higher are the same as over the artificial double above.

      e.g.

            1N-(X)-XX-(P); 2♣ = forced

            1N-(X)-2♥ = 0+, 5+♠

3. Natural 2-level overcall

A. Direct double is negative, 5(+)+ HCP, however responder's double is penalty if 4th seat has balanced over 1N. Later new suits by responder are NF.

B. New suit:

      a. 2-level N♠ is natural NF, opener can continue only with maximum and fit

      b. 2N = invite+ transfer over (2m), Lebensohl over (2M)

      c. 3-level N♠ (even a jump) except 3♠ is a transfer (transfer to their suit shows the next higher suit) with at least invite strength, transfer to a minor denying other major if overcall was (2M)

      d. 3♠ over 2m shows 4♥-5+om, GF, while over 2♥ is a transfer to clubs (over 2♠, 3♥ is this transfer) forcing to 3N or 4m

      e. 4m = 6+M slam interest - if the major is impossible, it shows shortness in oM (their suit)

      f. 4M = to play, no slam interest, wants to declare

      g. 3cue = asks stopper

      h. after a transfer, continuations follow general principles, just as after 1♣-(2♠), e.g.

C. lebensohl

      a. weak hand with any suit 6(5)+ unbiddable at the 2-level

      b. over (2M), a GF Stayman hand

      c. opener must bid 3♣, unless he has a hand that can try for game opposite a ♣ sign-off

      d. over 3♣ by opener, responder's cue shows 4oM without a stopper, and 3N 4oM with stopper; 4m shows 5+m + 4oM (over 2♥ overcall this shows slam interest, else use 3♠); other bids are natural

      e.g.

            1N-(2♣)-X = neg

            1N-(2♦)-X-2♠-3♣ = 5(+)-8, 5+♣-4♥ NF

            1N-(P)-P-(2♦); P-(P)-X = penalty

            1N-(2♦)-2♠ = 3-7, 5+♠

            1N-(2♥)-3♣ = 8+, 5+♦, denies 4♠, F1

            1N-(2♣)-3♦ = 8+, 5+♥, F1

            1N-(2♦)-2N = 8+, 5+♣, F1

            1N-(2♦)-3♠ = 9+, 5+♣-4♥, GF

1N-(2♠)-3♥ = 8(+)+ 5+♣, F to 3N/4♣
1N-(2♠)-4♣ = 6+♥, slam interest, denies short ♠ (else 4♦)
1N-(2♥)-4♣ = 6+♠, slam interest, short ♥
1N-(2♣)-4♥ = 6+♥, no slam interest
1N-(2♥)-2N-3♣-
     Pass/3♦ = 0-6, 6+m
     3♥ = 9+, 4♠, no ♥ stopper or 5+m
     3♠ = 4♠-5+m, no slam interest, GF (slam uses 4m)
     3N = 9-14, 4♠, ♥ stopper
     4m = 5+m-4♠, slam interest
1N-(2♠)-3♠ = asks stopper, denies ♥

4. Natural 3+-level overcall

A. Double is 9+ without shortness in their suit (at 4-level it is 90% penalty). Vulnerability determines how penalty it is.

B. General rules:
    a. new suit is GF, except 3♦, which is forcing to 3N/4♦
    b. no Texas

C. Cue-bid shows slam interest with various types of hands.

D. 4N shows 5+ 5+ minors over a 3M overcall, but is quantitative over a 3m overcall.

    e.g.
       1N-(3♠)-X = optional at favorable
       1N-(3♥)-3♠ = 8+, 5+♠, GF
       1N-(3♣)-4♦ = 6+♦, slammish
       1N-(3♦)-4♥ = 8-11, 6+♥
       1N-(3♥)-4♥-4N = natural, denies 4♠
       1N-(3♦)-4N = quantitative
       1N-(3♠)-4N = 5+ 5+ minors

5. Double of an artificial overcall is cards, willing to sit for partner's penalty double, forcing to 2N. The cue of an opponent's suit and 2N are the same as over a natural overcall.

6. Double by opener when partner passed at first opportunity:

A. At the 2-level
    a. double is takeout if the suit is natural or p/c

B. At the 3-level, double is takeout with a very good hand (and higher is penalty)

7. Over an enemy double of 1N-3N, redoubles shows desire not to play 3N, while pass shows willingness or maybe just no good alternative contract. This applies to both hands.

Weak 1N Opening (NV)
Responses same as strong NT, but range-adjusted - competitive Notes, however, are different.

Handling Interference:
Same as over strong NT, with the following 2 situations different:

(X = penalty)
      Pass = wants to play X'd, or maybe just opposite a maximum
          (P)
                  Pass = max
                  XX = min
                       (P)
                           2m = to play, scrambling style, OR short m
                               (will SOS XX to re-scramble)
                               (X) XX = doubleton, 2♥ = 4-4 majors
                               2♥ = 4-4 majors
                         2♥ = usually 4♥-3/4♠ (correctable)
                         2♠ = to play, 5+♠
          (2suit)
                P = NF
                     (P)
                         X = 10+, optional, sets forcing pass if they run
                       2N♠ = natural NF, but opener can continue with
                             maximum and fit
                       3lower = natural invite, NF
                       3higher = natural GF
                X = penalty, strength in their suit
     XX = forces 2♣ if 4th seat passes
          a) 5+♣ any strength
          b) weak 4♣, no side 5+suit
          c) weak 4+♦-4+M, equal length (or good 4, bad 5)
          (P)
                  2♣ = forced
                     (P)
                         P = ♣ sign-off, mb 4cards (if 4th seat X's,
                             op can XX ♠O♠ or bid a 5red)
                       2♦ = 4+♦-4+M
                       2M = 4M-5+♣, F1
                       2N/3♣ = natural invite, club-based
                       3♦ = 4♦-5+♣, GF

3M = auto-splinter for ♣
                        (X)
                                  XX = ♠O♠, 4+♦-4+♠
                                  2♦ = 4+♦-4+♥
            (2D♦2M)
                  P
                        (P)
                                  X = optional, invite+ with 5+♣, no stopper
                                  2M = 4M-5+♣, competitive/invite but NF
                                  3♣ = to play
                                  3red lower = natural F1 with 5+♣
                                  3M higher = natural GF with 5+♣
                  X = takeout, max, good distribution
2♣ = 5+♦ any strength, OR weak 4+ 4+ majors
      (P)
                  2♦ = forced
                        (P)
                                  Pass = ♦ sign-off
                                  2♥ = 4+ 4+ majors, weak
                                  2♠/3♣ = 4♠/♣, 5+♦, F1
                                  2N/3♦ = natural, invite, ♦-based
                                  3♥ = 4♥-5+♦ GF
                                  3♠ = auto-splinter for ♦
                        (X)
                                  XX = SOS, 5+♠-4+♥ but ♠ longer than ♥
                                  2♥ = 4+♥-4+♠, ♥ at least as long as ♠
                                  else = as no X
                        (2M/3♣)
                                  Pass
                                        (Pass)
                                                X = takeout, maximum,
                                                      good distribution
                                  X = optional, invite+, 5+♦
                                  2♠ = 4♠-5+♦, NF, but opener can continue
                                        with maximum
                                  3♦ = to play
                                  3lower NS = 4suit-5+♦, F1
                                  3♠ jump = 4♠-5+♦, GF
            (X)
                  Pass = doubleton ♦ (continue as above)
                  2♦ = 3+♦ (continue as above)
      2♥+ = see strong NT-(takeout X)

(3m [natural])
      3y = natural invite

2♣ Opening

Responses - see following sub-sections for continuations and third seat modifications

2♦ = asks longer M, or some invite
2M = to play, 3+cards (3m = freaky good hand, 5+M, short m, invite)
2N = art invite with 4+cards in a M
3♣ = natural invite, 6+♣, denies 3+M
3♦ = to play, 6+♦, at most invite, denies 3+M (3N/4♦ = ♦ help, maximum)
3M = preemptive, 4+cards
4♣ = GF but never weak, equal length 4+ 4+ M's, asks to transfer to
        longer/better one in order to declare
4♦ = GF with strength and equal length M's, wants pd to declare: OR preemptive with 4+
4+ majors (vulnerability dependent)
4M = to play, any strength but no slam, 4+cards

2♣-2♦ Continuations

2♥ = 7-10, 5+♥-4+♠, ♥ not shorter than ♠ (3♥ = invite, else natural GF)
        2♠ = GF relay
                2N = 5+-5+ (3♣ = rel: l/h short)
                3♣ = 6-8, 6+♥-4♠ (3♦ = relay with 6-4 scheme)
                3♦ = 4531/4540
                3♥ = 4513/4504
                3♠ = 4522
2♠ = 7-10, 5+♠-4♥, ♠ longer than ♥ (2N = GF relay, 3♠ = invite, else natural GF)
        2N = GF relay
                3♣ = 6-8, 6+♠-4/5♥ (3♦ = relay with 6-4 scheme)
                3♦ = 5431/5440
                3♥ = 5413/5404
                3♠ = 5422
2N = 6-10, 6♥-6♠ (3M = NF, else GF)
3♣ = 8-10, 6+♥-5+♠, ♥ longer (3♦ = art sets ♥ GF, 3♥ = to play, else GF)
3♦ = 8-10, 6+♠-5+♥, ♠ longer (3♠ = to play, else GF)
3M = 9-10, 6+M-4oM (any bid = GF)

2♣-2N Continuations

3m = short m, would accept some invite
3♥ = minimum, (54)22, would not accept ♥ invite
3♠ = 4522, would accept only a ♥ invite
3N = accepts any invite (re places contract, or bids 4♣/♦ to ask for
        transfer/bid longer/better M)

Handling Interference

1. Over double

A. Redouble and continuations.
      a. Pass shows clubs and no M fit (to play)
      b. XX has the same meaning as the 2♦ relay
      c. 2♦ is natural, NF, no M fit
      d. other bids are the same as if no double

2. An overcall

A. Double
      a. Double of 2♦ has the same meaning as the 2♦ relay
      b. Double of 3/4♦ asks for the longer major
      c. All other doubles are penalty.

B. Bidding a suit
      a. over a natural 2M overcall, 3m is natural invite, and 2N shows 5+ 5+ minors
      b. over a 3 overcall, 3♦ asks for longer major
      c. 4m has the same meaning as if no overcall
      d. a jump to 3M is preemptive, and without a jump it is to play

C. Later bids by opener
      a. Double of a major is penalty, and of 2/3/4m is takeout,
          except over 2♦ it promises defensive values
      b. 2N shows 6+-5+ shape

      e.g.
          2♣-(3♦)-X = asks longer M
          2♣-(4♣)-4♦ = asks longer M
          2♣-(2♦)-P-X = takeout with defensive strength
          2♣-(2♦)-P-2N = 6+-5+ majors

2♦ Opening
Responses - see following sub-sections for continuations and third seat modifications

2♥ = p/c, may have ♠ interest or 6+♥ invite (when pd has ♠),
     if cannot GF opposite 22 balanced bid 2♥ even if short ♠
2♠ = p/c, ♥ longer than ♠, may have game interest for ♥,
     but not for ♠; can GF opposite 22 balanced
2N = 14+ relay, asks suit/strength
3m = GF natural, 16+, usually 6+cards (4M = splinter for m, F)

3♥ = preemptive p/c, 3+ 3+ majors
3♠ = natural invite, 6+ decent ♠
4♣ = not weak, 3+ 3+ majors, asks opener to transfer to major
4♦ = s/o in 4♥, 7+♥ (any strength)
4♥ = p/c, any strength, 3+ 3+ majors
4♠ = s/o in 4♠, 7+♠

2♦-2♥ Continuations

Pass = ♥
2♠ = 6♠
      3♥ = 6+ decent ♥, invite NF
      3♠ = invite?
2N = 22-23 balanced, no 4M (see scheme for strong 2N when known M or no M)
3♣ = 24+ balanced, GF, no 4M
      3♠ = transfer to 3N, no 5M - to play or 5+♦ slam interest
            3N = forced (Pass = to play, 4N = quantitative,
                  4♦ = 5+♦ balanced slammish, 4♣/M = 5+♦ splinter slammish)
      3N = minor suit stayman, 4+ 4+ minors, 5+ HCP, F1,
            slam interest (4N = negative)
      3♦/3♥/4♣+ = all just like 2♦-2♥-2N

2♦-2♠ Continuations

Pass = ♠
      2N = 22+ balanced, no 4M, GF (see scheme for 2N structure
            when M known or no M)
      3♣ = 9-10, 6+♥
      ♦♦ = 7-8 6+♥ or 8(+)-10 5♥
      3♥ = 4-6 6+♥ or 6-8 5♥

2♦-2N Continuations

3♣ = 4-7 6+M or 6-8 5M
      3♦ = relay, GF opposite 6+♠ (3♥ = 6-8 5♠, 3♠ = 6-8 5♥,
            and 3N = 4-7 6+♥, 4♣ = 4-7 6+♠) later 4m by relayer = cue for M
      3♥ = p/c, may have interest opposite ♠
      3♠ = F
3♦ = 8-10 6+♥ (3♠ = F)
3♥ = 8-10 6+♠
3♠ = 8(+)-10 5♥ (4m = cue for ♥)
3N = 8(+)-10 5♠ (4m = cue for ♠)
4N = 22+ balanced, no M, forcing to slam

5♣...5♠ = same as 3♣...3♠ after 2♦-2♠-2N

Handling Interference

1. Double

A. Pass shows 6(5)+♦ and shortness in partner's guessed suit, suggesting to play 2♦.

B. Redouble
      a. 0+, shortness in partner's guessed suit, wants to play in the other major
      b. 0+, 5+M-5+♣, usually void in partner's guessed suit, wants to play
         in his own suit
      c. opener later rebids his own suit if he really likes it, otherwise bids
         partner's supposed major

C. 3m = natural, NF

D. other bids are normal systems on

2. Overcall

A. 2M Overcall
      a. X = 10+, p/c, if the overcall is 2♠ then opener continues as if
         responder had bid 2♠
      b. other major is p/c
      c. 3m = natural, F1, does not deny a fit
      d. 4m = fit-showing jump for oM
      e. 3 cue = artificial ask for stopper, and 2N is same as no competition

B. 3m Overcall
      a. X of 3♣ = penalty
      b. X of 3♦ (or 3♦ over 3♣) = invite raise for both majors
      c. 3M = p/c
      d. 4-level responses are same as no interference

C. 3M overcall
      a. X = penalty
      b. other major = p/c
      c. 4m = fit-showing non-jump or cue-bid, or even own suit
      d. 4cue = cue bid, with fit for other major
      e. other bids are natural

D. Opener's bids in competition (other than p/c correction)
      a. Double shows 6(5)+M (over 2M, in their suit) with extra strength
         and distribution, OR 22+ balanced without a 4M - with

the 22+ variant, opener may only double or bid NT

2♥/2♠ Openings
Responses - see following sub-sections for continuations and third seat modifications

2♠ = p/c
2N = strong ask for suit/strength
        3♣ = ♣ and indicated M, 6-8(-) (3 of anchor M = to play, NS = cue
            for anchor M [or natural possible if rebid])
        3♦ = ♦ and indicated M, 6-8(-) (3 of anchor M = to play, NS = cue for
            anchor M [or natural possible if rebid])
            (and 4m raise = sets m with slam interest)
        3♥ = ♥ and indicated m, 8(+)-10 (continuations as above)
        3♠ = ♠ and indicated m, 8(+)-10 (continuations as above)
3y/4y = p/c (OR if then rebids the suit, is to play), not interested in minimum/maximum
      re p/c to cheapest of his suits - 3N indicates extra length if it is convenient

Handling Interference

1. Double

A. Meanings of Pass and continuations
      a. Pass accepts the contract if partner has the suit bid; pass may be strong
      b. if opener does not have length in the suit opened, with equal length
            he runs to his next suit; if the non-cheapest suit is longer he redoubles,
            and when the cheapest suit is longer, he bids it if below 2N, and
            bids 2N if it is above 2N.
      c. in all further bidding, doubles are penalty

B. XX = penalty, 15+ and 5+cards in the opened suit

C. Other bids are the same as if no interference

       e.g.
            2♠-(X)-P-(P); 2N = 6+♦-5♥ (closest suit longer)
            2♥-(X)-P-(P); XX = 6+♦-5♠ (further suit is longer)
            2♥-(X)-P-(P); 2♠ = 5+♠-5+♦, ♠ not shorter than ♦ (else XX)
            2♥-(X)-P-(2♠); X = penalty, max opening
            2♠-(X)-XX = 15+, 5+♠, penalty
            2♠-(X)-3♣ = p/c

2. Overcall

A. Double

a. double is penalty, natural or "sure" partner has the suit

B. New suit and continuations
  a. a new suit is NF, if it is not one of opener's suits it is invite
  b. if opener has 5+ in the opponent's suit, then over partner's bid it is
     better to keep bidding in case partner has wrongly guessed
     which two suits opener had
  c. if responder knows that opener has length in the opponents' suit
     but wants to play in his other suit he can bid the cheapest bid
     that opener could have, as p/c

C. Cue-bid at 3-level is asking for a half-stopper

D. Later bids
  a. Double = takeout with extra strength
  b. All other bids show 6+-5+ distribution

  E.g.
     2♥-(2♠)-X = penalty - someone has length in the suit
     2♠-(3♣)-3♠ = 6+♠, invite
     2♠-(3♣)-3♥ = p/c, NF
     2♥-(3♣)-3♠-3N = 5+ 5+ ♥-♣
     2♥-(2♠)-3♠ = asks for half-stopper
     2♥-(2♠)-P-(P); 2N = 6+♥-5+♣ (further suit longer)
     2♠-(3♣)-P-(P); X = takeout, extra strength

2N Opening
Responses - see following sub-sections for continuations and third seat modifications

3♣ = mod. Puppet Stayman, GF, may have 5+♠-4♥, or slammish with 6+m 1-suiter
3♦ = transfer, may have 5+♠-5+♥ slammish
3♥ = transfer, may have 5+♠-5+♥ no slam
3♠ = minor suit stayman, often serious slam interest if balanced, but may be 5-5 c.o.g.
4♣ = 6+♥, slammish, denies 4+♠ or 5+m
4♦ = 6+♠, slammish, denies 4+♥ or 5+m
4M = 9-10, 4M, short oM, 3-suiter, NF (4N = neg NF)

2N-3♣ Continuations

3♦ = at least one 4M
  3♥ = 4♠ without 4♥, OR 4+♠-4♥ slammish
     3♠ = sets ♠
     3N = 4♥
        4m = 5+cards slammish (cue = 3+m, 4N = neg, 5N = no fit pick a

slam) 4♥ = mild slam try ♥ 4♠ = 10+, 4+♠-4♥ slavish
 3♠ = 4♥, denies 4♠
3N = no fit (4m = 5+cards slammish [cue = 3+m, 4N = neg,
 5N = no fit pick a slam])
4m = cue for ♥ with extras
4♥ = min fit
3N = 8+, 6+♣ 1-suiter, slammish (4N = neg)
4♣ = 8+, 6+♦ 1-suiter, slammish (4N = neg)
4♦ = 5-9, 4+♠-4♥
3♥ = no M
3♠ = 5+♠-4♥, GF
3N = no slam, promises a M
4m = 9+, 5+cards, slammish (cue = 3+fit, 4N = neg, 5N = no fit pick a slam)
4M = 4441/5m440 short M, no slam interest, or slam-forcing
 (4N = NF)
3♠ = 5♠
4m = assume cue for ♠, but may be natural 6+cards, slammish
3N = 5♥
4♣ = 6+♣ slammish
4♦ = transfer ♥, but may be natural 6+♦ slammish

2N-3♦ Continuations

3♥ = normal
 4m = 9+, 5+♥-4+m slammish (4♥/4N = neg, N♠ = cue assumed for m)
3N = max, 4(3)♥, no side source of tricks
 4♦ = re-transfer or cue
 4♥ = ♦ cue mild slammish but NF
3♠/4m = max, 4(3)♥, source of tricks, 4-5 cards in bid suit, if 4 cards than
 at least 3 honors
 4♦ = re-transfer or cue
 4♥ = ♦ cue mild slammish but NF (if 4♦ available)

2N-3♥ Continuations

3♠ = normal
 4m = 9+, 5+♠-4+m slammish (4♠/4N = neg, N♠ = cue assumed for m)
 4♥ = 5+ 5+ majors, no slam
3N = max, 4(3)♠, no side source of tricks
 4♥ = retransfer or cue
 4♠ = ♥ cue mild slammish but NF
4m/4♥ = max, 4(3)♥, source of tricks, 4-5 cards in bid suit, if 4cards then
 at least 3 honors
 4♥ = retransfer or cue

4♠ = ♥ cue mild slammish but NF (if 4♥ available)

2N-3♠ Continuations

3N = no 4+m
      4m = suggests 5m-4om-2-2
      4M = short
      4N = no short
            later 4N = neg, 5m = to play
4♣ = 4+♣
      4♦ = suggests 5♦-4♣-2-2
      4M = short (4N = neg)
      4N = no short
4♦ = 4+♦, ♦ longer than ♣
      4M = short
      4N = no short

Handling Interference

1. Double
      a) xx = penalty, GF or they play doubled
      b) 3♣/♦/♥/♠ are transfers (♠->♣) and may be strong hands
      c) other bids are as if no double

2. Suit overcall
      a) same as over 3N and a 3-level overcall (X = cards, bids natural GF)

      e.g.
            2N-(3♠)-X: at fav, optional
            2N-(3♥)-3♠ = 4+, 5+♠, GF
            2N-(3♣)-♦ = 6+♦, slammish
            2N-(3♦)-4♥ = 4-7, 6+♥
            2N-(3♥)-4♥-4N = to play, denies 4♠
            2N-(3♦)-4N = quantitative
            2N-(3♠)-4N = minors 5-5
            2N-(3♥)-P-X = 4♠, takeout
            2N-(4♥)-P-X = penalty

3♣/3♦ Openings in 1/2 seat
Responses - see following sub-sections for continuations and third seat modifications

Not Vulnerable
3♣-3♦ = good ♦ raise

3M = short M
3N = no extra honor strength or short M
4♣ = short ♦, extras
4N = no shortness, extra honor strength
    later return to ♣ = NF, raise shortness = good slammish raise, N♠ = NF

3♦-4♣ = good ♦ raise
    4♦ = no extras
    4M/5♣ = shortness, extras
    4N = no shortness, extras
        later return to ♦ = NF, raise shortness = good slammish raise, N♠ = NF

3m-3M = natural invite, decent 6+cards

**Vulnerable -> opening promises 2 top honors, if KQ then will have side A or K
3♣-3♦ = slammish relay, asks shortness
    3M/4♦ = shortness
    3N = no shortness, no side A/K (so AK/AQ in own suit)
    4♣ = no shortness, side A/K
        continuations assume ♣ is trumps

3♦-4♣ = slammish relay, asks shortness
    4♦ = no shortness, side A/K
    4M/5♣ = shortness
    4N = no shortness, no side A/K (so AK/AQ in own suit)
        continuations assume ♦ is trumps

3m-3M = F to 3N/4m, 5+cards

Handling Interference

1. Double
    a) XX = penalty
    b) 4om = concentration with fit, F1
    c) new suit = natural, NF (or lead-direct with fit)
    d) others = as if no double

2. ♠uit overcall
    a) X = penalty
    b) new suit = F1 natural (or lead-direct with fit [4m may be cue-bid])
    c) cue of opponent's suit = cue bid slam-try raise

    e.g.
        3♦-(X)-3♥ = 6+♥ or lead-direct with ♦ fit, NF
        3♣-(3♥)-X = pen

3♣-(3♥)-3♠ = 5+♠ or lead-direct with ♣ fit, F1
3♦-(3♠)-4♣ = lead direct with ♦ fit, or cue-bid with slam interest
3♣-(3♦)-4♦ = cue-bid ♦, ♣ fit, slam interest

3M Openings in 1/2 seat

Handling Interference

1. Double
     a) XX = penalty
     b) 3♠ over 3♥ = natural NF, or lead-direct with ♥ fit
     c) 4m = shows location of values with raise, F1
     d) 4N = RKC
     e) 5M raise = preemptive

2. Suit Overcall
     a) X = penalty
     b) 4m = location of values and fit, may be cue-bid or own suit, slammish, F1
     c) other new suit = natural NF
     d) cue-bid = slam-try with cue
     e) 4N = RKC
     f) 5M raise jump = preemptive

3N Opening in 1/2 seat

4♣/5♣ = p/c
4♦ = slammish relay
     4M = short M
     4N = no shortness
     5m = 7+m, short om
          N♠ = cue for opener's suit, except 5♣/6♣/7♣ is p/c thereafter
4M = to play

Handling Interference

1. Double
     a) XX = penalty
     b) else = as if no double

2. suit overcall
     a) double = penalty
     b) 4N = to play
     c) 5♣ = p/c

4m Opening in 1/2 seat

Handling Interference

1) Double
        a) XX = penalty
        b) else = as if no double

2) ♠uit overcall
        a) X = penalty
        b) new suit = natural NF, or lead-direct with fit

4M Opening in 1/2 seat

1) Double
        a) XX = penalty
        b) new suit = natural
        c) 4N = RKC
        d) 5M raise = preemptive

2) Suit Overcall
        a) Double = penalty
        b) new suit = cue-bid, slam try raise
        c) 4N = RKC

Handling Interference

I. General Principles

1. En Passant and NT Probe

a. Bidding 4th suit or the opponents' suit (asking for stopper). Over an enemy double
        i) rebidding a previously-bid suit shows extra shape
        ii) pass = 2+cards without a full stopper, over which XX by partner
                shows a half-stopper
        iii) XX = shows stopper, suggests partner declare NT
        iv) 3N = stopper, better declared by that side

b. En Passant shows a stopper in the bid suit, suggesting worry about other suit(s). En Passant only invites suits that cannot be trumps. Over a double of an en passant stopper-showing bid:
        i) pass = no stopper in the 4th suit, over which XX by partner

shows a good stopper, but not to play.
    ii) XX = shows stopper in 4th suit and worry about the X'd
        en passant suit (no help)
    iii) 3N = stopper in 4th suit and no worry about the en passant suit

2. 5-4 Convention

a. After showing 5+-4+ distribution, when partner sets the M at the 3-level (and after
1♣-2♣/N and 1♦-2♦/N), the next bid is according to the following rules:
    i) shortness is shown naturally, even in partner's suit
    ii) bidding NT shows 5422 shape
    iii) rebidding the 2nd suit shows a decent suit with at least
        one extra card in length, unless the bidding makes that
        impossible, in which case it shows 5422 with concentration
        in the two suits; showing extra distribution is not obligatory
        and instead shortness may be shown.
    iv) rebidding trumps shows an exceptionally bad hand

e.g.
    1♣[♥]-1♥[♠]-3♣[natural]-3♥[sets ♥]-3♠ = short ♠
    1♥[♠]-1N[natural]-2♠[rev]-3♠[sets ♠]-3N = 4225
    1♦[♠]-1♠[art GF]-2♠[♥]-3♥[sets ♥]-4♦ = short ♦
    1♣[♥]-1♥[♠]-3♦[natural 5-5]-3♥[sets ♥]-4♦ = 5+♥-6+♦, suggests 5161
    1♦[♠]-1♠[art GF]-2♠[♥]-3♥[sets ♥]-3♠ = 5422, conc. in the long
        suits (6cards impossible)
    1♦[♠]-2♣[5+♥]-2♦[art GF]-3♣[♦]-3♥[sets ♥]-4♥ = totally minimum hand

3. Scheme over a strong 2N where a M is known, or known to have no M

a. This applies over 1m-neg-2N, 1m-neg-2♣-2♦-2N, and 2♦-2M-2N (not 2N opening
since may or may not have M).

b. Continuations by responder have the following meanings:
    i) 3♣ = 6(5)+♦, 0+ HCP, over which bidding a suit after the transfer,
        even in opener's suit, shows shortness, with 3N as light slam
        invite and 4♦ serious slam invite
    ii) 3♦ = 3+♥ over 1♣ opening, or 5+♥ over 1♦/2♦ opening - continuations
        analogous to over a strong 2N opening and transfer response
    iii) 3♥ = 3+♠ over 1♦ opening, or 5+♠ over 1♣/2♦ opening - continuations
        same as over 2N opening and transfer
    iv) 3♠ = 4+ 4+ minors, GF, same as after a 2N opening
    v) 4♣ = 6+♣, no side shortness, slam interest (4N = neg, else cue for ♣)
    vi) 4♦/M = short ♦/M, 6+♣, slam interest (4N = neg, else cue for ♣)

c. If the bidding is GF, then accepting one of the transfers (3♣/3♦/3♥) shows a fit
    e.g. 1♣[♥]-1♦[neg]-2♣[F]-2♦[neg]-2N[GF balanced]-3♦[3+♥]-3♥[confirms 5♥ fit]

4. Forcing Shape Relay

a. Over the sequences:
      1♣-1♦-1♠/2m/2♠
      1♦-1♥-2m/2♥
      1♦-2♣-2M
      1M-1N-2M
      1♣-1♥-2♣-2♦-2♥

          2NT is a GF relay for shape if responder is not a passed hand
              (even BPH if opener has set a GF). If 2N is not an ask,
              then it is natural. Included also is the 2♠ bid after 1♣-1♥-2♦,
              as a GF ask.

b. Opener responds naturally and economically:
      i) 3+cards in a previously un-shown suit if possible (else this would
          show 5422 with extras)
      ii) 4+cards in a side suit if still possible
      iii) one of opener's suits, if extra length (when impossible,
          this is 5422 with extras)
      iv) 3 of a new suit, which is a 4card suit, completing the description
      v) 3N and 4N showing distributions not covered by i/ii/iii/iv

e.g.
      1♣[♥]-1♦[wait]-2♦[good hand, natural]-2N[GF relay]
          3♣ = 17-21, 1543/0643/0553 (a 3-card suit)
          3♦ = 16-18, 5+♥-5+♦, denies 3♣
          3♥ = 16-21, 6+♥-4♦, denies 3♣
          3♠ = 17-21, 3541 (a 3-card suit, denying other types)
          3N = 17-21, 2542 (only remaining possible type)

      1♦[♠]-2♣[5+♥]-2♠[no fit NF]-2N[GF shape ask]-
          3m = 11-13, 5+♠-4m, short ♥
          3♥ = 11-12, 62(32), pretty good ♠ (cannot have 3cards since 2♠ denied fit)
          3♠ = 11-12, 6133 (denies 4m or 2♥)

c. In the sequences
      1♣-1♥-2♦-2♠
      1♦-2♣-2♥-2N
      ... responses are according to the transfer scheme:
      i) bidding a suit shows extra length in the next-higher suit
      ii) 3N (and even 3♠ over 2♠ to deny at least a half-stop in clubs)
          shows the most balanced possible type

iii) other bids show 3/4 cards in the suit, which may agree the most likely, but if it cannot be this
                then it is limited to a natural meaning

e.g.
        1♣[♥]-1♥[♠]-2♦[natural]-2♠[GF relay]-
                2N = 11-16, 4♥-5+♦
                3♣ = 11-16, 5+♥-5+♦ (transfer to ♦)
                3♦ = 11-16, 6+♥-4♦ (transfer to ♥)
                3♥ = 11-16, 1543 (transfer to impossible suit)
                3♠ = 11-16, 2542, not even half-stop in ♣
                3N = 11-16, 2542, at least half-stop in ♣

        1♦[♠]-2♣[5+♥]-2♥[min, to play]-2N[GF relay]-
                3♣ = 5+-4+ ♠-♣ either way, 2♥ (♣ and not ♦, following natural criteria)
                3♦ = 4+♠-3♥, no shortness
                3♥ = 6+♠-2♥, suggests not having 4+♣
                3♠ = 5♠-2♥-4+♦ or 4♠-2♥-5+♦
                3N = 5233/4234/4243

d. In using the transfer scheme, if showing 5+cards in the lower suit (5+-5+), then opener to the next relay shows shortness up the line (l/h) in the order: sing/sing/void/void, except 3N is bypassed, reserved to show a stiff K/Q and not too much extras.

e.g.
        1♣[♥]-1♥[♠]-2♦[natural]-2♠[GF relay]-3♣[5+5+]-3♦[relay]-
                3♥ = sing. ♣ (lo short)
                3♠ = sing. ♠ (hi short)
                3N = 11-14, 2551/1552, stiff K/Q (minimum, stiff honor)
                4♣ = void ♣ (lo void, wrapping around 3N)
                4♦ = void ♠ (hi void)

5. Relay Scheme

a. The relay scheme applies after
        1m-1♠ [GF relay]
        1♥-1♠-2♣-2♦ [art F1]
        1♠-2♣ [art F1]
        1N-2♦-2♦/♥/♠-3♣ [GF re-stayman]
        2♣-2♦ [asks longer M]

Shortness is usually shown up the line (l/m/h). Shapely hands are shown in steps.

b. At the end of shape-showing (not having further relays or the shape is completely defined after a 1N opening) and GF shown by responder a suit without a jump below 4♦ (4♦ without a jump is an end-signal, forcing opener to bid 4♥ and then pass whatever

responder bids next, except that 4N or 5♥...5N are quantitative invites) is a strong bid setting the suit and asking for cue-bids. Setting the suit is done in long-to-short order. If suits are equal length or unknown length, the default order is ♥-♠-♣-♦. Signing off in game is not used over 1m-1♠ if opener shows 14+ HCP (unlimited), and therefore 4♦ is used as a possible suit-agreeing step in the above scheme.

e.g.

      1N-2♣[Stayman]-2♠-3♣[re-Stayman]-3♦[4♦]-
          3♥ = asks doubleton (cares which)
          3♠ = art sets first trump suit in queue: longest first - here equal
              length suits (♠=♦), so ♠ first
          3N = to play
          4♣ = art, sets second suit in queue: sets ♦
          4♦ = end-signal, forces 4♥ to pass/correct to final contract
              (except 4N, 5♥+ = quantitative)
          4♥ = art, sets third suit in queue, here ♥ before ♣ since relative
              length unknown
          4♠ = art, sets last suit (♣)
              after artificial setting suit, start cuebidding for that suit

      1♠[♦]-2♣[F]-2♥[3♥]-2N[GF relay]-3♦[2353/3343/3352]-3♥[R]-3♠[2353]-
          3N = to play
          4♣ = sets first suit in queue = longest = ♦
          4♦ = end-signal, prepares sign-off
          4♥ = sets second suit in queue = next-longest (♥ or ♣), since equal, ♥ first
          4♠ = sets third suit = ♣

c. The 5-4 scheme is used over 1m-1♠, if opener shows 5 in one of his suits and 4 in the other. The first step in the proceeding relays shows shortness in the lower side suit, 2nd step shortness in higher side suit, third step showing 5422.

e.g.

      1♣[♥]-1♠[R]-2♣[5+♥]-2♦[R]-2♠[5♥-4other]-2N[R]-3♣[5♥-4♣]-3♦[R]-
          3♥ = lo side short (3514)
          3♠ = hi side short (1534)
          3N = 2524

d. The 6-4 scheme is used over 1m-1♠ and 1♥-1♠-2♣-2♦, if opener shows 6+ in one suit and 4 in the other. The first step to the following relay shows shortness in the lower side suit, second step shortness in higher.

e.g.

      1♥[♣]-1♠[wait]-2♣[5+♣ no 4M]-2♦[R]-3D[6+♣-4♦]-3♥[R]-
          3♠ = lo side short (short ♥)
          3N = hi side short (short ♠)

e. The 5+-4 scheme is used after 1m-1♠, if opener shows 5+cards in one suit and 4 in the other. The first step to the following relay shows 6+cards in the primary suit, and others are run-on to the 5-4 scheme steps. After showing 6+cards, the next relay follows the 6-4 scheme.
e.g.

> 1♦[♠]-1♠[R]-1N[4♠ or 5332]-2♣[R]-2♦[4♠-5+m]-2♥[R]-2N[4♠-5+♦]-3♣[R]-
>> 3♦ = 6+♦-4♠ (relay follows 6+-4 scheme)
>> 3♥ = 5♦-4♠, lo side short (4351/4450)
>> 3♠ = 5♦-4♠, hi side short (4153/4054)
>> 3N = 5♦-4♠-2-2

f. The 6+ scheme is used after 1m-1♠, if opener shows 6 or 6+card 1-suiter. Over the following relay, shortness is bid l/m/h, and the 4th step shows no shortness.

e.g.

> 1♣[♥]-1♠[R]-2♣[5+♥ not 5332]-2♦[R]-2♥[6+♥ or 6+-4]-2♠[R]-2N[6♥ 1-suiter]-3♣[R]-
>> 3♦ = 3631 (low side short)
>> 3♥ = 3613 (mid side short)
>> 3♠ = 1633 (hi side short)
>> 3N = 6♥-(322) (no side short)

II. Slam Bidding

1. Slam Tries

a. A simple slam invite is setting trumps below game when it is not used as a choice of games. This shows extra strength, forcing partner to cue-bid, unless he has the worst possible hand. setting trumps below game is a direct slam try in the following situations:
> i) a game force has already been set
> ii) 1♦-2♣-2N/3m-4m

e.g.

> 1♣[♥]-1♥[♠]-3♦[GF 5-5]-4♦
> 1♦[♠]-2♣[♥]-3♣[4♠-5+♣ 11-13]-4♣

> the following are invites, and NOT direct slam tries:
> 1♣[♥]-1♦[wait]-3♣[5-5 strong but NF]-4♣ (GF had not been set)
> 1♠[♦]-2♥[♥ flexible]-4♦ (GF had not been set)

b. A descriptive slam try is a slow and non-forcing suit agreement, in a game forcing situation, after first showing 2 suits naturally. This shows extra strength, shortness in the 4th suit, and agrees trumps. If a splinter had been available, then this route shows just 3-card support.

e.g.

       1♦[♠]-2♣[♥]-2♠[min misfit]-3♣[natural GF]-3N-4♠ = extras, short ♦, 3♠-5+♥-4+♣, slam invite but NF.

c. Directly bidding game without stopping to set trumps more cheaply shows the worst possible hand for the auction to day or minimal chance of a good play at slam. With anything else it is better to make a simple slam try or cue-bid.

2. Cue Bids

a. Honor cue-bids are bid cheaply up the line, while shortness (if not a splinter) is better shown on the first pass when:
       i) the hand has already shown a 2-suiter
       ii) the short suit bypasses 2 cue-bids, without which the slam try would
           be highly improbable
       iii) trumps is a minor, the auction has not reached 4m, and showing
           the shortness goes past 4m

Do not use shortness-showing in the early auction. Rebidding shortness shows a void, or a singleton Ace. The first cue-bid in partner's suit may be shortness.

e.g.
       1♣[♥]-1♠[R]-2♠[14+, 4♠]-3♣[6+♣ 1-suiter]-3N-4♦ = short♦, crossing the 4♣ level
       1N-2♦[transfer]-2♥-3♦[♦ GF]-3N-4♣ = short ♣ (2-suiter bidding side suit)
       1♦[♠]-1N-2♥[♣ or GF 1suiter]-3♣[natural]-3♠[1-suiter GF]-3N-4♥ = short ♥
           (bypassing 2 cue-bids improbably)

b. A critical cue-bid is one that is interpreted initially as en passant or stopper-asking, and only on the following bid the cue-bid character of the first is revealed.

e.g.
       1♠[♦]-2♣[R]-2♦[art GF]-3♦[natural]-3♠[initially en passant
           no ♥ stopper]-3N[♥ stop]-4♣ = ♠ and ♣ cues

c. In murky situations, 4m is a natural bid and not a cue-bid if the previous auction showed a 6+card minor, and partner has not promised a 6+ suit of his own.

e.g.
       1♥[♣]-1♠[wait]-3♣[invite]-3♥[5+cards]-4♣ = natural (3♥ may be just 5cards)

3. Splinters

a. The sequences:
       1♣-3N/4m
       1♦-4m/4♥
show 12-15(-) and a 5+card fit with shortness in the bid suit (3N = short ♠). 1♥-3♦/3M has the same meaning, except that it shows a 4+card fit. splinters (showing shortness)

are used in more auctions (and over other openings) and appears as a jump-shift, which cannot be a natural bid in the system. A splinter promises enough honor strength for game, usually 4+ support for the agreed suit or the last-bid suit, as well as slam interest.

e.g.

       1♥-3♠
       1♣-3N
       1♦[♠]-2♣[♥]-2♠[no fit]-4♣
       1♥[♣]-2♦[♥]-3♠
       1♣[♥]-1♥[♠]-4♣

b. A special type of splinter is the auto-splinter, used over a NT bid (or opening) or negative. Shortness is shown with a jump, showing a decent 6+card trump suit, if partner has promised 2+cards (else it must have at least 3 honors), and extras.

e.g.

       1♦[♠]-1♥[wait]-4♦ = 19+, self-sufficient 7+♠, short ♦
       1N-2♦-2♥-3♠ = 9+, 6+♥, short ♠
       1♣[♥]-1♥[♠]-1N[natural]-4♣ = 12+, 6+♠, short ♣
       1♥[♣]-1N[natural]-3♦ = 17+, 6+♣, short ♦

c. Over a 1N opening and super-accept by raising the transfer, 3N here is forcing and shows no shortness, or shortness in the retransfer suit. However, when a retransfer is not needed, then this ambiguity is not needed.

e.g.

       1N-2♥-3♥-3N = 10+, 5+♠, no shortness or short ♥, slam interest
       1N-2♦-3♥-4♦ = 10+, 5+♥, short ♦, slam interest

d. Splinters offer some specialized continuations. Raising the splinter shows nothing wasted in the suit usually without a side cue-bid. Bidding 5M when M is trumps usually shows the Ace of the splinter suit and no side cue-bid. Bidding 3N over 1♥-3♦/M suggests playing there.

e.g.

       1♣[♥]-2♦[good raise]-4♦[splinter]-5♦ = nothing in ♦, no side cue-bid
       1♦[♠]-4♣[splinter]-5♠ = Ace of clubs, no side cue-bid
       1♥[♣]-3♥[splinter]-3N = suggests playing 3N

4. Special Slam Invite

a. Bidding a suit at the 6-level, if not to play, or at the 5-level above the level of trumps after a Blackwood response, is not asking but is an invite to grand slam, which depends on unrevealed values in the bid suit. If the invite suit is one in which partner has shown shortness, it asks for a void.

e.g.

        1♥[♣]-2♣[F raise]-4N[BW]-5♣-5♠ = invites grand opposite help in ♠
        1♦[♠]-2N[good raise]-3D[natural]-3♠-4♣-4N-5♠-6♦ = invites grand
             opposite help in ♦
        1♣[♥]-4♣[splinter]-6♣ = asks for void ♣

b. Quantitative NT is a power invite and depends on strength. A 4N bid is invite and not Blackwood, in the following situations:
        i) the last bid was a natural 3N or a 1N/2N opening; if partner of the
             inviter has an in-between hand, then he bids a conc. of values
             at the 5-level as a counter-invite
        ii) the last bid was a suit at the 3-level and no suit has been set,
             or a minor has been agreed; removing 4N to the agreed trumps
             suit or bidding a potential trump suit of ones own is sign-off.

e.g.

        1♥[♣]-2♣[F raise]-2N-3N-4N[quantitative]-5♣[extras, good ♣]-5N = sign-off
        1N-4N[quantitative]-5N = extras, suggests evenly-distributed honors
        2N-4N[quantitative]-5♥[counter-invite conc.]-6♣ = suggests contract
        1♦[♠]-2♣[♥]-2N[4144 min]-4N = quantitative
        1♣[♥]-1♥[♠]-2♠[17+ various]-3♠-4N[quantitative]-5♠ = to play
        1♥[♣]-2♣[F raise]-3♣[sign-off balanced]-4N = quantitative (minor agreed)
        1♠[♦]-2♣[R]-3♦[6+♦]-4N = quantitative (no suit set)
        2♥[multi]-2N[ask]-3♦[min D-♠]-4N = quantitative (no suit set)
        1♣[♥]-1♠[R]-3♦[great 1-suiter]-4N = quantitative (no suit set)

c. If 4N would have been a natural invite and the last bid was NT, or if a grand slam force is nonsensical, then a 5N bid forces to slam and shows difficulty in choosing the right strain. Continuations are natural and show a preference for the bid contract.

e.g.

        1♦[♠]-2♣[♥]-2♠[no fit]-5N[pick]-6♠ = 6+♠, suggests contract
        1♠[♦]-2♣[R]-2♦[GF]-3♣[natural]-3♦-3N-5N[pick]-6♣[pref for ♣]-6N = sign-off,
             was evidently a 6♦/6N choice
        1N-5N[pick]-6♦ = decent 4♦ or 5-6♦, suggests contract

d. Another slam invite is naturally bidding the agreed suit at the 5-level if trumps is a major. It has two possible meanings: a trump invite showing good side values but asking for good trumps, or an inverted trump invite, showing very good trumps and no possible cue-bid. Usually the trump invite hands start with cue-bidding, and the inverted trump invites set trumps below game first. Which version of the invite the bid depends on the development of the auction.

e.g.

        1♦[♠]-2♣[♥]-2♦[14+ GF]-2♥[6+♥]-3♣[natural]-3♥-3N-5♥ = reverse trump invite
        1♦[♠]-2♥[simple raise]-5♠ = trump invite

5. Asking For Keycards

a. The ask can be 4NT (whether trumps have been set explicitly or implicitly, it is then asking for the 4 Aces and the King of trumps) as well as a special exclusion Blackwood (see [b]). 4N is asking, if after cue-bids or when it cannot be natural (as an invite), and otherwise when asking makes sense (see [d]).

e.g.

     1♥[♣]-2♦[♥]-4N
     1N-2♣-2♥-4♣[splinter]-4N

     * Not Blackwood:
     1N-2♣-2♦-4N

b. Bids at the 4 or 5 level are exclusion Blackwood if it is bid as a jump below the level of trumps at the 5 level, and bids at a lower level would show shortness. An exception to this rule is a 4M bid, which without exclusion Blackwood would be natural. On defense, exclusion Blackwood may be only bid at the 5-level. Exclusion Blackwood asks for keycards outside of the bid suit, and promises 1st-round control of the bid suit.

e.g.

     1♥[♣]-4♦
     1♦[♠]-2♣[♥]-2♥[to play]-5♣
     1N-2♣-2♠-5♣
     1♣[♥]-5♦

     * Not Exclusion Blackwood
     1♦[♠]-2D[good raise]-3♦[natural slammish]-5♣ (4♣ would not be
          showing shortness, so this must be shortness)
     1♥[♣]-2♠[simple raise]-5♦ (5♦ is higher than 5 of the trump suit)
     1♣[♥]-4♠ = natural
     (1♣)-1♥-4♠ = natural (even though 3♠ = splinter)

c. Step responses:
     1: 1 or 4 keycards (over Exclusion BW, shows 0 keycards)
     2: 0 or 3 keycards (over Exclusion BW, shows 1 keycard)
     3: 2 or 5 keycards, no Queen of trumps (over Exclusion, shows 2 keycards)
     4: 2 or 5 keycards, Queen of trumps, no side King
          (over Exclusion, shows 3 keycards)
     5: 2 or 5 keycards, Queen of trumps, 1 side King
          (over Exclusion, shows 4 keycards)
     6: 2 or 5 keycards, Queen of trumps, 2 side Kings
     7: 2 or 5 keycards, Queen of trumps, 3 side Kings

     Further bids at the 6-level are showing 2 keycards and a void (it is not

obligatory to show a void, especially if the hand has already shown shortness).

d. Over Blackwood (even Exclusion), the ask for the trump Queen is the next non-trump step (going back to trumps is a sign-off). Responses are in steps, with the first showing no Queen, and others the Queen (or enough trumps to make the Queen unnecessary) according to number of Kings by steps (0, 1, 2, 3) but not including the King of trumps (already considered earlier as a keycard). The ask for number of Kings instead of the Queen is the next-cheapest non-trump step, and responses are 0, 1, 2, 3 Kings.

e.g.

    Queen-asks:
    1♦[♠]-4N-5♦[0/3]-5♥
    1♥[♣]-4♦[excl]-4♠[1 keycard outside ♦]-4N
    1N-2♣-2♠-5♦[excl]-5♠[1 keycard outside ♦]-5N

    Asks for # Kings:
    1♣[♥]-4N-5♥[2K♣ no Q]-5♠
    1♦[♠]-2♦[good ♠ raise]-4N-5♣[1/4]-5♥ (5♦ would have asked Queen)
    1N-2♣-2♥-4♠[excl]-5♣[1 KC outside ♠]-5♠ (5♦ would have asked Queen)

e. Bidding 5N over normal Blackwood and a 5m response when a minor is trumps is to play, denying enough KC's for slam.

e.g.

    1♠[♦]-4N-5♦[0/3]-5N = to play (5♥ would ask Q, 5♠ would ask # Kings)
    1♥[♣]-4N-5♥[2KC no Q]-5N = invites grand slam (did not get a 5m response)
        (5♠ would ask # Kings)

f. Bidding 5N before setting trumps without using Blackwood or when the last bid suit is a natural suit (and grand slam force makes no sense) is asking for top honors in the suit. Step responses are 0, 1, 2, 3 top honors in the trumps suit.

e.g.

    1♣[♥]-1♠[R]-2♦[14+ 5+♥]-5N-6♦ = 1 top ♥ honor
    4♠-5N-6♠ = AKQ spades

g. 4N is natural (quantitative 4N was discussed elsewhere), when the auction meets the following conditions:
    i) strength is limited and had earlier indicated interest in
        playing NT - this condition is not possible if partner has
        shown an Acol (22+ 5+cards)
    ii) nobody has taken control of the auction (usually partner is weak)
    iii) nobody has set trumps (not possible if partner has shown an Acol)

Given the flexible interpretation of these conditions it's best to use the natural 4N only when it is clear.

e.g.

       1♠[♦]-2♣[R]-3♣[natural min]-3N-4♣-4N = to play
       1♣[♥]-1♦[wait]-2♠[GF M's]-3♣[natural]-3♠-4♦-4♠-4N = not clearly
            natural 4N, but shows extras and no cue, for ♠
       1♥[♣]-1N[natural]-3♠[GF auto-splinter]-3N-4♣-4N = to play
       1♥[♣]-2♣[F raise]-3♥[14+ weak double balanced]-3N-4♣-4N = to play

III. Opener's Rebids in Competition

A. After an overcall by LHO (2nd seat), and both partner and RHO (4th seat) pass.

1. Keeping the bidding open
      a. at the 1-level, reopening is obligatory unless unfavorable vulnerability
          or holding length/strength in their suit
      b. at the 2-level, reopening is mandatory at favorable vulnerability without
          strength/length in opponent;s suit
      c. if reopening is not mandatory, then doing so shows extras in strength
          or distribution
      d. double is takeout-oriented

2. After an overcall at the 1 or 2 level
      a. A reverse shows 18-21 and an offensive hand, but if preceded by a double,
          it shows 16-21 but not an offensive max.
      b. NT bids are 19+, based on tricks.
      c. Showing a suit at the 2-level below the opening suit shows 5+
          or a very good 4 cards.
      d. Over 2♦/2♥/2♠, 2N is special (lebensohl) showing 5+cards in a lower suit,
          or even 6+ in the opened suit if the overcall was a cue or higher with
          maximum 17 HCP (minimum is vulnerability dependent) or any
          GF unsuited for any other bid; partner must bid 3♣ (unless was
          trap-passing), over which opener passes ♣, or shows his suit with
          maximum 17, or with a GF bids the opponent's suit or a 4-level bid
      e. Over 2♦/2♥/2♠, directly bidding at the 3-level below the overcall suit
          shows 5+cards, 17(+)-21, while rebidding the opened suit at the
          3-level over a jump overcall is invitational.
      f. A new suit at the 4-level shows 6+cards, GF
      g. Cue-bidding the opponent's suit is GF, an auto-splinter if a jump.

3. After an overcall at the 3-level or higher.
      a. At the 3-level, a double is a strong takeout with tolerance for a pass;
          vulnerability dependent
      b. At the 4-level or higher, double is just cards.

e.g.

1♠-(2♣)-P-(P); 2♠ = 18-21, 4♠-5+♦, offensive hand
1♥-(2♦)-P-(P); X-2♥-2♠ = 17-21, 4♠-5+♣, not max if offensive
1♣-(2♣)-P-(P); X-2♦-2♠ = 19-21, 4♠-5♥, suggests defensive hand
1♦-(2♦)-P-(P); 3♥ = 17-21, 5+♠-5+♥
1♣-(2♠)-P-(P); 2N = max 17, or GF; 5+♥-5+m or 6+♥
1♦-(2♥)-P-(P); 2N-3♣-3♦ = max 17 4♠-5+♦
1♣-(2♠)-P-(P); 2N-3♣-4♦ = 5+♥-5♦ GF (with 6+♦ bid 4♦ immediately)
1♦-(2♠)-P-(P); 4♣ = 5+♥-6+♣ GF
1♠-(2♥)-P-(P); 3♣ = 17(+)-21, 5+♦-5+♣
1♣-(2♣)-P-(P); 2N = 5(4)+♥, 8 tricks in NT
1♥-(1N)-P-(P); X = 19+
1♣-(3♠)-P-(P); X = strong takeout but passable

4. Responder's bids with a trap-pass and rebid by 2nd seat:
    a. Over 2nd seat's XX, pass is to play showing a trap-pass. Other bids
        are as normal over pd's double.
    b. Over 2nd seat's new suit bid, double is cards and shows the
        original trap-pass.
    c. Over 2nd seat's same suit rebid, double is penalty.

5. Bidding over 2nd seat's pass, responder's negative, and 4th seat's bid.
    a. Best is to bid as over 1m-(bid)-P-P, but double promises 16+.

B. Double by opener when both opponents bid and partner passes or makes a negative.

1. Over an artificial bid by 4th seat:
    a. double is natural, showing extra length if RHO's bid was forcing
    b. double is takeout, if RHO's bid was NF (p/c, e.g.) below 3N (if higher,
        then penalty)
    c. double of NT is cards

2. Over a natural bid by 4th seat;
    a. double is takeout below 4 of the original suit
    b. in further bidding, if responder had passed originally, then removing
        opener's double to a 2-level suit is to play at the 2-level, invitational
        at the 3-level; however double of an opponent at the 2-level is
        takeout, and optional at the 3-level

C. Opener's Rebids over a transfer response over LHO's overcall:

1. Over a transfer to 1♠: 1♣-(1♦)-1♥ (showing spades)
    a. completing the transfer at the 1-level is F1, unlimited, showing 3♠,
        or a GF balanced with 4♠
    b. jump-accepting the transfer at the 2-level is a simple raise, 4 cards
    c. cue-bidding the opponent's suit is GF, denies 3+♠
    d. other bids have the same meaning as if no interference (1♣-1♥)

2. Over a transfer to 1N
   a. opener's rebid is just as over a natural 1N response
   b. over a 1N rebid, responder's delayed simple raise shows an invite
      without a stopper, usually a doubleton in support, and opener's
      rebids are natural NF
   c. over a 1N rebid, a delayed cue-bid at the 2-level shows 13+/11+
      forcing to game or 4m (except a later raise of opener's 2-suit
      rebid to the 3-level, which denies a stopper), denying a stopper
      and denying slam interest
   d. over a 1N rebid, bidding a 2m new suit is natural NF
   e. bidding 3♣ over a weak rebid (not 2♣), shows 5+♣ (if a jump 6+), GF

   e.g.
      1♣-(1♠)-X-2N = 16-17, invite
      1♦-(1♥)-1♠-1N-2♠ = 11-12, 2♠, invite, no ♥ stop
      1♣-(1♠)-X-1N-2♠-2N = 11-15, ♠ stopper, forcing
      1♦-(1♥)-1♠-1N-2♥-2♠-3♠ = 12(+)-13, 2♠, no ♥ stop, invite
      1♣-(1♠)-X-2♦-3♣ = 5+♣, GF

3. Over a 7+ HCP transfer to a new suit at the 2-level
   a. Completing the transfer is to play opposite an average transfer hand,
      further bidding is natural. Responder's bids: returning to opener's
      suit at the 2-level is NF with a weak 3cards, and at the 3-level is
      invite with a pretty good 3cards and a good transfer suit; a new
      minor is F1, a new major is GF, cue-bidding at the 2-level is F1,
      and at the 3/4 level GF
   b. 2-level reverse is F1
   c. New suit non-reverse at the 2-level is NF, and at the 3-level without
      a jump invite with 5+cards (if jump to 3-level, GF 5-5)
   d. NT, rebidding the opened suit, or raising responder is natural with
      higher = better
   e. Cue-biding is GF (or to 4m if the transfer was to a minor)

   e.g.
      1♣-(1♠)-2♣-2♦-2♥ = 7-9, 5+♦ weak 3♥, NF
      1♦-(1♥)-1N-2♣-3♠ = 10-11, 5+♣, good 3♠, invite
      1♦-(1♥)-1N-2♣-2N = 10-11, 5♣, ♥ stop, invite
      1♣-(1♠)-2♣-2♦-2♠ = 10+, 5+♦, F1
      1♣-(1♠)-1N-2♣-2♠ = 12+, 5+♣-4♠, F to game or 4m
      1♦-(2♣)-2♦-2♥-3♦ = 11+, 5+♥-4+♦, F1
      1♣-(1♦)-1N-2♠ = 5+♥-4♠, F1
      1♣-(1♠)-2♣-3♣ = 4+♥-5+♣, invite
      1♣-(1♠)-2♣-2N = invite
      1♣-(1♠)-2♣-2♠ = F to game or 4♦

1♦-(1♥)-1N-3♠ = invite
1♣-(1♠)-2♣-4♦ = distributional invite
1♣-(1♠)-2♣-4♣ = 5+♥-5+♣ GF

4. Over a 1-level transfer raise showing exactly 3 card support:
    a. Accepting the transfer at the 1-level is NF, 11-13 HCP, with
        low-offense 5 cards or 4 cards without a stopper - later
        new suit by responder is F1, even a cue
    b. 1N is natural, 11-14/14-16 with a stopper and 4(5) cards in the
        opened suit; responder's rebids of 2m are NF and the opponent's suit GF
    c. Jump-accepting the transfer at the 2/3 level is preemptive, 11-13
    d. A simple new suit is natural, 4+cards, 14+ HCP
        (except 1♠ over transfer to ♥ is 11+), F1
    e. A single jump-shift to a new suit is 5+-5+, GF
    f. 2N = GF, 4(5) cards in the original major, and a stopper
    g. Cheap cue-bid of the opponent's suit = F1

    e.g.
        1♣-(1♦)-X-1♥-2♣ = 10+, 5+♣-3♥, F1
        1♦-(1♥)-X-1♠-2♥ = 11+, 3♠, denies 5+minor, F1
        1♣-(1♦)-X-1N-2♣ = 7-11/7-9, 5+♣-3♥, NF
        1♦-(1♥)-X-2♠ = 11-13, 5+♠, preemptive, some distribution
        1♣-(1♦)-X-3♥ = 11-13, 5+♥, preemptive, very distributional
        1♣-(1♦)-X-1♠ = 11+, 4+♥-4♠
        1♦-(1♥-X-2♣ = 14+, 4+♠-4+♣, F1
        1♦-(1♥)-X-3♦ = 15+, 5+♠-5+♦, GF

5. Over a 2-level transfer raise showing 3card support
    a. Accepting the transfer at the 2-level is NF; later bidding, responder's
        new suit is F1 (including
    a 2-level cue), while a 3-level cue of the opponent's suit is GF
    b. 2N is natural, invite, 4(5)cards in the opened suit (N♠ = F1, cue GF)
    c. Jump-accepting the transfer at the 3-level is 11-13,
        preemptive with some distribution
    d. simple new suit = natural, 4+cards, F1
    e. 2-level cue = F1, 3-level cue = GF

    e.g.
        1♣-(1♠)-2♦-2♥-3♣ = 10+, 5+♣-3♥, F1
        1♣-(1♠)-2♦-2♥-2♠ = 11+, 3♠, no 5+m, F1
        1♦-(2♦)-2♥-2N-3♣ = 9+, 5+♣-3♠, F1
        1♦-(2♣)-2♥-3♠ = 11-13, 5+♠, preemptive
        1♣-(2♣)-2♦-2♠ = 15+, 4+♥-4♠, F1

D. Bidding over 2nd seat interference, and responder's natural suit or 2/3 level transfer (not just 7+)

1. General rules
    a. a cue-bid is GF (or to 4m if the transfer is to a minor)
    b. NT is natural, acc. to strength
    c. rebidding the opened suit is NF
    d. raising responder's suit is invite

2. Over a 2♠ response
    a. 3-level new suit is invite 5+cards (jump is GF)
    e.g.
        1♣-(2♦)-2♠-3 = 4+♥-5+♣, invite
        1♣-(2♣)-2♠-4♦ = 5+♥-5+♦, GF

3. Over the transfers
    a. Completing the transfer shows a minimum opener without ability to rebid
        original suit, NF
    b. Rebidding orig. suit without a jump shows a decent 6+cards, no fit, NF
    c. Other bids are GF, except a simple bid and responder rebidding his suit (NF)
    d. After transfer-completion, all responder's rebids are GF except a self-raise
        to 4m (invite) or later opener returning to responder's minor (4m NF)
    e. After opener rebidding his orig. suit (NF), all responder's bids are GF
        except returning to his own minor at the 4level

    e.g.
        1♦-(2♥)-3♣-3♥-4♦ = NF (3♥ F1)
        1♣-(2♠)-2N-3♣-3♦-3♠-4♣ = F (not an immediate 4m rebid)
        1♦-(2♦)-2N-3♣-3♦-4♣ = NF (3♦ = F1)
        1♦-(2♥)-3♣-3♠-4♦ = NF

4. Over a 3-level jump-response
    a. new suit is forcing
        1♦-(1♥)-3♣-3♦ = F1
        1♣-(1♠)-3♣-3♥ = NF

E. 1♣-1♥ and 4th seat interferes
    a. Over a NT overcall, double is cards, and non-reverse bids NF
    b. Over a double, XX, 14+ and penalty-interest, pass denies 3♠,
        and other bids as if no interference
    c. Over a 2-level suit overcall, X = non-minimum with 3♠
        (12+ or extra distribution) or GF with 4+♠
    d. Over a 2-level suit overcall, a non-reverse new suit = NF
        (but at 3-level invite 5+cards)
    e. 2N over 2♣ is natural invite, but over others it is lebensohl
        (11-13 or 17+ with a side 5+cards or 6+cards in the opened suit);
        responder bids 3♣ with minimums (opener now passes with ♣ or
        bids his suit with weak hands, or something else naturally with 17+ hands)

f. Over a 2-level suit overcall, rebidding the opened suit without a jump
       at the 3-level is 14-16 (otherwise use lebensohl)
g. Over 3-level suit interference, new suit = F1
h. Over 3-level suit interference, X is cards
i. Double by responder in balance dancing position is extras with tolerance over a
2/3 level overcall, and higher just cards.

IV. Competitive Auction in Later Rounds

A. OBAR double

1. If we have not shown a major fit (minor fit ok)
       a. 2-level: X = optional
       b. 3-level: X = suggestive

2. If we have a major fit
       a. 2-level: X = optional
       b. 3-level: suggestive (unless the suit directly below our suit,
          in which case it is artificial invite)
       c. vulnerability determines the requirements for an optional double

       e.g.
       1♣-(1♠)-X-(2♠)-X = optional
       1♣-(1♠)-2♦-(2♠)-P-(P)-X = suggestive
       1c-(2♠)-X-(3♠)-X = suggestive
       1♦-(1♥)-X-(2♥)-2♠-(3♥)-X = invite, suggestive depending on vulnerability
       1♣-(1♦)-1♥-(2♦)-2♠-(3♦)-X = suggestive

B. Simple 2NT when no fit, and both opener/responder have bid.

1. By opener
       a. if the opponents have raised, 2N is lebensohl by opener if it can
          make sense (else natural).

2. By responder
       a. 2N is lebensohl, showing a minimum response but desire to play
          at the 3-level (or a GF)
       b. Opener over lebensohl rebids 3♣, over which partner bids a simple
          suit with weakness, or with a GF cue-bids, bids 3N, or jumps

       e.g.
             1♦-(1♥)-1♠-(2♥)-2N = 11-13, 4+♠-5+m, or 17+ 5+-5+ ♠-m or 6+♠
             1♣-(1♠)-2♣-(2♠)-2N = 11-13 6+♥ or 4+♥-5+♣, or 17+ 6+♥
                 or 5+♥-5+, denies 3+♦
             1♦-(1♥)-2♣-(2♥); P-(P)-2N = Leb

1♣-(P)-1♥-(2♦); P-(P)-2N-3♣-P = 7-9, 4+♠-5+♣
1♣-(P)-1♥-(2♦); P-(P)-3♣ = 10-11, 4+♠-5+♣ (if weaker use 2N)

C. lebensohl by responder after an original pass/negative and strong double by opener
    a. 2N by responder shows a hand with any suit or a raise too weak for the 3-level
    b. Opener bids 3♣ automatically, unless a GF or length and strength
        in the opening suit

    e.g.
        1♦-(2♥)-P-(P); X-2N = lebensohl
        1♣-(1♠)-P-(2♠); X- (2N = lebensohl, 3m = 5[4]+cards
            denies 3+♥ -invite, 3♥ = 3+♥ invite)
        1♦-(1♥)-P-(2♥); X-(P)-2N-3♣- (Pass = 5[4]+cards
            denies 3+♠ -weak, 3♦ = 5+♦ denies 3+♠ - weak)

V. Forcing Pass

1. Forcing pass when we are in the game or slam zone.

A. Definition of forcing pass
    a. forcing pass shows the possibility of playing game if partner does
        not have defensive cards, and suggests shortness in the opponents' suit
    b. forcing pass may also show a hand with slam interest, removing partner's
        double later
    c. partner of the forcing pass can double with a defensive hand, or bid higher
        with an offensive hand
    d. forcing pass is also used in the slam-investigating auctions on certain
        defined sequences

B. At unfavorable vulnerability, very aggressive stance since bids are solid

    a. pass is forcing if the opening is not 3♣ or higher

    e.g.
        unfav: 2♦-4♥-(4♠)-P = forcing (we are at game, opening was below 3♣)
        unfav: 1♣-4♥-(4♠)-P = forcing
        unfav: 1♣-(X)-3♥-(3♠); 4♥-(4♠)-P = forcing (3♥ is never super-weak)
        unfav: 3♥-(X)-4♥-(P); P-(4♠)-P = NF (3♥ opening)

C. At equal or favorable vulnerability
    a. if our game was bid after a preemptive bid by our side, pass is not forcing
    b. if game was bid after a direct bid by responder when no other raise is
        available, and so it may be strong, then pass is forcing
    c. over a 2♦/2♥/2♠ opening, when the immediate response was a game bid
        or forced, pass is not forcing

e.g.
        equal: 1♣-(1♠)-4♥-(4♠)-P = not forcing (4♥ was preemptive)
        equal: 1♦-(2♦)-4♠-(5♦)-P = not forcing (4♠ was preemptive)
        equal: 1♣-(3♠)-4♥-(4♠)-P = forcing (4♥ was under pressure
           so could be strong)
        equal: 1♣-(2♠)-4♥-(4♠)-P = not forcing (4♥ was preemptive)
        equal: 2♦-4♥-(5♣)-P = not forcing (immediate game bid)

D. After our side has promised at least invitational strength, pass is forcing, except for the following situations when our side has not reached game:
    a) when we have expressly declined the invitation
    b) after 1M-2N, and the bidding is not at the 5-level
    c) if the opponents bid 4M when we have set m/♥

    e.g.
        1♥-2♣-(4♥)-P = NF (we have set m but they bid 4M)
        1♣-(1♠)-2♠-(4♠)-P = NF (we have set ♥ but they bid 4M)
        1♣-2♥-3♥-(4♣)-P = NF (we declined the invite)
        1♦-2♦-(5♣)-P = forcing (we have not declined the invite, 5-level)
        1♠-2N-(4♠)-P = NF (1M-2N and not at 5-level)

2. At the partial level

A. Definition of forcing pass
    a. pass puts the choice to partner: double the opponents, or bid higher
    b. if over an enemy overcall the bidding cannot die, then the strongest
        sequence is passing and then removing a double

    e.g.
        1♣-1♠-(3♠)-Pass = forcing
        1♦-(X)-XX-(2♣); Pass-X-2♠ = strong forcing sequence
        1♦-2♠-(3♦)-P = forcing

B. Forcing rules when it is possible to make a forcing pass
    a. making a forcing pass and the removing the double is the
        strongest sequence, GF
    b. bidding naturally without jumping is NF
    c. a jump-shift or cue-bid is GF with a distributional hand

    e.g.
        1♦-(1N)-X-(2♥); 3♣ = 5+-4+ black suits, NF
        1N-(X)-XX-(P); P-(2♠)-P; X-3♣ = 5+♣, GF (pass then remove)
        1♦-(X)-XX-(2♦); P-X; 3♠ = great suit 6+cards 3 honors,
           slam interest (pass then remove)
        1♠-(1N)-X-(2♣); 3♦ = 6+♦, GF

3. Other situations
   a. over a 1-level opening, 2nd seat passes, at least a semi-positive
      response, and 4th seat jumps to the 5-level or higher, pass is forcing
      1♦-(P)-1N-(5♣); Pass = forcing
      1♣-(P)-2♦-(5♦); Pass = forcing

VI. Handling Doubles of Slam Conventions or Relays

1. Over double of a relay or transfer

A. Double of Stayman
   a) Redouble shows pretty good 4+ clubs
   b) Pass allows partner to decide, with XX as penalty, while 2♦ is natural
      forcing to 2N, and 2M is as over 1N-2♣-2♦
   c) With a doubleton club or bad 3 cards, it is better to respond as over \
      no double
   d) over opener's bid (not Pass/XX), further bidding is same as with the
      double, except that 3♣ later is not re-Stayman but just asks for a stopper

B. Double of 1♣-1♥-1♠/1N-2♣ relay
   a) XX = pretty good 4+♣
   b) Pass allows partner to decide, where XX is penalty, and other bids natural
   c) without a good 3 clubs, it is best to respond as if no double

C. Double of a 2♦/2♥ transfer
   a) XX = pretty good 4+ cards in the suit doubled
   b) Pass = denies 3+fit
   c) Completion of the transfer = 3+cards

D. Double of a relay or other artificial responses to an opening 1N
   a) the following rules apply when any relay over a 1-level opening
      and in relays following Stayman, even 1N-2♠-(X) or 1N-2♦-2♥-2♠(X)
   b) Pass shows no stopper in the doubled suit, after which XX asks to
      continue the normal responses
   c) redouble is suggestive and shows length or values in the opponent's suit
   d) other bids are without change, but show a stopper in the opponents'
      suit unless of course the bid shows shortness in their suit
   e) EXCEPTION: bidding at the 3-level over 1m-1♠-2♣-2♦-(X), which it is
      better to show 5+5+ without reference to a ♦ stopper, and 3♣ bid
      shows short ♦ and denies 5+-5+ distribution

   e.g.
      1♣-1♠-2♣-2♦-(X)-P = no ♦ stopper or shortness in ♦, good 4+♦
         or 5+-5+ distribution

1♦-1♠-2♣-2♦-(X)-3♣ = short ♦, denies 5+-5+ distribution
1♣-1♦-2♥-2♠-(X)-2N = short ♠, ♠ stopper is impossible
1♣-1♠-2♥-2♠-(X)-P-XX = asks to continue normal responses
       (partner does not have stopper)
1N-2♣-2♥-3♣-(X)-3♥ = 3433 or 5♥, promises ♣ stopper
1♣-1♠-(X)-1N = 4♥ or 5♥332, with stopper, denies 4♠
1♦-1♠-2♦-2♥-(X)-XX = pretty good 4♥, 6+♠
1N-2♠-(X)-3♣ = clubs longer than ♦, ♠ stopper
1N-2♦-2♥-2♠-(X)-P-XX-2N = 14(+)-16, no ♠ stopper, doubleton ♥

E. Double of a response to a relay, which is not showing shortness in the suit doubled (if it shows shortness, continue as over a double of a cue-bid)
    a) XX = penalty (relayer knows more)
    b) Pass asks for a stopper in the doubled suit, over which XX denies one
        and others are responses to the next relay, with a stopper

    e.g.
        1♠-2♣-3♠-(X)-XX = Ace of spades (3♠ showed shortness)
        1♠-2♣-2♠-2N-3♠-(X)-Pass-XX = 3145, no ♠ stopper
        1♥-1♠-2♣-2♦-2♥-(X)-P-3♣ = 3♥-6+♣, ♥ stopper (2♠/2N not
            defined since 2N would have been relay)
        1N-2♣-2♥-3♣-3♦-(X)-3♥ = relay

2. Double of slam convention

A. Double of a cue-bid
    a) XX shows a first-round control, or King when the cue-bid promised an honor
    b) Pass asks to resolve the type of cue-bid: XX = 1st-round
        (if shortness was shown, it is void)

B. Double of a bid asking keycards or in the RKC-asking sequence
    a) Pass shows the first step, XX = 2nd step, next suit = 3rd step, etc.
    b) After the Pass/XX, the next XX/step is the next ask

C. Overall of an RKC or similar ask
    a) if the overcall is within 2 steps, Pass = step 1, X = step 2,
        first step = step 3, etc...
    b) if the overcall is higher, pass shows and odd # keycards, and double
        an even # (even Queen ask)

D. Double of a response to an RKC ask
    a) Pass is asking and X by responder shows possession
    b) Over the asking pass, XX shows control of the doubled suit,
        and returning to trumps (even 5N) is negative, while other
        bids show extras with first round control (except when the
        bid goes past trumps in which case it shows slam interest)

c) XX is a further ask, and shows 1st-round control in the doubled suit
     and interest in bidding higher
d) other bids have the same meaning as if no double

e.g.
     1♦-2N-4N-5♣ - Pass = allows definition of ♣ control,
          XX = asks Queen ♠, 5♦ = cue with no worry about ♣
     1N-2♥-3♠-4♣-4N-5♦-(X)- Pass = asking about ♦ control
          XX = no worry about ♦
          5♥ = no good ♦ control, cuebid, extras
          5♠ = neg
          6♣ = ♣ void, diamond Ace, invites grand slam