

## Janus

Source: <http://home.t-online.de/home/Elke.Weber/janus.zip>

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Translated into English by Daniel J. Neill, August 2004

Note: Volunt. Leb means bidder could have passed as a neutral action. Like Good/Bad 2N. Responder with no game should pre-correct to the better minor. Forced Leb is like normal Lebensohl, so responder should bid 3♣.

Note: Optional-BW, Optional-Voidwood, Optional-RKC mean that step-1 shows is minimum, and steps 2+ show maximum with normal 1-2-3-4 steps of the BW/VW/RKC. After the step-1 negative, asker's re-ask is a cheap non-trump bid, which demands an answer to the original question. See 'ORB' of ETM.

Note: Control-Ask

Asks for AK(Q) controls (A = 2, K = 1, Q of trumps = 1), starting from a base of 2/4/6 depending on responder's minimum strength. Sets the suit. No more info than that.

## Opening Bids

1♣ = unbal. 10-15 no 5-crds major, or 16-18 NT, or 23-24/27-28 NT

1♦ = 10-12 NT, or any 16+ unbalanced, or 25-26/29-30 NT

1♥ = 10-15 5+ crds, or 4♥-5m-2-2 14-15, or 4♥-5+♠ 14-15

1♠ = 10-15, 5+ crds, or 4♠-5m-2-2 14-15

1N = 13-15

2♣ = 4-9 4+♥-4+♠ or 4+♥-5+m, or 19-20 NT

2♦ = 4-9 4+♠-5+m, or 21-22 NT

2♥/♠ = 4-9, weak two

2N = 12-15 HCP, 5+♣-5+♦

3♣ = 8-11 HCP, 5+♣-5+♦

3♦/♥/♠ = normal preempt

3N+ = as desired

## 1♣ Opening

### Responses:

1♦ = any 0-9, or 13-14 no major

1♥ = 10-14, 4+♥, any other suit may be longer

1♠ = 10-14, 4+♠, denies ♥, may have longer minor

1N = any GF hand

2♣ = 10-12, 4+♣, no major, 4+♦ possible

2♦ = 10-12, 5+♦ single-suiter

2M = 6-9, good 6+ cards (single raise = slammish, 2N = 16+ bal no fit, 3m to play)

2N = 10-12 4♦-333 (opener signs off, except 3M shows stopper and asks for other M)

3y = transfer to very good suit (new suit = natural but with fit, 3N = 16+ bal, 4M/5m to play)

1♣      1♦ (any 0-9, or 13-14 no major)

1♥ = 4♥, 10-15

1N = forcing (pass pd's rebid or bid 2♦ = weak 5-crds, else 13-14)  
 2♠ 13-14 asks ♠ stop  
 2m = weak 6+crds  
 2♥ = weak raise  
 2N+ = 13-14  
 1♠ = 4♠, denies 4♥, 10-15  
 1N = forcing (pass pd's rebid or bid 2♦/♥ = weak 5-crds, else 13-14)  
 2m/♥ = weak 6+ crds  
 2N+ = 13-14  
 3♥ = 13-14, asks ♥ stop  
 1N = 16-18 bal (cont. as over 1N opening)  
 2m = 6+ crds, no major, 10-15  
 2♦/♥/♠ = weak 6+ crds  
 Raise = weak  
 2N = invite  
 3om/♥/♠ = asks stopper, 13-14  
 2M = 3M-1oM-(5-4) 12-15 (2N asks longer minor [later bids GF], else to play)  
 2N = 23-24  
 3♣ = Romex Stayman (besides asking for 4/5M, could be 5+♠-4♥, or just a 5+ minor)  
 3♦ = 0 or 2 majors  
 3♥ = asks for 4-4 majors  
 3♠ = 4-4 majors (4m = opt-RKC for ♥/♠, 4M = to play)  
 3N = no major (4m = opt-RKC)  
 3♠ = 4♥-5♠ (or 5♥-6♠)  
 3N = no fit (4m = opt-RKC, 4M = to play, 4N = RKC for ♠)  
 4♣ = 4-4 majors (4♦ = some s/o 4M; 4M = opt-RKC for M)  
 4♦ = 3♠ (4♥ = opt-RKC for ♠, 4♠ = to play)  
 3N = to play  
 4m = opt-RKC  
 3♥ = 4-5♥  
 3♠ = asks for 5♥ (note: ONLY WAY TO SIGN OFF IN 4♥ !)  
 3N = 4♥ (4m = opt-m-wood, 4♥ to play)  
 4♣ = 5♥ (4♦ opt-RKC for ♥, 4♥ to play)  
 3N = to play  
 4m = opt-m-wood  
 4♥ = opt RKC for ♥ !!!!!  
 3♠ = 5♠ (3N to play, 4m = opt. m-wood, 4♥ = opt-RKC ♠, 4♠ = to play)  
 3N = 4♠ (3N to play, 4m = opt. m-wood, 4♥ = opt-RKC ♠, 4♠ = to play)  
 3♦ = transfer to ♥ (if 5♠ too, then slammish)  
 3♥ = normal completion, denies 4+♥  
 3♠ = 4♠, or 5♠ SI  
 3N = no fit (4m =opt-RKC, 4M = to play, 4N = RKC ♥, 5♣ = RKC ♠)  
 4♣ = double-fit (4♦ = end-signal, 4M = opt-RKC for M)  
 4M = just M fit  
 3N = c.o.g.  
 4♣ = opt-m-wood (4♦ = neg [4♥ = suggestion; 4♠ = RKC ♥, 4N = RKC ♣])  
 4♦ = opt-m-wood (4♥ = neg [4♠ = RKC ♦, 4N = RKC ♥])  
 4♥ = to play  
 4♠ = RKC ♥  
 3N = 4+♥, max (4♣ = opt-RKC for ♥, 4♦ = retransfer, 4♥ = to play)  
 3♠/4m = 3♥, good (KJTxx or better) 5-crd suit  
 4♦ = retransfer, 4♥ = to play, cheapest other bid = opt-RKC ♥  
 4♥ = 4+♥, min (4♠ RKC)  
 3♥ = transfer to ♠  
 see above, except  
 3♠

4♣ = opt.-RKC ♣ (4♦ neg: then 4♥ RKC ♣, 4♠ to play, 4N RKC ♠)  
4♦ = opt-RKC ♦ (4♥ neg: then 4♠ to play, 4N RKC ♦, 5♣ RKC ♠)  
4♥ = 5-5 no slam; and 4♠ in sequences is the signoff

3♠ = Minor Suit Stayman, 4+ 4+ minors

3N = no 4-crd minor

4♣ = 5+♣, opt-RKC

4♦ = 2♣ (then 4♥ = RKC ♣, 4♠ = RKC ♦, 4N = to play)

else = RKC steps for ♣

4♦ = 5+♦, opt-RKC

4m = fit, opt-RKC

3N = to play

4m = opt-m-wood

4M = to play

3m = 10-12, pree

3N = 27-28

1♣ 1♥ (4+♥, 10-14, any longer suit possible)

1♠ = 10-15, 4♠, 4+ minor, denies 4♥; maybe 3♠ if 12-15 with 3 good ♥

1N = 4♠ (2-level = 12-13, 3-level = 14-15 [minor suit shows 6])

Raise = 5+♠

Else = natural (2♣/♦/♥ = minimum, 2N+ = maximum, just shows 4+ cards)

1N = 12-15, 3 good ♥, 2♠ (nat cont's, 2-suit = min, 2N+ = max)

2♣ = 10-13 6+♣, no M (nat cont's, 2-suit = min, 2N+ = max, NS @ 2/3 level = 5+/6+ cards)

2♦ = 10-13 6+♦, no M (see above)

2♥/3♥/4♥ = 10-13/16+/14-15, 4-crd supp.

2♠ = 4♠, denies 4♥, 16+

2N = no M, 16+

3m = 14-15, 6+ crds, no 3-crd M (new suits GF and nat)

3N = to play

1♣ 1♠ (10-14, 4+♠, denies ♥, may have longer minor)

1N = 3♠ 12-15 (2-level min, 2N+ max, NS = 4+ cards)

2♣ = 10-13, 6+♣ or 1435 (2-level min, 2N+ max, NS 2-level = 5+ cards, 3-level 6+ cards)

2♦ = 10-13, 6+♦ or 1453 (see above)

2♥ = 12-15 0-1♠, 3+♥, 4+♦, 4+♣

2♠/3♣/3♦ = min, to play

2N = relay (3m = minimum longer minor, 3♥/♠ = maximum longer ♣/♦)

2♠/3♠/4♠ = 10-13/16+/14-15, 4-crd supp.

2N = 16+, denies 4♠

3m = 14-15, denies 3♠ (bids GF, 3♥ asks stopper)

3N = to play

1♣ 1N (any GF hand)

2♥/♠ = 1444/4144

2N = 16+ bal (see 1♣-1♦-2N)

3m = very strong 6+ crds

Else = as over 1♦-1N

1♣ 2♣ (10-12, 4+♣, no major, 4+♦ possible)

Pass = 4+♣, minimum

2♦ = 10-13, 5+♦, no ♣ fit

Pass = 2+♦  
 2M = 6♣-3M looking for Moysian  
 2N/3♣ = to play  
 3♦ = invite  
 2♥/♠ = 10-13/14-15, 444-1♣ (bids to play, but 3M = invite+ in diamonds)  
 2N = 16+ bal  
 3♣ = 4+♣ GF (3M stopper-showing)  
 3♦ = 5+♦ GF (3M stopper-showing)  
 3M = GF, ♣ fit, stopper-showing  
 3N = to play

1♣ 2♦ (10-12, 5+♦ *single-suiter*)

Pass = 2+♦, minimum  
 2♥ = 4♥, 1♦, 10-13 (bids to play)  
 2♠ = 4♠, 1♦, 10-13 (bids to play)  
 2N = 16+ bal  
 3♣ = 10-13, 6+♣, to play  
 3♦ = GF raise (3M shows stopper)  
 3M = GF raise, shows stopper  
 3N = to play

## Interference

1♣-(X)-

As if no double

1♣-(1♦/♥)-

Pass = 1♦ response

X = 1♥ response

Rest = as if no interference

1♣-(1♠)-

Pass = 1♦ or 1♠ response

X = 1♥ response (if 4<sup>th</sup> hand passes, continue as undisturbed auction)

2N = 10-12, ♠ stopper, balanced, denies 4♥/♣

2♠ = 2N response without stopper

Else = as if no interference

1♣-(1N/2♣/2♦/2♥/2♠)-

X = takeout 11-13 over suit, penalty over 1N

Leb: 2y/3♣ = 10-13, cue/3N = 13+, 3♦+ = 13+, 2N forces 3♣

Pass = 0-9, or 6-13 trump stack (see 1♣-[P]-1♦ interference)

NSS = 11-13, 5+crds, NF (raise = invite, 3m = NF, 2N = 16+, 3M = GF)

Cue = 14+, 4+oM, no stopper

opener bids new suit via Leb rules

bal 16+ must bid 4N (16-17) or cue (18+ or fit) or suit below game

3N = to play

Jump-shift = very good suit, GF

2N = strong Leb, or competitive with a minor, good 5+ suit and 14+, or slammish NT or minor

3m = 5+ suit (or better minor)

Cue or 3N = strong Leb

NS = 5+ good suit 14+

4m = slammish

Cue = bal 16+, no stopper

3M = stopper, natural

3N/4N/5N = 16+ bal, stopper

1♣-(2N+)-

X = cards (if opener bids, it is GF)

Pass = 0-12 (see 1♣-[Pass]-1♦- interference)  
 NSS = 4+ suit GF (with 16+ opener bids 4N (16-17) or cue (18+ or fit))  
 Cue = slammish takeout (4N = 16-17 NT, cue = 18+ NT)  
 3N = to play (see above)  
 Jumpshift = to play if game (opener should bid on with 16+ or good fit [4N RKC])  
 4♣ = p/c, GF, shows 3+♣  
 new suits look for a fit [4N denies], cue shows fit, 4♦ denies 5♣, 4N 16+ bal

1♣-(P)-1♦-

Opener:

Vs. 1-level As no interference, X = penalty  
 Vs. 2-level X = 12+ takeout; 2N/3N = 16-18/23+ NT; Else = nat 10+ HCP  
 Vs. 3-level X = optional 16-18 bal; 3N = 23+ bal; Else = 13-15 natural

Responder:

Vs. 1-level As no interference  
 Vs. 2-level Everything competitive only, except X = 13-14  
 Vs. 3-level 3M competitive, 4m 13-14

1♣-(P)-1M/2m-

Opener:

Vs. 1-level As no interference, X = penalty  
 Vs. 2-level X = if 1M response, support double, else pen; Pass = F (can be 16+ NT); raise = invite; cue asks stop; 2N = leb (10-13); 2-suit = 10-13; 3-suit = 13+; 3N = to play  
 Vs. 3-level X = negative; Pass = neutral or trap; else = natural 13+

Responder:

Vs. 1-level As no interference  
 Vs. 2-level 2N = leb, X like opener's  
 Vs. 3-level natural; X = max takeout; pass = min

1♣-(P)-1♥-(2♠); ?

X = penalty; Pass = maybe 16+ bal (den. 4♥); 3♥ invite; 2N = Leb (10-13 or strong 4+♥); 3m = nat 13+; 3N = to play; 3♠ = asks stopper

1♣-(P)-1N-(bid); ?

Pass = forcing; X = pen; cue = 3-suiter; bid = natural

## 1♦ Opening (10-12 NT, or 16+ art. unbalanced, or 25-26/29-30 NT)

Responses:

1♥ = artificial neg 0-7 (not A+K)  
 1♠ = artificial 8-14 or 19+ (or A+K)  
 1N = artificial any 15-18  
 2♣/♦/♥/♠ = 6+ crds, 5-7 HCP, NF, at least QJxxxx (if minor better KJxxxx)  
 2N/3♣/3♦/3♥ = transfer to KQJTxxx or better suit; 5+ controls and the trump Queen; GF and strong SI

1♦ 1♥ (artificial neg 0-7 [not A+K])

1♠ = artificial, unbalanced hand, not 1-suited

1N = normal relay

2♣ = semi-GF or GF

2♦ = relay

2♥ = 4♥-5+m or 5+♥-4♠

2N = relay (3m = 9+ tricks 22+; 3♥/♠ = 5+♥-4♠ 9-10+ tricks)  
else = fit-showing, 4+♥, 4-7

2♠ = 4♣-5+m or 5+♠-4♥

as above

2N = any 5+-5+

(3♣ asks [3♦ = ♦+M(3♥ asks ♥/♠), 3♥/♠ = M+♣, 3N/4♣ = ♣♦/♥♠], 3N = to play opposite ♥-♠)

3♣ = 444-1M, 9 tricks (Pass/3♦ = to play, 3♥ = asks major)

3♦ = 444-1M, 10+ tricks (3♥ asks major)

3♥ = 444-1m, 9 tricks (Pass/3♠ = to play, 4♣ = asks minor, 4♦ = s/o either M; 4M = slammish raise)

3♠ = 444-1m, 10+ tricks (as above)

2♦ = 16-21, 5+♦-4M or 444-1M or 5+♦-5+♠

2♥ = p/c for M (2N = 5-5 ♦♠)

2♠ = 4-7 relay, promises a 4+M

2N = 16-18 (3♣ = ♥ good, 3♦ = ♠ good)

3♣/♦ = 19-21 4♥/4♠

Else = 4-7 natural

2♥ = 16-21, 5+♠/♣ and 4♥, or 444-1m (2♠/3♣ = p/c, else = 4-7 nat)

2♠ = 16-21, 5+♥/♣ and 4♠, or 5+♠-5+♦ (3♣/♥ p/c, else 4-7 nat)

2N = 16-21, 5+♣-5+M (3♣ = to play, 3♦ asks M)

3♣♦/♥ = 16-21, lower of touching 5+-5+

2♣♦/♥/♠ = 0-3 6+ suit (cont. like after 1♦-2y)

1N = 10-12 NT (see 1N opening)

2♣ = any 1-suiter, semi-GF or GF

2♦ = relay

2♥ = 5+♥, 1-suited or with 4-crd m

2N = relay (3m nat, 3♥/♠ = 1-suiter 9/10+ tricks)

else = fit-showing for ♥, 3+crd supp, 4-7

2♠ = 5+♠, 1-suited or with 4-crd m (see above)

2N = GF, 5+-4+ minors (3♣ = 3+ crds, 3♦ = 4+ crds)

3m = GF, 6+m, 10+ tricks

2♦/2♥/2♠/3♣ = 16-21 but can always have a side 4-crd minor (cont's nat; pd should invite with 4-7)

2N = 25-25 NT (see 1♣-1♦-2N)

3♦+ = asking-bid (no notes avail. – just sets the suit)  
(if interfer. see below)

1♦ 1♠ (artificial 8-14 or 19+[ orA+K])

1N = 10-12 NT (see 1N opening)

2y = 16+, 4+crds unbalanced

Rules:

- Opener rebids his lowest suit first regardless of length, unless 5-5 touching; nat. cont's.
- Don't bid a new suit if the previous auction makes an 8-crd fit in that suit impossible.
- Opener should only consecutively bid a 6+crd suit. This doesn't apply to responder.
- Concentrate on finding 5-4 fits, then 8-crd major fits, then 8-crd minor fits (slammish), then 3N.

2N = 25-26 NT (see 1♣-1♦-2N)

3y = sets trumps, demands cue-bids

(if interf., see below)

1♦ 1NT (artificial 15-18 any)

2y = 16+, 4+crds unbalanced (always lower regardless of length, unless 5-5 touching; nat. cont's)

Rules: (see above)

2N = 10-12 NT (see 1♣-1♦-2N)

3y = sets trumps, demands cue-bids

(if interf., see below)

1♦ 2y (6+ crds, 5-7 HCP, NF, at least QJxxxx [if minor better KJxxxx])

2N = asks for singleton

else = natural

1♦ 2N/3♣/3♦/3♥ (transfer to great suit, 5+ controls, slamish)

1-step = 1+ cards, sets trumps

3N = 16-18 no fit (new suit = A/K for own suit, 4N = RKC own suit)

new suit = 16+, great suit (raise = sing, new suit = tolerance + side A/K, own suit = solid, 4N RKC for op.)

## Interference

1♦-(X)-?

Pass = 0-7, 4+♦

XX = no agreement

else = as if no double

1♦-(1M)-? [keep as much structure as possible]

Pass = 1♥ response (if over 1♠, opener's X = normal 1♠ rebid)

X (of 1♠) = 1♠ response (of 1♥ = no agreement)

else = as undisturbed

1♦-(1N/2♣/2♦/2♥/2♠)-?

X = 10+ takeout double vs. suit; 13+ penalty double vs. NT; or general 17+ hand no 5+ suit

10-12 opener: Pass (pen), X (pen), new suit (4+ cards)

16+ opener: Pass (pen), X (pen), 2N (normal), jump-shift (v.g. suit), cue (ask stopper)

16+ sets up forcing pass

Pass = 0-13 (see 1♦-(P)-1♥-(bid) below)

2y = 8-13, 5+ suit (any non-pass = 16+, X = pen)

3y = 14+, 5+ suit, GF (opener shows 16+ via new suit, cue [fit], or 4N [RKC])

cue = at least one 4+ crd major, no stopper, 14-16 HCP

16+ opener can: bid unpromised suit, cue (fit), 4N (RKC)

10-12 opener: may be forced to bid 4m with no stopper and no 4M

3N = 14-16, stopper, no major

Pass (and pen X) = 10-12 NT

else = 16+, forcing to 4N (4N to play)

2N = Lebensohl (8-16 HCP) – normal Leb as over a 1N-(2y); opener with 16+ can't bid 3♣

4y+ = see below

1♦-(2N+)-?

X = 12+ pure 3-suiter, or 14+ balanced, or any slamish

10-12: Pass (pen), X (pen), 3N (stopper), 3y (10-11 NF), 4M (4-crd suit, 12 HCP)

16+: Pass/X (pen), 4m = leaping michaels, cue = general force, 5y = natural [NF?]

Pass = 0-13 (see 1♦-(P)-1♥- interference)

3-suit = 14+, 5+ cards

3N = to play opposite 10-12 (any non-pass = 16+, F to 4N; later 4N to play)

4M = to play opposite 10-12 (16+ bids: new suit nat, cue = fit, 4N = RKC)

4m/cue = leaping michaels

4N = slamish takeout

1♦-(P)-1M-(bid); ?

Pass = 10-12, and must pass over a X

16+: interf @ 1-level: bids remain the same (X = 1♠ rebid)

interf @ 2-level: as if they opened (if responder showed 8+, X = pen)

1♦-(P)-1N-(bid); ?

Pass = forcing, with penalty weak NT or very strong (X = pen)  
X = penalty, any strong hand  
suits = natural or leaping Michaels  
2N = 16+ takeout

## 1♥ Opening (10-15 5+ cards, or 14-15 4♥-5m-2-2, or 14-15 4♥-5+♠)

### Responses:

Pass = 0-9, even with 3-card support (alert!)

1♠ = 4+♠, 10-14 HCP

[Interference, see end of 1♠ section]

1N = 3-card ♠, not 6+♥ 10-11

2m = 10-12, 4+ cards

2♥/♠ = nat, 10-12

2N+ = 13-14 HCP (5+ cards)

Opener's 3-level actions are GF. 2-level actions NF.

2♣ = 5+♥-4+♣, or 2533, 10-13 HCP; at most 2♠

2-level = 10-12 (new suit 5+ cards) (opener's raises = invite)

3-level = 13-14 (new suit 6+ cards)

2♦ = 5+♥-4+♦, 10-13 HCP; at most 2♠

2-level or 3♣ = 10-12 (♣ = 6+ cards)

else = 13-14

2♥ = 10-13 6+♥

Pass/2♠ = 10-12

2N+ = 13-14 (new suit 5+ cards, opener can pass or 3♥ to sign off)

2♠ = 10-13 4-card (game tries as you see fit)

2N = 5+♥, 0-2♠, 14-15 HCP, possible 4-card minor (nat cont's, new suit just 4+ cards)

3m = 5+♥-5+m, or 4♥-5m-2-2 14-15 (responder bids 3♥ with 3-cards, then op's 3N to play)

3♥ = GF

3♠ = 5+♠-4♥ 14-15, GF

4♠ = 4+♠, to play

1N = denies 4♥ or 4♠, 10-14 HCP

2♣ = 10-13, 2533/4513/3523 or 4+♣ (cont's as above)

2♦ = 10-13, 3532 or 4531 or 4+♦ (cont's as above)

2♥ = 10-13, 6+♥ or occas. 4♠-5+♥ (cont's as above)

2♠ = 5+♠, 4♥, 14-15, GF (3-level suit = 6+ cards)

2N = 5+♥, 14-15 HCP, possible 4-card minor (nat cont's, new suit just 4+ cards)

3m = 5+♥-5+m, or 4♥-5m-2-2 14-15 (responder bids 3♥ with 3-cards, then op's 3N to play)

3♥ = GF

2♣ = GF 15+ relay

[if interference, see end of 1♠ section]

NOTE:

TRUMPS CAN BE SET AFTER RELAYS (ONLY 3+ CARD SUITS UNLESS OP. 5422)

ONE OF FOUR METHODS WILL BE INDICATED (M1, M2, M3, M4):

- 1) avail. suits may be set naturally ≤ 4♦
- 2) avail. suits may be set naturally ≤ 4♦, or via a bid in an impossible suit ≤ 4♥
- 3) avail. suits may be set via Kickback ≤ 4N
- 4) must use end-signal to sign off: 3♠ forces 3N (then pass, or 4M, or 4m [slammish for corresponding M]), 4m = forces partner to bid the next-suit and then you pass or sign off

2♦ = clubs



2♥ = relay  
     2♠ = 10-15 5+♥-5♣, or 2425 14-15  
         2N = relay  
             3♣ = 14-15, 2425 -> M1  
             3♦ = 5+♥-5♣, low short -> M1  
             3♥ = 5+♥-5♣, hi short -> M1  
             3♠ = 1615 -> M2  
         3♣/♥ = control-ask  
         else = nat  
     2N = 6+♥-4♣  
         3♣ = relay  
             3♦ = lo short -> M1  
             3♥ = hi short -> M2  
             3♠ = 1714 -> M2  
         3♥ = control-ask  
         else = nat  
     3♣/♦/♥ = 5♥-4♣ n/l/h sing. (over 3♣/♦ -> M1; over 3♥ -> M2)  
     3♠/N/4♣ = 5♥-6♣ l/h/n void (over 3♠/N -> M2; over 4♣ -> M3)  
 2♠ = ♣ fit + void  
 2N = ♥ fit + void  
 3♣/♥ = control-ask  
 else = natural  
 2♥ = spades (5-4 either way)  
     2♠ = relay  
         2N = 14-15, 5♠-4♥  
             3♣ = relay  
                 3♦ = 5422 (M1), 3♥ = lo short (M2), 3♠ = hi short (M4 4♦)  
             3M = control-ask  
             else = nat  
         3♣ = 6+♥-4♠  
             3♦ = relay  
                 3♥/♠ = lo/hi short (M2), 3N = 4711 (M2)  
             3M = control-ask  
             else = nat  
         3♦ = 4522 -> M1  
         3♥ = 4531 -> M2  
         3♠ = 4513 -> M4 (4♦)  
     3M = control-ask  
     2N/3♣ = ♥/♠ fit + void  
     else = nat  
 2♠ = diamonds (not 5♥-6♦)  
     2N = relay  
         3♣ = 5+♥-5♦ or 2452 14-15  
             3♦ = relay  
                 3♥ = 2452 (M4 3♠)  
                 3♠ = 5+♥-5♦ lo short (M2)  
                 3N = 5+♥-5♦ hi short (M2)  
                 4♣ = 1651 (M3)  
             3♥ = control-ask  
             else = nat  
         3♦ = 6+♥-4♦  
             3♥ = relay  
                 3♠/N = lo/hi short (M2), 4♣ = 1741 (M3)  
                 3♥ = 2542 (M4 3♠), 3♠ = 3541 (M4 4♣), 3N = 1543 (M3)  
     3♦/♥ = control-ask  
     3♣/♠ = ♦/♥ fit + void

else = nat  
 2N = 6+♥ 1-suiter  
 3♣ = relay  
     3♦ = no short (M1), 3♥ = lo short (M2), 3♠ = mid short (M4 4♦)  
     3N = hi short (M3)  
 3♦ = ♥ fit + void  
 3♥ = control-ask  
 else = nat  
 3♣ = 5332  
 3♦ = relay  
     3♥ = lo short (M2), 3♠ = mid short (M4 4♦), 3N = hi short (M3)  
 3♥ = control-ask  
 3♠ = ♥ fit + void  
 else = nat  
 3♦ = 6+♠-4♥ 14-15  
 3♥ = relay  
     3♠/N = lo/hi short (M2), 4♣ = 7411 (M3)  
 3♠ = control-ask ♠  
 else = nat  
 3♥ = 5♥-6♦ lo void (M2)  
 3♠ = 5♥-6♦ hi void (M2)  
 3N = 5♥-6♦-1-1 (M2)  
 2♦ = 3-way: [GF KQJxxx ♠ or better], or [any WJS], or [5-5 minors semipositive]  
 2♥ = relay  
     2♠ = 6+♠, weak  
     2N = 5-5 minors semipos (see 2N opening cont's)  
     3m = 6+m, weak  
     3♥ = GF spades, with ♥ fit (♥ is set unless: 3♠ = sets ♠, 4♠ = minimum fit no m cue)  
     3♠ = GF spades (3N/4♥ natural misfit, but rest cues for ♠)  
     3N/4m = optional voidwood in ♥/m, for own spades  
     4♠ = no slam interest (takes special hand to continue)  
 raises = preemptive (2♠ = 4♥-5+♠ 14-15, no further forcing bid)  
 2♠ = GF, 6+♣ at least KQJxxx  
 3♣ = minimum or no fit  
     3♦/♠ = cue or values  
     3♥ = fit  
     3N = to play  
     4♣ = optional BW  
     4♦/♥/♠ = voidwood for ♣  
 else = cue with fit and non-minimum (cues)  
 2N = GF, 6+♦ at least KQJxxx  
 as above  
 3♣ = 4+♥ fit, invite (3♦ = medium hand, 3♥ = minimum, 4♥ = max)

Interference (see 1♠ opening)

## 1♠ Opening (10-15 5+ cards, or 14-15 4♠-5m-2-2)

### Responses:

Pass = may contain constructive 3-crd raise (alert!)

1N = denies 4♠, semipositive (for continuations see 1♥-1N)

2♣ = GF relay (note: MODES OF SETTING SUIT with 1♥ opening above used)  
 [if interference, see end of 1♠ section]

2♦ = hearts

$2♥ = \text{relay}$   
 $2♠ = 5+♠-5♥$   
 $2N = \text{relay } (3♣/♦ = \text{lo/hi short [M1]}, 3♥ = 6511 \text{ [M2]})$   
 $3M = \text{control-ask}$   
 $2N = 6+♠-4♥ \text{ 10-13}$   
 $3♣ = \text{relay } (3♦ = \text{lo short [M1]}, 3♥ = \text{hi short [M2]}, 3♠ = 7411 \text{ [M2]})$   
 $3M = \text{control-ask}$   
 $3♣ = 5♠-4♥-2-2 \text{ 10-13 (M1)}$   
 $3♦ = 5♠-4♥ \text{ lo sing 10-13 (M1)}$   
 $3♥ = 5♠-4♥ \text{ hi sing 10-13 (M2)}$   
 $3♠/N = 5♠-6♥ \text{ lo/hi void (M1)}$   
 $4♣ = 5611 \text{ (M3)}$   
 $2♠/3♥ = \text{control-ask}$   
 $2N/3♣ = ♥/♠ \text{ fit + void}$   
 $\text{else} = \text{nat}$   
 $2♥ = \text{clubs (maybe 4225)}$   
 $2♠ = \text{relay}$   
 $2N = 5+♠-5♣ \text{ or } 4♠-5♣-2-2 \text{ 14-15}$   
 $3♣ = \text{relay}$   
 $3♦ = 4225 \text{ 14-15 (M1)}$   
 $3♥/♠ = 5+♠-5♣ \text{ lo/hi short (M1/M2)}$   
 $3N = 6115 \text{ (M2)}$   
 $3♠ = \text{control-ask}$   
 $3♣ = 6+♠-4♣$   
 $3♦ = \text{relay } (3♥/♠/N = \text{lo short/hi short/7114 (M2)})$   
 $3♠ = \text{control-ask}$   
 $3♦ = 5♠-4♣ \text{ no short (M1)}, 3♥ = 5♠-4♣ \text{ lo short (M2)}, 3♠ = 5♠-4♣ \text{ hi short (M2)}$   
 $3N/4♣/4♦ = 5♠-6♣ \text{ lo (M2) / hi (M3) / no (M3) shortness}$   
 $3♣/♠ = \text{control-ask}$   
 $2N/3♦ = ♣/♠ \text{ fit + void}$   
 $\text{else} = \text{nat}$   
 $2♠ = \text{diamonds (maybe 4252, not } 5♠-6♦)$   
 $2N = \text{relay}$   
 $3♣ = 5+♠-5♣, \text{ or } 4♠-5♣-2-2 \text{ 14-15}$   
 $3♦ = \text{relay}$   
 $3♥ = 4252 \text{ 14-15 (M4 } 3♠)$   
 $3♠/N/4♣ = \text{lo short/ hi short/ } 6151 \text{ (M2)}$   
 $3♠ = \text{control-ask}$   
 $\text{else} = \text{nat}$   
 $3♦ = 6+♠-4♦$   
 $3♥ = \text{relay } (3♠/3N/4♣ = \text{lo short / hi short / } 7141 \text{ [M2]})$   
 $3♠ = \text{control-ask}$   
 $\text{else} = \text{nat}$   
 $3♥ = 5242 \text{ (M4 } 3♠)$   
 $3♠ = 5-4 \text{ lo short (M4 } 4♣)$   
 $3N = 5-4 \text{ hi short (M2)}$   
 $3♦/♠ = \text{control-ask}$   
 $3♣/♥ = ♦/♠ \text{ fit + void}$   
 $2N = 6+♠ \text{ one-suiter}$   
 $3♣ = \text{relay}$   
 $3♦/♥/♠/N = \text{no (M1) / lo (M2) / mid (M4 } 4♦) / \text{ hi (M3) shortness}$   
 $3♦ = ♠ \text{ fit + void}$   
 $3♠ = \text{control-ask}$   
 $\text{else} = \text{nat}$   
 $3♣ = 5332$   
 $3♦ = \text{relay } (3♥/♠/N = \text{lo [M2] / mid [M4 } 4♦) / \text{ hi [M2] shortness)}$

3♥ = ♠ fit + void  
 3♠ = control-ask  
 else = nat  
 3♦ = no agreement  
 3♥/♠/N = 5♠-6♦ lo (M1) / hi (M2) /no (M2) void  
 2♦ = 3-way: [GF ♥, KQJxxx or better], [any WJS], or [5-5 semipositive without ♠]  
 2♥ = relay  
     Pass = 6+♥ weak  
     2♠ = 5+♥-5+m semipositive (2N = asks minor [then 3♥ NF])  
     2N = 5-5 minors semipositive (see 2N opening)  
     3m = 6+m weak  
     3♥ = GF ♥, normal (3♠/N = misfit, else cues for ♥)  
     3♠ = GF ♥, fit for ♠ ( sets ♠, unless now 4♥ = min. ♥ fit no minor cue)  
     3N/4m = optional voidwood for ♥ with void in ♠/m  
     4♥ = no slam interest (very minimum)  
 2♥ = 6+♥, 0-2♠, mild invite, NF (Pass/2♠ = NF, else invite [3m should be 5-5])  
 raises = preemptive  
 2N = GF 6+♣, KQJxxx or better  
     3♣ = min or no fit (3♦/♥ = values or cue, 3♠ = fit, 3N = to play, 4♣ = optional BW, else voidwood)  
     else = cue with fit + non-minimum  
 3♣ = GF 6+♦, KQJxxx or better  
     see above  
 3♦ = invite, 4+♠ (3♥ = medium hand, 3♠ = minimum, 4♠ = maximum)

### Interference (for 1♥ opening too)

1M-(X/1♠/1N)-?

X = penalty-oriented (opener should generally leave 1N-X in, but not 1♠-X; refer to 1M-1N-[bid])  
 XX = no fit, semipositive or better (refer to 1M-1N-[bid])  
 else = as no interference!

1M-(2-lower)-?

Pass = either: [trap], or [GF with 3+ support or a 5+ side suit], or [weak with stack against them]  
 (Alert!)

Opener: generally X's, and only bids with exceptional distribution;  
     if converted, it sets up forcing passes; if responder runs to 3 of op's suit, that  
     was a penalty-pass only, and so it's NF

X = invit. takeout (4-4/5-3 or better in side suits)

Opener: if 4<sup>th</sup> seat passes, opener bids naturally, using Leb as Good/Bad 2N  
     if 4<sup>th</sup> seat bids, opener uses Leb, or makes a forcing pass (F to 3 op's major)

raise (Alert!) = weak, fit not guaranteed!

Cue = GF, exactly 2-crd support for opener, has side suits (opener's 3-level bids don't deny stop)

simple new suit = negative free-bid, random

jump new suit = GF at least KQJxxx (opener's fit bids are: new suit [nat], cue, and 4N RKC)

2N = artif. invite, either: [3+ crd fit], or [a 6+ suit]

cue/3N = max

new suit = min, paradox (DENIES game if pd has that suit)

if 4<sup>th</sup> seat bids: X = non-minimum, tolerance for all side suits

Pass = NF for either side

Bids = natural max

1M-(2M cue)-?

Pass = weak, or if there is an enemy anchor suit, then later cue = invite with a 6+ side suit

X = penalty-oriented, no fit for partner, 10+ HCP (F to 3 op's M: which is always weak signal)

raise = invite

cue of known suit = asks stopper for 3N

3-level new suit = 5+ suit, GF

jump-shift new suit = KQJxxx or better, GF (fit shown by cue, new suit, or RKC 4N)  
2N = Leb. with weak raise/new suit, or GF with a fit (if 3♣ by op, then 3N by Re = serious 3N)

1♥-(2♠)-?

Pass = normal: weak or trap (opener must bid with ♠ shortness or extra values)  
X = takeout, no fit, 10+ HCP  
3♥ = invite  
3♠ = asks stopper  
3m = GF  
JS = GF, KQJxxx or better (op. shows fit via new suit, cue, or 4N RKC)  
2N = Leb. with weak raise/new suit, or GF with a fit (if 3♣ by op, then 3N by Re = serious 3N)

1M-(2N)-?

Pass = weak, or semipositive without a fit  
X = pen  
3M = competitive to weak invite  
3N = to play  
4N = RKC  
cue = slammish raise  
new suit = nat GF (new suit, cue, 4N RKC all show fits; M = regressive)  
jump un-promised suit = to play

1M-(bid)-Pass-(bid); ?

X = takeout, 2N = leb

1♥-(Pass)-1♠-(2bid); ?

X = support-X (if the opps compete to 3-level, see 1M-(P)-1N-(bid))  
Pass = forcing, either trap or balanced; but partner's balancing X is takeout, not penalty  
2-suit = min, extra dist  
3-suit = max, extra dist  
2N = Leb: 6+♥ or 5-5

1♥-(Pass)-1♠-(3bid); ?

see 1M-(P)-1N-(bid)

1M-(Pass)-1N-(2bid); ?

Pass = neutral (X = pen, raise = nat, new suit = 5+ cards, 2N = voluntary Leb)  
X = pen  
2-suit = min, extra dist  
3-suit = max, extra dist  
2N = Leb: 6+♥ or 5-5

1M-(Pass)-1N-(3bid); ?

Pass = 10-12, or trap (Pass = min with length in enemy suit, 3-suit = 5+ suit max, raise = 3+ fit even if minimum, X = takeout)  
X = 13-15 with no bid, or 10-15 takeout (minimum responder can pass or run to op's suit[2+ crds])  
3-lower = 10-12 5+ 5+  
3M = 13-15 6+ suit  
3-higher and 3N = 13-15, good distribution

1M-(Pass)-2♣-(bid); ?

Pass = 1-suiter or penalty X (responder can X to seek pen, or bid naturally; systems off)  
X = not 1-suited, not penalty X (nat cont's, 3-lev cue asks stopper, 4-lev is slammish raise)  
bids = at least 5-5 (M and NT are artificial, standing in for the lowest/highest unbid suits)

1M-(Pass)-2♦-(bid); ?

natural

## 1NT Opening (13-15 balanced)

### Responses:

2♣ = Stayman, incl. [weak 4-4 M's], [invit. 5+♠-4+♥], [normal invite+ major probes], [3-suiters slammish]  
[interference]

X = 4+ cards in opponent's major

2M = 4+ cards

Pass = all else

2-level: X = takeout up to 2♥, Lebensohl

3-level: X = takeout invite+, 3M = 4 cards, 3N = both minors, m = 5+ cards

2♦ = 0 or 2 majors

2♥ = 4-4 majors, weak

2♠ = 5+♠, 4+♥, invite (rebid 3♥ later if 5-5)

2N = invite, promises a major

3m = GF splinter, at least 1 major (6-4 possible)

3N = good stopper

3♥ = 4-4 majors

4om = 4-crds, natural, NF

4m = 4+ crds om, good hand

3M = GF splinter

3N = good stopper

4oM/5oM = 4-4 majors

4m = 4-crds, NF

4M = 4-4 majors, good hand

4N = 5♣ (now 5♦ to play)

5♣ = 5♦

2♥ = 4♥, denies 4♠

2♠ = ♥ fit with some splinter (2N asks)

2N = invite, promises 4♠

3m = GF splinter

3N = good stopper

4om = 4-crds, minimum, NF (4♥ suggests moysian)

4m = 4+ om, maximum (4♥ suggests moysian)

3♥/4♥ = invite/to play

3♠/4m = ♥ fit, void (optional Voidwood)

3N = ♥ splinter

Pass = good stopper

4m = 4-crds, min, NF

4♥ = good hand 3-3 minors

4N = 4♣ (now 5♦ to play)

5♣ = 4♦

2♠ = 4♠, denies 4♥

2N = invite, promises 4♥

3m = splinter, GF (see above for cont's)

3♥ = GF ♠ fit with some splinter (3N asks low/middle/hi shortness)

3N = ♠ splinter (see above for cont's)

4m/4♥ = ♠ fit, void (optional Voidwood)

3♠/4♠ = invite/to play

2♦ = transfer to 5+♥ (denies 5+♠)

[Interference]

penalty X, and if transfer doubled, opener bids 2M only with 3+ cards, else pass  
if passed to partner:

2-level: X = takeout invite+ hand, and Leb  
3-level: 3♥ just competitive, X takeout, suits nat

2♥ = denies 4♥

2♠ = invite, 4♠

2N/3N = min/max no fit

3M = min fit

3m = max, fit corresp. major

4♣ = max, double-fit (4♦ end-signal, and 4M optional-BW for M)

2N = invite, 5♥

3m = GF, 4+ cards, (occ. 3 crds)

3♥ = fit for *minor* (3♠ asks stopper)

4m = fit for *major*, max

3N = no fit

3 new suit = shows stopper, doubt about other one for 3N, no fit

4om = double-fit (now Kickback avail.)

4♥ = fit, minimum

3♥ = invite 6+♥

3♠/4m = autosplinter, 6+♥ (4♥ = to play, else relay = void/Ace ask [step 1 = void then relay asks Aces, step 2+ = not void but showing Aces in steps])

3N = 5332 c.o.g.

4♥ = to play

4N = quant.

3♥ = 4♥ min

2N = 4♥ max (retransfers)

2♥ = transfer to 5+♠ (not invite with 4+♥, nor just game 5♠-5♥)

[Interference: see 2♦]

2♠ = normal, denies 4♠

2N = invite, 5♠

3m = GF, 4+ suit (occ. 3 cards) (see above for cont's)

3♥ = GF, 5+♠, 4+♥

3♠ = ♠ fit

3N = no fit (now 4♥ 5-5 slammish)

4♣ = double-fit (4♦ end-signal, 4M Optional-BW for M)

4♦/♥ = ♥ fit, max/min

3♠ = invite 6+♠

3N = 5♠ c.o.g.

4m/4♥ = auto-splinter 6+♠ (see above for cont's)

4♠ = to play

4N = quant

3♠ = 4♠ min

2N = 4♠ max (now retransfers)

2♠ = Range-ask, or [sign-off in a minor], or [GF 5431 with minors], or [GF 6+ minor with M sing.]

[Interference]

(X) = systems on

(2N/3♣) – X = maximum, else just have to pass

Responder: X = negative invite+, 3N = minors, 3m = NF, 4M = opt-BW and shortness in their suit

2N = minimum

3m = to play

3N = to play (was slammish)

3M = singleton with 5-4 minors or a 6+ minor

3N = stopper

4oM = suggests 4-3 fit (5m to play)

4m = 4+ crds, NF (now 5 either m = to play)

4M = asks partner's longest minor (has equal length)

4N = 4+♣ (now 5♣ and 5♦ to play!)

5♣ = 4+♦ (pass now = 6+♣, 5♦ to play)

3♣ = maximum

Pass/3♦ = to play

3M = as above

3N = to play (was invite)

2N = either: [5+ 5+ minors GF], or [5+ 5+ minors weak], or [4+ 4+ minors slammish]

[Interference]

Opener always passes (99%). Then responder 4N = opt-BW, X = cards with shortness

3♣ = longer ♣, or 3♦-3♣

Pass = weak

3♦ = 5+♦-4+♣ slammish

3M = 5+ 5+ minors, short M (3N to play, relay otherwise asks void+ Aces:

1-step = void [now relay Aces] and 2+ steps = Aces without void)

3N = slammish 4♦-4♣ (forcing: now 4N is weak)

4♣ = 5+♣, 4+♦ slammish (optional-RKC for ♣)

4M = voidwood for ♣

3♦ = longer ♦, or 4♦-4♣

Pass = weak

3M = 5+ 5+ minors, short M (see above)

4♣ = 6+♣- 4+♦ slammish (opt. RKC for ♣ [1<sup>st</sup> step neg with 4♦, then relay RKC for ♦])

4♦ = 4+♣-4♦ or 5+♦-4♣ slammish (opt. RKC for ♦)

4M = voidwood for ♦

3♣ = Puppet Stayman

see 2N-3♣

3♦ = 5-5 majors GF

3M = fit

3N = 2-2 majors

3M = 6+ major, GF (cues, serious 3N)

3N = to play

4m = optional RKC for corresp. M

4M = to play

4N = quant

### Interference

(2♣)-

X = Stayman without weak variant

else = as no interference

(2♦/♥/♠)-

X = pen

2-suit = to play

3-suit = 5+ cards, GF

3N = to play, stopper

cue = no stopper, at least 1 unbid major

2N = Leb (if later cue, stayman + stopper; if later 3N then no stopper: mixed up)

4m/4cue = leaping michaels

4M = to play

(2N+)-

X = optional takeout, 9+ (opener bids 3N with stopper)



3-suit = 4+ cards, GF  
3N/4M = to play  
4m/4cue = Leaping Michaels  
4N = slammish takeout

(X)-

Pass = 7+ HCP; if they run, head-hunt  
2♣ = weak, ♣ + other, or ♦ + ♠ 4+ 4+  
XX = club signoff, or reds/majors 2-suiter, or GF with a 5+ suit  
2♣ = normal bid, no good 5+ crd side suit  
2♦ = reds  
2♥ = majors  
2♠ = 5♠ + 5 other, GF  
2N = 5-5 without ♠, GF  
3y = 6+ cards, GF  
2♦/♥/♠ = good 5-crd suit  
2suit/2N = 5-5 GF  
3suit = 6+ cards GF  
raise = pree  
JS = GF splinter  
2♦/♥/♠ = to play, weak  
2N = any distributional invit 1-suiter (op bids 3♣)  
3suit+ = pree

## **2♣ Opening (4-9 4+♥ 4+♠, or 4+♥ 5+m, or 19-20 NT)**

### **Responses:**

2♦ = relay, less than GF; if weak, then at most 3♥

2♥ = 4-9, 5+♥ + side suit

2♠/3m = p/c

2N/3♥ = invite

2♠ = 4-9, 4♥, 4+♠

3m = to play

else = invite

2N = 19-20 NT (see general 2N structure)

3m = 5+m, 4♥, 4-9

3♥ = invite

else = to play

2♥ = to play

2N = 19-20 NT (see general 2N structure)

2N = GF relay

3♣ = 4+♥, 5+♣

3♦ = 4+♥, 5+♦

3♥ = 5+♥, 4+♠ (4♣ = slammish ♥ raise)

3♠ = 5+♠, 4♥ (4m = slammish raise of corresp. major)

3N = 4♥-4♠ 7-9 (4m = slammish raise of corresp. major)

4♣+ = 19-20 NT, natural

2♠/3m = to play, any strength (raise = fit, NT = 19-20)

3♠/4m = GF, setting own suit as trumps (NS = cue if ♠, opt. RKC if m)

3♥/4♥ = 5/6-crd raise, preemptive (op. must always pass 4♥ with 19-20)

## **2♦ Opening (4-9 4+♠ 5+m, or 21-22 NT)**

### **Responses:**

2♥ = relay, less than GF

2♠ = 4-9, 5+♠ (2N/3♠ = invite, 3♣ = p/c)

2N = 21-22 NT (see general 2N structure)

3m = 4-9, 4♠-5+m (3♠ = invite, else to play)

2♠ = to play

2N = 21-22 NT (see 2N struc)

2N = GF relay

3♣ = 4+♠, 5+♣ (3♦/♥ = own strong 1-suiter)

3♦ = 4+♠, 5+♦ (3♥/4♣ = own strong 1-suiter)

3♥+ = natural, 21-22 NT

3♥/3m = to play, any strength (raise = fit, NT = 21-22)

3♠/4♠ = 5/6-crd raise, preemptive (op. must always pass 4♠ with 21-22)

## **2♥ Opening (4-9, weak two)**

### **Responses:**

2N = Ogust, 3♥ only possible non-game now, later cue-bids are for ♥

3♥/4♥ = to play

3♣ = shortness-ask, or sign-off in a new-suit (even game level)

3♥ = no shortness (4N = RKC ♥ but may sign off in side suit, else new suits = to play)

3♦/♠/N(♣) = shortness (as above)

2♠/3♦/4♣ = natural, KQJxxx or better, invitational NF

## **2♠ Opening (4-9, weak two)**

### **Responses:**

2N = Ogust, 3♠ only possible non-game now, later cue-bids are for ♠

3♠/4♠ = to play

3♣ = shortness-ask, or sign-off in a new-suit (even game level)

3♠ = no shortness (4N = RKC ♠ but may sign off in side suit, else new suits = to play)

3♦/♥/N(♣) = shortness (as above)

3♦/3♥/4♣ = natural, KQJxxx or better, invitational NF

## **2N Opening (12-15, 5+♦-5+♣)**

### **Responses:**

3m = to play

4m = opt-RKC

games = to play

4N = BW

3M = asks for stopper (or natural slam-try)

3N = stopper (4M = slammish NF to play, 4N = RKC for M)

4♣ = 2+ crds in major (see above, and 4♦ opt. RKC)

4♦ = singleton in major (see above)

4oM = short both majors

4M = void in major

## **3♣ Opening (8-11, 5+♦-5+♣)**

### **Responses:**

Pass/3♦ = to play

4m = opt-RKC

games = to play

4N = BW

3M = asks for stopper (or natural slam-try)

3N = stopper (4M = slammish NF to play, 4N = RKC for M)

4♣ = 2+ crds in major (see above, and 4♦ opt. RKC)

4♦ = singleton in major (see above)

4oM = short both majors

4M = void in major