## SUBJECT

### INTRODUCTION TO RELAY

### GENERAL PRINCIPLES

### SUMMARY SHEET of Opening Bids

### ONE CLUB SEQUENCES

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<td>[Denies 4♥]</td>
</tr>
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<td></td>
</tr>
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<td>5♠332</td>
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</tr>
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<td>1♣ - 2NT</td>
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<td>35</td>
</tr>
<tr>
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<td>36</td>
</tr>
<tr>
<td>1♣ - 3♦</td>
<td>3-Suited 4=1=4=4 with a singleton ♥</td>
<td>36</td>
</tr>
<tr>
<td>1♣ - 3♥</td>
<td>3-Suited 1=4=4=4 with a singleton ♠</td>
<td>36</td>
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Multi 2♦

REFERENCES

Memory depends very much on the perspicuity, regularity, and order of our thoughts.
– Thomas Fuller
Greetings! We hope that you enjoy our company at the table. Even though we play highly unusual methods, we firmly believe in the fullest of disclosure. Listed below are our general tendencies. Please feel free to ask any questions you may have about any bid or play. Most importantly, smile – you’re playing bridge! ☺

1. Due to the fact we play a limited bid system, we tend to open a little lighter than most “standard” bidders. Matter of fact, we will open certain hands that are potentially below 10 hcp if the proper controls and suit requirements are met, along the lines of ZAR Points.

2. We play a method called canapé. This means we bid our four card suits first, BEFORE our five card suits. This requires a Pre-Alert, and we normally use a laminated strip to warn you before play begins.

3. Our competitive bidding structure is probably the most unusual that you have ever seen.

4. We do not bid mechanically. We give each other a sizable amount of latitude. We take into account vulnerability, playing strength, and level. We actively practice frequent upgrading, aggressiveness, & occasional downgrading.

5. We both suffer from a case of “Transferitis.” We use numerous extensions of transfers in & out of competition.

6. Our Strong Club structure uses Transfer Positives to 4-card Majors. Follow-ups are almost always some sort of Asking Bid. This means that there will be many “Alerts” given at the table. You may request that we NOT alert.

7. Our 2-level openers, with the exception of 2NT, are intermediate in strength, and quite natural. Thus, if we double your overcall, it’s often for Penalty – this normally requires an Alert, but it is a grey area in some cases.

8. Remarkably enough, our defensive carding strategies are not as exotic as the rest of our agreements. However, we do use Obvious Shift at trick one; i.e. suit preference carding when applicable.

9. Larry is more studious at declaring & defense than Dwayne is – Dwayne tends to play quickly once his mind is made up.

10. We consciously bid & play at a medium tempo, except at trick one. 1♣ & high level auctions may NOT maintain the same uniform tempo as lower levels.

11. We keep at least one copy of our system notes at the table at all times. Please feel free to ask for them if you have a question. We routinely offer to explain the bidding after the last pass and before the opening lead.

12. 99% of our system is GCC. The following is Mid Chart: Kaplan Inversion.
OPENING BIDS:  

<table>
<thead>
<tr>
<th>Bid</th>
<th>Percentage</th>
<th>HCP</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 ♠ !</td>
<td>24%</td>
<td>16+</td>
<td>HCP <strong>ARTIFICIAL &amp; FORCING</strong> with <strong>TRANSFER RESPONSES</strong>: 17+ Balanced</td>
<td>Also 5-losers &amp; 14 HCP</td>
</tr>
<tr>
<td>1 ♦</td>
<td>16%</td>
<td>10-15</td>
<td>HCP <strong>CANAPÉ</strong> if 5+ - 4 DISTRIBUTION; MAYBE 3♠ (NT), RARELY 2♣ (3325)</td>
<td>NT REBID: OPPOSITE RANGE</td>
</tr>
<tr>
<td>1 ♥/♣</td>
<td>30%</td>
<td>10-15</td>
<td>HCP <strong>M CANAPÉ</strong> IF NEW SUIT BID AT THE 2, 3-LEVEL! <strong>PRE ALERT</strong></td>
<td>NT REBID: OPPOSITE RANGE</td>
</tr>
<tr>
<td>1 NT</td>
<td>11-13 / 14-16</td>
<td>HCP <strong>BALANCED</strong>: NO GOOD 5-CARD MAJOR OR 6-CARD MINOR</td>
<td><strong>KERI SYSTEM</strong></td>
<td></td>
</tr>
<tr>
<td>2 ♠ !</td>
<td>4%</td>
<td>10-15</td>
<td>HCP 6♠ (NO 4-CARD MAJOR): 2NT: G.I. &amp; 10+ HCP, OPENER BIDS 3♠ IF MINIMUM</td>
<td>2M = N.F. GOOD 5+ CARDS</td>
</tr>
<tr>
<td>2 ♠ !</td>
<td>1%</td>
<td>10-15</td>
<td>HCP 6♣ (NO 3-CARD MAJOR): 2NT: G.I. &amp; 10+ HCP, OPENER BIDS 3♥ IF MINIMUM</td>
<td>3 of LOWER SUIT IS G.I. !</td>
</tr>
<tr>
<td>2 ♥/♠ !</td>
<td>4%</td>
<td>11-15</td>
<td>HCP 5-cards: 5M332 / 5M224♠ 2NT = A &amp; F (Lebensohl)</td>
<td>Max IF VULNERABLE</td>
</tr>
<tr>
<td>2 NT !</td>
<td>6-10</td>
<td>HCP <strong>UNUSUAL</strong>: 5/5 IN THE MINORS OR BETTER &amp; UNBALANCED</td>
<td>New Suits Forcing 1 Rd.</td>
<td></td>
</tr>
<tr>
<td>3 ♣/♥/♥/♠</td>
<td>&lt; 10</td>
<td>HCP <strong>NATURAL</strong>: PRE-EMPT USUALLY 7-CARDS TO 2 HONORS: QJTxxx</td>
<td>NAMYATS Adjunct</td>
<td></td>
</tr>
<tr>
<td>3 NT !</td>
<td>&lt; 10</td>
<td>HCP <strong>MINOR SUIT PRE-EMPT</strong> USUALLY 8-CARDS TO 2 HONORS: QJTxxx</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Responses to ONE CLUB:** **POSITIVE RESPONSE**: 8+ HCP INCLUDING 1+ CONTROL, 2 Aces or 3 Kings or A, K, Q or KQ-K, KQ + QJ

<table>
<thead>
<tr>
<th>Bid</th>
<th>Percentage</th>
<th>HCP</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 ♠ !</td>
<td>47%</td>
<td>0-7</td>
<td>HCP <strong>NEGATIVE</strong>: 8 HCP MUST INCLUDE A OR K, 7 HCP <strong>POSITIVE</strong> = AX + Kxxxx; <strong>NEGATIVE</strong> = QJ + QJ + QJ</td>
<td><strong>POSITIVE</strong> = A× + Kxxxx; <strong>NEGATIVE</strong> = QJ + QJ + QJ</td>
</tr>
<tr>
<td>1 ♥ !</td>
<td>19%</td>
<td>8+</td>
<td>HCP <strong>POSITIVE TRANSFER</strong>: 4♥: 1♠® <strong>Relay</strong>: 1NT: 5-4M, 2♠: 4♣ &amp; 5♠ Canapé, 2♣: 5♠ &amp; 4♣/♥, 2♥: 6♣</td>
<td><strong>REBID</strong>: OPPOSITE RANGE</td>
</tr>
<tr>
<td>1 ♠ !</td>
<td>14%</td>
<td>8+</td>
<td>HCP <strong>POSITIVE TRANSFER</strong>: 4♥: 1NT® <strong>Relay</strong>: 2♠ = 4♥ &amp; 5♠ Canapé, 2♥ = 6♥ + 4♥, 2♥ = 5♥ &amp; 4♣/♥</td>
<td></td>
</tr>
<tr>
<td>1 NT !</td>
<td>11</td>
<td>11-14</td>
<td>HCP <strong>POSITIVE</strong>: Balanced &amp; 11-14 HCP or 15+ HCP 2NT Asks if 15+: 3NT = No</td>
<td></td>
</tr>
<tr>
<td>2 ♠ !</td>
<td>14%</td>
<td>8+</td>
<td>HCP <strong>POSITIVE</strong>: ONE OR BOTH MINORS (NO 4M), NOT 5332. 2♣® = <strong>REBID</strong></td>
<td></td>
</tr>
<tr>
<td>2 ♠ !</td>
<td>28%</td>
<td>8-10</td>
<td>HCP <strong>POSITIVE</strong>: 8-10 <strong>BALANCED</strong></td>
<td>2M = <strong>BETAS</strong>, 2NT INTERESTED IN DISTRIBUTION: 1-UNDER <strong>TRANSFERS</strong></td>
</tr>
<tr>
<td>2 ♥ !</td>
<td>4%</td>
<td>8+</td>
<td>HCP <strong>POSITIVE</strong>: <strong>EXACTLY</strong> 5♥332: 3♥ = <strong>BETAS</strong>, 2NT ASKS FOR DOUBLETONE BY BIDDING IT.</td>
<td></td>
</tr>
<tr>
<td>2 ♠ !</td>
<td>4%</td>
<td>8+</td>
<td>HCP <strong>POSITIVE</strong>: <strong>EXACTLY</strong> 5♠332: 3♠ = <strong>BETAS</strong>, 2NT ASKS FOR DOUBLETONE BY BIDDING IT.</td>
<td></td>
</tr>
<tr>
<td>2 NT !</td>
<td>0.5%</td>
<td>15+</td>
<td>HCP <strong>POSITIVE</strong>: <strong>BALANCED</strong>, MAYBE 5-CARD MINOR</td>
<td></td>
</tr>
<tr>
<td>3 ♣ 1%</td>
<td>8+</td>
<td>HCP <strong>UNUSUAL POSITIVE</strong>: 4441 / 4414 3♥ ASKS: 3♥ = ♣, 3♠ = ♣; 3♥/3♠ = <strong>BETAS</strong>; 4♣/♥ = SAB-4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 ♦ 1%</td>
<td>8+</td>
<td>HCP <strong>UNUSUAL POSITIVE</strong>: 4144</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 ♥ 1%</td>
<td>8+</td>
<td>HCP <strong>UNUSUAL POSITIVE</strong>: 1444</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 ♠ 9</td>
<td>HCP <strong>POSITIVE</strong>: AKQxxx IN ♣ OR ♥ 6-CARD SOLID SUIT NO OUTSIDE CONTROLS</td>
<td>3NT TO PLAY</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 NT 9+</td>
<td>HCP <strong>POSITIve</strong>: <strong>AKQxxx</strong> IN ANY SUIT 7-CARD SOLID SUIT MAY HAVE OUTSIDE CONTROLS <strong>BETAS</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4♣/♥/♠/♣</td>
<td>3-6</td>
<td>HCP <strong>SEMI- POSITIVE</strong>: 3-6 <strong>CARD SUIT</strong>: Axxxxxxx / Kxxxxxxx / QJxxxxxxx &amp; NO OUTSIDE A/K</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
INTERFERENCE OVER OUR 1 ♠ Opening by 2nd Hand Opponent:

### Opponent’s Double:

**Systems On:** Regardless of Meaning of X

<table>
<thead>
<tr>
<th>Pass</th>
<th>0-4 HCP Negative:</th>
</tr>
</thead>
<tbody>
<tr>
<td>XX</td>
<td>1 or more 4-card M</td>
</tr>
<tr>
<td>1♦</td>
<td>No 4-card Major</td>
</tr>
</tbody>
</table>

1♥ > 8+ HCP Positive: Systems On:

### Opponent’s Overcall of 1NT: Mathe / Unusual for the Minors - Systems Off

#### Pass 0-5 HCP Negative

<table>
<thead>
<tr>
<th>X</th>
<th>6-8 HCP Semi-Positive</th>
<th>Can be Passed for Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♣</td>
<td>8+ HCP Positive</td>
<td>G.F. &amp; 5+♥</td>
</tr>
<tr>
<td>2♦</td>
<td>8+ HCP Positive</td>
<td>G.F. &amp; 5+♠</td>
</tr>
<tr>
<td>2♥</td>
<td>5-7 HCP Semi-Positive</td>
<td>Natural: 5+♥</td>
</tr>
<tr>
<td>2♠</td>
<td>5-7 HCP Semi-Positive</td>
<td>Natural: 5+♣</td>
</tr>
<tr>
<td>2NT</td>
<td>9+ HCP Positive</td>
<td>Balanced</td>
</tr>
</tbody>
</table>

### Opponent’s Overcall of 1NT: Natural - Systems Off

#### Pass 0-5 HCP Negative

<table>
<thead>
<tr>
<th>X</th>
<th>6-8 HCP Semi-Positive</th>
<th>Can be Passed for Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>2X+</td>
<td>8+ HCP Positive</td>
<td></td>
</tr>
</tbody>
</table>

1♠ (p) 1♥/1♠ (2X) p (= tell me more) (p) ? Bidding by Responder 2nd time around:

1st Step (by Responder) = 4M
2nd Step = 5M
3rd Step = 6M
INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT

**OPPONENT’S OVERCALL THROUGH 2♥:**

<table>
<thead>
<tr>
<th>Overcall</th>
<th>(Probably most frequent):</th>
<th>TRANSFER LEBENSOHL APPLIES</th>
</tr>
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<tbody>
<tr>
<td>1♥ Overcall</td>
<td>0-5 HCP NEGATIVE:</td>
<td>ALSO TRAP PASS WITH 5-7 HCP &amp; Hxxx⁺ in OPPONENT’S SUIT</td>
</tr>
<tr>
<td>Pass !</td>
<td></td>
<td>(a) CARD SHOWING</td>
</tr>
<tr>
<td>X !</td>
<td>5-7 HCP SEMI-POSITIVE</td>
<td></td>
</tr>
<tr>
<td>X !</td>
<td>8+ HCP POSITIVE</td>
<td>(b) CUE LATER = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP</td>
</tr>
<tr>
<td>1♠</td>
<td></td>
<td>TRANSFER &gt; 1NT</td>
</tr>
<tr>
<td>1NT</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♦ !</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♥ !</td>
<td></td>
<td>TRANSFER &gt; 2♥ STAYMAN w STOP, OR 3NT = NO STOP</td>
</tr>
<tr>
<td>2♣ !</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2NT !</td>
<td>11+ HCP POSITIVE</td>
<td>NATURAL WITH STOPPER(S) &amp; POOR SUPPORT FOR THE MAJORS [FASS?]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1♠ Overcall</th>
<th>(Probably most frequent):</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass !</td>
<td>0-5 HCP NEGATIVE:</td>
<td>ALSO TRAP PASS WITH 5-7 HCP &amp; Hxxx⁺ in OPPONENT’S SUIT</td>
</tr>
<tr>
<td>X !</td>
<td>5-7 HCP SEMI-POSITIVE</td>
<td>(a) CARD SHOWING</td>
</tr>
<tr>
<td>X !</td>
<td>8+ HCP POSITIVE</td>
<td>(b) CUE LATER = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP</td>
</tr>
<tr>
<td>1NT</td>
<td></td>
<td>TRANSFER &gt; 2♣</td>
</tr>
<tr>
<td>2♦ !</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♥ !</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♥ !</td>
<td></td>
<td>TRANSFER &gt; 2♥</td>
</tr>
<tr>
<td>2♥ !</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♥ !</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2NT !</td>
<td>11+ HCP POSITIVE</td>
<td>NATURAL WITH STOPPER(S) &amp; POOR SUPPORT FOR THE MAJORS [FASS?]</td>
</tr>
</tbody>
</table>
OPPONENT’S OVERCALL 2♣

Pass ! 0-5 HCP NEGATIVE: Also Trap Pass with 5-7 HCP & Hxxx⁺ in Opponent’s suit
X ! 5-7 HCP SEMI-POSITIVE (a) Card showing
X ! 8+ HCP POSITIVE (b) CUE LATER = 5-card suit (theirs), (c) NT Balanced wo stop

2♦ !
2♥ !
2♠ !
2NT ! 11+ HCP POSITIVE Transfer > 3♠ Stayman with stopper, or 3NT wo stopper
3♠ !

Transfer Lebensohl

OPPONENT’S OVERCALL 2♥

Pass ! 0-5 HCP NEGATIVE: Also Trap Pass with 5-7 HCP & Hxxx⁺ in Opponent’s suit
X ! 5-7 HCP SEMI-POSITIVE (a) Card showing
X ! 8+ HCP POSITIVE (b) CUE LATER = 5-card suit (theirs), (c) NT Balanced wo stop

2♥ !
2♠ !
2♣ !
2NT ! Transfer > 2NT
3♣ ! Transfer > 3♣ Stayman with stopper, or 3NT wo stopper
3♦ ! Transfer > 3♥

Transfer Lebensohl

OPPONENT’S OVERCALL 2♥

Pass 0-5 HCP NEGATIVE (a) Card showing, does not promise 40M
X ! 5-7 HCP SEMI-POSITIVE (b) No convenient bid, (c) CUE LATER = asking for stopper?
X ! 8⁺ HCP POSITIVE

2♣ 8⁺ HCP Transfer to 2NT
2NT 8⁺ HCP Transfer to 3♣
3♣ 8⁺ HCP Transfer to 3♦
3♥ 8⁺ HCP Transfer to 3♥ Stayman with stopper, or 3NT wo stopper
3♥ 8⁺ HCP Transfer to 3♣
3♠ 8⁺ HCP Transfer to 3♠
3♣ 8⁺ HCP BOTH MINORS, G.F.
3NT 8⁺ HCP To Play
**OPPONENT’S OVERCALL 2♠**

<table>
<thead>
<tr>
<th>Pass</th>
<th>HCP</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>0-5</td>
<td>HCP NEGATIVE</td>
</tr>
<tr>
<td>X</td>
<td>5-7</td>
<td>HCP SEMI-POSITIVE</td>
</tr>
<tr>
<td>2NT</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
<tr>
<td>3♠</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
<tr>
<td>3♥</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
<tr>
<td>3♣</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
<tr>
<td>3NT</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
</tbody>
</table>

Transfer Lebensohl

(a) CARD SHOWING, does **NOT** promise 4oM
(b) **NO CONVENIENT BID**, (c) **CUE LATER = ASKING FOR STOPPER**?

To Play

**INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT**

2NT **UNUSUAL OVERCALL BY 2ND HAND OPPONENT (AFTER 1♣ OPENING):**

**UNUSUAL OVER UNUSUAL:**

<table>
<thead>
<tr>
<th>Pass</th>
<th>HCP</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>0-5</td>
<td>HCP NEGATIVE</td>
</tr>
<tr>
<td>X</td>
<td>6+</td>
<td>HCP SEMI-POSITIVE OR BETTER</td>
</tr>
<tr>
<td>X</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
<tr>
<td>3♣</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
<tr>
<td>3♥</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
<tr>
<td>3♦</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
<tr>
<td>3NT</td>
<td>8+</td>
<td>HCP POSITIVE</td>
</tr>
</tbody>
</table>

(a) **NO CONVENIENT BID**

For TAKEOUT with better ♠ than ♣ - INVITATIONAL OR BETTER

For TAKEOUT with better ♠ than ♥ - INVITATIONAL OR BETTER

NATURAL: 5♣♥

NATURAL: 5♣♣

NATURAL: To Play
**3♣ OVERCALL BY 2ND HAND OPPONENT (AFTER OUR 1♣ OPENING)**

<table>
<thead>
<tr>
<th>Pass</th>
<th>0-5 HCP</th>
<th>Negative</th>
<th>5+ Card Suit [usually]</th>
<th>3♣ 8+ HCP</th>
<th>Positive</th>
<th>Natural: Good ♦ Suit</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>6+ HCP</td>
<td>Semi-Positive</td>
<td>No 5+ Card Suit</td>
<td>3♣ 8+ HCP</td>
<td>Positive</td>
<td>Natural: Good ♥ Suit</td>
</tr>
<tr>
<td>3♣</td>
<td>8+ HCP</td>
<td>Positive</td>
<td>Natural: Good ♦ Suit</td>
<td>3♣ 8+ HCP</td>
<td>Positive</td>
<td>Natural: Good ♠ Suit &amp; Denies 3-card ♥ Support</td>
</tr>
<tr>
<td>3NT</td>
<td>9+ HCP</td>
<td>Positive</td>
<td>Natural: Responder has at least 1 stopper</td>
<td>4♣ 9+ HCP</td>
<td>Positive</td>
<td><strong>Cue Bid</strong> = 3-suited Hand: 4-4-4-1 / 4-4-5-0</td>
</tr>
</tbody>
</table>

**3♦ OVERCALL BY 2ND HAND OPPONENT (AFTER OUR 1♣ OPENING)**

<table>
<thead>
<tr>
<th>Pass</th>
<th>0-5 HCP</th>
<th>Negative</th>
<th>5+ Card Suit</th>
<th>3♥ 8+ HCP</th>
<th>Positive</th>
<th>Natural: Good ♥ Suit</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>6+ HCP</td>
<td>Semi-Positive</td>
<td>No 5+ Card Suit</td>
<td>3♠ 8+ HCP</td>
<td>Positive</td>
<td>Natural: Good ♠ Suit &amp; Denies 3-card ♥ Support</td>
</tr>
<tr>
<td>3♠</td>
<td>8+ HCP</td>
<td>Positive</td>
<td>Natural: Good ♠ Suit</td>
<td>3NT 9+ HCP</td>
<td>Positive</td>
<td>Natural: Responder has at least 1 stopper</td>
</tr>
<tr>
<td>4♣</td>
<td>8+ HCP</td>
<td>Positive</td>
<td><strong>Cue Bid</strong> = 3-suited Hand: 4-4-1-4 / 4-4-0-5</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT

### 3♥ OVERCALL by 2nd Hand Opponent (After Our 1♣ Opening)

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pass</strong></td>
<td><strong>0-7</strong></td>
<td><strong>HCP Negative</strong></td>
<td><strong>No 5+ card suit</strong></td>
</tr>
<tr>
<td>X</td>
<td>8+</td>
<td><strong>HCP Positive</strong></td>
<td><strong>NATURAL: GOOD ♠ Suit</strong></td>
</tr>
<tr>
<td>3♣</td>
<td>8+</td>
<td><strong>HCP Positive</strong></td>
<td><strong>NATURAL: RESPONDER HAS AT LEAST 1 STOPPER</strong></td>
</tr>
<tr>
<td>3NT</td>
<td>9+</td>
<td><strong>HCP Positive</strong></td>
<td><strong>CUE BID = 3-suited Hand: 4144 / 4045 / 4054 &amp; 12+ HCP</strong></td>
</tr>
<tr>
<td>4♥</td>
<td>8+</td>
<td><strong>HCP Positive</strong></td>
<td></td>
</tr>
</tbody>
</table>

### 3♠ OVERCALL by 2nd Hand Opponent (After Our 1♣ Opening)

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
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<th></th>
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</thead>
<tbody>
<tr>
<td><strong>Pass</strong></td>
<td><strong>0-7</strong></td>
<td><strong>HCP Negative</strong></td>
<td><strong>No 5+ card suit</strong></td>
</tr>
<tr>
<td>X</td>
<td>8+</td>
<td><strong>HCP Positive</strong></td>
<td><strong>NATURAL: RESPONDER HAS AT LEAST 1 STOPPER</strong></td>
</tr>
<tr>
<td>3NT</td>
<td>9+</td>
<td><strong>HCP Positive</strong></td>
<td></td>
</tr>
<tr>
<td>4♣</td>
<td>12+</td>
<td><strong>HCP Positive</strong></td>
<td></td>
</tr>
<tr>
<td>4♠</td>
<td></td>
<td></td>
<td><strong>CUE BID = 3-suited Hand: 4144 / 4045 / 4054 &amp; 12+ HCP</strong></td>
</tr>
</tbody>
</table>

### 3NT OVERCALL by 2nd Hand Opponent (After Our 1♣ Opening)

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pass</strong></td>
<td><strong>0-7</strong></td>
<td><strong>HCP Negative</strong></td>
<td><strong>No 5+ card suit</strong></td>
</tr>
<tr>
<td>X</td>
<td>8+</td>
<td><strong>HCP Positive</strong></td>
<td></td>
</tr>
<tr>
<td>4♣</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4♦</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4♥</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4♠</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4NT</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
INTERFERENCE OVER OUR 1♣ OPENING: – 4TH HAND

1♣ - 1♦  INTERFERENCE > 2♠:
PASS IS Minimum & Usually Balanced
X IS FOR TAKEOUT: SHORT IN THEIR SUIT OR 19+ HCP
NT = BALANCED WITH 2 STOPPER(S): 19-20 HCP
New Suit = Natural, N.F.
Jump Suit: Natural & INVITATIONAL
Cue Bid = 3 Suited & Singleton: 441

1♣ - 1♥  INTERFERENCE > 2♠:
PASS = RELAY
X Optional - Penalty
NT
♠ = Beta
New Suit = SAB
Cue Bid = GF with Both Minors

1♣ - 1♠  INTERFERENCE > 2♠:
PASS = RELAY
X Optional - Penalty
NT
♥ = Beta
New Suit = SAB
Cue Bid = GF with Both Minors

1♣ - 1NT  INTERFERENCE > 2♠:
PASS
X = Penalty
New Suit = SAB
NT Shows Stopper and Minimum Hand
Cue Bid = GF with Both Minors

1♣ - 2♣  INTERFERENCE > 2♠:
PASS asks Responder to bid out his hand
X Optional Penalty
NT shows Stopper
Cue Bid = 3-Suited & Short in Opponent’s Suit
New Suit = SAB
INTERFERENCE OVER OUR 1 CLUB OPENING: AFTER POSITIVE RESPONSE

1♣ - 2♦  INTERFERENCE: 2♥+:  **PASS IS FORCING AND = TRANSFER STAYMAN**
* X is for **PENALTY**
* NT is NATURAL & SHOWS STOPPER
* NEW SUIT is **SAB-3**
* **CUE BID = GF WITH BOTH MINORS**

1♣ - 2♥  INTERFERENCE: 2♠+:  **PASS = NO STOPPER, BUT INTERESTED IN 3NT**
* X is for **PENALTY**
* NEW SUIT Bid is **SAB-3**
* **CUE BID = GF WITH BOTH MINORS**

1♣ - 2♠  INTERFERENCE: 2NT+:  **PASS = NO STOPPER, BUT INTERESTED IN 3NT**
* X is for **PENALTY**
* NEW SUIT Bid is **SAB-4**
* **CUE BID = GF WITH BOTH MINORS**

1♣ - 2NT  INTERFERENCE: 3♣+:  **PASS SHOWS NO STOPPER, INTERESTED IN 3NT**
* X is for **PENALTY**
* NEW SUIT Bid is **SAB-4**
* **CUE BID = GF WITH BOTH MINORS**

1♣ - 3X  INTERFERENCE: 3,4-LEVEL  **PASS SHOWS NO STOPPER, INTERESTED IN 3NT**
* X is for **PENALTY**
* NEW SUIT Bid is **SAB-3**

**MECKWELL INTERFERENCE** (FORCES 3-LEVEL BID):  **Pass = 0-5, DBL = Game Force.**
(FORCES 4-LEVEL BID):  **Pass = Forcing, DBL = Take out**
Meckwell Inversion of Pass / X at 4-level:  X = 2 places to play, Bid = 1-suited
Pass-Double Inversion (an absolute must have) (Only one per auction)

PDI generically defined:
- if opponents bid and raise a suit that is NOT of a preference = double is takeout
- no game force in existence = double is takeout
- will need to clearly define when PDI takes effect
- should use Sabine's scheme which is from Cohen/Berkowitz's notes for consistency

I Love This Game by Sabine Auken, pg. 162-3: (from Berkowitz & Cohen) After Interference of 3♣ or higher:

RESPONDER HAS NOT BID A SUIT:
- X Takeout. Partner is suppose to bid his longest suit; he can also scramble with 4NT.
- Suit One-suited hand.
- P Asks partner to X. Over the X, one can then pass for penalties or bid a suit, which (since we would have bid directly on a one-suited hand) implies another place to play.

RESPONDER HAS BID A SUIT:
- There is a difference now between one’s possible actions depending on whether the opponents have bid to the level just below game in the suit responder as shown, or whether they have bid to or past the level of our game.

They bid to the level just below our game:
- X Shows a better raise than raising partner’s suit directly
- New Suit Shows a one-suited hand.
- 4NT Roman Keycard Blackwood for responder’s suit
- Cuebid Exclusion RKCB for responder’s suit.
- Pass Asks partner to X. Over the X, one can bid a new suit or raise partner’s suit, thus showing another place to play. A cuebid of the opponents’ suit would be a slam try with a void.

They bid to or past the level of our game:
- X Flexible raise. Partner, I have some support for your suit. If you want to bid on, that’s fine. If you want to penalize them, that’s fine, too.
- New Suit One-suited hand.
- Pass Asks for X, Continuations are as above except for the delayed raise, which is now a slam try.
### G. I. Hands (or better):

<table>
<thead>
<tr>
<th>1♣ - 1♦ -</th>
<th>2♥, 2♠</th>
</tr>
</thead>
</table>

**G.I.**: 2♥ = **SUPER FLANNERY**: 4♠ & 5♥ / 4♣ & 6♥

2♥ to play, 2NT > 3♠, 3♠ > [Now 3M = G1], 3♦ > 3♥ + ♠, 3♥ weak raise, no trick, 3♠ = 4♠ + ♠️

2♠ = **MINOR SUIT FLANNERY**: xx(55) = 19* G1 / 8½ tricks

3♠/♥ = to play, 3♥ = suit or stopper, 3♠ = suit or stopper, 3NT = To Play

<table>
<thead>
<tr>
<th>1♠ - 1♦ -</th>
<th>3♣/3♠</th>
</tr>
</thead>
</table>

**G.I.**: 1 R.F. Showing 6m + 4M: Responder in interested in 4M bids the M he does NOT have (Smolen).

1♣ - 1♦ - 3♥/3♠

**G.I.**: 9 tricks exactly. Responder may pass without 1 trick or ruffing value.

---

### Reference

<table>
<thead>
<tr>
<th>Pass</th>
<th>DO NOT PASS 1♥</th>
<th>1♣ May be passed if 0-4 ??/</th>
<th>Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♠</td>
<td>0-4 HCP</td>
<td>Dble Neg. [No Ace]</td>
<td>LPL</td>
</tr>
<tr>
<td>1 NT</td>
<td>5-7 HCP</td>
<td>ARTIFICIAL / 5♣</td>
<td>Radin-Wei</td>
</tr>
<tr>
<td>2 ♥</td>
<td>0-4 HCP</td>
<td>5♣</td>
<td>LPL-DMH</td>
</tr>
<tr>
<td>2 ♦</td>
<td>0-4 HCP</td>
<td>5♦</td>
<td>LPL-DMH</td>
</tr>
<tr>
<td>2 ♥</td>
<td>3-5 HCP</td>
<td>♥ Raise: xxxx / Hxx</td>
<td>Radin-Wei</td>
</tr>
<tr>
<td>2 ♠</td>
<td>3-5 HCP</td>
<td>MINI-SPLINTER: 2NT Asks</td>
<td>LPL</td>
</tr>
<tr>
<td>2 ♥</td>
<td>3-5 HCP</td>
<td>♥ Raise: xxxx / Hxx</td>
<td>Berkowitz-Cohen</td>
</tr>
<tr>
<td>3 ♥</td>
<td>5-7 HCP</td>
<td>Fit Jump: ♥xxxx + ♠QJxxx</td>
<td>DMH-LPL</td>
</tr>
<tr>
<td>3 ♦</td>
<td>5-7 HCP</td>
<td>Fit Jump: ♥xxxx + ♠QJxxx</td>
<td>DMH-LPL</td>
</tr>
<tr>
<td>3 ♥</td>
<td>5-7 HCP</td>
<td>♥: Hxxx &amp; Balanced</td>
<td>DMH-LPL</td>
</tr>
<tr>
<td>3 ♠</td>
<td>6-7 pts</td>
<td>MAXI-SPLINTER: 3NT ASKS</td>
<td>Reese</td>
</tr>
<tr>
<td>3 NT</td>
<td>6-7 pts.</td>
<td>♠: VOID &amp; 5♥</td>
<td></td>
</tr>
<tr>
<td>4 ♠</td>
<td>6-7 pts.</td>
<td>♠: VOID &amp; 5♥</td>
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<tr>
<td>4 ♠</td>
<td>6-7 pts.</td>
<td>♠: VOID &amp; 5♥</td>
<td></td>
</tr>
<tr>
<td>4 ♥</td>
<td>0-5 HCP</td>
<td>5♥ &amp; singleton*</td>
<td></td>
</tr>
<tr>
<td>4 ♠</td>
<td>---------------</td>
<td>* (No A or K)</td>
<td></td>
</tr>
</tbody>
</table>
1♦ - 1♦ - 2♦  
Wei-Radin, 1981 / Modified by LPL

<table>
<thead>
<tr>
<th></th>
<th>2♠</th>
<th>N.F.</th>
<th></th>
<th>2♦</th>
<th>N.F.</th>
<th>Ref</th>
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<tbody>
<tr>
<td>1♠ - 1♦ -</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pass</td>
<td>0-4 HCP</td>
<td>---- No suit worth showing, no support, no Ace ----</td>
<td></td>
<td></td>
<td></td>
<td>Reese</td>
</tr>
<tr>
<td>2 ♦</td>
<td>5-7 HCP</td>
<td>♦: QJxxxx+</td>
<td></td>
<td></td>
<td></td>
<td>Reese</td>
</tr>
<tr>
<td>2 ♠</td>
<td>5-7 HCP</td>
<td>♠: QJxxxx+</td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 NT</td>
<td>5-7 HCP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>DMH</td>
</tr>
<tr>
<td>3 ♠</td>
<td>0-4 HCP</td>
<td>♠: xxx+ Raise</td>
<td>5-7 HCP</td>
<td>♠: QJxxxx+</td>
<td></td>
<td>DMH / Reese</td>
</tr>
<tr>
<td>3 ♣</td>
<td>5-7 HCP</td>
<td>♣: AQxxxx / KQxxxx</td>
<td>0-4 HCP</td>
<td>♣: xxx+ Raise</td>
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<td>Reese</td>
</tr>
<tr>
<td>3 ♦</td>
<td>5-7 HCP</td>
<td>♦: AQxxxx or KQxxxx</td>
<td></td>
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<td>Reese</td>
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<tr>
<td>4 ♦</td>
<td>6-7 HCP</td>
<td>Qxxx ♦ Raise</td>
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<td>LPL</td>
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<tr>
<td>4 ♣</td>
<td>6-7 HCP</td>
<td>♣: Qxxx Raise</td>
<td></td>
<td></td>
<td></td>
<td>LPL</td>
</tr>
</tbody>
</table>

**NT LADDER:**  1♣ - 1♦ - 1NT = 17-20 HCP, 1♣ - 1♦ - 1♥ - 1♠ - 1NT = 20-21 HCP; 1♣ - 1♦ - 2NT = (21) 22-23 HCP.  
After a positive response to 1♣, rebid minimum NT with 17+ HCP & balanced to keep bidding low.  
NOTE: Keri ON after 1NT or 2NT Rebid after 1♣ - 1♦ - 1/2NT

**Berkowitz – Johnson Precision Notes:**

1♦ = 0-7 HCP, any distribution, but A + K (K not singleton) is enough for a positive and 8 HCP with no controls (i.e., all Q's & J's) is a negative, so 1♦ is *always* negative.

1♣ - 1♦ - 1M: With an unbalanced hand, opener must start the search for a major suit fit right away.  
Therefore, with AQxx x AKJxx Kxx, rebid 1♣ over 1♦. Failure to bid spades now may lose the suit for good. This principle is applied to an extreme: to rebid 2♣, 2♦, 3♠, or 3♥ over 1♦ denies a 4-card major. Opener can rebid 1♥ or 1♠ with a hand of any strength since the bid is a 1-round force.  
[1♣ can be passed if 0-3]. Any non-raise denies 4 trumps. Failure to raise or bid 1♣ denies 4 spades. [Kaplan Inversion 'like' here by us – LPL]
Transfer Scheme: 1♠ - 1♥ = 4♣ (Not 4432 / 5♠332 / 4333 / 4441) G.F. 19%

**1♠ - 1♥ = TRANSFER:** 4♣ & 8+ HCP [THE HAND IS UNBALANCED OR 5-4 OR 6♣, MAY HAVE 4♥ IF BOTH MAJORS]

1♠® RELAY: THE USUAL FOLLOW-ON

1NT

2♠ ♠SAB-3 5♣♣ USAUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19+ HCP

2♦ ♠SAB-3 5♦++ USAUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19+ HCP

2♥ ♥SAB-3 5♥♥ USAUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19+ HCP

2♣ ♣Beta 4♣++ USAUALLY SLAM INVITATIONAL VALUES OR BETTER (19+ HCP)

2NT
3X
3NT

---

**SUMMARY of FOLLOW-ONS:**

1♠ - 1♥ = TRANSFER: 4♣ & 8+ HCP [DOES NOT DENY 4♥] [IF 4♣, UNBALANCED: 5-4/5+♣, Not 5♠332]

1♠® = RELAY: THE USUAL FOLLOW-ON (EVEN WITH 0-2♠ IF NO GOOD SUIT), BUT WITH 5♥ BID 2♥ = SAB-3

<table>
<thead>
<tr>
<th>DISTRIBUTION</th>
<th>f(x)</th>
<th>DESCRIPTION</th>
<th>Beta</th>
<th>Relay</th>
</tr>
</thead>
<tbody>
<tr>
<td>1NT ! 5-4 Majors +</td>
<td>5.2 %</td>
<td>All 5-4 &amp; 5-5 Major Hands</td>
<td>2♥/2♠</td>
<td>2♣®: ASKS FOR MAJORS</td>
</tr>
<tr>
<td>2♠ ! 4♣ + 5♠</td>
<td>4.0 %</td>
<td>A &amp; F: CANAPÉ CATCH-ALL</td>
<td>2♠</td>
<td>2♣®: ASKS FOR MINOR</td>
</tr>
<tr>
<td>2♦ ! 5♣ + 4♠</td>
<td>4.0 %</td>
<td>A &amp; F: CATCH-ALL: REV CANAPÉ</td>
<td>2♠</td>
<td>2♥®: ASKS FOR MINOR</td>
</tr>
<tr>
<td>2♥ ! 6♣++(4m)</td>
<td>4.2 %</td>
<td>1-UNDER TRANSFER: MAYBE 4♠/4♣</td>
<td>3♠</td>
<td>2♣®: ASKS FOR MINOR</td>
</tr>
<tr>
<td>2♣ ! 5♣ + 5♠</td>
<td>1.4 %</td>
<td>CATCH-ALL: ALL 5♣ – 5♣/5+♥</td>
<td>3♠</td>
<td>2NT®: ASKS FOR MINOR ***</td>
</tr>
<tr>
<td>2NT ! 6♣ + 5♠</td>
<td>0.2 %</td>
<td>EITHER MINOR: 3♠: 5♠? ⇒ 3♥ = NO, 3♥ = YES ⇒ ZOOM TO CONTROLS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3♠ ! 5♣ + 6♠</td>
<td>0.2 %</td>
<td>BETA: 3♠ / 4♠</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3♥ ! 5♣ + 6♣</td>
<td>0.2 %</td>
<td>BETA: 3♠ / 4♣</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3♥ ! 6♣ + 6♣</td>
<td>0.01 %</td>
<td>BETA: 3♠ / 4♣</td>
<td></td>
<td>OPTONAL: VERY RARE</td>
</tr>
<tr>
<td>3♠ ! 6♣ + 6♠</td>
<td>0.01 %</td>
<td>BETA: 3♠ / 4♣</td>
<td></td>
<td>OPTONAL: VERY RARE</td>
</tr>
</tbody>
</table>
Transfer Scheme: 1♠ - 1♥ = 4♣ (Not 4432 / 5♠332 / 4333 / 4441)  G.F.  19 %

1♠ - 1♥ = TRANSFER:  4♣ & 8 HCP  [DOES NOT DENY 4♠, UNBALANCED: 5-4 / 6♠, NOT 5♠332]
1♠ = RELAY: THE USUAL FOLLOW-ON (EVEN WITH 0-2♠ IF NO GOOD SUIT), BUT WITH 5+♥ BID 2♥ = SAB-3

1NT !  5-4 Majors or better
2♦   2♥ !  Freak:  6-5 / 6-6 / 7-5  f(x)  Up-the-line (♥ before ♠)
2♥  2♥ !:  ♥ longer = 6♥ + 5♠  0.1 %  Up-the-line (♥ before ♠)
2♥  2♥:  6♥ + 5♠  0.1 %  Up-the-line (♥ before ♠)
2♥  2♥:  7♥ + 5♠  0.01 %  1-Under 7-card suit
2♥  2♥:  7♥ + 5♠  0.01 %  1-Under 7-card suit
2♥/3♥  BETA
2NT  SHORTAGE ASK: 3♣ = 0♠ (Low), 3♦ = 0♥ (High), 3♥ = 1♠ -1♥ (None)
2♥ !  5-4 / 5-5 Majors
2♥  2NT  5♥ + 4♠  1.9 %  Up-the-line (♥ before ♠)
2♥  2NT  5♥ + 4♠  1.9 %  Up-the-line (♥ before ♠)
2♥  2NT  5♥ + 5♥  0.7 %
2♥  2NT  SHORTAGE ASK: 3♣ = 1♠ (Low), 3♦ = 1♥ (High), 3♥ = 2♠ -2♥ (None)
3M  BETA
2♥ !  6-4 Majors
3♠ = 6♥ + 4♠  0.5 %  Up-the-line (♥ before ♠)
3♠ = 6♥ + 4♠  0.5 %  Up-the-line (♥ before ♠)
3♠/♥  SAB-2
3M  Beta
2♥ / 2♥, 2♥  SAB-3 / BETA
2NT  4♠=5♠=0=5  3-Suited  3♠/3♥/3♠  = Beta
3♠  4♠=5♠=0=5  3-Suited  3♠/3♥/3♠  = Beta

G.F.  19 %
Transfer Scheme: $1♣ - 1♥ = 4+♣$ (Not 4432 / 5♣332 / 4333 / 4441) G.F. 19%

1♣ - 1♥ = **TRANSFER**: 4+♣ & 8+ HCP [DOES NOT DENY 4+♥, UNBALANCED: 5-4/5♣, NOT 5♣332]
1♣® = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♣ IF NO GOOD SUIT), BUT WITH 5+♥ BID 2♥ = SAB-3
2♣ ¡ 4♣ + 5+♠ 4.0% A & F: CANAPÉ CATCH-ALL: ALL 4♣ – 5+♣/5+♠

2♥ ! ® RELAY: DESCRIBE HAND FURTHER:

2♥ ! 4♠ & 5♠ 3.0% CANAPÉ
2♣® = RELAY: DESCRIBE HAND FURTHER:

2NT ¡ 4=3=1=5 0.5% LOW SHORTAGE = ♠ 3♠ / 3♠
3♣ ¡ 4=1=3=5 0.5% HIGH SHORTAGE = ♥ 3♠ / 4♠
3♥ ¡ 4=2=2=5 0.9% NO SHORTAGE = 2-2 3♠ / 4♠

2NT ! ???
3♣ Beta
3♥/3♥ SAB-3
3♥ Beta

2♠ ! 4♠ & 5♠ 3.0% CANAPÉ
2NT®: 3♠: 4=3=5=1 0.5% LOW SHORTAGE = ♠ 3♠ / 3♠
3♦: 4=1=5=3 0.5% HIGH SHORTAGE = ♥ 3♠ / 4♠
3♥: 4=2=5=2 0.9% NO SHORTAGE = 2-2 3♠ / 4♠

2NT! 4♠ & 6+♠ 0.6% 1-UNDER TRANSFER NO RELAY AVAILABLE @ 3-LEVEL 4/24/07
3♣ Beta
3♥ / 3♥ STOPPER SHOWING (FOR SAB-3 BID 3♥/♥ DIRECTLY OVER 2♥)
3♦ Beta
3NT To Play

3♣ ! 4♠ & 6+♦ 0.6% 1-UNDER TRANSFER NO RELAY AVAILABLE @ 3-LEVEL 4/24/07
3♥ / 3♥ STOPPER SHOWING (FOR SAB-3 BID 3♥/♥ DIRECTLY OVER 2♥)
3♠ Beta
3NT To Play
**Transfer Scheme:** 1♠ - 1♥ = 4♦ (Not 4432 / 5332 / 4333 / 4441) G.F. 19%

1♠ - 1♥ = **TRANSFER**: 4♦ & 8+ HCP
1♠ △ = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)

2♦ ! 5♠ & 4♣ OR 4♦ OR 5♣=0♥=4♦=4♣

2♥ ! △ **RELAY**: Distribution Relay: \( f(x) \), %

<table>
<thead>
<tr>
<th>2♣</th>
<th>5♠ + 4♣</th>
<th><strong>SHOW MINORS UP-THE-LINE, ♠ FIRST</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>3♣</td>
<td>5=3=1=4</td>
<td>0.5 Low Shortage = ♦ Bid of ♦ Singleton = <strong>BETA W</strong> ♠ / 3♣</td>
</tr>
<tr>
<td>3♠</td>
<td>5=1=3=4</td>
<td>0.5 High Shortage = ♥ Bid of ♥ Singleton = <strong>BETA W</strong>♠ / 3♣</td>
</tr>
<tr>
<td>3♥</td>
<td>5=2=2=4</td>
<td>0.9 No Shortage</td>
</tr>
</tbody>
</table>

2NT 5♠ + 4♦ **SHOW MINORS UP-THE-LINE, ♦ SECOND** 3♦ / 3♠

3♠®: **SHORTAGE ASK**

<table>
<thead>
<tr>
<th>3♣</th>
<th>5=3=4=1</th>
<th>0.5 Low Shortage = ♣</th>
</tr>
</thead>
<tbody>
<tr>
<td>3♥</td>
<td>5=1=4=3</td>
<td>0.5 High Shortage = ♥</td>
</tr>
<tr>
<td>3♠</td>
<td>5=2=4=2</td>
<td>0.9 No Shortage <strong>PROBLEM? No 3♠ Beta!</strong></td>
</tr>
</tbody>
</table>

3♠ 5=0=4=4 **EXACTLY** 0.1 3♠ / 3♠ / 4♣

2♣ **BETA**

2NT! ♥ **ASK**: New Bid: 2♥ is a Relay, thus 2NT substitutes for a ‘SAB-3’ with New Responses:

<table>
<thead>
<tr>
<th>3♣</th>
<th>3 ♥</th>
<th>3♠ What is your 4 minor?</th>
</tr>
</thead>
<tbody>
<tr>
<td>3♦</td>
<td>2 ♥</td>
<td>3♠ What is your 4 minor?</td>
</tr>
<tr>
<td>3♥</td>
<td>1 ♥</td>
<td></td>
</tr>
<tr>
<td>3♠</td>
<td>0 ♥</td>
<td>3NT</td>
</tr>
</tbody>
</table>

3♠ SAB-3

3♦ SAB-3
Transfer Scheme: 1♣ - 1♥ = 4+♠ (Not 4432 / 5♠332 / 4333 / 4441) G.F. 19 %

1♠ - 1♥ = TRANSFER: 4+♠ & 8+ HCP
1♠ ®! = RELAY: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)
2♥ !  6+♠  Maybe 4-card minor  4.2%

2♠®  Asking for DISTRIBUTION:

2NT  6♠ + 4♥  3♠/3♣ = BETA 0.5 %  1-UNDER TRANSFER 6(21)4 / 6(30)4
3♠  6♠ + 4♥  3♣/3♠ = BETA 0.5 %  1-UNDER TRANSFER 6x4x
3♦  6♠ + 3♥  3♥/3♠ = BETA 1.0 %  1-UNDER TRANSFER
3♥  6♠xxx  3♠ = BETA 1.2 %  1-UNDER TRANSFER 6133 / 6232 / 6223
3♣  3♠  3NT

2NT!
3♣/♥/♥!  SAB-3
3♠ !  BETA

1♠ - 1♥ = TRANSFER: 4+♠ & 8+ HCP
1♠ ®! = RELAY: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)
2♠ !  5♠ & 5m  1.4 %

2NT®  Asking for Minor:

3♠  5♠ + 5♠  3♠/4♠ = BETA
3♦  5♠ + 5♦  3♠/4♦ = BETA
Transfer Scheme: 1♣ - 1♥ = 4♦ (Not 4432 / 5332 / 4333 / 4441) G.F. 19 %

<table>
<thead>
<tr>
<th>1♣ - 1♥</th>
<th>TRANSFER: 4♦ &amp; 8+ HCP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♣ ⊝ !</td>
<td>RELAY: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)</td>
</tr>
<tr>
<td></td>
<td>2NT! 6♠ &amp; 5m 0.2 %</td>
</tr>
<tr>
<td>3♣</td>
<td>ASKING IF CLUBS: 3♦ = No, 3♥ = YES &amp; 1-2 Controls, ZOOM</td>
</tr>
<tr>
<td>3♦</td>
<td>ASKING if Diamonds 3♥ = No, 3♠ = YES &amp; 1-2 Controls, ZOOM</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1♣ - 1♥</th>
<th>TRANSFER: 4♦ &amp; 8+ HCP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♣ ⊝ !</td>
<td>RELAY: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)</td>
</tr>
<tr>
<td></td>
<td>3♣ ! 5♣ &amp; 6♣ 0.1%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1♣ - 1♥</th>
<th>TRANSFER: 4♦ &amp; 8+ HCP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♣ ⊝ !</td>
<td>RELAY: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)</td>
</tr>
<tr>
<td></td>
<td>3♦ ! 5♣ &amp; 6♦ 0.1%</td>
</tr>
</tbody>
</table>
Transfer Scheme: \(1♥ - 1♥ = 4♦\) (Not 4432 / 5332 / 4333 / 4441) G.F. 19%

<table>
<thead>
<tr>
<th>1♠ - 1♥</th>
<th>TRANSFER: 4♥ &amp; 8♥ HCP</th>
<th>OPENERS’ REBIDS / COMMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♦</td>
<td>ASKING FOR 3-CARD ♠ SUPPORT: USUALLY 6♦ &amp; 0-1♠ &amp; NOT 3♥ &amp; 1-LOSER SUIT &amp; SLAM INVITATIONAL</td>
<td></td>
</tr>
<tr>
<td>1st</td>
<td>2♦ ! 0-1♠ NEGATIVE FOR ♠ SUPPORT</td>
<td>3♣: Absolute Beta (no ♠ support required)</td>
</tr>
<tr>
<td></td>
<td>*</td>
<td>3♣: Re ASK: 3♦ = 0-1♣, 3♥ = 2♣, 3♠ = 3♦ &amp; 1-2 controls</td>
</tr>
<tr>
<td>2nd</td>
<td>2♥ ! 6♦ 1-UNDER RE-TRANSFER ???</td>
<td>3♣: Re ASK: 3♦ = 0-1♣, 3♥ = 2♣, 3♠ = 3♦ &amp; 1-2 controls</td>
</tr>
<tr>
<td>3rd</td>
<td>2NT! 3♦ 1-2 Controls</td>
<td>3♣ = TAB, Other Suits = CAB</td>
</tr>
<tr>
<td>4th</td>
<td>3♦ ! 3♦ 3 Controls</td>
<td>3♣ = TAB in ♠ if available</td>
</tr>
<tr>
<td></td>
<td>3♥ ! 3♦ 5 Controls</td>
<td>4♣ = START OF TURBO!, Other Suits = CAB</td>
</tr>
<tr>
<td></td>
<td>3♠ ! 3♦ 6 Controls</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3NT! 3♦ 7 Controls</td>
<td></td>
</tr>
</tbody>
</table>

2♠ ! ASKING FOR 3-CARD ♠ SUPPORT: USUALLY 6♦ & 0-1♠ & 0-2♦ & NOT 3♥ & 1-LOSER SUIT & SLAM INVITATIONAL

| 3NT! 3♦ 6 Controls |

2♥ ! ASKING FOR 3-CARD ♥ SUPPORT: USUALLY 6♥ & 0-1♥ & 0-2♥ & 1-LOSER SUIT & SLAM INVITATIONAL
Transfer Scheme: 1♣ - 1♠: 4♦ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8♦ hcp, G.F. 14 %

<table>
<thead>
<tr>
<th>1♣! - 1♠! = 4♦</th>
<th>UNBALANCED</th>
<th>[DENIES 4♠]</th>
</tr>
</thead>
</table>

1NT® RELAY: TELL ME MORE: *USUALLY BALANCED HAND AND/OR A 4-CARD MAJOR*

<table>
<thead>
<tr>
<th>BID</th>
<th>DISTRIBUTION</th>
<th>f(x)</th>
<th>DESCRIPTION</th>
<th>BETA</th>
<th>RELAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♣</td>
<td>4♥ + 5♠</td>
<td>4.0%</td>
<td>A &amp; F: CANAPÉ CATCH-ALL</td>
<td>2♥</td>
<td>2♣® ASKS FOR MINOR</td>
</tr>
<tr>
<td>2♦</td>
<td>6♦ + 2</td>
<td>4.1%</td>
<td>1-UNDER TRANSFER</td>
<td>3♥</td>
<td>2♦® ASKS FOR MINOR</td>
</tr>
<tr>
<td>2♥</td>
<td>5♥ + 4♠</td>
<td>3.9%</td>
<td>A &amp; F: REV. CANAPÉ CATCH-ALL</td>
<td>3♥</td>
<td>2♣® ASKS FOR MINOR(s)</td>
</tr>
<tr>
<td>2♠</td>
<td>5♥ + 5♠</td>
<td>1.4%</td>
<td>A &amp; F: CATCH-ALL</td>
<td>3♥</td>
<td>2NT® ASKS FOR MINOR</td>
</tr>
<tr>
<td>2NT</td>
<td>6♥ + 5♠</td>
<td>0.2%</td>
<td>EITHER MINOR 3♠: 5♠? ⇒ 3♥ = NO, 3♥ = YES ⇒ ZOOM TO CONTROLS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3♣</td>
<td>5♥ + 6♣</td>
<td>0.2%</td>
<td>BETA: 3♥ / 4♣</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3♠</td>
<td>5♥ + 6♣</td>
<td>0.2%</td>
<td>BETA: 3♥ / 4♣</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3♥</td>
<td>6♥ + 6♣</td>
<td>0.01%</td>
<td>BETA: 3♥ / 4♣</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3♣</td>
<td>6♥ + 6♣</td>
<td>0.01%</td>
<td>BETA: 3♥ / 4♣</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Transfer Scheme: 1♠ - 1♠: 4+♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8+ hcp, G.F. 13 %

1♠! - 1♠! = **TRANSFER**: 4+♥ & 8+ HCP UNBALANCED [Denies 4♠]
1NT® = **RELAY**: The usual follow-on (even with 0-2♥ if no good suit)

2♣ ! 4♥ **CANAPÉ**: 4♥ & 5♣/5♦ & not 5-4 or better in the Majors 5.4 %

2♣®! = **RELAY**: Describe Hand Further:

| 2♥ ! 4♥ + 5♣ | 2.0% | Cannot have 4♠ > 1♠ - 2NT ≡ 44(50) |
| 2♠® | Describe Hand Further: Safe to Ask, Beta still available |
| 2♣ ! 4♥ + 5♦ | 2.0% | Cannot have 4♠ > 1♠ - 2NT ≡ 44(50) |

2NT ! 3415 0.5% Low Shortage = ♠ 3♣/3♥
3♥
3♠ ! 1435 0.5% High Shortage = ♠ 3♥/4♥
3♣
3♥ ! 2425 0.9% No Shortage = 2-2 3♥/4

2♥ ! 4♥ + 5♥ 2.0% Cannot have 4♠ > 1♠ - 2NT ≡ 44(50)

2NT® Describe Hand Further: DANGER, ♥ Beta interference w 2452 Beta

3♠ ! 3451 0.9% Low Shortage = ♠ 3♣/3♥
3♥ ! 1453 0.5% High Shortage = ♠ 3♥/3♣ = ♠
3♥ ! 2452 0.5% No Shortage = 2-2 4♠

2NT ! 4♥ + 6♠ No Relay Available @ the 3-level, only Beta / Stopper Show 0.8%

3♠ Beta
3♥ Shows Stopper for NT
3♥ Beta
3♣ Shows Stopper for NT
3NT To Play

3♠ 4♥ + 6♦ No Relay Available @ the 3-level, only Beta 0.8%

3♥/3♥ Beta
3♣ Shows Stopper for NT
3NT To Play
Transfer Scheme: \( 1\spadesuit - 1\spadesuit: 4^+\heartsuit \) (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & \( 8^+ \) hcp, G.F. 13 %

<table>
<thead>
<tr>
<th>1\spadesuit ! - 1\spadesuit ! = TRANSFER: 4^+\heartsuit &amp; 8^+ HCP UNBALANCED</th>
<th>[Denies 4^+\spadesuit]</th>
</tr>
</thead>
<tbody>
<tr>
<td>1NT\® = RELAY: The Usual Follow-on (Even with 0-2\clubsuit if No Good Suit)</td>
<td></td>
</tr>
<tr>
<td>2\spadesuit ! 6\diamondsuit &amp; MAYBE 4\spadesuit or 4\heartsuit</td>
<td></td>
</tr>
<tr>
<td>4.7 %</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2\spadesuit\® Asking if 4-card Minor</th>
</tr>
</thead>
<tbody>
<tr>
<td>2\spadesuit 3\spadesuit+6\heartsuit\xx No 4-CARD MINOR 2NT ASKS FOR RESIDUAL 3\spadesuit: 31, 3\heartsuit: 13, 3\diamondsuit: 22</td>
</tr>
<tr>
<td>0.5 %</td>
</tr>
<tr>
<td>2NT 6^+\heartsuit + 4\spadesuit 3\spadesuit/3\heartsuit = BETA 1-UNDER TRANSFER</td>
</tr>
<tr>
<td>0.8 %</td>
</tr>
<tr>
<td>3\spadesuit 6^+\heartsuit + 4\spadesuit 3\spadesuit/3\heartsuit = BETA 1-UNDER TRANSFER</td>
</tr>
<tr>
<td>0.8 %</td>
</tr>
<tr>
<td>3\diamondsuit 6^+\diamondsuit Others 3\spadesuit/\diamondsuit = BETA</td>
</tr>
<tr>
<td>0.7 %</td>
</tr>
<tr>
<td>3\heartsuit 7\heartsuit OK IF WE USE 4\spadesuit = BETA</td>
</tr>
<tr>
<td>0.7 %</td>
</tr>
<tr>
<td>3\spadesuit 8\spadesuit OK IF WE USE 4\spadesuit = BETA</td>
</tr>
<tr>
<td>0.1 %</td>
</tr>
</tbody>
</table>

2NT ! REPLACEMENT BID = ♠ BETA to save a level of Bidding

| 3\spadesuit\heartsuit/\diamondsuit/\spadesuit ! SAB-3 |
| 3\heartsuit ! BETA |

Transfer Scheme: \( 1\spadesuit - 1\spadesuit: 4^+\heartsuit \) (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & \( 8^+ \) hcp, G.F. 13 %

<table>
<thead>
<tr>
<th>1\spadesuit ! - 1\spadesuit ! = TRANSFER: 4^+\heartsuit &amp; 8^+ HCP UNBALANCED</th>
<th>[Denies 4^+\spadesuit]</th>
</tr>
</thead>
<tbody>
<tr>
<td>1NT\® = RELAY: The Usual Follow-on (Even with 0-2\clubsuit if No Good Suit)</td>
<td></td>
</tr>
<tr>
<td>2\spadesuit ! 5\clubsuit + 4\spadesuit or 4\diamondsuit OR 0=5=4=4</td>
<td></td>
</tr>
<tr>
<td>2.1 %</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2\spadesuit \® RELAY: Distribution Relay:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2NT 5\clubsuit + 4\spadesuit (Bid 3\spadesuit for Residuals) SHOW MINORS UP-THE-LINE, ♠ FIRST / 1-UNDER TRANSFER</td>
</tr>
<tr>
<td>Low Shortage</td>
</tr>
<tr>
<td>Bid of 3\spadesuit (Singleton) = ♠ BETA</td>
</tr>
<tr>
<td>High Shortage</td>
</tr>
<tr>
<td>3\spadesuit 3=5\heartsuit=1=4\spadesuit</td>
</tr>
<tr>
<td>Low Shortage</td>
</tr>
<tr>
<td>3\diamondsuit 1=5\heartsuit=3=4\spadesuit</td>
</tr>
<tr>
<td>High Shortage</td>
</tr>
<tr>
<td>3\heartsuit 2=5\heartsuit=2=4\spadesuit</td>
</tr>
<tr>
<td>No Shortage</td>
</tr>
<tr>
<td>3\spadesuit 3\spadesuit/3\heartsuit/3\diamondsuit = BETA</td>
</tr>
<tr>
<td>Bid of 4\spadesuit (Singleton) = ♠ BETA</td>
</tr>
<tr>
<td>3\heartsuit 3\spadesuit/3\heartsuit/3\diamondsuit = BETA</td>
</tr>
<tr>
<td>Low Shortage</td>
</tr>
<tr>
<td>3\diamondsuit 3\spadesuit/3\heartsuit/3\diamondsuit = BETA</td>
</tr>
<tr>
<td>High Shortage</td>
</tr>
<tr>
<td>3NT 2=5\heartsuit=2=4\spadesuit</td>
</tr>
<tr>
<td>No Shortage</td>
</tr>
<tr>
<td>3\heartsuit 3\spadesuit/3\heartsuit/3\diamondsuit = BETA</td>
</tr>
<tr>
<td>No 3-level Beta!</td>
</tr>
<tr>
<td>3\spadesuit 5\spadesuit + 4\diamondsuit + 4\heartsuit 0=5=4=4 EXACTLY</td>
</tr>
<tr>
<td>3\spadesuit/4\spadesuit/4\heartsuit = Beta 3\spadesuit = Turbo Start 0.1 %</td>
</tr>
</tbody>
</table>
Transfer Scheme: 1♣ - 1♠: 4+♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8+ hcp, G.F. 13%

1♣ - 1♠ = TRANSFER: 4+♥ & 8+ HCP
1NT® ! = RELAY: THE USUAL FOLLOW-ON
   2♠ ! 5♥ & 5m 1.4%
   2NT® Asking for Minor:
      3♠ 5♥ + 5♠ 3♥ / 4♠ = Beta
      3♦ 5♥ + 5♦ 3♥ / 4♦ = Beta


1♣ - 1♠ = TRANSFER: 4+♥ & 8+ HCP
1NT® ! = RELAY: THE USUAL FOLLOW-ON
   2NT ! 6♥ & 5♣/5♦ 0.1%
   3♠       Beta if 5♣ Trumps: 3♠ = NOT 5♠, Zoom to Controls if 5♠
   3♣/3♠ SAB-2 3♥ = 0-1 ♦, 3♠ = 2♦ & 1-2 Controls, then Zoom
   3♥       Beta with ♥s Trumps

1♣ - 1♠ = TRANSFER: 4+♥ & 8+ HCP
1NT® ! = RELAY: THE USUAL FOLLOW-ON
   3♣ ! 5♥ & 6♠ 0.1%

1♣ - 1♠ = TRANSFER: 4+♥ & 8+ HCP
1NT® ! = RELAY: THE USUAL FOLLOW-ON
   3♣ ! 5♥ & 6♠ 0.1%
Transfer Scheme: 1♦ - 1NT: Balanced 11-14 hcp (~1 %) 11 %

<table>
<thead>
<tr>
<th>1♠ ! - 1NT</th>
<th>2♣ !</th>
<th>TRANSFER STAYMAN:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♦ ! 4♥</td>
<td>2♣ = 4♠</td>
<td>MAYBE 4♠, NOW 2♥ = BETA NOW 2♦ = SAB-4: 2NT = 2♠, 3♣ = 3♣, ZOOM TO CNTRL</td>
</tr>
<tr>
<td>2♥ ! 4♠</td>
<td>2♦ = BETA; 2NT ASKING FOR MINORS: 3♠ = 4♦, 3♥ = 4♣</td>
<td></td>
</tr>
<tr>
<td>2♠ ! 11-14</td>
<td>No 4 MAJOR OR 5♠</td>
<td>2NT ASKING: 3♣ = 5♣/5♣, 3♥ = 3♣333♣, 3♠ = 333♣</td>
</tr>
<tr>
<td>3♣ ! 11-14</td>
<td>5♣</td>
<td>5♣332</td>
</tr>
<tr>
<td>3♥ ! 11-14</td>
<td>3♥</td>
<td>2♣-3♥-4♣-4♣</td>
</tr>
<tr>
<td>3♦ ! 11-14</td>
<td>3♦</td>
<td>1-UNDER FRAGMENT</td>
</tr>
<tr>
<td>3♠ ! 11-14</td>
<td>4♠</td>
<td>3♦ = BETA:</td>
</tr>
<tr>
<td>3♥ ! 11-14</td>
<td>4♥</td>
<td>3♥ = 5♣, 3♥ = 5♣ &amp; 3 CONTROLS, ETC ...</td>
</tr>
<tr>
<td>3♦ ! 11-14</td>
<td>3♣</td>
<td>3♣ = BETA:</td>
</tr>
<tr>
<td>3♥ ! 11-14</td>
<td>3♦</td>
<td>3♦ = 5♣, 3♥ = 5♣ &amp; 3 CONTROLS, ETC ...</td>
</tr>
<tr>
<td>3♠ ! 11-14</td>
<td>3♣</td>
<td>3♣ = BETA:</td>
</tr>
<tr>
<td>3♥ ! 11-14</td>
<td>3♦</td>
<td>3♣ = 5♣, 3♥ = 5♣ &amp; 3 CONTROLS, ETC ...</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1♠ ! - 1NT</th>
<th>2♥ ! 2♦</th>
<th>ASKING</th>
</tr>
</thead>
<tbody>
<tr>
<td>5♦ ♥</td>
<td>2♣ ! 3♦</td>
<td>1-2 CONTROLS</td>
</tr>
<tr>
<td>2NT ! 3♦</td>
<td>3♣</td>
<td>CONTROLS</td>
</tr>
<tr>
<td>3♣ ! 3♦</td>
<td>4 CONTROLS</td>
<td></td>
</tr>
<tr>
<td>3♥ ! 3♦</td>
<td>5 CONTROLS</td>
<td></td>
</tr>
<tr>
<td>3♥ ! 3♦</td>
<td>6 CONTROLS</td>
<td></td>
</tr>
<tr>
<td>(6 CONTROLS IS MAX FOR 14 hcp)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1♠ ! - 1NT</th>
<th>2♥ ! 1st STEP 2♥</th>
<th>BALANCED: 4234 / 3244 / 4243 / 3235</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♣ ! 1st STEP 2♥</td>
<td>1-2 CONTROLS</td>
<td></td>
</tr>
<tr>
<td>3♣ ! 3rd STEP 3♥</td>
<td>3 CONTROLS</td>
<td></td>
</tr>
<tr>
<td>3♦ ! 4th STEP 3♥</td>
<td>4 CONTROLS</td>
<td></td>
</tr>
<tr>
<td>3♥ ! 5th STEP 3♥</td>
<td>5 CONTROLS</td>
<td></td>
</tr>
<tr>
<td>3♠ ! 6th STEP 3♥</td>
<td>6 CONTROLS</td>
<td></td>
</tr>
<tr>
<td>ALL BIDS BELOW 3NT = CAB: xx+/K/A/0/1/AK-AQ</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Transfer Scheme: 1♣ - 1NT: Balanced 11-14 hcp

1♣! - 1NT

2♣ ASKING 2NT! 2♣
5♣ 3♣! 3♣+ 1-2 CONTROLS
3♦! 3♣+ 3 CONTROLS
3♥! 3♣+ 4 CONTROLS
3♠! 3♣+ 5 CONTROLS
3NT! 3♣+ 6 CONTROLS

1♦! - 1NT

2NT ®!
Transfer Schemes: 1♣ - 2♣:  A. & G.F.: One or Both Minors & No 4M  14 %

1♣ ! - 2♣!  One or Both Minors without a 4-card Major  [Not 5332]

2♦ @  RELAY:  THIS IS THE USUAL REPLY

2♥ !  SAB-2
2♠ !  SAB-2

2NT  FRAGMENT ASK:  ANY 3-CARD MAJOR(S)?  3♣ = NONE, 3♦ = 3♥, 3♥ = 3♠, 3♠ =
3♣ !  SAB-3
3♦ !  SAB-3
3♥ !  JAB / ABSOLUTE BETA & SETS ♥S AS TRUMPS
3♠ !  JAB / ABSOLUTE BETA & SETS ♠S AS TRUMPS
3NT

1♣ ! - 2♣!  One or Both Minors without a 4-card Major  [Not 5332]

2♦ @  RELAY:  THIS IS THE USUAL REPLY ASKING FOR SUIT(S):

2♥ !  5♣  6.2%  2♠ @: 2NT: 6♠, 3♣: 3145, 3♦: 1345, 3♥: 2245  ♦DENIAL, 3♠: 2245, 3NT =2245
2♦ !  5♦  6.2%  2NT@: 3♣: 6♥, 3♦: 1354, 3♥: 3154 3♠=2254  ♦C, 3NT = 2254  ♦C STOP.
2♥ !  6♠ + 4♥  0.7%  3m = BETA, 3M = SAB-3
3♣ !  4♣ + 6♦  0.5%  3♦/4♣ = BETA, 3M = SAB-3
3♦  0=3=5=5  0.1%  1-UNDER THE FRAGMENT
3♥  3=0=5=5  0.1%  1-UNDER THE FRAGMENT
3♠  2=1=5=5  0.3%  LOW SINGLETON
3♣  1=2=5=5  0.3%  HIGH SINGLETON
3♠  1=2=5=5  0.3%  HIGH SINGLETON

1♣ ! - 2♣!  One or Both Minors without a 4-card Major

2♥ !  SAB-3

2♣  0-1♥
2NT  2♥
3♠  3♥  1-2 CONTROLS
3♦  3♥  3 CONTROLS, ETC
3♥/♠
3NT
### Transfer Schemes: 1♠ - 2♠: A. & G.F.: Either or Both Minors & No 4M 14%

<table>
<thead>
<tr>
<th>1♠ ! - 2♠ !</th>
<th>SAB-3:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2NT !</td>
<td>0-1♠</td>
</tr>
<tr>
<td>3♣ !</td>
<td>2♠</td>
</tr>
<tr>
<td>3♦ !</td>
<td>3♦ 1-2 Controls</td>
</tr>
<tr>
<td>3♥ !</td>
<td>3♦ 3 Controls</td>
</tr>
<tr>
<td>3♠ !</td>
<td>3♦ 4 Controls</td>
</tr>
</tbody>
</table>
| 3NT !       | 3♦ 5 Controls, etc ...

### 1♠ ! - 2♠ !

**2NT !**

**FRAGMENT ASK:** IF 5-5 IN THE MAJORS OR OTHER FREAK HANDS [SIMILAR TO 1C – 1H – 1NT = 5-5]

| 3♣ !        | No 3M |
| 3♦ !        | 3♥ Maybe 3♠ |
| 3♥ !        | 3♠ ONLY |
| 3♠ !        | 3NT ! |

**Now 3M = SAB-2, Now 3♥ = BETA, Now 3♠ = BETA**

### 1♠ ! - 2♠ !

<table>
<thead>
<tr>
<th>3♣ !</th>
<th>SAB-3</th>
</tr>
</thead>
<tbody>
<tr>
<td>3♦</td>
<td>0-2♠</td>
</tr>
<tr>
<td>3♥ !</td>
<td>2♠ 1-2 Controls</td>
</tr>
<tr>
<td>3♠ !</td>
<td>3♦ 3 Controls</td>
</tr>
<tr>
<td>3NT !</td>
<td>3♦ 4 Controls</td>
</tr>
<tr>
<td>4♣</td>
<td>3♦ 5 Controls</td>
</tr>
<tr>
<td>4♦</td>
<td>3♦ 6 Controls</td>
</tr>
</tbody>
</table>

**SIMILAR FOR 1♣ - 2♦ - 3♦ = SAB-3**

**DESIGN: ONLY GO PAST 3NT WITH 5+ CONTROLS (11+ HCP)**
Transfer Schemes: 1♣ - 2♦: Balanced 8-10 HCP

1♣! - 2♦! = Balanced & 8-10 HCP

2♥! Asking Bid for Hearts:
- 2♦ = 2♥, 2NT = 3♦ & 1-2 Controls, 3♠ = 3♦ & 3 Controls, etc ...
- 2♣ = 2♣, 3♠ = 3♠ & 1-2 Controls, 3♦ = 3♠ & 3 Controls, etc ...

2NT! Waiting: Usually a Balanced Hand with interest in a 4-card Major:
- 3♥ 1-under Transfer No 4M 3♣ = Beta
- 3♥ 4♣ 1-under Transfer May have 4♠ 3♥ = Beta 3♣: Sab-4: 3NT Denies 4♠, 4♣ = 1-2 Cnt
- 3♥ 4♥ 1-under Transfer Denies 4♥ 3♠ = Beta
- 3♥ No 4M or 5m 3NT to play 3244 / 2344 / 3343 / 3334 Only Distributions!
- 3NT! 5♣ 1-under Transfer Pass to play 4♠ = Beta / Turbo Start

3♥ Asking Bid for Clubs:
- 3♥ = 2♥, 3♥ = 3♥ & 1-2 Controls, 3♠ = 3♥ & 3 Controls, etc ...

3♥ Asking Bid for Diamonds
- 3♥ = 2♥, 3♥ = 3♥ & 1-2 Controls, 3NT = 3♥ & 3 Controls, etc ...

3NT Natural: To Play The most frequent rebid by opener

1♣! - 2♦! = Balanced & 8-10 HCP

2♥! Asking:
- 2♥ ! 2♥ 2NT Asking: 3♥ = 5♥, 3♥ = 4♥, 3♣ = 3♣-2♥-4-4, 3NT = 5♣
- 2NT! 3♥ 1-2 Controls
- 3♥ ! 3♥ 3 Controls
- 3♥ ! 3♥ 4 Controls 4 Controls is maximum for 8-10 HCP: A+A / A+K+K

1♣! - 2♦! = Balanced & 8-10 HCP

2♣! Asking:
- 2♣! 2♣ 3♠, 3♣, 3♥ = 4-card SABS: 1st Step = 3, 2nd Step = 4+ & 1-2 CNTRLS
- 3♠ ! 3♠ 1-2 Controls
- 3♥ ! 3♥ 3 Controls
- 3♥ ! 3♥ 4 Controls 4 Controls is maximum for 8-10 HCP: A+A / A+K+K
Transfer Schemes: 1♣ - 2♦: Balanced 8-10 HCP 28%

1♣ !- 2♦ ! = BALANCED & 8-10 HCP
2NT = WAITING: BALANCED HAND - TELL ME MORE ABOUT YOUR DISTRIBUTION: INTERESTED IN 4M &/OR SLAM INTEREST

| 3♣ ! | 1-UNDER TRANSFER: | 5♦ & No 4M | 5♦332 |
| 3♦ ! | 4♥ MAYBE 4♠ | 3♥ = BETA, 3♣: SAB-4: 3NT: 2-3♠, 4♠ = 4♠ & 1-2 CONTROLS |
| 3♥ ! | 1-UNDER TRANSFER: | 4♠ ONLY | 3♠ = BETA |
| 3♠ ! | No 4M or 5m | 3343 / 3334 / 3244 / 2344 | 4♣ = BETA, 4♦ = 4♦, 4♥ = 4♥ & 1-2 CONTROLS |
| 3NT! 1-UNDER TRANSFER: | 5♣ & No 4M | 5♣332 | [CONDITIONAL TRANSFER, OPENER MAY PASS] |

1♣ ! - 2♦ ! = BALANCED & 8-10 HCP
3♠ ! = ASKING: OPENER DENIES A 4M

| 3♥ | 2♣ |
| 3♥ | 3♣+ 1-2 CONTROLS |
| 3♦ | 3♣+ 3 CONTROLS |
| 3♠ | 3♣+ 3 CONTROLS |
| 3NT | 3♣+ 4 CONTROLS | 4 CONTROLS IS MAXIMUM FOR 8-10 HCP |

1♣ ! - 2♦ ! = BALANCED & 8-10 HCP
3♦ ! = ASKING: OPENER DENIES A 4M

| 3♥ | 2♦ |
| 3♥ | 3♦+ 1-3 CONTROLS |
| 3♦ | 3♦+ 1-3 CONTROLS |
| 3NT | 3♦+ 4 CONTROLS | DANGER: PASS 3NT W 4 CONTROLS (MAXIMUM FOR 8-10 HCP) |

1♣ ! - 2♦ ! = BALANCED & 8-10 HCP
3♥ ! = JAB
3♦ ! = JAB
3NT TO PLAY & NOT INTERESTED IN SLAM OR 4-4 FIT
4♠ / 4♦ JAB
1♣ - 2♥ SCHEME: 5♥332, G.F. 3.9 %

1♣ ! - 2♥ !
2♠ !
2NT! Asking: For Weak Doubleton 3♣ = 3=5=3=2, 3♦ = 3=5=2=3, 3♥ = 2=5=3=3, 3♠ = Kx, 3NT: xx = Ax
3♦ SAB-3
3♥ SAB-3
3♥ BETA
3♠
3 NT

1♣ - 2♠ SCHEME: 5♠332, G.F. 3.9 %

1♣ ! - 2♠ !
2NT! Asking: For Weak Doubleton 3♣ = 5=3=3=2, 3♦ = 5=3=2=3, 3♥ = 5=2=3=3, 3♠ = Kx, 3NT: xx = Ax
3♦ SAB-3
3♥ SAB-3
3♥ BETA
3♠
3 NT
1♣ - 2NT SCHEME: Balanced & 15+ HCP Forcing to 4NT

3♣! Transfer Stayman

3♦ ! 4♥
3♥ ! 4♠
3♠ ! No 4-card Major or 5-card Minor
3NT! 5♣
4♣ ! 5♣
4♥ ! 2=3=4=4
4♦ 3=2=4=4
4♠ 3=3=3=4
4NT 3=3=4=3

3♦/♥/♠ SAB-3
3NT ♠SAB-3
1♣ - 3♠ SCHEME: $4\heartsuit$ & $4\spadesuit$ with a Singleton ♠ or ♦ & $8^+\text{ HCP}$ 1.5 %

1♠ - 3♠ 4441 / 4414
3♥ asks for Singleton: 3♥ = Singleton ♠, 3♠ = Singleton ♦. Now 3NT to Play
3♥ Sets Trumps BETA
3♠ Sets Trumps BETA
3NT To Play
4♥ SAB-4 4♦ = Singleton ♦, 4♥ = 4♠ & 1-2 Controls, 4♣ = 4♣ & 3 Controls, 4NT = 4♣ & 4 Controls
4♦ SAB-4 4♥ = Singleton ♣, 4♠ = 4♣ & 1-3 Controls, 4NT = 4♣ & 4 Controls

1♣ - 3♥ SCHEME: $4144$ with a Singleton ♦ & $8^+\text{ HCP}$ 0.75 %

3♥ BETA To save bidding space, trumps probably a minor or NT
3♠ BETA w ♠ Trumps (or interested in Q♠)
3NT To Play
4♥ BETA w ♠ Trumps (or interested in Q♠)
4♦ BETA w ♦ Trumps (or interested in Q♦)

1♣ - 3♥ SCHEME: $1444$ with a Singleton ♠ & $8^+\text{ HCP}$ 0.75 %

3♠ BETA To save bidding space, as 4♥ is to play
3NT To Play
4♥ BETA w ♠ Trumps (or interested in Q♠)
4♦ BETA w ♦ Trumps (or interested in Q♦)
4♥ TO PLAY

1♣ - 3♠ SCHEME: AKQxxx in ♠ or ♦
3NT To play unless responder has extra A/K: 4♠ = 1, 4♦ = 2, 4♥ = 3, etc.

1♣ - 3NT SCHEME: AKQxxxx in any suit
4♣ asks for Suit: Bid Suit – 4NT = ♣
4♦ asks for Extra Controls: 4♥ = 1, 4♠ = 2, etc.
1♣ - 4♣/4♦ SCHEME: 5-7 hcp & 2Under TRANSFERS: Hxxxxxxx / HHxxxxx - Weak Namyats

<table>
<thead>
<tr>
<th>4♥/♠</th>
<th>No Interest in Slam</th>
<th>ACCEPETS TRANSFER TO PLAY, BID 1 STEP TO ASK FOR SHORTNESS</th>
</tr>
</thead>
<tbody>
<tr>
<td>4♣</td>
<td>Kickback for ♥</td>
<td>4NT = 1 Key Card, 5♣ = 0 Key Cards, 5♥ = 1 KC + Q♥</td>
</tr>
<tr>
<td>4NT</td>
<td>Kickback for ♠</td>
<td>5♣ = 1 Key Card, 5♦ = 0 Key Cards, 5♥ = 1 KC + Q♠</td>
</tr>
</tbody>
</table>
INTRODUCTION TO CANAPÉ:

FOUR CARDS FIRST (FCF)  [Also known as canapé – LPL] (edited from Natural Big Club by George Coffin, 1969)

In FCF if you hold a 4-card suit and a 5-card or longer suit, you first bid the 4-card suit, then show the 5-card suit. Responder can pass this second bid even with a doubleton. The frequency of 4-5 and 4-6 hands is 30% of all distributions. This approach takes some of the 4-card major hands out of the 2♣ opener, an added benefit plus the pre-emptive effect of opening 1♠ and 1♥ more frequently.

In Standard Bidding, a hand of 17 to 22 HCP is opened one in the longer suit, then the higher-ranking four-timer is bid to “reverse” and so to show strength. Such hands occur only 6.2 % of the time whereas the exception-to-rule hands of 12 to 16 HCP occur 28.8 % of the time. Divide this by two for the three 4-5 shapes with non-touching suits and you have 14.4 %.

The superior strategy is to play FCF all the way, to open FCF even if the second suit is 6 or 7-cards long & it ranks above or below the four-timer. It is important that responder have 4 trumps to raise at once in opener’s first bid suit. [In a pinch Hxx with a singleton – LPL] So bid top continental players and an ever-increasing number in the USA and Canada. Canapé was originated in 1936 by the late George O. Charron of Nashua, NH & later used by Jack Kushner, Springfield, MA in the Tierney NT System. Pierre Albarran of Paris introduced canapé into Europe about 1954.

Superficially our FCF style looks like Kaplan-Sheinwold with its weak notrump and weak two-bids, yet it differs very basically. Our weak 1 NT opening on 11 to 14 HCP occurs less often for we prefer to open instead on 11 or 12 HCP only almost any 4-card major then to rebid notrump. [For Ultra Club, we modify this and rebid NT with the odd range 14-16 nV and 11-13 HCP Vulnerable.]

On 5-4 and 4-5 shapes we open the 4-card suit first, next bid the 5-timer. This order shows these exact lengths that occur so often, more than 25% of the time. Responder MUST hold 4 supporting trumps or more in opener’s 4-card suit to raise it immediately. Such exact data also help on defense when opponents buy the contract. In SA if opener says 1♠ then says 2♥, responder cannot know whether opener’s shape is 4-4 or 4-5 or 5-4 or 5-5! [Less applicable with 5-card majors.] With a 6- or 7-card suit, we still open the 4-timer first, next bid the 6-timer to show 5-cards there, then if convenient we rebid the suit once for each extra card that exceeds 5.
NOTE: In competition you may have to suppress a 4-card club suit & rebid 5M: 1H (2D) p p 2H

However, a 5-card major in a 5-3-3-2 shape of 11 to 14 HCP or a weak 6-card suit in a 6-3-2-2 shape of 10 to 13 HCP is opened [2M]. In our case 1M – 1X – 3♣ = 15 HCP and 4M & 6♣. [ rebid 2NT = 15 hcp & 5M & 4♣ ]

To summarize, if partner opens one of a major, then:

1) He never rebids it, he has only 4-cards,
2) He rebids it once, it has 6-cards, usually.
3) A 5-card major is shown by first opening in another suit then by calling the major on the rebid, or by opening 2 of the major with 5332 and some 6322 if the 6-card suit is not very strong
4) In competitive auctions a rebid of the major may show only 5-cards.
**1♦ Opening Bid**

10-15 HCP & 4♦. An Opening Bid of 1♦ denies a biddable 4-card major (QXXX or better), Balanced if other range. Major suit responses tend to be 5-cards, [4414: Open 1♥, 4144 Open 1♦, 1444 Open 1♦/♥].

Responses:

<table>
<thead>
<tr>
<th>1♦</th>
<th>4♦</th>
<th>6+</th>
<th>hcp</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♥</td>
<td>4♥</td>
<td>6+</td>
<td>hcp</td>
</tr>
<tr>
<td>1♠</td>
<td>4♠</td>
<td>6+</td>
<td>hcp</td>
</tr>
<tr>
<td>1NT</td>
<td>8-11</td>
<td>hcp</td>
<td>Perhaps 6-7 if short in ♦</td>
</tr>
<tr>
<td>2♣</td>
<td>12+</td>
<td>hcp</td>
<td>Asking for distribution &amp; allowing for canapé:</td>
</tr>
<tr>
<td>2♦</td>
<td>4♦</td>
<td>6-9</td>
<td>hcp</td>
</tr>
<tr>
<td>2♥</td>
<td>12+</td>
<td>hcp</td>
<td>A &amp; G.F. 5M (Hearts or Spades): 2NT asks for the 5M</td>
</tr>
<tr>
<td>2♠</td>
<td>6-9</td>
<td>hcp</td>
<td>A &amp; C.R. 4♦ + 5♣</td>
</tr>
<tr>
<td>2NT</td>
<td>16+</td>
<td>hcp</td>
<td>Baron 2 NT: Meckwell: 3♣ = Stayman, 3NT = no 4M</td>
</tr>
<tr>
<td>3♣</td>
<td>6♦</td>
<td>10-11</td>
<td>hcp</td>
</tr>
<tr>
<td>3♦</td>
<td>5♦</td>
<td>10-11</td>
<td>hcp</td>
</tr>
<tr>
<td>3♥</td>
<td>5♥</td>
<td>12</td>
<td>hcp</td>
</tr>
<tr>
<td>3♠</td>
<td>5♠</td>
<td>10-11</td>
<td>hcp</td>
</tr>
<tr>
<td>3NT</td>
<td>14-15</td>
<td>hcp</td>
<td>To Play: 3-cards in each major (allows for canapé)</td>
</tr>
<tr>
<td>4NT</td>
<td>Regular Blackwood for Aces only: 1430 Replies</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1♦ - 3♣ = Invitational values and 6-card ♣ suit. This is not forcing and opener may pass or rebid 3♦ with a minimum. Based on Fred Gitelman’s improvements to 2/1 G.F.

1♦ - 3♦ = LR in ♦ and no 4M & unbalanced: 1354 / 3154 / 3361 / 3163 / 1363 / 1264 / 2164 / xx7x

1♦ - 1M – 2♦ - 2NT! – (a) 3♣ = 0-1M, (b) 3♦ = xxM, (c) 3♥ = Hx, (d) 3♠ = xxx, (e) 3NT = AKQxxx
1♦ - 2♥ - 2♠ 5♣ Canapé  
2NT asking for Major: 3♣ = 5♥, 3♦ = 5♠, 3♥ = 6♥, 3♠ = 6♠, 3NT = AKQxxx, 4♣ = 7♥, 4♦ = 7♠, 4M = 8-cards
3♣ 5-4 either way in the minors & no 3M
3♦ 5♥ and no 3M, Now 3M = 6-cards
3♥ 5♥ Canapé
3♠ 3NT ♦: AKQxxx(x) & no 3M

**Two-Way New Minor Forcing:**

1♦ – 1♥ –  
1NT – ?  2♠ Puppet to 2♥, Invitational values or drop dead with ♦ support 
  2♥ – pass To play 
  2♦ – 2♥ 5♥, maybe 4♠

2♦ GF or better asking for 3M or 4Om or 2NT

<table>
<thead>
<tr>
<th>ALL N.F. RESPONSES:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♥ 5-6♥, to play, N.F.</td>
</tr>
<tr>
<td>2♠ 4♠ &amp; Maximum, N.F.</td>
</tr>
<tr>
<td>2NT AKQxxx + black stoppers</td>
</tr>
<tr>
<td>3♣ 5♥-5 Gl</td>
</tr>
<tr>
<td>3♦ 5♥-5 Gl</td>
</tr>
<tr>
<td>3♥ 6♥ &amp; Gl</td>
</tr>
<tr>
<td>3♠ 6-5 &amp; Gl</td>
</tr>
<tr>
<td>3NT</td>
</tr>
</tbody>
</table>

4th Suit Forcing to Game: If a Major fit, not if a Minor fit

Now NT bid by non 4th suit bidder shows a stopper (A / K / QJx) in the 4th suit.
1♥ & 1♠ OPENING BIDS

We play 4-card majors to the extreme! In a pinch, even JTxx can be opened with 10 hcp and suitable distribution. With 4-4 in the majors always open 1♥. With a canapé distribution, 4-5 or 4-6 open the 4-card suit first (unless it is ♣) and rebid the longer suit next. Responder can pass the rebid with a doubleton as he does not have support for the major, or he would raise initially with a weak hand. Raising on Hxx and a singleton is permissible.

Item 9: Enhancements of 1M-1N-2N and 1H-1S-2NT

10 January -> 2NT rebid showing 5M and 4♣ max; jump rebid of minor is good 4-6 that is hard to show in 1C opening

1♥ – 1♣ – 2NT: 5♥ & 4♣ & Maximum: 15-16 hcp
1♥ – 1♣ – 2♣: Canapé: 4♥ & 5♠
1♥ – 1♠ – 3♣: Canapé: 4♥ & 6♠ & non-minimum
1♥ – 1NT – 2NT: 5♥ & 4♣ & Maximum: 15-16 hcp
1♠ – 1NT – 2NT: 5♠ & 4♠ & Maximum: 15-16 hcp

KAPLAN INVERSION – Mid Chart & Higher Revised 6/13/07

1♥ – 1♠ Forcing & less than 0-3♠: 8-11 hcp 1♥ – 1NT
1NT Natural
2♣ 4-5 Canapé
2♥ 4-5 Canapé
2♥ 6♥ / maybe 5♥ & 4♣ & Minimum
2♠ Reverse: 5♥ & 4♣ & Minimum
2NT 5♥ & 4♠ & Maximum
1♥ – 1NT 4♠ & 7-11 hcp, N.F.
1♥ – 1♠ Forcing & less than 4♠: 8-11 hcp 1♥ – 1NT – 2♣ = ?
1NT / 2m – 2♠ 5♣ & GF 1♥ – 1♠ – 2m – 2♠ = LR w m fit

SUGGESTED DEFENSE: Double of 1♠ Response = 5♣, normal overcall, 1NT = Take Out 3-4♠
1♥ - 2♠ Responses (à la Hamman – Soloway) 6/13/07

Single Jump Shift in w 6♠, or 5♠3♥xx, or Good ♥ Support

2NT All minimum hands
3♣ Some canapé
3♦ Good Heart hand
3♥ Moderate Heart hand
3♠ Good hand for Spades
3NT To play, probably 1=4=4=4

1♥ – 2♠ - 2NT

3♣ Natural & 4+
3♦ Natural & 4+
3♥ 5=3=x=x
3♠ Single Suited in Spades
3NT
4m 5=3=3=2 / 5=3=2=3
4NT by Opener is to play

1♥ – 2♠ - 3♣

3♦ Asking for canapé
3♥ 5-6 Clubs
3♠ 5-6 Diamonds & no Club Stopper
3NT 5-6 Diamonds & A Club Stopper
### 1M – 2♣ Auctions: G.F. & Suit Inquiry

(Usually Denies 4-card support for opener’s suit)

<table>
<thead>
<tr>
<th>1♥ – 2♣ Auctions</th>
<th>1♠ – 2♣ Auctions</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♦</td>
<td>All Other Hands</td>
</tr>
<tr>
<td>2♥</td>
<td>4♥ &amp; 5♣</td>
</tr>
<tr>
<td>2♠</td>
<td>4♥ &amp; 5♣</td>
</tr>
<tr>
<td>2NT</td>
<td>4♥ &amp; 6♣</td>
</tr>
<tr>
<td>3♣</td>
<td>4♥ &amp; 6♣</td>
</tr>
<tr>
<td>3♦</td>
<td>5♥ &amp; 4♣</td>
</tr>
<tr>
<td>3♥</td>
<td>6♥</td>
</tr>
<tr>
<td>3♠</td>
<td>6♥ &amp; 5♣</td>
</tr>
</tbody>
</table>

### Memory Aid

<table>
<thead>
<tr>
<th>Misc</th>
<th>2♣</th>
</tr>
</thead>
<tbody>
<tr>
<td>1M-2C-2D-?</td>
<td>2♣</td>
</tr>
<tr>
<td>1M-2C-2H/S-2NT</td>
<td>3♣</td>
</tr>
<tr>
<td>1M-2C-2D</td>
<td>3♣</td>
</tr>
<tr>
<td>6-5 / 6</td>
<td>3♣</td>
</tr>
<tr>
<td>6-5 / 6</td>
<td>3♣</td>
</tr>
</tbody>
</table>

Now, the following Auctions are NOT Forcing:

1♥ - 2♦ = about 10 pts and 5♣, opener can pass with minimum hand & xx, 2NT to play.
Opener with a maximum makes any other bid.

1♠ - 2♦ = about 10 pts. and 5♣, opener can pass with minimum hand & xx, 2NT to play.
Opener with a maximum makes any other bid.

1♥ - 2♥ = about 10 pts. and 5♦, opener can pass with minimum hand & xx, 2NT to play.
Opener with a maximum makes any other bid.

### Item 2: 1M-2C-2D / 1M-2C-2H/S-2NT followons

1. 1M-2C-2D-? <asking bid needed via 2NT?>
2. 1M-2C-2H (x-4-x-5)-2NT is? likewise for 1M-2C-2S-2NT...
3. The 4-6's need addressing.

### NOTE:

Follow-ons are similar to 1Club – 1 M – Relay (Cheapest Bid) but now cheapest = catch-all Then, cheapest bid by 2Club bidder is shortness ASK + Low / High / None = 5422
MAJOR SUIT RAISES

1♥ - 2♥  Pass with all minimums [7-8 losers]
1♥ - 2♥ - 2♠!  Artificial Game Try: Responder bids any suit he would accept a game try in.
1♥ - 2♥ - 2NT!  Short Suit Game Try ♠
1♥ - 2♥ - 3♣!  Short Suit Game Try ♣
1♥ - 2♥ - 3♦!  Short Suit Game Try ♦
1♥ - 2♥ - 3♥  Power Game Try Usually 6- losers

1♥ - 2♠!  A & G.F. ASKING FOR DISTRIBUTION: (a) CANAPÉ, (b) BOTH MAJORS, OR (c) 2 ♦ = OTHERS
2♦  CONSTRUCTIVE WITH ♦, NOT FORCING!
2♥  4♥  6-9 pts
2♣  5-5 MINORS & G.I.
2NT  G.I. or better with 4♥  COMPRESSED BERGEN (See above)
3♦!  SIEBERT ADJUNCT:  G.I. ♦ KQxxx & 4♥
3♥  C.R.  ♥: Hxxx and 3 cover cards: Qxxx + A + K
3♣  FIT JUMP:  ♠ KQxxx and 4♥ & G.F.
3NT  2♥ or 3♥444  13-15 hcp
4♣  FIT JUMP:  ♠ KQxxx and 4♥ & G.F.
4♦  FIT JUMP:  ♦ KQxxx and 4♥ & G.F.
4♥!  2-way  G.F.: Balanced / Semi-Balanced hand or pre-emptive

1M – 2NT: COMPRESSED BERGEN: Add ½ loser for each Q, subtract ½ loser for each A.
3♣  5 losers, G.F.  New suits are cue bids & S.I.
3♦  6 losers, G.I.  Needs 3 cover cards for game (Usually A + K + H trump = 9 hcp)
3M  7-8 losers  Needs a full opener for game (6-7 losers)
3oM  5 losers, G.F.  Shows 5-5 or 6-4 in the majors
3NT  15-16 HCP  4333 or 4432 with Hx in 2, alternate contract
4♣  5 losers, G.F.  2nd suit: AQxxx / KQxxx, S.I. (canapé)
4♦  5 losers, G.F.  2nd suit: AQxxx / KQxxx, S.I. (canapé)
4M  5 losers  No interest in slam, long trumps – avoid, responder is unlimited
We Open 1NT

Item 10: Over 1NT - P - 2M - X; Follow-ons

1NT - P - 2R - X - 2R+1 - P - ?
2NT = G/F, side four card suit
3R = HSGT.
3M = choice of games half stop
3NT = choice of games full stop

1st Project: General Principles for Interference Over Our NT and Competitive Auctions

A. Over 1NT, and They Bid
   1. Over natural bids, we play t/o doubles through 3S.
   2. Over conventional double or a 2C call that does not name any suits, system on.
   3. Over all other actions, 2 bids are natural with 2NT+ as transfers.
   4. Over known 2 suiters, bidding one of their suits show stopper and the other suits and is forward going.
   5. Transfers only shows competitive values.
   6. Transfer into their known suit is G/F showing shortness.
   7. T/O double followed by free bid is N/F.

B. Over 1NT - 2C Puppet, and They Double
   1. First priority is if we have a stopper.
   2. Opener responds normally with a stopper (proposed).
   3. Without a stopper he passes and responder may redouble to get back into system (proposed).
   4. If responder fails to redouble -> majors are 4 cards at this point (proposed).

C. Over 1NT - 2D/H/NT, and They Double
   1. Pass - 2 card support, no stop
   2. Accept - 2 card support, stop
   3. Redouble - any hand with support, system on
Transfer Lebensohl

After interference that is natural based major OR a bid that shows the nominated suit and one other unknown suit:

X
2M weak, to play
2NT xfer to clubs (any strength - start of any weak bust hands by implication as well)
3♣ xfer to diamonds, inv+
3♦ xfer to hearts, inv+
3♥ xfer to spades, inv+
3♠ minors, GF
3NT to play, with stopper SASS: Slow Action Shows Stopper ???? Which is it?

Larry, with xfer Leb it’s easier to NOT play FADS (fact action denies stopper) because you have means to locating side fit and bailing at 4 level. That's why I wrote it in the vein of SASS (slow action shows stopper). DH OK

SASS (for Transfer Lebensohl)

Transferring into their suit is Stayman with stop OR a raise to 3NT without a stopper (with no major rebid THEIR suit); bidding their suit directly is often a transfer!

After a natural minor has been bid:
South African Texas and 4H/S signoffs are ON.

Over 2♣: All bids retain their normal except for 3C, which is Stayman for both majors AND asks for diamond stop. If no major or diamond stopper, simply bid 3D as a denial. Jumps in the majors are natural and forcing.

1NT (2♣) (regardless of meaning): X is Stayman, no club stop. All 2 bids are natural NF. Jumps to 3♣ >3♠ are natural and forcing. 2NT is Stayman WITH club stop.

Klinger: 1NT (2♠) X = puppet 2♣, systems on! 1NT – 2♠ (X) 2♣ = stopper in ♣, p denies ♣ stopper, XX pen
After p by 1NT Opener, responder bids XX to force 2♣ Puppet.
1NT p 2♠ (2♣) p = taking puppet, X = penalty w ♣: xxxx
KERI over 1NT Openings or NT Rebids after Opening 1♣

1NT – 2♣! – 2♦! – etc… 1♠! – 1♦! – 1NT – 2♠! – 2♦! – etc… 1♣! – 1♦! – 2NT – 3♣! – 3♦! – etc…

HINTS: (1) All 2-level responses relate to the next denomination, puppet / transfer [2♠ Range Inquiry]
(2) Responder’s SUIT REBID at the 2-level is always G.I.
(3) Responder’s NEW SUIT JUMP REBID to the 3-level is natural & G.F.
(4) Responder’s 2NT REBID is ARTIFICIAL & G.F.
5) Transfer & rebid @ 3-level is natural & G.F.

KERI CONDENSED BASIC SYSTEM SUMMARY

SIGN-OFF

♣  Bid 2NT  TRANSFER & pass the 3♣ response
♦  Bid 2♠  PUPPET & pass the 2♦ response
♥  Bid 2♥  TRANSFER & pass the 2♥ response
♠  Bid 2♥  TRANSFER & pass the 2♠ response
NT pass

INVITE GAME with one 5-card suit & no 4-card suit

♣  Bid 2♠  ASK 2NT, 3♠
♦  Bid 2♠  ASK 2NT / 3♠, 3♦
♥  Bid 2♠  PUPPET > 2♦, 2♥ = 4+♥
♠  Bid 2♠  PUPPET > 2△, 2♠ = 4+♠
NT  Bid 2♠  ASK & pass 2NT response, over 3♠ rebid 3NT

INVITE GAME with one 6-card suit & no 4-card suit  #4, Chapter 5

♣  Bid 2♠  PUPPET > 2♦, 3♠
♦  Bid 2♠  PUPPET > 2♦, 3♦
♥  Bid 2♥  TRANSFER > 2♥ & raise to 3♥
♠  Bid 2♥  TRANSFER > 2♠ & raise to 3♠
**INVITE GAME** with the Majors: 4-4, 5-5, 5♣ + 4♥

4-4  Bid 2♦  TRANSFER > 2♥ & Rebid 2♠  Chapter 4-20
5-5  Bid 2♦  TRANSFER > 2♥ & Rebid 2♠  Chapter 8-38
5-4  Bid 2♦  TRANSFER > 2♥ & Rebid 2♠  Chapter 8-38
4-5  Bid 2♠  PUPPET > 2♦, 2♥  Chapter 8-36

**FORCE TO GAME** with one 5-card suit & no 4-card suit

♠  Bid 2NT  TRANSFER > 3♣, 3NT = 5332 & S.I.
♦  Bid 2♣  PUPPET > 2♦, 3NT = 5332 & S.I.  Chapter 18-83
♥  Bid 2♥  TRANSFER > 2♥ & rebid 3NT  #10, Chapter 17
♣  Bid 2♥  TRANSFER > 2♠ & rebid 3NT  #10, Chapter 17

**FORCE TO GAME** with one 6-card suit & no 4-card suit  #9, Chapter 15

♠
♦
♥  Bid 2♥  TRANSFER > 2♥ & rebid 4♥ / optional: bid 4♠: South African Texas
♣  Bid 2♥  TRANSFER > 2♠ & rebid 4♣ / optional: bid 4♣: South African Texas

**FORCE TO GAME** with Both Majors 5-4 or better  #6, Chapter 9

5♥  Bid 2♦  TRANSFER to 2♥ & rebid 3♠
5♣  Bid 2♥  TRANSFER to 2♠ & rebid 3♥
55  Bid 2♥  TRANSFER to 2♠ & rebid 4♥  pg. 39, Chapter 9

**FORCE TO GAME** with Both Minors 5-4 or better  Chapter 12

5♣  Bid 2NT  TRANSFER to 3♣ & Rebid 3♦
5♦  Bid 2NT  TRANSFER to 3♦ & Rebid 3♣

**FORCE TO GAME** with a 5-card Major & a 5-card Minor  #7, Chapter 9

♥ + ♣  Bid 2♣  TRANSFER to 2♥  Rebid 3♣!
♥ + ♦  Bid 2♦  TRANSFER to 2♥  Rebid 3♥!
♣ + ♣  Bid 2♥  TRANSFER to 2♠  Rebid 3♠!
FORCE TO GAME with a 5-card Major & a 4-card Minor  #8, Chapter 10

♥ + ♠  Bid 2♦  TRANSFER to 2♥  Rebid 2NT
♥ + ♣  Bid 2♦  TRANSFER to 2♥  Rebid 2NT
♠ + ♠  Bid 2♥  TRANSFER to 2♠  Rebid 2NT
♦ + ♠  Bid 2♥  TRANSFER to 2♠  Rebid 2NT

FORCE TO GAME & locate Opener’s 4, 5-card major  #5, Chapter 6

Bid 2♠ :  PUPPET > 2♦, 2NT

FORCE TO GAME with a 5-card Minor & a 4-card Major

♥ + ♠  Bid 2NT  TRANSFER > 3♠ & Rebid 3♥
♥ + ♣  Bid 2♦  PUPPET > 2♦ & Rebid 3♥
♠ + ♠  Bid 2NT  TRANSFER > 3♠ & Rebid 3♠
♦ + ♠  Bid 2♦  PUPPET > 2♦ & Rebid 3♠

SLAM INVITATIONAL: Strong 6-card suit: KQJxxx / AQJxxx, NO VOID  Chapter 15-72

♠  Bid 2♠  ASK & Rebid 3,4♠  RKCB in ♠
♦  Bid 2♠  ASK & Rebid 3♦  RKCB in ♦
♥  Bid 2♠  ASK & Rebid 3♥  RKCB in ♥
♠  Bid 2♠  ASK & Rebid 3♠  RKCB in ♠

MISCELLANEOUS:

1NT : 4♠  =  transfer to 4♥, 4NT RKCB
1NT : 4♦  =  transfer to 4♠, 4NT RKCB
NT LADDER

DMH + LPL

1 NT
11-13 / 14-16 V

2 NT
UNUSUAL: 6 -10 HCP

3 NT
???

1♣ - 1♦ - 1NT
17-20 (21) Keri Follow-ons

1♣ - 1♦ - 2NT
(21) 22-23 Keri Follow-ons

1♣ - 1♦ - 3NT
?

Power Precision’s range

1NT by responder is forcing

1♥ 4♦♥ & One Round Force to find 5+ HCP (or A) with partner

Raise with a Trick, A or K or 2Qs

Could be 9 tricks with a minor

1NT (nV) 3rd or 4th seat
13.8 %

1NT (nV)
9.9 %

1NT (v)
5.6 %

1♥ - 1♦ - 1NT = 17+
1♥ - 1♦ - 1NT = 17+
2.3 %

1NT - 2NT
0.6 %

1NT - 3NT
0.2 %

1NT
0.04 %

2NT
0.006 %
**ULTRA CLUB 2♦ OPENER**

2♦ 10-15 HCP  6♣ & No 4M: Qxxx  [With 5-5 in the minors open 1♥/2NT; with 4♦ & 5♣, open 1♣; if 6♠ & 4♦, bid 2♣]

<table>
<thead>
<tr>
<th>2♦ Transfer &gt; 2♥</th>
<th>Promises 5 or more ♥ &amp; 8+ HCP</th>
<th>Playable at 3-level</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♥ 2♦</td>
<td>Pass to play</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2♠ 5♥ &amp; 5♠</td>
<td>G.I.</td>
</tr>
<tr>
<td></td>
<td>2NT 5♥</td>
<td>G.I.</td>
</tr>
<tr>
<td></td>
<td>3♦ 5♥ &amp; 3♣</td>
<td>G.I.</td>
</tr>
<tr>
<td></td>
<td>3♦ 5♥ &amp; 5♦</td>
<td>G.I.</td>
</tr>
<tr>
<td></td>
<td>3♥ 6♥</td>
<td>G.I.</td>
</tr>
<tr>
<td></td>
<td>3♠ 6♥ &amp; 5♣</td>
<td>G.F.</td>
</tr>
<tr>
<td></td>
<td>3NT 5♥</td>
<td>G.F.</td>
</tr>
<tr>
<td></td>
<td>4♦ 5♥ &amp; 4♣</td>
<td>G.F.</td>
</tr>
<tr>
<td></td>
<td>4♦ 5♥ &amp; 5♥</td>
<td>G.F.</td>
</tr>
<tr>
<td></td>
<td>4♥ 6♥</td>
<td></td>
</tr>
<tr>
<td>2♠ 0-1♥</td>
<td>♠ Stopper &amp; Maximum</td>
<td></td>
</tr>
<tr>
<td>2NT 0-1♥</td>
<td>♠ Stopper &amp; Maximum</td>
<td></td>
</tr>
<tr>
<td>3♠ 0-1♥</td>
<td>6♣ &amp; Minimum</td>
<td></td>
</tr>
<tr>
<td>3♥ 3♥</td>
<td>Maximum</td>
<td></td>
</tr>
<tr>
<td>3NT</td>
<td>♠: AKQxxx</td>
<td></td>
</tr>
</tbody>
</table>

2♥ Transfer > 2♠  Promises 5 or more ♠: Playable at 2-level

- 2NT 0-1♠ & Maximum; 3♠: 0-1♠ & Minimum

2♦ Transfer > 3♦  Promises 6 or more ♦: Playable at 3-level (otherwise pass 2♠)

- 2NT 0-3♦ & Maximum; 3♦: 0-1♦ & Minimum; 3♣: 2♦ & Minimum

2NT 10-11 HCP  GI, or 12+ & G.F. (bid a new suit for G.F.) Opener rebids 3♣ with a Minimum

Now 4♣ = Minorwood 1430 W Q ask: 1 = No, 2 = Yes, 3 = Yes + K

- 3♠ 8-10 HCP  GI

- 3♦ 6♦ SAB-2  G.F.  1ˢᵗ STEP = 0-1♥, 2ⁿᵈ STEP = 2♦ & 1-2 Controls, ZOOM>

- 3♥ 6♥ SAB-2:  3♣ 6♥ SAB-3  G.F.  1ˢᵗ STEP = 0-1M, 2ⁿᵈ STEP = 2M & 1-2 Controls, ZOOM>

- 3NT To Play

- 4♣ 4♦ Pre-emptive

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5/14/06, 11/21/06, 1/20/07, 2/1/07, 6/19/07, 7/21/07
**ULTRA CLUB 2♦ Opener**

2♣ = 10-15 HCP 6♦ & 0-2♥ & 0-2♠ [WITH 5-5 IN THE MINORS: 2NT (4-10 HCP); WITH 5♦ & 4♠ OPEN 1♦, (WITH 6♦ & 4♣ OPEN 2♦)]

<table>
<thead>
<tr>
<th>2♥</th>
<th>6♥</th>
</tr>
</thead>
<tbody>
<tr>
<td>Natural &amp; 10-11 HCP &amp; N.F.</td>
<td>[Bid 2♥ with 8+ HCP &amp; Hxx in ♠]</td>
</tr>
<tr>
<td>Pass H / xx &amp; Minimum</td>
<td></td>
</tr>
<tr>
<td>2♣ ♠: Hx &amp; 0-1♥: xx &amp; Maximum: 2263 / 2164 / 2173</td>
<td></td>
</tr>
<tr>
<td>2NT 14-15 HCP ♠ &amp; ♠ Stoppers</td>
<td></td>
</tr>
<tr>
<td>3♠ 14-15 HCP &amp; ♠ Stopper, no ♠ Stopper</td>
<td></td>
</tr>
<tr>
<td>3♥ 0-1♥ &amp; 6♣: KQJxxxx+</td>
<td></td>
</tr>
<tr>
<td>3♥ 2♥ &amp; Maximum: 2263</td>
<td></td>
</tr>
<tr>
<td>3♠</td>
<td></td>
</tr>
<tr>
<td>3NT AKQxxx(x) &amp; 6(7)222+ with K or Q in 2 suits outside ♠</td>
<td></td>
</tr>
</tbody>
</table>

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**FOLLOW-ONS = SAME AS ABOVE**

2NT! 10-11 HCP G.I. with ♦: Hxx: or 12♦ hcp & G.F., Opener accepts with 14+ hcp

| 3♠ | Maximum & ♠ stopper & only 1M stopper |
| 3♥ | Minimum |
| Others Maximum & Stopper | [See 2♣ Opener for Follow-Ons] |

| 3♠ | To Play: long ♠ and 0-1♠ |
| 3♥ | PRE-EMPTIVE |

| 3M | 6-CARDS M G.F. |
| 3NT | To Play |

| 4♣ | SPLINTERS, AGREEING ♠ |
| 4♦ | 3♦ PRE-EMPTIVE |
| 4♥ | SPLINTER, AGREEING ♠ |
| 4♠ | SPLINTER, AGREEING ♠ |
| 4NT | REGULAR BLACKWOOD FOR ACES ONLY: 5♣ = 0/4, 5♥ = 1, 5♥ = 2, 5♠ = 3 |
| 5♦ | To play |
ULTRA CLUB 2♥ OPENER

2♥! = 11-15 HCP 5♥332, or 5♥224♣ allowable if ♠s are weak = xxxx [H = Q+]  KQxxx / AQxxx / AJxx [If Axxxx / Kxxxx / Qxxxx =1M]

2♠ ! 5♠ Natural & 6-9 HCP & N.F.  [5♠ if 0-1♥, usually pass with 2♥]  
Pass Minimum any distribution, Maximum and no weak doubleton (ruffing value)  
2NT  
3X  
3NT

2NT! LEBENSOHL: PUPPET TO 3♣: (A) WEAK TO PLAY: ♠/♥, (B) STRONG, G.F.

3♣:  
PASS <10 HCP 6♣ TO PLAY & 0-1♥  
3♦ <10 HCP 6♦ TO PLAY & 0-1♥  
3♥ 12+ HCP 3♥  G.F. BETA: 3♣ = 1-2 CONTROLS  
3♠ 12+ HCP 5♣ G.F. SAB-3: 3NT = xx, 4♣ = 3♣ & 1-2 CNTRLS  
3NT 12+ HCP 6♣ G.F. BETA: 4♣ = 1-2 CONTROLS, 4♦ = 3 CNTR  
4♣ 12+ HCP 6♥ G.F. SAB: 4♥ = xx, 4♥ = 3♣ & 1-2 CNTRLS, etc  
4♦ 12+ HCP 6♦ G.F. SAB: 4♥ = xx, 4♦ = 3♣ & 1-2 CNTRLS, etc

3♥! NATURAL 10-11 HCP G.I.  
PASS MINIMUM HAND  
3♠ CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND  
3♥ AKQxx & WEAK DOUBLETON & 14-15 HCP  
3♣ CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND  
3NT TO PLAY – GOOD CLUBS & MAXIMUM

3♦ NATURAL 10-11 HCP G.I. SAME FOLLOW-ONS AS ABOVE  
3♥ NATURAL 10-11 HCP G.I. 3♥  
3♠ NATURAL 10-11 HCP G.I.  
3NT TO PLAY 12+ HCP  
4♣ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING  
4♦ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING  
4♥ TO PLAY  
4♠ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING  
4NT BLACKWOOD FOR ACES ONLY: 1430
ULTRA CLUB 2♠ OPENER

2♠ = 11-15 HCP

5♠332 Distribution: KQxx / AQxx / AJTxx [Maybe 6, if Axxxx / Kxxxxx]
[If Axxxx / Kxxxx / Qxxx open 1NT]

2NT! LEBENSOHL: PUPPET TO 3♣: (A) WEAK TO PLAY: ♠/♣/♥, (B) STRONG, G.F. ♠

3♣:

<table>
<thead>
<tr>
<th></th>
<th>PASS</th>
<th>MINIMUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠</td>
<td>&lt;10 HCP</td>
<td>6♦ To Play</td>
</tr>
<tr>
<td>♥</td>
<td>&lt;10 HCP</td>
<td>6♥ To Play</td>
</tr>
<tr>
<td>♠</td>
<td>12+ HCP</td>
<td>3♣ G.F. BETA: 3NT = 1-2 CNTRLs, 4♣ = 3 CNTRLs, etc.</td>
</tr>
<tr>
<td>NT</td>
<td>12+ HCP</td>
<td>5♥ G.F. SAB: 4♠ = 2♥, 4♥ = 3♥ &amp; 1-2 CONTROLS, etc.</td>
</tr>
<tr>
<td>♠</td>
<td>12+ HCP</td>
<td>5♣ G.F. BETA: 4♦ = 2♠, 4♥ = 3♠ &amp; 1-2 CONTROLS, etc.</td>
</tr>
<tr>
<td>♠</td>
<td>12+ HCP</td>
<td>5♠ G.F. BETA: 4♥ = 2♣, 4♠ = 3♣ &amp; 1-2 CONTROLS, etc.</td>
</tr>
</tbody>
</table>

3♠ ! NATURAL 10-11 HCP & G.I.

<table>
<thead>
<tr>
<th></th>
<th>PASS</th>
<th>MINIMUM HAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠</td>
<td>CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND</td>
<td></td>
</tr>
<tr>
<td>NT</td>
<td>To Play – GOOD CLUBS &amp; MAXIMUM</td>
<td></td>
</tr>
</tbody>
</table>

3♦  NATURAL 5♦ 10-11 HCP GI
3♥  NATURAL 6♥ 10-11 HCP GI
3♠  NATURAL 3♠ 10-11 HCP GI
3NT To Play 12+ HCP
4♣  SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING
4♦  SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING
4♥  SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING
4♠  To Play
4NT BLACKWOOD FOR ACES ONLY: 1430
ULTRA CLUB 2 NO TRUMP Opening Bid: 6-12 HCP

The 2 NT opening bid indicates a 2-suited hand in which one of the suits is ♣s, at least 5-cards, and the other is ♦s, at least 5-cards. The hand should usually contain not more than 5-losers. However, when opening third hand, or with favorable vulnerability, this requirement can be shaded to 6-losers: QJTxx QJTxx Ax x / QJTxxx QJTxx x x

NEGATIVE RESPONSE: 3♣ / 3♦  As a rule, any of these negative bids is a closing bid.

POSITIVE RESPONSE:

1) 3♥ - holding at least 11 points or such other values which point to a game or slam contract. Opener conventionally clarifies his distribution by bidding:
   a) 3♠ 1255 with 1♠
   b) 3NT 2155 with 1♥
   c) 4♣ 1156
   d) 4♦ 1165
   e) 4♥ 0355 with 3♥  Fragment Bid
   f) 4♠ 3055 with 3♠  Fragment Bid
   g) 4NT XX66

2) 3♣ - S.I. Which is the better minor? 3 NT = ♣ ACCEPT, 4♣ = ♦ ACCEPT: Now bid of the minor = BET

3) 3NT  To play, 11-14 points and sure stops in both majors

4) 4♣ Limited bid, asking Opener to bid game in ♣s if he is maximum.

5) 4♦ Limited bid, asking Opener to bid game in ♦s if he is maximum.

6) 4♥, 4♠ CAB: Control Asking bids in the suit bid [None, K/1, A/0, AK/AQ] Needs Improvement

OPPONENTS’ INTERFERENCE: Over take-out double:
   a. Pass Indicates willingness to play at 3♣
   b. XX Indicates the ability to double opponents for penalty
   c. 3♣ / 3♦ To Play
Trent Style PRE-EMPTIVE OPENING BIDS – Classical in 1st & 2nd Seats

We play disciplined pre-emptive opening bids in 1st and 2nd seats. See Anderson & Zenkel’s book: Pre-e,pts from A to Z. Rule of 2 and 3 and occasionally 4 at favorable vulnerability. 2 of the top 3 honors, or 3 of the top 5 honors.

Responses to 4M Opening Bid:

- **4♣** RKCB is ♥ are trumps
- **4NT** RKCB if ♠ are trumps
- **4NT** Cue Bid: if ♥ trumps = 1st round control of ♠
- **5♣ / ♦** Cue Bid: 1st round Control
- **5 M** Asks for 6 with good trumps:
  - **Pass** More than 1 trump loser
  - **6M** Only 1 trump loser
  - **Cue** 2nd Round Control & No Trump losers
- **5NT** Grand Slam Force
  - **6♣** Only 1 of the top 2 trump honors
  - **6♦** Missing A or K (has 2/3 top honors)
  - **6♥** A & K of trumps missing the Q
  - **6♠** A, K, Q of trumps

Responses to Namyats Opening Bid: 4♣ or 4♦

- **4♣ – 4♦** Slam Interest: Asking for outside Controls
  - **4♥** No Controls
  - **4♣, 5♣/♦** Ace / Void
  - **4NT** King outside of trumps: 5♣ Asks for the King

- **4♦ – 4♥** Slam Interest: Asking for outside Controls (similar response scheme)

- **4m – 4M** To play
  - **4 NT** RKCB
  - **Other** CAB
SLAM TOOLS

CUE BIDDING:  We follow the Italian method of cue bidding A or K below game. In 1♣ auctions this helps to identify the ambiguous cases where 1 or 2 controls are missing. At or above game we use TURBO. (Starts with Serious 3NT if Major, or 4m if minor suit fit.)

TURBO RULES:

After a trump suit has been set, all the bids are DENIAL CUE BIDS and 4NT represents a BYPASS.

When the bidding approaches 4NT, one bids 4NT if one possesses an even number of keycards (Aces + King of trumps) 0/2/4 [Hopefully 2 or 4 – LPL] while BYPASSING 4NT with an odd number of keycards 1/3/5 [Hopefully 3 or 5 – LPL].

To play a small slam requires four of the keycards [and the Q of trumps or 10 trumps – LPL], and the grand slam requires all five [and ten total trumps or less with the Q of trumps – LPL].

The problem is that only one of the partnership has a count on the keycards, therefore if all the key cards are present then the one that knows this needs to transmit this information to partner by continuing to cue-bid [or maybe use the GS Force = 5NT – LPL].

When trumps are fixed in a Major Suit at the 3-level, then 3NT becomes TURBO and a successive 4NT shows the Q of trumps (with 2 keycards).

When a minor is fixed below 3NT and one of the partner’s goes above 3NT, 4 of the fixed minor becomes TURBO [Minorwood is now only initiated by 4m after a 2♣ or 2♦ opening – LPL].

Examples:

If trumps are fixed at the 3-level, then we have everything available.

- 3NT is always a suggestion to play over a minor fit
- 3NT is always a Serious Slam Try after a major fit

2/4/07 DMH
ULTRA CLUB: Defensive Agreements
Dwayne Hoffman & Larry Lowell

SUBJECT

Opening leads, Carding & Signaling Agreements
   Robot Opening Leads
   Woolsey's Leads Against NT
   UDCA
   Obvious Shift
   Reverse Smith Echo @ NT

Summary: They Open the Bidding (Back of Convention Card)

I. Power Double
II. We Overcall 1NT for Take Out
III. We Overcall & Transfer Advances
IV. We Make a Cue Bid Overcall
V. Jump Overcalls
VI. They Open the Bidding 1NT
VII. Balancing at the 1-level
   Balancing at the 2-level
VIII. They Open the Bidding A&F with 1♣ Strong / 2♣
IX. They Open the Bidding A&F with 1♠ Strong / 2♠
X. Forcing 1NT Defense
XI. They Open the Multi 2♦ Bid: Summary (see separate document)
XII. They Open a Transfer Preempt
Ultra Club Defensive Carding and Signaling Agreements

<table>
<thead>
<tr>
<th>Contract</th>
<th>Aggressive / Passive</th>
<th>Doubled Contract</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-level contracts</td>
<td>Conservative</td>
<td>Trump</td>
</tr>
<tr>
<td>2-level contracts</td>
<td>Conservative</td>
<td></td>
</tr>
<tr>
<td>3-level contracts</td>
<td>Conservative</td>
<td></td>
</tr>
<tr>
<td>3NT</td>
<td>Aggressive: Hxxxx</td>
<td>♠ if not bid, then ♦</td>
</tr>
<tr>
<td>4-level contracts</td>
<td>Conservative [Unless 2-suit fit, then aggressive]</td>
<td></td>
</tr>
<tr>
<td>5-level contracts</td>
<td>Aggressive</td>
<td>Slam Spade Double: ♠ lead</td>
</tr>
<tr>
<td>6-level contracts</td>
<td>Conservative [unless they have shown long suits]</td>
<td>Slam Spade Double: ♠ lead or ♥ if ♠ are trumps</td>
</tr>
<tr>
<td>7-level contracts</td>
<td>Lead your Ace, otherwise conservative</td>
<td></td>
</tr>
</tbody>
</table>

ROBOT OPENING LEADS by Granovetter:

Advantages: Don't get upset, systemic. Helps partner place the cards for defense, partner can easily read your lead, your % of success will increase, you will save brain energy for defense, you rarely give away the contract, you will usually defeat an aggressive contract by being stingy. Disadvantages:

Your choice of leads (from best to worst) against suit contracts below 5-level:

A-K
K-Q
Q-J
J-T
any singleton (not trumps)
xxx
xx(x)(x)(x)
small trumps
H-x
Hxx (the smaller the honor the better)
xx
A-x
any other ace lead

[I don't like this lead except at 5 or 6-level - LPL]
[QJ9(x) is better, but often gives away a trick – LPL]
[Not if opponent’s have bid suit - LPL]
[Jxx(x) is poor - LPL]
[Hard for partner to read a singleton lead]
[Gambling lead – LPL]
[Usually a very poor lead - LPL]
OPENING LEADS AGAINST NT - WOOLSEY

At NT, There is a method devised by Kit Woolsey which is simple and is superior to standard honor leads.

- A from AK
- K demands an UNBLOCK or a COUNT signal.
- Q from KQ
- J from QJ
- T from JT
- 9 from T9

The lead of the King is a "power" card made from all honor holdings that require an unblock.
For example: AKQT / AKJT / KQJT / KQT9 / KQJ9

Another method is to lead the card above the one you are missing for an unblock:

- AQJT(x)
- KJT9x(x)
- KQT9x(x)
- AKJT(x)
- AKQT9x(x)

**Length Carding, Obvious Shift, Signals**

Signals: **UDCA** - upside down attitude (hi = disc), upside down count (hi-lo = odd), standard s/p (hi-low in trumps shows strength (A or K usually) in dummies highest suit except trumps).

**Obvious Shift** is played at trick one REGARDLESS of dummy’s distribution.

**Reverse Smith Echo** at NT contracts in the first suit declarer plays (assuming it is not a long suit in dummy without outside entries when count would be more important). Low-high by opening leader signifies a good suit and he wants it returned. Low-high by partner shows extra strength or length in the opening lead suit.

2nd/4th leads otherwise
ULTRA CLUB – Defensive Agreements (July 20, 2007)

(1♣) X ! Power X with Herbert Response
(1♣) 1♦/♥/♠ Natural, maybe 4 cards
(1♣) 1NT! 3-suited Takeout, 8-14 hcp
(1♣) 2♦ ! Multicuebid
(1♣) 2♦ ! Diamonds and Hearts - RJO
(1♣) 2♥ ! Majors
(1♠) 2♣ ! Diamonds and Spades - RJO
(1♠) 2NT! Diamonds and Spades. strong
(1♥) 3♠ Unusual = 5♣ + 5♦
(1♥) 3♥ Diamonds and hearts, strong
(1♥) X ! Power X with Herbert Response
(1♥) 1NT! 3-suited Takeout, 8-14 hcp
(1♥) 2♣/2♦ Natural: 5+ cards & 10-18 hcp
(1♥) 2♥ ! Multicuebid
(1♥) 2♣ ! Spades and clubs - RJO
(1♥) 2NT! spades and diamonds
(1♥) 3♣ Minors!
(1♦) 3♥ WJO: 6♥
(1♦) 3♥ J-CUE: Asking for 3NT with ♥ stop
(1♦) 3♥ WJO: 6♦

NOTE: RJO – Weak: 8-11 & 6-7 losers; or RJO – Strong: 12+ HCP & 4-5 losers

(1♥) X ! Power X with Herbert Response
(1♥) 1♣ Natural, maybe 4 cards
(1♥) 1NT! 3-suited Takeout, 8-14 hcp
(1♥) 2♣/2♦ Natural: 5+ cards & 10-18 hcp
(1♥) 2♥ ! Multicuebid
(1♥) 2♣ ! Spades and Clubs - RJO
(1♥) 2NT! Clubs and spades, strong
(1♥) 3♠ ! Clubs and hearts - RJO
(1♥) 3♥ ! Clubs and hearts, strong
(1♥) X ! Power X with Herbert Response
(1♥) 1NT! 3-suited Takeout, 8-14 hcp
(1♥) 2♣/♥ Natural: 5+ cards & 10-18 hcp
(1♥) 2♥ ! Natural: 5+ cards & 10-18 hcp
(1♥) 2♥ 5♣ + 5♥
(1♥) 2NT! diamonds and hearts - RJO
(1♥) 3♣ ! Clubs and hearts - RJO
(1♥) 3♥ ! Clubs and hearts, strong
(1♦) 3♥ WJO: 6♥
(1♦) 3♥ J-CUE: Asking for 3NT with ♠ stop
(1♦) 3♥ WJO: 6♦

Nota bene: Using now Bocchi-Duboin’s overcall method with IJO’s and modifications?
I. Natural Opening by Opps, We Double = Power Double

Definition: X over natural opening (to include Precision/Polish 1D openings) are hands of a good 15+ hcps. All strong NT's must go through double. Without 3rd seat competition, the cheapest bid including NT is a bust hand denying GI values. Two suiters are normally avoided in this bid as they get buried in competition.

After responder's hand promises values (which can be bid on a 3 or 4 card suit!) opener bids mostly naturally.

(1♣) X (p) ?

P    Converting to a **Penalty Double**: 5-8 hcp and ♣: KQxxx, usually V for +500 or better
1♦   Negative: 0-6 hcp
1♥   4+♥  7+ hcp
1♠   4+♠  7+ hcp
1NT  Majors 5-4 or better
2♣   1 or both minors
2♦   GF Bal
2♥   5332
2♠   5332
2NT
3♣   4=4=4=1 & 8+ hcp, G.F., etc…,  3♥4=4=1=4
3♥   4=1=4=4;  3♣   1=4=4=4

(1♣) X (XX) ? p **Negative 0-6 hcp**
1♦+  Systems On

(1♦+) X (p) ?

P    Converting to a **Penalty Double**: 5-8 hcp and ♠: KQxxx, usually V for +500 or better
1NT  **HERBERT NEGATIVE**: Artificial = 0-8 hcp
2♣   4+♣ & 8+ hcp & 1 Q.T. & G.I.
2♦   4+♦ & 8+ hcp & 1 Q.T. & G.I.
2♥   4+♥ & 8+ hcp & 1 Q.T. & G.I.
2♠   Western Cue: Asking for a Stopper: 9+ hcp & 1½ Q.T. G.F.
2NT  Balanced 9+ hcp & 1½ Q.T. & G.F.
3♣   4=4=4=1 & 8+ hcp, GF
II. Natural Opening by Opps, We Overcall 1NT

Definition: 1NT over a natural opening is a conventional takeout promising three cards at a minimum in the unbid denominations. We try to avoid making this call with three dead in the opening suit, 4333 hands, or hands that have tenaces in the opening suit.

Minimum Hand to bid 1NT over 1♣ (nV): K9xx K9xx K9xx x 1½ Q.T. Zar pts. = 20
Minimum Hand to bid 1NT over 1♠ (nV): x Axxx Kxxx Axxx 2½ Q.T. Zar pts. = 24

We should allow some leeway here: 2 Aces with good shape and suit texture is a proper takeout.

III. Natural Opening by Opps, We Overcall a Suit - Transfer Advances

Definition 1: Responses are based around principle of attacking opener and getting into the auction. Aggressive but not crazy is the modus operandi. We use Rubens Advances with 2NT being an omnibus GI raise that is offensive or better, with jump cuebids as being mixed in nature (may change due to adaptation of Rubens Advances).

(1♣) 1♥ (p) ?

1♣  Natural  1 R.F. bph
1NT Natural
2♣ > Diamonds
2♦ > ♥: Constructive Raise to 2♥ (1-UNDER partner's overcall)
2♥ Pre-emptive raise
2♠ Fit Jump

(1♠) 1♠ (p) ?

1NT Natural
2♣ > Diamonds
2♦ > Hearts
2♥ > ♦: Constructive Raise to 2♠ (1-UNDER partner's overcall)
2♠! Pre-emptive raise
(1♦) 1♥ (p) ?

1♠ Natural
1NT Natural
2♣ Natural
2♦ > ♥: Constructive Raise to 2♥ (1-UNDER partner's overcall)
2♥ Pre-emptive raise

(1♦) 1♠ (p) ?

1NT Natural
2C Natural,
2♦ > Hearts
2♥ > ♦: Constructive Raise to 2♠ (1-UNDER partner's overcall)
2♠ ! Pre-emptive raise

(1♥) 1♠ (p) ?

1NT Natural
2♣ Natural
2♥ Natural
2♥ > ♦: Constructive Raise to 2♠ (1-UNDER partner's overcall)
2♠ Pre-emptive raise

(1♠) 2♥ (p) ?

2♠ > Clubs
2NT LR or more w 4 pieces, G.I.
3♣ > diamonds
3♦ > ♥: Constructive Raise to 3♥ (1-UNDER partner's overcall)
3♥ Pre-emptive raise

CUE BID DOUBLE: Good raise to same level after 3rd hand raises opener’s suit & partner overcalls in a major suit. 2-level: 3-card support, at 3-level = good raise (can’t distinguish between 3 or 4 card raise). [Needed because there is no room for the cuebid.]
iv. **Natural Opening by Opps, We Overcall Directly Their Suit**

*Definition:* A simple cuebid of a minor opening is the multicuebid, showing normally an intermediate jump overcall in either major. It may also be any good playing hand that cannot be comfortably shown via the power double for fear of preemption.

v. **Natural Opening by Opps, We Jump Overcall:** See Summary Sheet: Page 61

vi. **1NT Opening by Opps**

**STRONG (including 15 hcp): LIONEL Defense**

(1NT) ?

<table>
<thead>
<tr>
<th></th>
<th>p</th>
<th>No strength or distribution to enter auction</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>♠ + ?</td>
<td>4-4 or better</td>
</tr>
<tr>
<td>2♦</td>
<td>♠ + ♥</td>
<td>4-4 or better</td>
</tr>
<tr>
<td>2♥</td>
<td>♦ + ♦</td>
<td>4-4 or better</td>
</tr>
<tr>
<td>2♥</td>
<td>6♥</td>
<td></td>
</tr>
<tr>
<td>2♠</td>
<td>6♠</td>
<td></td>
</tr>
<tr>
<td>2NT</td>
<td>5♣ + 5♦</td>
<td></td>
</tr>
<tr>
<td>3♣</td>
<td>6♣</td>
<td></td>
</tr>
<tr>
<td>3♦</td>
<td>Majors 5-5</td>
<td></td>
</tr>
</tbody>
</table>

**WEAK (excluding 15 hcp): HELLO (modified)**

(1NT) ?

<table>
<thead>
<tr>
<th></th>
<th>p</th>
<th>No strength or distribution to enter auction</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>PENALTY: Equal strength with good lead, or very strong for penalty</td>
<td></td>
</tr>
<tr>
<td>2♠</td>
<td>&gt; ♦</td>
<td>6♦ or a M-m &amp; 5-4: (2NT to discover partner’s minor suit)</td>
</tr>
<tr>
<td>2♥</td>
<td>&gt; ♥</td>
<td>6♥</td>
</tr>
<tr>
<td>2♥</td>
<td>Majors 5-4 or better</td>
<td></td>
</tr>
<tr>
<td>2♠</td>
<td>6♠</td>
<td></td>
</tr>
<tr>
<td>2NT</td>
<td>6♣</td>
<td></td>
</tr>
<tr>
<td>3♣</td>
<td>5♣ + 5♦ Parallelism</td>
<td></td>
</tr>
<tr>
<td>3♦</td>
<td>Both Majors 5-5 &amp; massive playing strength</td>
<td></td>
</tr>
</tbody>
</table>
When they transfer over their 1NT and we are on Defense (proposed):

X  Lead Directing: KQ9x or better?  (1NT) p (2♦) X
Cue Bid (1NT) p (2♦) 3♦  ?
Bid Their Transfer into Suit (1NT) p (2♦) 2♥ = 4♣+ and 5-card minor

VII. Opponents Open the Bidding, We Balance in 4th Seat

BALANCING @ 1-LEVEL: (1♣) P (P)  ?

1X  6+ HCP  QTXX / Kxxx or better
DBL 10+ HCP  BALANCED OR NO 5-CARD SUIT OR BOTH MAJORS
DBL 15+ HCP  BID AGAIN TO SHOW THE STRONG HAND
1NT 10-14 HCP  RAPTOR:  4M – 5M
2X 13-16 HCP  INTERMEDIATE BALANCING OVERCALL: KQxxxx
CUE 19+ HCP  MAJORS ORIENTED
2NT 20-21 HCP  NATURAL: SYSTEMS ON

BALANCING @ 2-LEVEL: (2♥) P (P)  ?

2♠  12+ HCP  KQTX or better
DBL 10+ HCP
DBL 15+ HCP  BID AGAIN TO SHOW THE STRONG HAND
2NT 16-18 HCP  NATURAL: SYSTEMS ON
3♣  12+ HCP  6♣
3♦  12+ HCP  6♦
CUE 19+ HCP  USUALLY 2 OR 3-SUITED WITH VOID

VIII. Strong 2 Club Opening, and We Interfere

Mathe: X = Majors, NT = Minors
IX. Strong 1 Club Opening, We Interfere with Bugatti

(1C): 1D > H, 1H > S, 1S = 1444, 1NT = 5m/55M, 2m = DONT, 2M = Natural, 2NT = 5-5

Strong Club Defense over (1♣) - P - (1♦) ?

Mathe: 1♥ Natural, good suit
1♠ Natural, good suit
1NT Takeout for the minors
X Takeout for the Majors

X. Defending Forcing NT

Dbl – 5+ clubs
2C – 5+ diamonds
2 of “our major” (i.e. the opposite major) – 3 suit t/o of the opener’s major
2 of “their major” – strong t/o of opener’s major, normally 3 suited
2NT – minors
3C/D – 6+ in bid suit, with a side 4 card major of the opposite denomination
XI. **Multi 2♦** Granovetter Defense:

2D - ?:

- X = a better multi
- 2h = good club overcall
- 2s = good diamond overcall
- 2nt = natural, systems on (keri)
- 3c/d = natural, but preemptive
- 3h/s = natural, inviting game, decent hand
- 3nt = to play, can be based on long running minor (ACOL style)
- 4c = undefined at this point (maybe some sort of RJO)
- 4d = both majors
- 4h/s = to play, excellent hand

*delayed double, i.e., 2D-p-2h-p .... P (hearts) - x = light takeout of hearts; doubles by advancer are responsive*

*Fourth seat actions (general principles): 2D - X - 2M - X is takeout of the major bid. 2D - P - 2M - X - P - 2NT is Leb oriented. 2D - P - 3M (p/c) - X is t/o of major bid.*
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