

# Gumperz-Crawford System Notes

Authors: Andrew Gumperz and Mike Crawford

Copyright © Andrew Gumperz and Mike Crawford 2009. All rights reserved.

[Table of Contents](#)

## Version History

**8/10/2011**

Added section 11.6 on good-bad 2NT

**7/20/2011 Version 7.0**

Added section 6.5 Interference after 1M opening

Revised Section 7, Bidding after 2NT Opening

reorganized section 10 and beyond.

Added Section 12.9 Defense to a lead-directing double.

Updated and fixed links in TOC

**6/6/2011 Version 6.9.15**

Added continuations after Michaels 10.15

Added 3N/4X passed hand responses to 1M

**5/18/2011 Version 6.9.14**

Modified 1c/1d-1H interfere, 2H=6+s, and 2S=limit+ not fitshowing

added after 1c-2 level transfer then splinters, 4x= retransfer with weak hand

updated Multi 4c/4d to transfer and bid you suit

**1/22/2011 Version 6.9.14**

Changed 2N and XX in competition for polish 2 bids

**9/29/2010 Version 6.9.13**

Changed to 9.2 to polish 2 bids and defined structure

Corrected Strong NT and clarified retransfer sequences

Changed 2M rebid after 1c-1S-1N to be INV not GF

Added Section at end to deal with interference doubles of Staymen and Transfers

**8/19/2010 Version 6.9.12**

Added defense to Jacoby

## 8/11/2010 Version 6.9.11

Modified Continuations after 1C-1S-1N to include both minors  
Corrected 4 Level rebids by 1c opener (Splinter Inversions)  
Added TWCB On after 1c-1d-1S  
Changed 1c-2d/h to be if weak 5-8  
Added Section 2.8 continuations after 1c-2c transfer to diamonds  
Corrected 1d-2H continuations  
Added Game trys after 1d opening  
Added Baze, Gerber and 4D bal raise after 1n-2c-2M

## 7/17/2010 Version 6.9.10

Added Continuations in Gazilli for 1M-1N-2N and defined it as GF

## 7/1/2010 Version 6.9.9

Added rules for defense when dummy has a singleton in the suit led  
Fixed major suit structure for 4+ limit raises (1M-2N) and follow-ups

## 5/31/2010 Version 6.9.8

Updated Gazilli 2M response to 2D to include hands that are unsuitable to rebid 2N  
Update Gazilli to add bidding matrix and redefine 2N response to 2c as weak diamonds only.  
Fixed responses and continuations after 1c-1s (trf > nt)  
Added 1D-1M-2N Section 3.2

## 5/28/2010 Version 6.9.7

Added re-transfer sequences to 14-16 NT  
Modified puppet staymen 3C responses to 14-16 NT  
Incorporated complete set of Kantar RKC rules  
Updated Gazilli 2M response to 2D to include hands that are unsuitable to rebid 2N  
Update Gazilli to add bidding matrix and redefine 2N response to 2c as weak diamonds only.

## 5/8/2010 Version 6.9.6

Modified Major suit inv+ raise to 2N over 1S and responses

## 4/3/2010 Version 6.9.5

Revised 1c and 1d structure  
added notes to Gazilli  
Added Methods for std weak 2's when multi not permitted  
added methods for showing voids and singletons in transfer auctions.

## 2/13/2010 Version: 6.9.4

Modified Strong NT method to include  
\* SA Texas  
\* 2C = puppet Stayman  
\* 3C = 4-4-4-1 shape  
Added section 5.1 on Puppet Stayman followups

## 11/14/2009 Version: 6.9.3

Expanded 10.12 responses to takeout X of weak 2M

10.2 Clarified Transfer Advances when we overcall  
10.13 Added section for methods when we overcall 1NT (Direct and Balance)

### **9/10/2009 Version: 6.9.2**

Added : 10.10 Continuations after opponents overcall 1N  
Added : 10.11 Opponents respond 1NT in competition (We overcall 1M)  
Added : 10.12 Continuations after opponents open weak 2M

### **7/5/2009 Version: 6.9.1**

Updated 8/24/2009 M Crawford  
Updated Responses of 1C/D - 1N to be 6-10 VUL and 6-9 NV  
Update 2H response to 1m to be 10-11NV and 11-12VUL when balanced  
Revised 1m-2N response to be 12-15 bal when NV, and 13-15 when Vul  
Added Fit showing Jumps as passed hand to System Summary  
Added MSS to weak NT responses  
Clarified definition of Extras for RKC responses of 0314 to be 16+HCP shown, also applies to Kickback in a minor auctions.  
Changed continuations after 1c-1s-1N to 2 point ranges 16/17 and 14/15  
Defined All Exclusion Sequences to be 0314

# Table of Contents

[1. System Summary](#)

[2. 1C Opening](#)

[3. 1D Opening](#)

[4. 11-13 NT Opening](#)

[5. 14-16 NT Opening](#)

[6. 1M Opening](#)

[7. Higher NT Openings](#)

[8. 2C Opening](#)

[9. Preemptive Openings](#)

[10. Defense to Suit Openings](#)

[11. Other Competitive Methods](#)

[12. Defense to Other Openings](#)

[13. Conventional Interference After We Open](#)

[14. Other Constructive Methods](#)

[14.2 Gazilli](#)

[15 RKC](#)

[16 Carding](#)

[17. Deprecated Sections](#)

# 1. System Summary

## **System 1: NV and in 1, 2 position**

1NT = 11-13 balanced

1C = 2+ clubs. Either a natural unbalanced 1C opening, or 14-16 balanced with clubs usually the better minor, or any balanced shape with 17-19 HCP.

1D = 4+ diamonds. If balanced 14-16, and 4+ diamonds.

1H/S = 5+ in 1st and 2nd, 4+ in 3rd/4th, 11+ HCP

## **System 2: Vul in all positions and NV in 3/4th position**

1NT = 14-16 balanced

1C = 2+ clubs, either natural and unbalanced, 12-13 balanced with clubs usually better minor, or any balanced shape with 17-19 HCP

1D = 4+ diamonds, if balanced exactly 12-13, always 4+ diamonds

1H/S = 5+ in 1st and 2nd, 4+ in 3rd/4th, 11+ HCP

## **Always**

2C = strong

2D = multi (either a weak 2 in a major or strong and balanced)

2H/S = 5-card major and 4+ card minor, 6-11 HCP, depending on vul and seat position

2N = 20-21 balanced

3N = strong 4M opening

## 1.1 Showing NT Ranges

Sequence	Vul and Seat	Range
<i>Higher NT Ranges</i>		
2NT	Any	19-21
2C-2X-2NT	Any	24+
2D-2X-2NT	Any	22-23
<i>Weak NT Structure</i>		
1NT	NV and 1 or 2 position	11 -- 13
1D-1M-1NT	NV and 1 or 2 position	14 -- 16
1C-1D-1H or 1C-1H-1S	NV and 1 or 2 position	14 -- 16
1C-1D-1NT or 1C-1H-1NT	NV and 1 or 2 position	17 -- 19

1C-1S-1NT	NV and 1 or 2 position	14 -- 17-
1C-1S-2NT	NV and 1 or 2 position	17+ -- 19
<i>Strong NT Structure</i>		
1NT	Vul or 3/4	14 -- 16
1D-1M-1NT	Vul or 3/4	12 -- 13
1C-1D-1H or 1C-1H-1S	Vul or 3/4	12 -- 13
1C-1D-1NT or 1C-1H-1NT	Vul or 3/4	17 -- 19
1C-1S-1NT	Vul or 3/4	12 -- 13
1C-1S-2NT	Vul or 3/4	17 -- 19

## 2. 1C Opening

1C shows either:

- an unbalanced hand with clubs the primary minor
- balanced minimum lacking a good 4+ card diamond suit
- 17-19 balanced and any balanced shape (even 3-3-5-2)

### 2.1 Responses to 1C

1C-1D = 4+ hearts, 5+ HCP

1C-1H = 4+ spades 5+ HCP

1C-1S = Transfer to NT, limit raise in clubs, or both minors any strength. Denies a 4-card major.

1C-1NT = 9- bad 11 HCP, NT type hand (Invitational)

1C-2C = transfer diamonds, 2M stopper, 3c frag, jumps are splinters both minors)

1C-2D = Transfer hearts, 5-8, or solid suit with weak, GF or Inv Values (After Trf, action forcing to 3H, new suit to show stopper or partial stopper in that suit and inv+ values)

1C-2H = Transfer Spades 5-8, or solid suit with weak, GF or Inv Values (After Trf, action forcing to 3S, new suit to show stopper or partial stopper in that suit and inv+ values)

1C-2S = GF in Clubs, (opener can ask 2N, or respond (3c+)

2N = asking for shortness

3C = unbalanced min

3D = singleton with extras

3H = void with extras

1C-2NT = 12-15 HCP(NV) 13-15 HCP(VUL) or 18-19 HCP balanced

1C-3C = constructive preempt, 5+ clubs 5-8 HCP

1C-3D/H/S = Fit raise. forcing to 4C.

1C-3NT = 16-17 HCP, balanced, very no trumpy high cards and shape

1C-4C = RKC

1C-4D/H/S = to play

### 2.2 Responding to a Transfer to a Major

Opener's rebids are generally natural and are quite similar to auctions after 1C-1M in a natural system. There are three exceptions:

- opener accepts the transfer to show a balanced min
- opener rebids 1NT to show 17-19 balanced

- opener rebids 2NT to show 3-card support for responder's major, a 6+ card club suit and extra values

1C-1D-1H = balanced, normally no 4-card fit and 14 - 16 HCP. May hold 4 spades, may hold a suit-oriented balanced hand such as xx, AKx, xxxx, AKxx lacking a 4th heart. May hold a poor hand with 4-card support Kxx, Qxxx, Jxx, AKx.

1C-1D-1S = 4 spades+, 4+ clubs and 12+ HCP unbalanced, OR 4+ spades, in a suit-oriented, but balanced 15+ to 18 (AKxx, xx, xxx, AKQx). Transfer TWCB ON.

1C-1D-1NT = balanced, no 4-card fit, 17 - 19 HCP

1C-1D-2C = 6+ clubs, NF

1C-1D-2D = 5+ clubs, 4+ diamonds, extra values (reverse into diamonds)

1C-1D-2H = single raise of hearts (promises 4-card support and 14-16 HCP or equivalent values in a shapely hand)

1C-1D-2S = strong JS into spades

1C-1D-2NT = exactly 3 hearts, 6+ clubs and values for a jump rebid of 3C

1C-1D-3C = 6+ clubs and values for a jump rebid of 3C, denies 3 hearts

1C-1D-3D = balanced strong heart raise (typically 18-19 HCP) with 4-card support, 4D is always retransfer

1C-1D-3H = highly invitational heart raise

1C-1D-3S = GF splinter in spades

1C-1D-3NT = long running club suit, stoppers

1C-1D-4C = GF raise with 4 hearts and 6+ clubs

1C-1D-4D = 4 excellent hearts, excellent clubs, no control in a side suit (xx, AKQx, Jx, AKJxx)

1C-1D-4H = GF splinter in diamonds (splinter inversion)

1C-1D-4S = Spade void. excl RKC

1C-1D-4NT = RKC in hearts

1C-1H-1S = balanced, no 4-card fit, 14 to 16 HCP

1C-1H-1NT = balanced, no fit, 17 - 19 HCP

1C-1H-2C = 6+ clubs, NF

1C-1H-2D = 5+ clubs, 4+ diamonds, extra values (reverse into diamonds)

1C-1H-2H = 5+ clubs, 4+ hearts, extra values (reverse into hearts)

1C-1H-2S = single raise of spades (guarantees 4-card support)

1C-1H-2NT = exactly 3 spades, 6+ clubs and values for a jump rebid of 3C

1C-1H-3C = 6+ clubs and values for a jump rebid of 3C, denies 3 spades

1C-1H-3D = Balanced forcing raise 4D is always retransfer

1C-1H-3H = mini-splinter

1C-1H-3S = invitational raise

1C-1H-3NT = long running club suit, stoppers

1C-1H-4C = 4 spades and 6+ clubs

1C-1H-4D = GF splinter

1C-1H-4H = 4 spades, solid clubs, no control in a side suit.

1C-1H-4S = GF Splinter in Hearts

1C-1H-4NT = RKC in spades

## 2.3 Responder's continuations after 1C-1D-1H and 1C-1H-1S

By accepting the transfer, opener has described a hand with 14 - 16 HCP, balanced shape and clubs as the primary minor suit.

- Opener may be slightly off-shape. Possible shapes are: 2-2-4-5, 3-2-2-6 or 3-1-4-5.
- Opener has not denied holding a 3-card raise such as xx, AKx, xxxx, AQJx.



A variation on two-way checkback using additional transfers is used to complete the description of responder's hand. 2C is a puppet to 2D and all invitational sequences go through it. rebids of 2D thru 2N are transfers, and are used with either sign off or GF values.

Responder's rebids are:

2C-> artificial invitational call puppeting to 2D. Opener normally bids 2D, and responder then makes a natural and invitational bid

2D->Hearts (either Signoff or GF)

2H->Spades (as above)

2S->transfer to NT. Either to play 2NT or GF with clubs

2N->relay to 3 clubs. Either to play 3C or GF with diamonds

This method allows responder lots of room to bid out his pattern on GF hands.

1C-1D-1H-pass = 5+ hearts and less than invitational values

1C-1D-1H-1S = 4-spades 6+ HCP

1C-1D-1H-1N = 5-9 balanced

1C-1D-1H-2C = inv. checkback. Starts all invitational sequences.

opener's continuations

2D = denies a suit-oriented 3-card raise (could be max or min)

2H = shows a suit-oriented, but balanced 3-card heart raise (xx, AKx, xxx,

AQjxx)

responder's continuations are natural and forcing

1C-1D-1H-2D = transfer to hearts, either mildly invitational or GF. Promises 5+ hearts

1C-1D-1H-2H = transfer to spades, GF. Denies holding 5+ hearts

1C-1D-1H-2S = transfer to NT. Either NT invitation or GF with clubs. Continuations:

2NT = minimum

3C = maximum

1C-1D-1H-2NT = relay to 3C, either signoff in clubs or GF with diamonds. Responder's new suit continuations after 3C show shortness and GF diamonds.

1C-1D-1H-3C = GF club raise with excellent trumps and distribution

1C-1D-1H-3D = 5-5 forcing in reds

1C-1D-1H-3H = natural and forcing

1C-1D-1H-3S = splinter, 7+ hearts

1C-1D-1H-3NT = to play

1C-1D-1H-4C = splinter? ace asking in clubs?

1C-1D-1H-4D = splinter

1C-1D-1H-4H = to play

1C-1D-1H-4S = excl RKC

1C-1D-1H-4NT = RKC for hearts

1C-1D-1H-5m = exclusion RKC

1C-1H-1S-pass = 5-6 spades and less than invitational values

1C-1H-1S-1N = 5-9 balanced

1C-1H-1S-2C = inv. checkback

opener's continuations

2D = denies a suit-oriented hand

2H = shows a suit-oriented hand with 4 hearts and 4+ clubs (xx, AKxx, xxx,

AKxx)

2S = shows a suit-oriented, balanced 3-card spade raise (AQx, xx, JTx,

AKxxx)

1C-1H-1S-2D = transfer to hearts

1C-1H-1S-2H = transfer to spades  
 1C-1H-1S-2S = transfer to NT.  
 1C-1H-1S-2NT = relay to 3C.  
 1C-1H-1S-3C = GF club raise with excellent trumps and distribution and 5-card major  
 1C-1H-1S-3D = 5-5 forcing in spades/diamonds  
 1C-1H-1S-3H = 5-5 forcing in spades/hearts  
 1C-1H-1S-3S = forcing with 6+ spades, excellent trumps and distribution  
 1C-1H-1S-3NT = to play  
 1C-1H-1S-4C = splinter, self-sufficient suit  
 1C-1H-1S-4D = splinter, self-sufficient suit  
 1C-1H-1S-4H = splinter, self-sufficient suit  
 1C-1H-1S-4S = to play  
 1C-1H-1S-4NT = RKC for spades  
 1C-1H-1S-5m = excl RKC

Rules for long suits and shortness:

Splinter on 2nd round with stiff (since this comes up more frequently)  
 Retransfer and then splinter with void

## 2.4 Continuations after 1C-1D/H-1NT (17 - 19)

Same as 2.3.

## 2.5 Continuations after 1C-1D/H-2M (single raise)

Bidding is similar to bidding after 1M-2M:

- the cheapest call is an artificial game try
- 3M is a natural game try
- 3 of a suit is a natural GF

1C-1D-2H

2S = artificial game invitation

Opener's responses

2NT = Any balanced hand. Responder can then show the location of his outside values.

3C = club length

3D = lower shortness (diamonds)

3H = higher shortness (spades)

2NT = game force with values in spades

3 of a new suit = natural game force

3M = natural game invitation

3NT = offer to play

1C-1H-2S

2NT = artificial game try

3-new suit = natural game force

3S = natural game invitation

3NT = offer to play

## 2.6 Rebids after 1C-1S (Trf>NT, Clubs Inv, Both Minors)

1C-1S-1NT = Min balanced  
1C-1S-2C = 5+ clubs unbalanced min  
1C-1S-2D = 4+ diamonds, 5+ clubs, reverse values  
1C-1S-2H = 4+ hearts, 5+ clubs, reverse values  
1C-1S-2S = 4+ spades, 5+ clubs reverse values  
1C-1S-2NT = 17-19 balanced  
1C-1S-3C = 6+ clubs invitational  
1C-1S-3D = Splinter  
1C-1S-3M = Splinter raise  
1C-1S-3NT = running clubs and stoppers

### 2.6.1 Continuations after 1C-1S-1NT (12-13, or 14 to 16)

When the opening 1NT range is 11-13, Opener must rebid 1NT on 14 - 16 HCP.

1C-1S-1NT- ?

2C = 5+clubs, could include 4 Diamonds NF (5-9)

2D = 5+Diamonds & 4 Clubs NF (5-9)

2H = 5-4 minors, stiff heart, Inv+

2S = 5-4 minors, stiff Spade, Inv+

2NT = Inv

3C = Strong invite 6 clubs

3D = 5-4 Minors, 2-2 in Majors, GF

3H/S = shortness Both Minors, GF

3NT = to play

### 2.6.2 Continuations after 1C-1S-2NT (17-19)

3C = Natural

3d+= concentration of values NT, or slam interests

3NT = to play

## 2.7 Continuations after 1C-major transfer-2NT

opener's 2NT rebid promises 3-card support for responder's major, extra values and a long minor suit. For example: AKx, x, Qxx, AKJxxx.

1C-major transfer-2NT

3C = to play

1-under major = retransfer. sets major as trumps.

cheaper stopper ask = ask about the unbid major.

expensive stopper as = stopper ask about diamonds.

3NT to play

4C = slam try in clubs

4D = RKC (6 keys)

## 2.8 Continuations after 1c-2c (trf > dia)

1c-2c (Diamonds)-2d-?

2N = Invitational

2M = Stopper F1R, INV+

3C = Frag, 5/6-3 shape, F1R

3M = Splinter GF

4C = Splinter GF, 4D is RKC

4D = 4D RKC

If opener splinters, 4x is retransfer with weak hand (Same applies after 1c-any 2 level transfer)

## 2.9 1C-2S (forcing club

### raise)

1C-2S = GF in Clubs, (opener can ask 2N, or respond (3c+)

2N = asking for shortness

3C = Any min. Next step asks for shortness NLMH

3D+ = extras and NLMH

3C = unbalanced min next step asks.

3D = singleton with extras. LMH

3H = void with extras. LMH

## 2.9a Continuations after Interference

1C-(Dbl)-?

1. Transfers are on

2. If 4th hand bids, opener's NT bids: 1NT = 13-16 and 2NT = 17-18

3. TWCB is On

1C-(1D)-?

1. X = shows any normal response with 4+ hearts. Opener continues as though responder transferred to hearts.

2. 1H = shows any normal response with 4+ spades. Opener continues as though responder transferred to spades.

3. 1S = Trf to NT, at most a partial stopper, usually 4+clubs with constructive values.

Opener rebid of 2c promises only 4 with no convenient bid.

4. TWCB if off.

5. 1C - (1D) - 2C = standard raises, but suggests 5-clubs and poor side suit shape

6. 1C - (1D) - 3C = preemptive, but semi-constructive 5-8

1C-(1H)-?

1. X = shows any normal 1S response (4+spades)

2. 1S = denies 4+ spades and denies the ability to raise, bid NT or make a 2/1.

3. TWCB is ON.

4. 2H = 6+S

5. 2S = Inv+ club (not fit showing)

1C-1S-?

1. Double is negative

2. New suits are natural

2. opener's NT bids: 1NT = 13-16 and 2NT = 17-18

3. TWCB is off.

1C-(P)-1D-(1S)

Double = support

1NT = bal max no support

pass = bal min, no support

1C-(P)-1D-(X)

1H = 3-card support and min

1NT = bal max and no support

P = bal min and no support

XX = bal max and 3-card support

G-B 2NT applies

1C-(1H)-X-(2H)-2NT = G-B

1C-(1H)-X-(2H)-X = balanced 17-19

1C-(1H)-X-(2H)-P = balanced 14-16

1C-(1H)-X-(2H)-P-P-X = further TO

1C-(2H)-X-(P)-2NT = 13-16

1C-(1H)-X-(2H)

P- (P)-2NT = G-B

### 3 1D Opening

The one diamond opening is the same in both structures. It shows either

- an unbalanced hand with diamonds as the longest or one of the longest suits
- a balanced hand with exactly 14 - 16 and 4+ diamonds
- Balanced hands with 17+ or more are never opened 1D.

1D-1M = 4 cards and 6+ HCP

1D-1NT = 5-8 HCP. since opener may be as strong as a bad 16, A 1NT response denies interest in game facing a balanced maximum.

1D-2C = natural GF

1D-2D = standard single raise (5-9)

1D-2H = Either 10-11NV/11-12Vul balanced, diamond limit raise or Both Minors INV (puppets to 2S).

1D-2S = GF diamond raise

1D-2N = 12-15HCP(NV) 13-15 HCP(VUL) or 18-19 HCP balanced (Tends to deny 4D)

1D-3C = natural and invitational

1D-3D = constructive preempt, 5-8 HCP and 5+ diamonds

1D-3H = fit bid

1D-3S = fit bid

1D-3NT = 16-17 balanced, slow cards little slam interest.

1D-4C = fit bid

#### 3.1 Continuations after 1D-2H (relay to 2S)

2H shows invitational hands: 10-12 balanced, limit diamond raise or both minors inv.

Opener can bid

1. 2S to hear responder's hand type.
2. 3C/3D, natural and NF.
3. 3H/S to show shortness, long diamonds and slam interest opposite 10-12 balanced.

1D-2H

2S-?

2NT = 10-12 balanced

3C = both minors inv

3D = limit raise in diamonds

3M = Stopper with extra length (6), forcing to 3N or 4D

1D-2H

2S-2NT

?

3C/D = natural and GF

3H/S = natural and forcing

3NT = to play

#### 3.2 Continuations after 1d-major -2NT

opener's 2NT rebid promises 3-card support for responder's major, extra values and a long minor suit. For example: AKx, x, Qxx, AKJxxx.

1D-major -2NT

3C = Sets Diamonds as trump

1-under major = retransfer. sets major as trumps.

cheapest stopper as = stopper ask about unbid major.

expensive stopper as = stopper ask about diamonds.

3NT to play

### **3.3 Game Trys after major suit raise**

Next Step asks:

1st = Min with 3

2nd = Max with 3

3rd = Min with 4

4th+ = max with 4

### **3.4 Interference**

Support X and XX, but optional and usually suit oriented

1D-(1H)-?

1. X = shows any normal 1S response (4+spades)

2. 1S = denies 4+ spades and denies the ability to raise, bid NT or make a 2/1.

3. TWCB is off.

4. 2H = 6+S

5. 2S = Limit+

## 4 11-13 NT Opening

Seat	Vulnerability	NT Range
1,2,3,4	Vulnerable	14-16
3,4	Non-vulnerable	14-16
1,2	Non-vulnerable	11-13

### 1. First and Second Position

1. A balanced or semi-balanced 11-13. A 5-card major, and 6-card minor or 5-4-2-2 shape is allowable, but only when the hand is clearly not good for a one of a suit opening bid. E.g., Kxxx, Kx, Qx, Kxxxx is a fine 1NT opening. AQTx, xx, xx, AJT9x is not.

### 2. Third Position

1. A good 9 to 13. Any balanced/semi-balanced hand where game is unlikely opposite a passed hand can open 1NT.

## 4.1 Response Structure

Response	Description	Advantages
2C	<b>Puppet Stayman</b> Asking for a 4- or 5-card major. Shows invitational or better values or a runout. Bid when holding 3- or 4-card majors.	* Allows Responder to declare 4-4 major fits. * Allows Responder to find 3-5 fits
2D	<b>5-card Stayman</b> Asking for a 3+ card major in opener's hand. Bid holding a 5+ card major and invitational + values.	* Allows Responder to declare major fits. * Allows Responder to show 2 suits
2H or 2S	<b>To play</b>	
2NT	<b>MSS</b> Next call shows a singleton and a GF hand with either one 6+ minor or both minors (5-4 or better)	Allows Responder to avoid 3NT contracts when opener has a weak holding opposite responder's singleton. Allows playing 3m when responder is weak with both minors
3C, 3D, 3H, 3S	<b>To play</b>	



3N	<b>To play</b>	
4C or 4D	<b>Transfer</b> to hearts/spades respectively	Allows opener to declare 4M. First step on slam tries with a long major.
4H or 4S	<b>To play</b>	Allows Responder to declare 4M when he holds side tenaces.
4NT	<b>Natural invite</b> to 6NT	

## 4.2 1NT-2C Response

2C is bid on two hand types:

- Invitational or better hands (13+) looking for a 4 or 5 card major in opener's hand
- weak hands running from 1NT. For example,
  1. xx, Qx, Qxxxx, xxxx
  2. xxx, xx, Kxxxxx, xx
  3. xxx, xxxx, Kxxxx, x
  4. xxxx, xxx, Qxxx, xx

### 4.2.1 Rebids after 1NT-2C

Opener shows a 5-card major if he has one and bids 2D otherwise. Responder may pass 2D if he was running. Other calls show invitational+ values.

1NT-2C-?

2D = no 5-card major

2H/S = 5-cards in the bid suit

1NT-2C-2D-?

2M = natural with a 4-card suit. Invitational or better values. Forcing for 1 round (F1).

Opener's continuations:

2S = (over 2H) 4-spades, any range. Responder's continuations:

2N = natural and Inv

3m = natural and forcing

3H = 4-spades, F

3S = 4-spades, Inv

2N = no fit, min

3m = no fit, max

3M = fit and a Min

3OM = fit and a Max

1NT-2C-2D-2H-2N-3H = 5-4 invitational

1NT-2C-2D-2S-2N-3H = 5-4 invitational

2N = natural and invitational with no 4-card major. rare. Opener's continuations:

3m = natural and NF

3M = forcing, shows concentrated values

3C = natural and GF.

3D = natural and GF.

3M = 5-card major and 4-cards in the other major, GF value  
3NT = no fit  
4C = maximum with a fit for the 5-card major  
4D = transfer back to the 4-card major  
4M = to play

3N = to play. Responder has no 4-card major.

Responder shows a 4- card major and a 5+ card minor via a sequence like:

1NT-2C  
2D-2H  
2N-3D

1NT-2C-2M-?

Pass = to play

3M = game invite (or possibly a weak hand with a fit fooling around)

2N = invite with no fit for the major

3m = natural and forcing, denies a fit

3OM = Baze, Slam try with shortness, next step asks

3N = to play

4C = Gerber

4D = Bal Slam try

4M = to play

## 4.3 1NT-2D Response

GF values with one or possibly two 5-card majors. Responder could have a 6-card major if the suit is bad or if he wants to leave 3NT in the picture. Normally with a 6+ card major, responder will bid 4M or use SA Texas.

### 4.3.1 Opener's Rebids after 1NT-2D

Opener's 2M bids show a doubleton in the bid major and 3+ in the unbid major. This locates 8+ card major fits and allows responder to declare. Since opener can not open 1NT with exactly 2-2 in the majors, he will always hold 3-card support for one or both majors.

1NT-2D-?

2M = doubleton in the bid major (max or min)

2N = 2-2 in the majors (max or min)

3C = 3-3+ min

3D = 3-3+ max

### 4.3.2 Responder's Continuations after 1NT-2D-2M

When an 8-card fit is located, a game force is created. When there is no 8-card fit, responder may either pass 2M or bid 2N (NF).

1NT-2D-2H-?

Pass = to play. Shows 5 hearts and a poor invite.

2S = natural, GI  
2N = 5 hearts, NF  
3m = natural and forcing, may or may not conceal an 8-card major fit  
3H = forcing with hearts  
3S = natural and forcing, shows slam interest  
3N = to play  
4S = to play  
4N = natural slam invite. (to bid Blackwood responder must first bid 3S and then bid 4N)

#### 1NT-2D-2S-?

Pass = to play. Shows 5 of the bid major and a poor invite.

2N = 5 spades NF  
3m = natural and GF, may or may not conceal an 8-card major fit  
3H = natural and GI  
3S = forcing with hearts  
3N = to play

4H = to play  
4S = splinter  
4N = natural slam invite. To bid Blackwood, responder must first bid 3H (to show slam interest in hearts and then bid 4N)

### **4.3.3 Responder's Continuations after 1NT-2D-2N**

Opener has denied a major fit.

p = to play  
3N = to play  
3m = natural and forcing  
3M = natural and forcing  
4M = to play  
4m = sets trump and is RKC in the minor

### **4.3.5 Responder's Continuations after 1NT-2D-3m**

Again, an 8-card fit in a major is guaranteed. There are no NF continuations because opener has already guaranteed a max by bidding 3m.

1NT-2D-3m  
3M = natural and forcing  
4m = splinter  
4M = to play

## **4.4 1NT-2M Response**

Natural and to play. shows a 5-6 card major and anywhere from 0-12 HCP. Opener may raise (for obstructive purposes) with 4+ card support and a useful doubleton.

Doubles of competition by responder show cards and are not for penalty. For example: 1NT-P-2M-3C-P-P-X would show cards, not a club stack.

In competition if 2N is available for opener, it shows 4-card support and Max, X shows 3 card and SuperMax, and Raise is 4-card obstructive.

## 4.5 1NT-2NT Response

2NT = both minors weak or strong, one minor with shortness

Responses:

Opener responds as if MSS

3C= Clubs or no preference

3D= Prefer Diamonds

3H= 5 clubs

3s= 5 diamonds

Responder passes with weak minor 2 suiter

All other bids show shortness and either both minors or a one suiter

If opener rebids 3D, then 3N shows clubs and short diamonds

## 4.6 1NT-3X Responses

Natural and preemptive. 0-12 HCP. 6+ card suits. opener will almost always pass, but may raise with a big fit. Doubles by responder show cards, and are not for penalty. For example: 1NT-P-3C-3H-P-P-X would show cards, not a heart stack.

## 4.7 1NT-4C/D South African Texas

Shows one of two hand types:

- a hand that wants to play 4M from the NTer's side. For example, AKQxxxx, xx, xx, xx
- a slam try in a major suit

### Opener's Response

1NT-4C-4H = to play

1NT-4C-4D = Slam interest. Suggests no tenaces since you are willing to let responder declare 4M.

### Responder's Continuations

After Texas, responder may try for slam in the major suit.

4NT = RKC

new suit = Exclusion RKC

## 4.8 1NT-4M/5m

Natural and NF

## 4.9 Handling Interference (Same for 14-16 NT)

Competitive methods are oriented towards running successfully and winning the partscore battles and finding our games when it is out hand.

- 2 Level New suit bids are natural and non-forcing
- Transfer Lebensohl to define weak and Inv+ hands that want to play the hand
- Double of 2C (e.g. 2c Capp) = Stayman and system on.
- Double of any call 2D or higher is takeout of that suit (artificial or not)
- Indirect Doubles are also takeout
- If the opponents show two suits,
  - a bid in their suit at the 2-level is to play.

- a delayed cue in their suit at the 3-level shows a stopper and presumably no stopper in the other suit
- If the opponents show both majors then:
  - a jump in their suit (3M) shows shortness and length in both minors

### 4.9.1 Bidding after a Natural Overcall

1NT-2X-?

Double is takeout.

2Y = natural and NF

3X = Stayman without a stopper

2N = Lebensohl. Either a weak hand in clubs or a red suit, or GF hand with stopper (standard follow-ups, so cuebid is stayman with stopper, and 3N shows stopper)

3N = Game hand, no stopper

3C+ = Transfer to next higher, invitational or better. Transfer thru the opposing suit.

Example:

1N -(2H) - ?

2N = Std Lebensohl

3C = Diamonds Inv+

3D = Spades Inv +

3H = Stayman no Stopper, with stopper bid 2N 1st

3S = Clubs Inv+, Stopper condition unknown (Most likely no stopper

unless very strong and looking for slam)

Accepting the transfer refuses the invitation.

Opener bids higher than transfer to accept invitational.

There is no invitational method to invite in clubs so responder has to decide. Over 3S transfer to clubs, 4C is not forcing.

When the opponents overcall in spades, 3S is Stayman, 3H = club suit, as does 2N then 3H.

### 4.9.2 Bidding after an Artificial Call

#### 4.9.2.1 1NT-(2NT)-?

Where 2NT = minors

3C = both majors 4-4 or better. Either 4-4-4-1 or at least 5-4 in the majors

3D = one major GF normally exactly a 5-card suit

3H/S = natural and NF but constructive (6+ card suit)

dbl = starts cooperative doubling sequence

pass-then-double = penalty

pass-then bid a new suit = competitive with a 5-card suit

SA Texas is on

#### 4.9.2.2 One suited interference

For example 1N -2D (transfer, or one major)

dbl = takeout of the bid suit  
2 Level cuebid = Stayman and implies shortness

2x = to play  
pass followed by double = takeout

Lebensohl and Transfer Lebensohl for the rest.

Delayed Transfer Lebensohl:

Responder may pass the 1st round, in which case Transfer Lebensohl begins 2nd round.

For Example:

1N- 2C(capp) - P - 2D

P - 2H - 3C+ = Transfer Lebensohl, responder cannot have weak hand in clubs so  
2N is scrambling for minors

### 4.9.3 Bidding After a Double

2X = to play

Pass = to play. Opener has option to take out to a 5+ card minor suit or xx.

XX = no 5+ card minor

2m = 5+ card minor

1NT-X-P-P

XX-P-P-

XX = business. Creates a forcing pass.

3X = to play

In summary, After 1NT-X:

With a strong hand = XX

With a 1-suiter = bid the suit directly

With a 2-suiter = pass and pull the XX to the lower of your 2-suits

### 4.9.4 Bidding after a Balancing Penalty Double

1NT-P-P-X-?

XX = a 5+ minor suit

Pass = no 5-card minor

1NT-P-P-X

P-P-?

pass = to play

XX = Clubs and another

2C = Clubs

2D = Diamonds and a major

1NT-P-P-X

XX-P-?

pass = to play

2C = lets play your minor

2D = 5+ Diamonds

## 4.10 Summary of Choosing a Response

<b>Hand Type</b>	<b>Values</b>	<b>Response</b>
balanced	non-invitational	pass
balanced	invitational	2C
balanced	GF	3NT
4-card major	non-invitational	pass
4-card major	invitational or GF	2C
5-card major	non-invitational	2M
5-card major	invitational or GF	2D
5-4 majors	non-invitational	2M
5-4 majors	invitational or GF	2C
5-5 majors	any	2D
6+ card major	non-invitational	2M or 3M
6-card major	invitational	2D
6+ card major	GF	4m or 4M
6+ card minor	non-invitational	3m
6-card minor	invitational or GF	2NT
both minors	non-invitational	pass
both minors	invitational or GF	2NT

## 5. 14-16 1NT Opening

The strong NT structure is similar to what what other American experts are using. The 14-16 NT range does not affect the structure. 14-16 is useful because it allows us to limit the weakest balanced hands to 12-13. This in turn allows us to stay low with hands in the 10-11 range facing 12-13.

2C = Stayman

Over 2d rebid 4D = both major game interest only

With any hand holding 5+-4 or 5-5 majors bid staymen 1st, then smolen or bid 4d

Baze over 2M response:

3OM = Slam try with shortness

4C = RKC

4D = balanced slam try with fit

2D = transfer to Hearts

1NT-2D-2H-4H = to play

2H = transfer to Spades ( To invite with 5-5 majors, transfer to hearts and bid 2S)

3/1

2S => 3way clubs (weak or strong) or a natural invite.

Responses: 2N = Min (Then 3c is to play and other bids show gf clubs and shortness)

3C = Max (Then any new suit is gf, showing shortness and clubs and 3NT is to play)

2N => either diamonds only, or both minors weak.

responses are, 3C = prefer clubs to diamonds, 3D = prefer diamonds

3C = Puppet Staymen

Responses:

3D = no major

After 3D, 3M = 4-cards in the other major

3M = 5M

3D = both minors, GF values 5431 or 5+5+ Shapes

responses

1NT-3D-3M = Strong holding in the corresponding Major for NT, 3S over 3H shows partial stopper.

1NT-3D-3NT = no 4-card minor

1NT-3D-4m = Strong 4-card or 5-card holding in the bid minor

3H/3S = 1-4 in the majors, exactly GF values

3NT = to play

South African Transfer:

4C = balanced transfer to hearts with slam interest

4D = balanced transfer to spades with slam interest

Bidding the gap suit accepts slam try



1NT-4C  
4H-4NT = RKC  
1NT-4C  
4H-5X = exclusion

4M/5m = natural and to play. Freakish hands.

4NT = quantitative invite

Competitive Methods: see sections 4.10 to 4.16

## 5.1 Re-Transfer sequences

2D-2H-2S = F1R Various hands, including 2544 shapes, and 3532 (inv/gf)  
Retransfers to same suit shows 6+Inv, opener accept with all mins, bid higher with extras

2N/3C = GF Transfers to next higher, includes 5-4+ shapes, continuations below.

3D = GF 5-5M , continuations below. (With 5-4 use Smolen)

3H = After transfer to S = 5M-5M Inv

3S = 5 of Major, prefers to play 4M if opener has 3M (some 5-4 ish shape)

3N = COG Opener can pass with 3M if looks right

Follow-ups 2N/3C Re-transfer to minor:

3m = 3+ asks for shortness (NLH)

3m+1 = Max 3+Major, Asks for shortness NLH, 4m=5-5, 4M no slam interest

3m+2 = Max 3+Major, Asks for shortness NLH, 4m=5-5, 4M no slam interest

3N = Other suits stopped

Follow-ups 3D Re-transfer to show Both Majors 5-5:

4m = 4 card support in corresponding major and reasonable hand for slam

4M = good trumps but bad hand for slam

3M sets trumps & asks for shortness:

1/2nd Step = LH, includes 5530 shapes

3/4th Step = 5-6-1-1 and 6-5-1-1 shapes

5th/6th Step = Voids LH, with Either 6-5-2-0 shape

When responders length is unknown opener can bid 5N to pick a slam  
in the longer Major

## 6. 1M Opening

- an unbalanced hand with 5+ M
- a balanced hand with 5M (range varies based on the strength of the NT opening)

### 6.1 Major Suit Raise Structure

1M-1NT-2X-2M = less than constructive raise

1M-1NT-2X-3M = 3-card limit raise. Given the constructive 1M-2M raise, dull ten counts never use this sequence. it typically shows an excellent 10-11.

1M-2M = constructive raise, May be either 3 or 4-cards

1H-2S = weak jump shift

1M-2NT = 4 card limit+

1M-3C = natural and invitational

1M-3D = natural and invitational

1M-3M = preemptive raise 4+ trumps and 5-7 Support points.

1M-4M = preemptive raise

mini splinter

1H-3S = splinter with 10-12 HCP

3NT = asks for shortness (LMH)

1S-3NT = splinter with 10-12 HCP

4C = asks for shortness (LMH)

Maxi splinter

1H-3NT/4C/4D = splinter 13-15 HCP

1S-4C/4D/4H = splinters 13-15 HCP

#### 6.1.1 Major Suit Game Tries

Accurate game try sequences are not a high priority. If we overbid to game because we did not have a good informative try, so be it. However, choice of game auctions (COG) and slam auctions are very important. Our methods are oriented towards getting those decisions right and at concealing information from the defense at the cost of a little accuracy in game try sequences.

After 1M-2M, there are only two game try sequences:

\* 1M-2M-3M

\* 1M-2M-2 of the next highest

1M-2M-3M is a general values game try. Responder is expected to bid on with prime outside cards and fitting trump honors. Normally 3S shows extra length in trumps but could be bid with something like: KQJxx, x, xxx, KQJx

1H-2H-2S = artificial game try

1H-2H-2S-? = responder shows the lowest suit in which he would accept an HS GT

1S-2S-2NT = art. game try

1S-2S-2NT-? = responder shows the lowest suit in which he would accept a help suit try

The artificial game try is used whenever opener would like to make a help suit game try. It's advantage is concealing opener's hand from the defenders. Any other call is natural and forcing and either designed to search for the best strain or as a slam try. For example:  
1S-2S-3C = natural and forcing. 3C could be:

\* A COG call aimed at exploring for 3NT with: AKJxx, Ax, xx, KJxx

\* A slam try with: AKQxx, x, xx, AKxxx

## 6.1.2 Responses to 1M-2N

### Responder's possible hand types

limit raise or better, with 4+ trumps

responder may hold one of three hand types:

--4-card limit raise

--balanced 4-card forcing raise

--unbalanced 4-card forcing raise too strong for a direct splinter

### Opener's Rebids

3C -1st step = any minimum hand. Can have any shape.

3D - 2nd step = any singleton and 14+ HCP

3H - 3rd step = void with extra

3S - 4th step = no singleton and 14-16 HCP

3N - 5th Step = no singleton 17-19 HCP

4m - 4-of-a-new suit = 5-5 with two of top 3

4M = 2 way, either to make or pre-sacrifice, no slam interest and does not create forcing pass

After a 1st step response, the auction is not game-forced. Responder can signoff in either 3M or 4M, or if holding extras inquire further.

After any other response, a game force is established. Responder can either inquire further with extras.

### Responder's Continuations

Responder has several options

--show a limit raise.

--inquire about opener's shape/values.

--show a strong splinter.

--signoff in game. (Used only when slam is out of the question)

Examples:

1S-2N

3D-?

3H = artificial shape inquiry  
3S = limit raise  
4C/D/H = Strong splinter raises  
4S = to play

After opener shows a minimum responder may sign off in 3S with a limit raise, sign off in 4S with a non-max game force, or show slam interest either with a delayed splinter or by using the inquiry.

1S-2N  
3H -?  
3S = inquiry  
3NT = limit raise  
4C/D/H = splinters (too strong for initial splinter)

1S-2N  
3S-?  
3NT = inquiry  
4C = limit raise  
4C/4D/S = splinters (too strong for initial splinter)

After opener shows extras, a game force is established opposite a limit raise. Responder uses a first step response as an inquiry with a GF hand and a second step response to show a limit raise and leave room for opener to bid again with slam interest opposite such a weak hand.

### **Inquiries--Shape Asking Bids**

In all sequences, where a player could have an as yet unspecified singleton, the responses follow these patterns:

- \* N-L-M-H = none-lower-middle-higher (1st step shows no shortness, second step shows shortness in the lowest ranking suit, etc.)
- \* L-M-H = lower-middle-higher (1st step shows shortness in lowest ranking suit, second step shows shortness in middle suit, etc.)

When opener may hold a balanced hand or shortness, we follow the first pattern. When opener's showed an unspecified singleton we follow the second.

### **6.1.3 Splinters and Mini-splinters**

1H-3S and 1S-3NT = unspecified singleton, and exactly 10-12 HCP outside the short suit. next step asks for shortness, and responder bids singletons L-M-H

1H-3NT = spade singleton and normally exactly 13-15 HCP outside of the short suit.  
1H-4C = as above but club singleton  
1H-4D as above but diamond singleton

If responder is stronger than the expected range, he should be prepared to bid Blackwood at his next turn. Responder can splinter with a void as a precursor to using Exclusion Blackwood. If responder has 16-18 and a singleton and wishes to explore slam more strongly than a splinter allows, he starts with the balanced forcing raise.

## **6.3 Passed Hand responses to 1M**

1NT = semi forcing  
2C = Constructive raise + or weak 2 in diamonds.  
2D = 3-card raise and 5-cards in other major  
2M = non-constructive raise  
2N = mini splinter; 3C asks for shortness  
Jumps in new suits = Fit showing  
4x = Void

## 6.4 2/1 Sequences

Schuler Shift :After a 2/1 response:

1. shift the 2 of a Major rebid showing 6+ cards in the suit to an artificial 2N bid.
2. bid a new suit at the 2 level if possible
3. a new suit at the 3 level shows 5+ cards in the suit
4. raising the 2/1 suit shows 4+ card support and denies splinter
5. jump bids in new suits are splinters with 4+ card support
6. **so the 2 of a Major rebid is now a 5 card suit waiting bid *without extra distribution*.**

Jump Rebid 3M = solid 6+ card suit, doesn't promise extras. After 3M, 3NT is to play.

## 6.5 Interference after 1M Opening

### 6.5.0 Always

jump in new suit = Fit  
splinters = in suits shown by opponents only  
jump raise = preemptive  
2NT (if available) = LR+ and system is on

### 6.5.1 1M-(X)-?

XX =strong  
transfers starting from 1NT

### 6.5.2 1H-(1S)-?

double = negative  
transfers starting from 1NT

### 6.5.3 1M-(1NT)-?

double = business  
2C = relay to 2D (either diamonds or CR+)  
2D = 3-card support and 5-cards in other major  
2M = non-constructive raise  
2NT = 4-card LR+  
3m = fit  
3M = preemptive

### 6.5.4 1M-(2X)-?

double = negative

2new suit = natural 1-round force  
2M = non-constructive raise  
2NT = 4-card LR+  
3X = 3-card LR+

### **6.5.5 1M-(2M)-?**

double = cooperative penalty or GF with a new suit and no fit  
cuebid = 3-card LR+  
2NT = 4-card LR+  
3m = fit NJ  
3M = constructive raise  
3NT = to play?  
4m = fit jump  
4M = preemptive raise  
jump in oM = splinter raise  
pass-then-X = penalty  
pass-then-new suit = natural and NF  
double-then-new suit = natural and forcing

### **6.5.6 1M-(2NT)-?**

double = cooperative penalty  
3C = GF with other major  
3D = LR+  
3M = competitive  
3oM = NF but constructive  
3NT = to play?  
4m = splinter  
4M = preemptive  
4oM = to play

### **6.5.7 1M-(PJO)-?**

X = negative  
cuebid = LR+  
new suit = natural and forcing  
jump raise = semi-preemptive  
3NT = to play

## 7. 2NT Opening (19-21)

Structure below applies any time we bid 2N as 1st natural call. (2c/2d openings, etc)

3C = Stayman. Can be 5-4 or 5-5 in majors. Follow ups:

3C-3D-3M = 4+ cards in bid major, 5+ cards in other major (Smolen)

3C-3D-4m = natural and slam invitational. Followups:

cheapest step = 1430 RKC

other 4-level bids = 5RKC response (0314)

4N = to play

5m = 5RKC response (0314)

3C-3D-4H = 5-5 in majors and game interest only.

3C-3M-oM = Slam try in M. Followups:

4N = RKC (1430)

4M = signoff

4x = RKC response (0314)

3N = neutral

3C-3M-4m = natural with slam interest, Follow ups

next step = 1430 6RKC

other 4-level bids = 6RKC Response (0314)

3C-3H-4m-4S = natural (opener is 4-4 in majors)

4N = to play

5m = 6RKC response (0314)

3D/H = Transfers. Denies 4+ in other major. Followups:

4m = natural. continuations as above.

oM= unbalanced slam tr in M. Follow ups:

Next step: asks for shortness

4N = RKC

others = RKC response (0314)

3S = MSS (either both minors or diamonds only). Responses:

3NT = no 4-card minor. Followups:

4C = 6+ clubs and slam interest. Followups:

4D = RKC

4M = RKC response (0314)

4NT = signoff

5C = RKC response

4D = 6KC RKC with both minors

4M = shortness and both minors, slam try

4NT = slam try with no shortness and both minors

4C = 4+ c. Followups

4D = 6+ diamonds

4H = 6RKC (0314)

4S = 6RKC response (1430)

4NT = signoff

5C = 6RKC response (1430)

4D = 4+ d. Followups  
4H = RKC (0314)  
4S = RKC response (1430)  
4NT = signoff  
5C = RKC response

3NT = to play

4C = natural slam try  
4D = RKC  
4M = RKC response  
4NT = signoff  
5C = RKC response

4D/H = Texas transfers (mild slam try)

4S = ?

4NT = natural invite

4NT = to play



## 8. 2C Opening

2D = 0-bad 7, denies 2k  
2H = Positive artificial  
2S = 5+ spades positive  
2N => 6+ hearts  
3C = natural  
3D = natural  
3M = 4-7 good suit

2C-2D-3M = solid suit. Demands cuebidding  
2C-2D-4M = long broken suit  
2C-2D-4m = solid suit. Demands cuebidding

### **2C-interference up to 4H**

pass = weakness or spade stack

Double = cards, balanced 2-3 cards in opps suit (Opener can pass with balanced hand)  
cuebid = shortness and GF values.

2X or 3X = natural and forcing

2N = natural, good holding to declare NT

### **Interference 4S or higher**

pass = forcing

Double = bad hand

all else = natural

## 9. Preemptive Openings

### 9.1 2D

This method can be viewed at: <http://www.cavendish.demon.co.uk/bridge/paradox.htm>.

The 2D opener has one of the following hand types:

1. Bad Weak Two
2. Good Weak Two, no shortness
3. Good Weak Two, shortness
4. Balanced 22-24 HCP

### Responses

Opener	Responder	Meaning
2D	2H	To play or may pass/raise 2.
	2S	To play or interest in game in Hearts using standard Paradox Principle *.
	2NT	General Inquiry. Shows 15+ with any shape or 9+ with both Major suits.
	3C	Natural, strong and forcing.
	3D	Natural, strong and forcing.
	3H	Paradox-based Preemptive Raises.
	3S	Paradox-based Preemptive Raises.
	3 NT	4-card Preemptive Raise in both Major suits, 0 to a bad 9 HCPs.
	4C	Transfer to your suit
	4D	Bid your suit
	4H	Natural and to play.

	4S	Natural and to play.
--	----	----------------------

\* A Paradox bid is a call in a suit you do *not* hold. when length in one of two suits has been shown by partner's bid. A paradox response in the lower of opener's two suits asks opener to pass or correct. If responder has a big fit for the lower suit, he bids the higher suit. Therein lies the paradox. Two examples follow:

Opener	Responder	Meaning				
2D	2S					
	<table border="1"> <tr><td>J5</td></tr> <tr><td>A853</td></tr> <tr><td>K4</td></tr> <tr><td>AQ73 2</td></tr> </table>	J5	A853	K4	AQ73 2	Usually opener will pass. However, game is possible, if opener has Hearts.
J5						
A853						
K4						
AQ73 2						

Opener	Responder	Meaning				
2D	3S					
	<table border="1"> <tr><td>J54</td></tr> <tr><td>A853</td></tr> <tr><td>9</td></tr> <tr><td>Q107 32</td></tr> </table>	J54	A853	9	Q107 32	A paradoxical preempt of 3S showing a raise of either major, but with hearts the better suit. Opener corrects to 4H with hearts.
J54						
A853						
9						
Q107 32						

### Responding to the General Inquiry

South	North	Meaning
2D	2 NT	General inquiry, usually with 15+ HCPs or a good 9+ HCPs and both Major suits.
3C		6-3-3-2 typically a one-loser suit and an outside card
3D		Either poor 2H or good 2S opening.
	3H	to play opposite poor 2H

	3S	Forcing.
3H		Good 2H
	3S	Asking for the singleton.
3S		Poor 2S
	3 NT	To play.
	4 any	Cuebid.
3 NT		22-23 Balanced (Staymen and Transfers apply, 5C super Gerber)
4C		6 good hearts and 4 bad spades
4D		6 good spades and 4 bad hearts
4H		A rare hand unsuited for 3 level preempt.
4S		A rare hand unsuited for 3 level preempt.

2D-X-?

Pass = Ds.

Redouble = business

2H = pass or correct

2NT = strong inquiry

2D-2X-?

Double of 2**M**, 3**M** overall: Takeout, implies GI+ in **OM**.

If overall of 3**M**: bids in **OM** not correctable, use 4C or 4D to play in opener's major.

2D-P-2M-3X-?

If n**M** is 2H, opener should pass unless opener's suit is bid in which case opener should double if suit should be led by partner.

Otherwise, if n**M** is 2S or higher, opener should compete if possible with **OM**.

[2D-Any-2NT-Double or 3**X**]

If opponents have bid a major, then double or redouble shows that major. If opponents have bid both majors, last bid major is their major. If opponents have bid no major, double or redouble shows Hs. Whatever major is shown by double or redouble, the other major is shown by bidding, showing values if possible. However a bid of 3 or 4 of a major by opener always shows that suit, not right shape/values for other action. Pass shows the other major and some length in bid being made, waiting to see if responder can double. Over double of 2NT, pass shows other major and some values that suggest defending.

Examples:

After 2D-2S-2NT-3C:

Double = Ss (their suit),

3S=Ss not right to double,

pass = Hs & some C length,  
other bids = Hs and not C length.

After 2D-Double(short Hs)-2NT-3S:  
Double=Ss,  
pass=Hs & some S length,  
bids=Hs.

After 2D-Double-2NT-3D:  
Double = Hs (Hs if no major),  
pass= Ss & D length,  
3H = Hs and did not want to double,  
3S+ = Ss.

After 2D-Pass-2NT-3H:  
Double = Hs (their suit),  
pass= Ss & some H length,  
bids = Ss.

After 2D-Pass-2NT-Double:  
Redouble = Hs (if no major),  
3Hs=Hs & did not want to redouble,  
pass and other bids show Ss, pass suggesting defending.

[2D-Any-2NT-Any 3NT or higher]  
General competitive rules apply.

## 9.2 2H/2S Openings (5-5+ 6-11 HCP)

2♥ = five+ hearts and an unknown suit (With 6H-5SM open 2H)  
2♠ = five+ spades and an unknown suit (With 6S & 5H open 2S)

Responses

- 2♠/3C p/c
- 3♦ Natural, forcing to 3N or 4♦
- raise to 3♥/♠ = preemptive
- 3♠/♥ (other major) natural and Forcing
- 2NT Inquiry = asks for second suit, inv+
- 3NT = RKC 1430
- 4♣/♦ as fit raises to 4M
- 4♠/♥ (other major) to play

Opener's rebids after 2NT:

- 3♣ with a minimum and 5 clubs
- 3♦ with a minimum and 5 diamonds
- 3♥ with both Majors Min or Max (With 6s&5H open 2S)
- 3♠ with a maximum and 5 clubs
- 3NT with Max and 5 diamonds
- 4♣/♦ with max and 6-card in the bid suit
- 4M = Super Max 6-5+ shape

In competition

2S = To Play

3m = natural (opener is expected to pass)

XX - takeout

2NT = Inv in openers Major.  
4♣/♦ = fit-bids in competition.  
Double of simple overcall is pass or correct

## 9.2.1 Responses to a Weak 2D/2H/2S Opening

(when multi not permitted)

NV Structure  
New Suit = NF but constructive,

Over 2M  
2N = artificial game try. Responses:  
3c= 5 card suit, and 3d is relay for strength  
3d= 6 bad hand, bad suit  
3h = max at least 2 loser suit, stuff outside  
3s= Semi-solid suit

Over 2D:  
2N is always feature ask

Vul Structure  
RONF, 2N is feature ask.

McCabe vs interference  
2N = Relay to 3c, to play 3m or inv in Major  
Direct suits bids are fit showing & lead directing, not inv in Major  
X/XX is 2 suits

## 9.3 3-level Preempts

Vulnerable, preempts are sound. NV and in first or third chair they are wide-ranging. In 3rd chair in particular, we may preempt with some stronger than normal hands.

## 9.4 3NT and above openings

3NT = strong preempt in a major. 8 to 8.5 tricks. KQJT9xx, AKx, x, xx  
Responses:  
4C = slam interest  
4D = lets play your suit  
4H/S = pass or correct  
4C/4D = to play  
4H/4S = limited preempts

## 10. Defensive Bidding

### 10.1 Simple Overcalls of a Suit Opening

Standard. Can overcall 1M on a 4-bagger with opening values and unbalanced shape.

#### 10.1.1 Responding to an overcall

- \* New suits are usually F1.
- \* Transfer Advances
- \* (1m)-1M-(double or 1S)-1NT+ = transfers

New suits are forcing, except when transfer advance is not available and change of suit is from 1 to 2 level

e.g.

(1D) - 1H - (p) - 1S = natural and F1

(1D) - 1H - (p) - 1NT = natural and NF

(1D) - 1H - (p) - 2c = natural and NF

(1D) - 1H - (p) - 2D = transfer to 2H

(1S) - 2C - (P) - 2H = Natural and F1

(1S) - 2D - (P) - 2S = transfer to clubs

### 10.2 (1X)-dbl

standard

### 10.3 (1X)-1NT

When NV, 14-17

When VUI 15+ to 18

(1M) - 1NT - (P) - ?

2c = Stayman

2d = Transfer to other major

2h = strong invite to 3NT

2s+ = Systems on

(1m) - 1NT - (P) - All Systems are On

## 10.4 Jump Overcalls

Preemptive. Sound when vul, aggressive when NV.

## 10.5 Michaels Overcall

(1m)-2m = both majors. Responses:

- 2M = to play
- 2om/3om = natural and NF
- 3M/4M = preemptive
- 2NT = artificial game invite in a major
- 3NT = to play

if opponents play a short club, then (1C)-2D = majors and (1C)-2C = natural

(1M)-2M = 5oM and a minor. Responses:

- 2S = to play
- 2NT = game invitation in the major. Responses:
  - 3m = natural plus a min
  - 3M = corresponding minor plus a max
- 3C = p/c
- 3D = ?
- 3M = to play
- cuebid = GF raise with values
- 3NT = 4-4+ in the minors and slammish
- 4C = p/c
- 4D = ?
- jump cuebid = splinter
- 4M = preemptive
- 4NT = ?
- 5C = p/c
- doubles of oppos promise cards

## 10.6 Unusual 2NT

1X-(2NT) = lower unbid suits

if opponents use a short club, then 1C-(2NT) = minors

## 10.7 Jump cue

(1M)-3M = bid 3NT with a stopper

(1m)-3m = natural and preemptive

## 10.8 3NT jump overcall

Gambling, with a long running suit and a stopper

## 10.9 Bidding after (1M)-P-Jacoby/Bergen



3x = Natural (can be just lead directing, with both minors and lead preference bid 3m, then bid 4N next)

Cuebid = 4M and 6m

3N = 1 Long Minor

4m = leaping Michaels

X = 2 suited M & m too weak for leaping Michaels

### **10.10 Bidding After (1m)-P-(1M)-?**

dbl = takeout typically 4/4

1NT = natural

2m = natural

2M = natural

2NT = both unbid suits at least 5-5

## 11 Other Competitive Methods

### 11.1 Fit Jumps

Fit jumps apply in the following situations:

1. We open and the opponents compete
2. We overcall and the opponents compete
3. we open with a preempt.
4. We make a jump overcall.

Fit jumps show:

1. a fit big enough to compete in partner's suit to the given level.

\* 1H-(2C)-3D = a raise to 3H with values concentrated in diamonds (typically 4+ card support)

\* 1H-(2C)-4D = a raise to 4H with values concentrated in diamonds (typically 5+ card support)

2. Concentrated values in opener's suit and the bid suit

\* xx, Qxxx, KQTxx, xx = opposite a 1H opening, this is a fine fit-jump to 3D

\* xx, Qxxx, Axxxx, Kx = a terrible fit jump to 3D

3. Typically secondary values in the bid suit

4. Deny secondary values in outside suits

\* x, Qxxxx, KQxxx, QJ = terrible FJS

\* x, Qxxxx, AQTxx, xx = great FJS

FJS is also a strong suggestion of a lead so:

\* x, KQxx, QTxxx, xxx = terrible FJS to 3D

\* x, Qxxx, KQTxx, xxx = excellent FJS to 3D

FJS is particular useful when you want to simultaneously raise to a high level and discourage partner from leading his own suit. FJS also helps partner evaluate his offensive potential more accurately. Perhaps the biggest value of FJS comes when they are not used. The negative inference will often help partner with the lead or with a competitive decision. Playing frequent FJS, and careful raises, it becomes far more attractive to lead from a holding like AQxxx when partner has raised that suit.

5. The only jump calls in new suits that are not fit-showing are jumps in suits bid by the oppos which are splinter raises instead.

My experience to date with fit jumps has been excellent when both partners apply them correctly. The results have been much worse when one partner made fit jumps on inappropriate hands, or failed to recognize the strength of his hand opposite partner's fit jump.

### 11.2 Fit Non Jumps

In some situations, new suits show lead directing raises even when the suit bid is not a jump.

FNJs only apply at the 3-level and above

FNJs only apply in *lower ranking* suits (For example after 1S-2D-2S, a 3H call is natural)

### **11.2.1. After we open with a one-bid**

FNJs apply after Michaels

FNJs apply when responder is a passed hand

### **11.2.2 After we open with a preempt**

FNJs apply when RHO competes

FNJs apply when responder is a passed hand

### **11.2.3. After we overcall or PJO**

FNJs apply when responder competes

FNJs apply when advancer is a passed hand

## **11.3 The 2NT Advance**

In competition, 2NT is always a raise when partner has bid a major and almost always natural when partner has bid a minor.

### **11.3.1. 2NT Raise (partner has bid a major)**

The strength and trump support shown by 2NT varies slightly, based on the number of cuebids available to advancer below 3 of our suit:

--no cuebids (e.g., 1S-2H-2S-?)

--one cuebid (e.g. 1S-2D-?)

--two cuebids (e.g., 1C-1S-P-?)

#### **11.3.1.1. No cuebids:**

\* 2NT shows a sound raise to 3M or better. May be bid on only 3-card support

\* 3M shows a weaker (competitive) raise to 3M

#### **11.3.1.2. One cuebid:**

\* 2NT shows the top end of the 4-card constructive raises or better (Shaded 4-card limit raise)

\* cuebid = 3-card limit raise or better

\* 3M = semi-preemptive, can be a truly preemptive raise like: Kxxx, x, xxxx, xxxx or a non-max, 4-card constructive raise like: Qxxx, xx, KQxx, xxx

#### **11.3.1.3. Two cuebids:**

\* 2NT = a 4-card limit raise or better

\* simple cuebid = a maximum 3-card constructive raise or better (shaded 3-card LR)

\* jump cuebid = 4-card constructive raise

\* 3M = preemptive raise

With two cuebids, we have the maximum definition in our raises. As the number of cuebids decreases, we have assign hands into coarser categories. E.g., when there is only one cuebid, we can no longer show a 4-card constructive raise, instead, we choose between 2NT, 3M or 2M. When there are no cuebids, then we must bid 2NT on raises with both 3- and 4-card support.

### 11.3.2. 2NT advance to a minor

95% of the time 2NT is natural. Opposite a 2-level overcall in a minor, there are some times when a natural 2NT makes less sense and hence 2NT becomes a raise.

#### 11.3.2.1. After a 1m opening or overcall

2NT is always a natural bid.

#### 11.3.2.2. After a 2m overcall

If responder passes, then 2NT is still a natural call.

1X-2m-P-2NT = natural

1X-2m-P-3m = preemptive raise

1X-2m-P-2X = a sound raise to 3m or better

If responder bids, then 2NT is a raise:

1. Responder makes a *negative double*

1X-2m-X-2NT = Shows exactly a sound 3-card raise to 3m.

1X-2m-X-3m = preemptive raise

1X-2m-X-2X = an LR+

2. Responder makes a *single raise*

1X-2m-2X-2NT = sound 3-card raise to 3m +.

1X-2m-X-3m = preemptive raise

3. Responder bids a *new suit*

1X-2m-2Y-2NT = sound 3-card raise to 3m +

1X-2m-X-3m = preemptive raise

## 11.4 Conventional Doubles

### 11.4.1 Negative Doubles

1C-(1D)-X = 4+ hearts

1C-(1H)-X = 4-5 spades

1D-(1H)-X = denies 4 spades

1m-(1S)-X = 4+ hearts

Above the level of 2S, negative X shows values. It suggests 4+ in unbid majors but does not guarantee. For example, 1C-(2S)-X could show: xxx, KQx, Axxx, KJx.

### 11.4.2 Responsive Doubles

Responsive doubles always emphasize unbid major suits. When only minor suits have been bid, responsive double shows both majors. When only one major is unbid, responsive

double shows that major plus a second place to play. Only when both majors have been bid does double show the minors.

1C-X-2C-X: double show both majors.

1H-X-2H-X: double shows exactly 4-cards in the unbid major AND a hand that can play in a second strain.

1H-2C-2H-X: double shows spades and either diamonds or a club fit.

1D-2C-2D-X: double shows both majors

1C-1H-2C-X: double shows spades and diamonds

1H-1S-2H-X: double shows minors

### **11.4.3 Card-showing competitive doubles**

low-level doubles in front of the suit bidder are always card-showing. low-level doubles of a suit that has been bid and raised are almost always card-showing.

### **11.4.4 Support Doubles**

Support doubles show a hand with 3-card support that is happy to raise. it is acceptable to pass or bid NT with 3-card support on a hand that has low ODR. Support doubles apply over a 1D opening.

### **11.4.5 Penalty Doubles**

A penalty double is defined as a call that conveys the message: "we are beating this contract. I demand you pass."

Doubles that show convertible values are not part of this discussion. They are frequently converted, but they encourage partner to apply his judgment.

When is a double pure (or nearly pure) penalty?

1. Late doubles in constructive auctions:

1M-P-2M-P

4M-P-P-X

2. Doubles by a raiser.

1M-P-2M-P

P-3D-X

3. Doubles after a strength-showing XX

1NT-X-XX-2D

X

4. Doubles after conversion of a takeout double.

1NT-X-2D-X(!)

P-P-2H-X

Responder's first X is takeout, the second is penalty.

5.

**h**

## **11.6 Good-Bad 2NT**

Good bad 2NT is a variation on lebensohl. It applies in competitive auctions where interference has denied opener the ability to make a jump rebid in his suit. It is often used in response to a takeout-oriented double to distinguish between hands that do and do not have game interest.

1C-(1S)-X-(2S)-? in this auction 2NT by opener would be a lebensohl-like call used to describe a weakish opening hand that wishes to compete to the 3-level. Direct calls at the 3-level show a hand strong enough to make a jump to the 3-level had the opponents been silent.

Good-bad 2NT applies when all the following are true:

1. The opening was one of a suit.
2. The response was 1-of-a-suit, 1NT, pass or negative double
3. the bidder has the option to pass to show a balanced minimum
4. Game is still possible. 1H-(2S)-P-(P)-2NT = G/B since game is possible.
5. The 2NT call is a non-jump.
6. The interference is higher than 2-of-opener's suit

Good-bad 2NT does not apply when:

1. The response was a raise. 1H-(2C)-2H
2. The response was a new suit at the 2-level. 1H-(2C)-2D
3. The logic of the auction suggests game is impossible.
4. Pass is needed to show a balanced min. 1C-(2S)-X-(P)
5. 2NT is a jump or the opener can jump rebid his suit at the 3-level

Examples of Good-Bad 2NT auctions:

1C-(1H)-1S!-(2H)  
2NT

1C-(1H)-1S!-(2H)

P-(P)-2NT  
1D-(1H)-X-(2H)  
2NT  
1D-(1H)-1NT-(2H)  
2NT

### 11.6.1 What does G/B 2NT Show?

a minimumish hand wanting to compete to the 3-level.

Opener's G/B 2NT

1D-(1S)-X-(2S)-2NT could show:

1. minimum with 6+ diamonds: xx, Qx, AKQxxx, Jxx
2. minimum with both minors: x, xx, AKxxx, KJxxx
3. minimum heart raise: x, KQxx AJxxx, Qxx
4. a 3NT rebid based on values rather than a long suit: KJTxx, xx, AKxxx, AK

Responder's G/B 2NT

1D-(2S)-P-(P)

X -(P)-2NT could show:

1. minimum hand with a suit: xxx, xxx, xx, QTxxx
2. minimum raise: xxxx, xx, QTxx, xxx

### 11.6.2 Continuations after G/B 2NT

1C-(1S)-X-(2S)

2NT-(P)-?

Responder assumes opener is weak with long clubs.

3C = any min. NF.

3D = artificial and forcing?

3H = Natural and NF. 6 hearts and weakish

3NT = to play.

3S = ?

1D-(1S)-X-(2S)

2NT-(P)-?

Responder assumes that opener is weak with both minors.

3C = NF. responder prefers clubs to diamonds.

3D = NF. responder prefers diamonds to clubs.

3H = NF. responder prefers hearts to either minor.

3S = artificial and forcing

3NT = to play

1D-(1S)-X-(2S)

P-(P)-2NT-(P)

?

3C = NF.

3D = NF. Opener probably has 6 diamonds and a stiff club since he wants to play diamonds even if responder's suit is clubs.

## **11.7 Scrambling 2NT**

TBD



## 12 Defenses to Other Opening Bids

### 12.1 Defense to 1NT (strong)

dbl = 5+ card minor and 4-card major, or 6 Diamonds

1NT-X-P-2C = lets play your minor

1NT-X-P-2D = lets play your major or Diamonds if that is your suit

1NT-X-P-2M = lets play my major

2C = Majors

2D = one major

2H/S = 5+ card major and 4+ card minor

2NT = minors

### 12.2 Defense to 1NT (weak)

dbl = penalty

2C = majors

2D=> Hearts

2H=> Spades

2S=>5+ spades and a minor

2NT = 5+ hearts and 5-card minor

1NT-(X)-2X-X = takeout

1NT-(X)-2X-P = NF

### 12.3 Defense to 2C Strong

TBD

### 12.4 Defense to 1C Strong

TBD

### 12.5 Defense to a weak 2M

(2M)-2N-(P)-?

3C = Stayman

3D= Transfer to Other Major

3H/S= Both Minors H=better or equal clubs, 3S= better or longer diamonds:

Continuations: 4m = Sets Trump, Next Step is 6 Card RKC 0314, 4M= 6 card RKC

(2M)-X-(P)-?

2N = Leb

3x = 8-11 ish

cuebid = no stopper, no 4M GF

Jump 3S = 5 spades Forcing

Jump 3N = To play with confidence

Jump to 4m = forcing and slammish

Jump 4M = to play (minimumish GF with 5+ length)

2N then:

3S = 5+ invitational

Cuebid = 4M no stopper, GF

3N = 4M and Stopper GF (transfer > M at 4 level)

## **12.6 Defense to Multi**

TBD

## **12.7 Defense to 2D Precision**

TBD

## **12.8 Defense to 2D Mini-Roman**

TBD

# 13 Conventional Interference After We Open

## 13.1 Defense to Michaels

1m-(2m)-?

2M = a stopper in the bid suit, deny a stopper in the other major and promise at least invitational values.

2NT = stoppers in both majors and invitational values

3m = competitive

dbl = cooperative penalty

pass-then-double = true penalty

1M-(2M)-?

dbl = cooperative penalty.

pass then double = Shows a stack in the bid suit.

new suit = FNJ

2NT = LR+

3M = competitive raise

## 13.2 Defense to Unusual 2NT

1X-(2NT)-?

Double = cooperative penalty

pass-then-double = true penalty

lower cuebid = GF with the unbid suit

higher cuebid = LR+

3-new suit = NF but constructive

3X = competitive

4X = preemptive

## 13.3 Defense to a 1NT Overcall

Over 1m opening: 1m-(1N)-?

multi landy

dbl = business

2C = Majors

2D = One Major

2M = 5M and 5m ( can be 4 diamonds, over a diamond opening)

2N = Both Minors 5-5

Over 1M opening: 1M-(1N)-?

2C = Transfer to D or Good Raise

2D = 5-3 in Majors

2M = to play

2oM = to play

## 13.4 Defense to (1X)-1M-(1NT)

(1X)-1M-(1NT)-?  
2C = Transfer or Good Raise  
2D = 5-3 in Majors  
2M = Competitive

## 13.5 Defense to Lead Directing Doubles

- 1) Direct bids = a min and a stopper in the doubled suit.
- 2) XX = denies a stopper. Asks partner to declare.
- 3) Pass = forces an XX. Shows either a max and a stopper (in which case opener will pull the XX) or a stack in the doubled suit.

### 13.5.1 1NT-(P)-2C-(X)

pass = Forces XX. Either shows max and a stopper OR club stack.  
2D/H/S = Min with a feature and a club stopper  
XX = No Club stopper

1NT-(P)-2C-(X)-XX-(P)-?  
2D = to signoff in a major  
2M = 4-card suit and inv+ values

### 13.5.2 1NT-(P)-2D/H-(X)

2M = Min and a stopper  
pass = forces XX. either to show a max and a stopper or to play  
XX = denies a stopper

1NT-(P)-2D-(X)-XX-(P)-?  
2H = to play  
3 new suit = natural and forcing

### 13.5.3 1C Auctions:

1C-(P)-1D-(X)  
1M = min and a stopper  
Pass is 17-19 and a stopper  
XX = no card in their suit, any strength  
New suit is same as now

# 14 Other Constructive Methods

## 14.1 Transfer Checkback

Transfer checkback applies in all auctions where opener has shown a balanced, limited hand at the one level. For example:

1C-1D-1NT (15-18)

1C-1D-1H (12-15)

1C-1S-1NT (12-16)

1D-1H-1NT (12-15)

1C-1H-1S (12-15)

1C-1H-1NT (12-15)

1C-1D-1S (the only unbalanced hand type where transfer checkback applies)

1X-1Y-1NT-?

2C => 2D. a diamond signoff or any invitational hand (Same as in TWCB)

2D => 2H (shows 4+ hearts)

2H => 2S (shows 4+ spades)

2S => 3C (shows 4+ clubs)

2NT => 3D (shows 4+ diamonds)

3C-3S = natural and GF, showing distributional GF hands

### 14.1.1 The Transfers

The transfer bids show either a hand that wants to sign off in the next higher strain or a GF hand with a 4+ card holding in the suit you transfer into. Some examples:

1. 1C-1D-1NT-2D = either a signoff in 2H or 5 hearts and a GF hand. If responder has the GF hand, he continues with a natural forcing call after opener's forced 2H bid.

2. 1C-1D-1NT-2H = 4-hearts and 4-spades and GF values.

3. 1C-1D-1NT-2S = 4-hearts, 4+ clubs and either a club sign off or a GF club raise.

4. 1C-1H-1NT-2D = 4-hearts, 5-spades and either a signoff or a GF. Opener takes preference to 2S with spades as long or longer than hearts.

After 1C-1D-1NT, responder transfers back into hearts to show 5+ hearts and transfers into a different strain with 4 hearts.

### 14.1.2 2C Relay

1X-1Y-1NT-2C-2D-?

2C starts all invitational sequences. After opener's forced 2D call, responder makes a natural invite. For example:

1. 1C-1D-1NT-2C-2D-2H = invitational with 5 hearts or 6 bad hearts

2. 1C-1D-1NT-2C-2D-2S = invitational with both majors

3. 1C-1D-1NT-2C-2D-2NT = invitational with 4 hearts

This structure is identical to standard two-way checkback.

### 14.1.3 Jump Rebids

Jump rebid sequences are natural and GF. They show distributional hands.

1. 1C-1D-1NT-3C = 5-5 GF
2. 1C-1D-1NT-3D = 5-5 GF
3. 1C-1D-1NT-3H = Long strong hearts and a GF hand

This is also identical to standard two-way checkback.

## 14.2 Gazzilli

What is a Gazzilli?

Gazzilli is a 2C rebid by opener. It is used to tighten the ranges of opener's rebids. Almost all of opener's hands with 17+ HCP rebid 2C. Other calls are then limited to a max of 16. Jump-rebids are precision-like, showing approximately 14-16 HCP and excellent distribution.

Gazzilli applies in these sequences:

- \* 1H-1S-2C
- \* 1M-1NT-2C

### 14.2.1 1M-1NT Auctions

1M-1NT-?

2C = either 11-16 HCP with 3+ clubs or any 17+ HCP. F1.

non-jump suit rebids = retain standard meanings, but with a limited top end.

1H-1NT-2S = shows precisely 4S and 5H with 16+

2NT = 17+ 6cM & Side 4c suit (3c is relay asking for suit suit (3N = clubs), others natural and non-forcing

3-level new suit rebids = 14-16 HCP with good suits (5-5), 3S shows 6h-5s.

3N = Balanced 18-19, (1S-1N-3N denies 3 hearts).

1S-1N-3N-4D = transfer to H)

#### Notes:

a) When opener shows a strong balanced hand and hearts have not been bid, responder's bid of Diamonds is a transfer to hearts and a bid of Hearts show long diamonds. E.g. 1S-1NT-2C-2NT-3D = transfer to hearts

b) with weak 5-4-2-2 shapes tend to rebid 1N over 1S unless suits are good

#### 14.2.1.1 Continuations After 1M-1N-2C

2D = relay promising 8+ HCP (Game force established opposite 17+ holdings)

2M = To play

(2S - 3m follow similar to std 2/1 NT structure)

1H-1N-2C-2S= MSS equal or better diamonds

1M-1N-2C-2N= Weak 5+diamonds, may include 4H over 1S opening

3C= Weak 5+clubs

3D= Constructive good suit AQTxxx of KQTxxx

(Note: to show a constructive club raise, relay with 2D 1st)

1S-1N-2C-3H = Invitational 6+ hearts (includes 2S since didn't bid 3H directly)

3M=Inv (std)

3S= Splinter in support 5+ clubs, Forcing to 3N or 4C, 4D is RKC

3N = Long clubs, short in opener's majors

4x = Splinter with at least some slam interest

#### 14.2.1.2 Bidding Matrix

	<b>1S-1N-2C</b>	<b>1H-1N-2C</b>	<b>1H-1S-2C</b>
2D	Relay	Same	Same
2H	Natural NF	Natural NF	Same
2S	Natural NF	MSS equal or better diamonds	Natural NF
2N	Weak 5+diamonds, Short in M	Same	Same
3C	Weak 5 clubs NF	Same	Same
3D	Constructive Good 6-card Suit (AKT,AQT, KQT,AJT)	Same	Same
3H	Natural Invitational includes 2S	Natural Invitational	Natural Invitational
3S	Natural Invitational	Splinter Forcing to 4C, 4D is RKC	Natural Invitational
3N	Long Clubs short in M, Forcing to 4C,3N/4D is RKC	Same	Same
4C	6+Clubs and 2M Invitational	Same	Same

4D	Splinter, Next Unbid Major RKC	Same	Same
4H	Splinter, 4N = RKC	Undefined	Distributional Raise
4S	Undefined	Void	To Play

#### 14.2.1.2 Opener rebids after 2D relay:

2M = shows the "normal" 2C rebid. All continuations natural and non-forcing

2N = 5332 shape 16-17 HCP (Continuations all GF: Transpose 3D/3H (transfer, diamonds), all else natural, 3S MSS 10-11 HCP(1H opening))

3N = 5332 shape 18-19 HCP (Note:should include 3H, since with 2h, can rebid 3N over 1N) (4c=Gerber, Transpose 4d/4H, and 4S=MSS 10-11HCP(1H opening))  
Other calls are 17+.

2 of Other Major = Any 5-4 shape or hand unsuitable to rebid 2N, continuations gf and natural

3X = 5-5

3M = 6+

#### 14.2.1.3 Continuations after 1M - 1N - 2N (17+ 6-4 shape) (GF)

Comments: With 6H and 4S better to reverse into spades if spades good enough to play 4-3 fit opposite Hxx, and hearts are not solid. So with solid or semi-solid hearts use 2N and show spades on 3rd round, then responder can judge whether 4s or 4H is better. 3

1H-1N-2N-?

3C = GF Relay asking for suit (3N=clubs, so is 4c, but that is too strong for 3N and might be 7-4 shape with great clubs)

3D= Transfer to hearts (sets trump, usually limit raise values)

3H = Clubs but not semisolid, usually just 5 good or bad 6

3S = Diamonds but not semisolid, usually just 5 good or bad 6

3N = Minors 5-5

4m = 6+ good suit, normally with at least xx in Openers Major since didn't bid 3m on 1st round

4H = weak raise

1S-1N-2N-?

3C = GF Relay asking for suit (3N=clubs, so is 4c, but that is too strong for 3N and might be 7-4 shape with great clubs)

3D= Transfer to hearts but not semisolid, usually just 5 good or bad 6

3H = Clubs but not semisolid, usually just 5 good or bad 6

3S = Diamonds but not semisolid, usually just 5 good or bad 6

3N = Minors 5-5

4m = 6+ good suit, normally with at least xx in Openers Major since didn't bid 3m on 1st



round

4H = Splinter

4S = weak raise

Note : With spades support and limit raise, bid 3C 1st

### 14.2.2 Auctions after 1♥ - 1♠

1NT = Balanced minimum opener

2♣ = Gazzilli. Either 5 hearts, 4+ clubs and 11-16, or any 17+ HCP

2♦ = 5 Hearts and 4 plus Diamonds, 11-16 high card points

2♥ = 6+ Hearts and 11-14 high card points.

2♠ = 3 - 4 card support and 11-15+ high card points.

Comment: Frequent Raise with Hxx. When 3 card, NV Raise is normally 14-16 in playing strength, Vul 12-14.

2NT = 6-card Heart suit, 3-card Spade suit and 14-16 HCP

3♣/♦ = 5-5 and 14-16 high card points.

3♥ = Natural and invitational. denies 3-card Spade support

3♠ = 4+ spades and game invitational. (14-16 NV & 15-16 Vul)

4♣/♦ = GF splinter with 6+ hearts and 4S(With 4531/4540 shape, bid 2c first and then 4m over 2d relay)

4♥ = long hearts and 14-16

4♠ = undefined

#### 14.2.2.1 Follow-ups after 1♥ - 1♠ - 2NT

2NT = 6-card Heart suit, 3-card Spade suit and 14-16 HCP. Responses:

3M/3N = To play

All Else Game force, 6 Card RKC in effect

4m = Splinter

#### 14.2.2.2 Follow-ups after 1♥ - 1♠ - 2♣ (Gazzilli)

2D = relay (Game force established opposite 17+ holdings)

2M = To play

2N= Weak 4S-5+D

3C= Weak 5+clubs

3D= Constructive good suit AQTxxx of KQTxxx

3H = Invitational 3+hearts and exactly 4-spades

3S=Inv 6+S (std)

3N = Long clubs, short in opener's majors

### 14.2.2.3 Follow-ups after 1♥ - 1♠ - 2♣ - 2♦ (Relay)

2♥ = 5+ Hearts, 4+ Clubs, 11-16 HCP (Only non game force response)

2♠ = 5+ Hearts & 3 Spades; and 16+ HCP

2NT = 5-3-3-2; and 16-17 HCP (Denies 3S)

3♣ = 5+ Hearts and 4+ Clubs; 17+ HCP

3♦ = 5+ Hearts and 4+ Diamonds; 17+ HCP

3♥ = 6+ Hearts, fewer than 3-Spades; 17+ HCP

3♠ = 5-Hearts, 4-Spades; 17+ HCP

3NT = 18-20, denies 3S

### 14.2.2.4 Bidding Matrix

	<b>1S-1N-2C-2D</b>	<b>1H-1N-2C-2D</b>	<b>1H-1S-2C-2D</b>
2H	Any 5-4 shape or hand unsuitable for 2N	Natural NF	Same
2S	Natural NF	17+ Any 5-4m shape or hand unsuitable for 2N	15-17 3S, F1R not Game
2N	16+ Any 5332 shape GF	Same	Same, but denies 3S
3C	17+ 5-5	Same	Same
3D	17+ 5-5	Same	Same
3H	17+ 5-5	17+ One Suiter	Same
3S	17+ One Suiter	Splinter One Suiter	17+ 4S & 5H
3N	18-19 denies 3H	18-19 bal	18-19 denies 3S
4C	6-5	Same	Same
4D	6-5	Same	Same
4H	6-5	Undefined	Undefined
4S	Undefined	Void	Undefined

#### 14.2.2.5 Followups after 1♥ - 1♠ - 2♣ - 2♦ - 2♥

2♠ = Game Force Relay (Natural Follow-ups)

2N = Inv

3♣/♦ = 5 Spades and 4+m; Invitational

3♥ = 3 Hearts and 5 or 6 spades Invitational

3♠ = Forcing 6+S

3NT = To play

# 15 RKC

## 1. Definitions and Responses

### 1. Definitions

1. SKA = Specific K Ask
2. TRC = 3rd Round Control
3. TRCA = 3 Round Control Ask
4. SSA = Specific Suit Ask
5. GS = Grand Slam
6. EKB = Exclusion Keycard Blackwood
7. 4Next = cheapest bid at 4 level

## 2. Q ask

### 1. Majors

1. Without bid trump suit at minimum level
2. New suit = that K and Q of Trump
3. If hearts are trump, over 5D response (0/3), 5H is Q ask if responder has 3 key
4. 5N = Q Trump, and useful 3rd round control(TRC)
  1. If asker has show a side suit, 5N shows Q of that suit,
  2. If asker hasn't shown a side suit, but Responder has, 5N shows Q of that suit
  3. If neither has shown a side suit, then 5N shows xx or x a useful side suit
  4. 6x asks if control is in that suit
5. Six of Agreed Suit, Q but no useful TRC

### 2. Minors

1. 4N if available is negative response to Q ask
2. 5m = Q without side K or side TRC
3. Suit = That K and Q
4. 5N = Q without K, but with side TRC
5. 6m = Q no useful TRC

## 3. SKA (Specific K Ask)

1. Majors: 5N asks, Bid K or lower if having 2 K's, Bid 6N with 3 K's.
2. Not available in minors, as 4N is to play if not Q Ask.
3. Hearts Trump,
  1. use 5S as SSA to ask about Spades if available
  2. Else only show KS if can be shown safely (splinter suit, or opener known to have 2+ spades)
4. Second K Ask
  1. Responses:
    1. 1st step Kxx
    2. 2nd step Kx
    3. Raise suit KQ

## 4. SSA (Specific Suit Ask)

1. Steps: 1st= Q or XX, 2nd = Kxx(x), 3rd = Kx, Raise = KQ(x), Jump in trump = x, Min Trump bid = no control
2. Hearts agreed: 5S if available is SSA, including Jump to 7H to show singleton

5. TRCA (Third Round Control Ask when GS try)
  1. Applies if responding hand has denied the K in the asked suit or asker has bypassed SKA (5NT)
  2. If responding hand has bid the suit
    1. 1st step q
    2. 2nd step K
    3. Raise KQ
  3. If suit has not been bid by responder
    1. 1st step xx, with 2+trump
    2. 2nd step Q
    3. Raise QJ(x)
    4. Jump in agreed suit singleton 3+trumps
    5. Signoff no control
6. 1430 or 0314
  1. Responder or advancer always 1430
  2. Opener is 1430 unless he has shown 17+, then 0314
  3. We made a takeout double and showed extras and advancer asks 0314
7. No suit agreement
  1. 1x-4N = If responder jumps to 4N directly it is Straight Blackwood
  2. If Responder bids a Major, and then immediately jumps to 4N on next round that is RKC for his suit
  3. If Responder bids a minor, then immediately jumps to 4m that is RKC that minor
    1. 1S-2H-Any-4N = RKC hearts
    2. 1M-2m-Any- Jump 4m = RKC that minor
  4. 1x-1M-4N = Opener jump rebids 4N= RKC Major
  5. Interference 1M-(opp 4M)-4N? (Two way, either both minors, or Slam try with 2 Key cards)
    1. Opener picks minor at 5 or 6 level, or 5N as slam force with both minors
    2. If responder returns to M, it shows slam try with exactly 2 keys.
8. Single Suit Agreements:
  1. Major
    1. Special Cases when Hearts are trump, 5H if 5Next is Q ask, 5S if available is SSA for spades
    2. EKB (Steps always 0, 1, 2woQ, 2 wQ, 3) Leap above Game starting at 4S
      1. After Response:
        1. Next step is Q ask, unless it is 5N, which is SKA
        2. All esle are TRCA
        3. If void suit is not next step, rebidding void suit asks is TRCA in Q ask suit
      2. When EKB is Doubled: RDL 0 Keys, pass 1 Key, 1st step 2woQ, etc
      3. If EKB is made before agreement, last bid suit is agreed suit
    3. Responding with Voids
      1. 5N = Even number of key cards
      2. 6x that void if lower than trump suit, or 6 Trump if higher (odd number of keys)
      3. Follow-ups, next step is Q ask
        1. 5N available is SKA and new suits are TRCA
        2. 5N not available, then new suits are SKA if they are not Q asks
  2. Minor

1. Agreement at 2 or 3 Level with or without competition
    1. Unlimited hand: Raise to 4m is RKC, either re-raise, and/or double or triple jump
    2. Limited hand:
      1. GF auctions, Raise is RKC except with opener has started with 2C
      2. Non GF Raise is invitational, then 4Next by unlimited hand is RKC
    3. After a non GF 2 level agreement, followed by 3 level interference, 4m is non forcing
      1. to RKC jump to 4 of cheapest unbid suit; if interference is 3S then jump to 4N is RKC.)
    4. When a jump to 4 of an unbid suit is only RKC available, then it supercedes the meaning of a splinter in that suit
    5. If limited hand bid 3N, then unlimited hand can RKC with 4m,
      1. all else would be cuebids with no RKC available
      2. follow-up 4N would be to play by either side
    6. Special EKB sequences:
      1. Opener reverses: After a 3 level preference, a jump is EKB not a splinter
      2. 2C opener doesn't splinter, jumps are EKB
  2. Agreement at 4 Level
    1. 4Next is Minorwood, but 4Next cannot be either opener's or responders 1st bid suit. If none available then 4N is RKC
    2. After 2C opening or after a strong jump shift or reverse
      1. Raise to 4m is RKC by strong hand
      2. Raise to 4m by responder sets trump, 4Next is then RKC that is not 1st bid suit by either side
      3. If Responder wishes to RKC he must jump to 4Next
  3. 4N
    1. To play after Minorwood and 0-3 Response, NOT Q ask
    2. Q ask if 4Next otherwise
    3. Natural and non forcing otherwise (DONT PLAY SKA in minors)
    4. Jump to 4N when 4m is RKC is Natural
    5. When an unlimited hand makes a 3 level game try, 4N is by the limited hand shows great trumps without a side control. NOT RKC
  4. New suits that are not Q asks after RKC response are SSA
  5. 4 Level situations
    1. when a splinter agreement bypassed 4 of agreed minor, 4Next is RKC
    2. When cuebidding has bypassed 4 of agreed minor, then 4N is only RKC available
  6. After 1N opening and minor suit agreement at 3 level
    1. 3x = shortness, then 4m is RKC
    2. 4m = RKC
    3. Jump to 4 level is EKB
    4. jump to 4N invitational
  7. Splinter raises and fit bids create suit agreement, so 4m is RKC.
    1. P-1C-2S!-4C = RKC
    2. 1D-1S-2D-4C! (delayed splinter) - 4D = RKC
9. Balanced Hand against 2 suiter (6 Key cards)

1. Trump Suit is set only trump q is included in response
  2. Trump Suit is unknown ( q showing steps are none, lower, higher, both)<sup>1</sup>
    1. Trump suit is unknown usually after 2N auctions: e.g. 2N-3h-3s-4d-4N next is RKC with 6 Keys, both Q's in play, 4M to play, other bids are RKC responses (0314) including 5m, 4N to play.
    2. Both Minors and 2N opening or overcall
      1. If 2N bidder has shown 4m support then next step is RKC
      2. If 2N bidder has denied 4m and responder Smolens, then next step is RKC for 5cm all else cuebids or natural
    3. Smolen, all bids cuebids once trump set, 4N is RKC
10. Balanced hand against a one suiter slam try
1. Transfer & then Jump (4M=signoff, 4N=RKC, All other cuebids)
  2. Balanced slam trys (SA Texas) - Gap suit = last train, 4N=RKC, 4M Signoff, all else cuebids (last train and continuation after signoff shows control in last train suit)
  3. 2N overcall or opening. After Staymen and bidding 4m, the next step is RKC, 4N denies slam interest
  4. After 2N opening, and transfer > major and bid other major (BAZE) is unbalanced slam try, then next step asks for shortness and 4N is RKC
  5. After 2N opening, staymen and then BAZE, next step is RKC since responder can be semi-balanced
11. After a second round 1NT or 2N rebid, a direct 4C is RKC in Responder's suit
12. Preempts
1. 4C over weak 2 or 3 level preempt is RKC
  2. Over 3C preempt 4D is RKC
13. Double Agreements
1. General Rules
    1. 6 Keys, 2 Key Cards Responses: 5H=2wo, 5S = 2 w lower, 5N = 2 w higher, 6c = 2 w both
    2. After a 3 response, the next step is q Ask even if it one of the suits
    3. RKC is only possible in game forcing auctions, or when the unlimited hand asks
    4. In non GF auction, limited hands that return to an agreed upon suit IS NOT RKC
  2. Double Major Agreement (4N = 6 Keys)
  3. Double Minor - Major (6 Keys, same Q responses as Majors)
    1. Double Agreement at 3 Level or lower, then 4m is RKC
    2. Major Agreement at 4 Level, then 4N is RKC
    3. Minor Agreement at 4 Level
      1. Ending in 4C, then 4D is RKC
      2. Ending in 4D, then unagreed Major is RKC
  4. Double Minor Agreement
    1. Agreement at 3C/D, 4C = RKC
    2. Agreement at 4C, then 4D is RKC

---

<sup>1</sup>The trump suit will usually be known, but in the case where we open 2N or overcall 2N, there is no opportunity to set trump normally. So the next unbid step is RKC, and 4N would deny support or slam interest

# 16 Carding

Primary Signal:  
Attitude

Signal type:  
UDCA and standard present count

Spot card Leads:  
3/5 suit, 4th & Rev Smith vs NT, low from xxx normally (exception if raised partner's suit, lead top from xxx)

Honor Leads:  
Rusinow against both suit and NT, except in partner's suit. Rusinow applies during initial tricks, until lead is lost.  
vs NT > Lowest of 3 touching honors is normally best, and Smith to show higher honor .  
vs NT > K is power lead and asks for unblock or udc, Ace asks for Attitude

Other signals:  
Reverse Smith by both players. A low-high smith signal promises a higher honor than promised,  
For example opener will:  
From KQJ: lead Jack and then smith  
From AJT: lead Ten and then smith

3rd hand might:  
From QJx: play jack and then smith  
From AJx: play jack and then smith

## **When Dummy has a singleton in suit led:**

Condition 1: 3rd hand has not shown a 5 card or longer suit in the singleton  
Encourage in the suit led if you cannot stand the obvious shift suit

Condition 2: 3rd hand has shown 5+ in the suit led  
Lowest Odd card to suggest tap dummy  
Even card as suit preference

In the rare case where 3rd hand only has even or odd cards to show, resort to condition 1 (lowest card to encourage, highest to suggest obvious shift)



# 17 Deprecated Sections

## 9.2 2H/2S Openings

2♥ = five hearts and an unknown minor suit, 6-11 HCP

2♠ = five spades and an unknown minor suit, 6-11 HCP

this opening almost always shows 5-5 or better.

Responses

- pass (with tolerance for the opened suit)
- 3♣ (a [pass-or-correct bid](#))
- 3♦ to invite game in the major suit
- 2♠ (over 2♥) natural and NF (opener is allowed to raise with a suitable hand)
- raise to 3♥/♠ (opener's suit) as a preemptive raise
- 3♠/♥ (other major) natural and invitational
- 2NT to ask for the [minor suit](#) with a GF hand.
- 4♣/♦ as fit raises to 4M

Opener's rebids after 2NT:

- 3♣ with a minimum and four-card clubs
- 3♦ with a minimum and four-card diamonds
- 3♥ with a maximum and clubs OR five more clubs
- 3♠ with a maximum and diamonds OR five or more diamonds
- 3NT with 4-4 in minors
- 4♣/♦ with a 6-card in the bid suit

In competition

3♣ = natural (opener is expected to pass)

2NT = asks for opener's minor suit and is not necessarily strong.

4♣/♦ = fit-bids in competition.

### 9.2.1 Weak 2D/2H/2S Openings When multi is not permitted

Not Vul: New Suit not forcing but constructive, 2N asks:

3c= 5 card suit, and 3d is relay for strength

3d= 6 bad hand, bad suit

3h = max at least 2 loser suit, stuff outside

3s= Semi-solid suit

Over 2D: 2N is always feature ask

Vul: RONF, 2N is feature ask.

McCabe vs interference

## 5.1 Transfer sequences

Concepts:

- 1) Allow for invitational sequences with 2 suiters
- 2) Find 5-3 major fits, when responder is 5-3 in Majors in most cases
- 3) Avoid bad 3n with dub opposite dub, when 5-2 major or 5m is better
- 4) Show 5/1M 4/3m shapes
- 5) With GF 5-5 or 5+4 in majors staymen and use Smolen as required
- 6) With exactly 5332 or 5323 bid 3C puppet staymen and then bid 3H over likely 3d bid to ask for number of spades
- 7) With 3532 or 3523 transfer to Hearts and bid 3N

ALL bids starting at 2N+ are conventional

1N - Trf

2M- ?

2S = 5-5 Majors invitational

2N = Clubs GF or rarely 5332 shape with 5H&3S, if opener is interested in 5-3 fit he can bid 3S and not accept Transfer

3C = Diamonds GF

3D = 5-3 in Majors and 4-1 in minors GF

3M Raise = Invitational

3OM = Splinter 5143 shape short in Major or Rarely Can be 0/1Spades & 6+ hearts & Slam interest

Note: with long spades & short hearts, trf and bid 4h if interested in slam

3N = 5223 or 5232 with dub in OM

4m = splinter slam interest

4M= to play, no slam interest

Continuations:

1) After

1N-Trf

2M-3D

?

3H Asks:

3S/N Clubs & Diamonds respectively

Then 4m = RKC by opener, if responder is not interested in slam he should just bid 5m in response to RKC

3S Artificial = Sets Major as trump, if responder is interested in slam he should show his 4cm

2) After

1N-Trf

2M-3OM Splinter Normally 5341 shape but 3S includes all hands with long hearts and stiff/void spade

?

4m natural by either side, then 4 of Splinter suit agrees trump and is 6card RKC with only the minor suit Q included

1N-2H-2S-3H-4C-4D-4H=RKC for diamonds, in this auction responder is likely 5143 and opener is 2344 or or 2254

3) After

1N-Trf

2M-2N/3C

?

Normally accept transfer unless:

3M = 3M with min & fit, then 4m by responder is shortness slam try ( Accept Transfer with Max fit for to allow responder to bid out pattern

3S = Natural looking for 5-3 fit (Note that with 5S&3H Reponder can use puppet to ask for number of spades, but with 3S&5H he needs to go thur 2N retransfer)

After 2nd Transfer, responder will will show shortness if space available, else he will bid 3N with 5242 shapes.

(With strong doubletons it is usually better to just suppress the minor and play 3NT or 4M).

1N-2H-2S-2N-3C-3D = shows 5215/5305 shape, since with 5314 would rebid 3D instead of 2N!