



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Light with shape and/or good suit. To 1M overcall, 2NT=LIM		Lead	In Partner's Suit			
raise with (usually) 4+ trump. 1 under 3M=7+-9 support points		Suit	3rd and low	3rd and low		
with 4+trump, jump raise=PRE. New suit=NF unless they open		NT	4th	3rd	Category: Blue	
at 2+level. Reopening usually same except 4 cards at 1-level		Subseq	4th/ATT	4th/ATT	Country: USA	
or light at 2-level more likely. Use TRF advances after our 1 MAJ		Other:	9 or 10 = 0 or 2 higher around into Q or J in dummy. Often		Event: Bermuda Bowl	
and their 1♠ or NEG X. Also after our 2♥ and 2♠ or NEG X.		lead 2nd through Declarer vs NT.			Players: Eric Rodwell & Jeff Meckstroth	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
14+-18 2nd & between bidding opponents (9) NV vs V.		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Otherwise, 2♣=STAY, 2♦♥=TRF, 2♠=m STAY, 3m=INV,		Ace	AKx, A, Ax (44)	AKx, AKxx, AQx (44)	Strong 1♣, 14-16 (or 15-17) 1N, 2♦ Multi 1st/2nd,	
3M=FG. Reopening=10+-15. Same responses but 3♣		King	AK, KQ(x), Kx, K (44)	STRONG: KQ109, AKJxx, etc.	1♦=2+ 11-15, 5-card Majors. 2 over 1=FG over	
=weak, and 2♣ is size ask/Stayman. NegX and LEB in comp.		Queen	QJ(x), Q, Qx (44)	KQ weaker, AQJ, QJ(x) (44)	MAJ. Light initial action. HCP=guide only,	
		Jack	J10(x), KJ10(x), J, Jx	QJxx, J10(x) (44)	frequent upgrading.	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(x), H109(x), 10, 10x	HJ10, J10xx, AQ109, 109(x) (44)		
1-Suit: 1-Suit: Intermediate V vs NV, other=Pre.		9	KJ9x, 98xx, 9, 9x (44)	H109(x), 109xx, A98x, J98x, 9x		
2-Suit: 2-Suit: 1♠-3♣=55+ ♥&♣, 1♠-P-1NT-3♣=same.		Hi-x	Hi from xx or 3rd/even	8 from 98x, hi=weak (44)	1NT Openings: 14-16, but 15-17 4th seat or 3rd Vul.	
Style aggressive but not crazy.		Lo-x	low from odd	4th best	2 OVER 1 Responses: FG over 1MAJ.	
Reopen: Reopen: Intermediate.		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	1) 2♦ opener (1,2)=weak 2♥ or 2♠ PRE.	
Direct Cue=Michaels over NAT. 1♠-2♠=♥+♦, or strong ♥+♣.		Suit:1st	low=ENC (43)	low=even	low=ENC	2) Gardner 1N overcall NV vs V.
(16). Jump Cue=Nat over m, stopper ASK over M. 1m-4m		2nd	low=even	low=hi suit S/P	low=even	3) 2♥ opener (1,2) or 2♦ (3,4)=11-15 short ♦.
=strong with long M. 1♥-4♥=strong with long ♠. P/C		3rd	low=hi suit S/P	low=ENC	low=hi suit S/P	4) 2♠ opener (1,2,4)=12+-15 6+♠.
responses. Versus 1♣ opening, 2♣=NAT and 2♦=MAJs.		NT: 1st	SAME	SAME	SAME	5) transfers (might be suit, or for lead).
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	SAME	SAME	SAME	6) artificial raises.
Vs Strong: X forces 2♣, either m or M's or good hand.		3rd	SAME	SAME	SAME	7) two-suiter overcalls.
2m=nat + side M. 2N=good with 55+ ♥+m.		Signals (including Trumps): Reverse CT,ATT,S/P.			8) 2N or 3N for takeout.	
Vs Weak: X=14+, 2♣=♠+(♥ or ♣), 2♦=♦+M, 2M=NAT,		Exceptions (43), Reverse Smith Echo vs NT. Trump			9) P/C responses to 2-way bids.	
2NT=onesuiter, 3♣=55+ ♣+♥, 3♦=55+ ♦+♥, 3♥=55+M's,		= Reverse Smith Echo (S/P as lead). Ruff hi=odd.				
3♠=55+ ♠+♦. By PH, use Strong NT defense.		DOUBLES				
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Light, doubleton in unbid m OK. Doubler raises freely in comp				
X=T/O, Cue-Michaels, 4♣ jump=minors, 4♦ jump=strong with long M,		with fit. Reopening X can be lighter with shape.				
4NT=2 lower (NAT over 4m), 3NT=nat. LEB 2N response over TOX of		Cuebid response when RHO bids new suit shows INV+ with				
weak 2-bid.		specific unbid suit (example: 1♦-X-1♥-2♦=INV+ with ♠).			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1♣-4♣ or higher, 1MAJ-P-2 over 1-3N or higher, or FG Jump	
Vs 1♣: X=M's, 1N=m's (also after 1♣-P-1♦). 2♦=Michaels.		Negative X's at lower levels, Card-showing X's at more cramped			Shift by Responder after 1♦♥♠ opening: Pass requests	
Vs. 2♣ or 2♦: X=M's, 2NT=m's.		levels (and on 2nd round) (17). Xcan ask for clarification of			balancing X; X = fit or takeout.	
Vs, Strong 1♦, X=MAJs, 1N=min.		ambiguous bids, X of Cue by player who showed that suit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		= don't lead it (not if weakly bid suit, or if live auction).				
OVER OPPONENTS' TAKE OUT DOUBLE		Support X, XX through 4♥. X or XX = 1st step in KCB interference.				
Transfers: 1♦-X-XX=4+♥'s, 1♥=4+♠'s, 1♠=8+ BAL, 1NT=♣'s,		if past 5 of our suit, DEPO applies. Lead-directing doubles (can ask				
2♥=54+ ♠+♥ weak, 2♠=54+ ♠+♥ INV, 3♣=m's NF.		for specific suit of 3NT, slams, or ART raises). X can show shortness.			Psychics: 3rd seat opening (NV more likely), not short suit psyche.	
1M-X-1NT=♣, 2♣=♦, 2♦=♥ (1♠ open), 1 under 2M=normal					1♥-P-1♠.	
single raise, 2M=bad raise. Some higher bids (2N+)=good raise.						

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x	0	6-7 any (24)	ART, F1, 16+ or equivalent.	All ART. 1♦=0-7. Others=FG. (20)	(21-24)	2♥=4-6 with 55 M's.
1♦	x	2	3♥	2+♦'s, 11-15. Might be lighter.	1M=NAT, 1N=7+-11, 2m=F1, (25)	(26,27)	2m=NF.
1♥		5 (4 3rd)	3♦	11-15, 5+♥, maybe light. 4+ 3rd seat	1NT=SemiF, 2m=FG, (28)	(28). ART raises in comp (2N; over 1♠/X, 2♠/3♣ also)	2♣=DRURYFIT, 2♦=NF.
1♠		5 (4 3rd)	3♦	11-15, 5+♠, maybe light. 4+ 3rd seat	1N=semiF, 2♣♦♥=FG, (28)	(28)	2♣=DRURYFIT, 2♦♥=NF.
1NT			3♠	14-16, or 15-17 (1).	14-16 (2) (29,30), 15-17 (30)	(31)	(30)
2♣		6	3♠	11-15, 6+♣, ♣ are longest suit.	2♦=ASK, 2M=NF, 2NT TRF 3♣, 3♣♦♥=INV+TRF.	(32-34)	2NT, 3♣=NAT.
2♦	x	0	NO	1, 2 seat (3), 3,4 seat (8)	1,2 seat (14), 3,4 seat (8)	1,2 seat (14), 3,4 seat (8)	
2♥		3 (5 3rd/4th)	NO	1,2 seat (8), 3,4 seat weak two-bid.	1,2 seat (8). 3,4 seat 2N=ASK (Ogust responses).	1,2 seat (8).	
2♠		6 (5 3rd)	NO	1,2,4 seat (4). 3 seat=Pre.	1,2,4 seat (15). . 2N=ASK over 3.	1,2,4 seat (15).	
2NT			3♠	19-21- (range varies slightly)	(35)	(36,37)	
3♣		6	NO	PRE. All PRE=vul dependent.	(41)	(41)	3♦ NAT NF.
3♦		6	NO	PRE.	(5).	(5)	
3♥		6	NO	PRE	(6).	(6)	
3♠		6	NO	PRE.	(7).	(7)	
3NT	x		NO	(39)	(39).	(39,40)	
4♣		6	NO	NAT PRE.	4♦=slam try.		
4♦		6	NO	NAT PRE.	4NT=RKC.		
4♥		6	NO	NAT PRE.	4NT=RKC.		
4♠		6	NO	NAT PRE.	4NT=RKC.		
4NT	x		NO	PRE, both m's.			
5♣		7	NO	NAT PRE.			
5♦		7	NO	NAT PRE.			
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
Cheapest of 4 of unfocused M or 4NT = RKCB. Asks can follow.							
Last Train and Serious 3NT when M agreed. 3♦ can be artificial encouraging							
over m-showing. Artificial suit agreement bids. Cue-bids can be 1st or 2nd							
round controls. 4♦ often RKC in minor. SPL and void-showing SPL.							
Relays. Step responses usually lower step = length in lower suit(s).							
Bids to force cheapest step to allow clarification.							
After 1♣-1M//1N-controls, if Opener shows a fit he can follow with							
low-level RKC, and asks (for trump length or side suit strength).							
RKC can follow with asking bids.							

Supplementary notes file for Eric Rodwell Jeff Meckstroth (USA 2005)

Note...1: Bidding Style: aggressive, frequent upgrading, less downgrading. Play/defend decisions made by judgment, not mechanical rule. Vulnerability, playing strength and level are important.

Note...2: 1NT opening = 14-16 except 3rd seat Vul, and 4th seat = 15-17. Responses: 2♣=STAY; 2♥=TRF, 2♠=size ask, 2N=Puppet STAY, 3♣=♦ weak or ♣ FG, 1N-2♣//2any-3♣ forces 3♦ to show short suit, 3♦ forces 3♥ to show force in m. 1N-3♦=FG NAT+MAJ short, 1N-3M=55+mins short OM. 1N-4♣=Gerber, 1N=4♦/♥=TRF (in comp also if jump available).

Note...3: 1st and 2nd seat 2♦ opening: weak 2♥ or 2♠ opening, 3-10 HCP, 5-7 card suit, vul dependent.

Note...4: 1st, 2nd & 4th seat 2♠ opening = 12-15, 6+♠. Shows hand that would open 1♠ and rebid 2♠ but be worried about missing game.

Note...5: 3♦ opening is PRE, 0-10 HCP, 6+♦ vul dependent. Responses: 4♣=slam try in ♦. Over X, XX=♥, 3♥=♠, 3♠=♣. Over overcall, X=PEN, suit=F1.

Note...6: 3♥ opening: shows is PRE, 0-10 HCP, 6+♥, vul dependent. Responses: 4♣=slam try in ♥. Over X, XX=♠, 3♠=♣, 4♣=♦. Over overcall, X=PEN, suit=F1.

Note...7: 3♠ opening is PRE, 0-10 HCP, 6+♠, vul dependent. Responses: 4♣=slam try in ♠. Over X, XX=♣, 4♣=♦, 4♦=♥. Overcall-X=PEN, suit=F1.

Note...8: 1st and 2nd seat 2♥ opening: 10+-15 HCP, short in ♦: 4414, 4405, 4315, or 3415. Responses: 3M or 4♣=INV, 2N=ASK, other=NF. After 2N response: 3♣=minimum, 3♦=4414, 3M=3-card M, 3N=4405. Over 3♣ minimum, 3♦=ASK. Then, 4♣=♥ trump, 4♦=♠ trump, 4♥=RKC ♣, 4♠=slam try in a m. Over X: XX=Pen, Pass to play if opener has 4♥'s, 2N=system on, others=nf. Overcall-X=Pen, 2N=on.

Note...9: Gardner 1N overcall NV vs V: either 14+-18 BAL, or weak 1-suiter (normally a bad hand with 6-7 card suit). Same responses as to 1N overcall, except 2♠ which asks for the suit (bid 2N with strong NT). With weak hand, either pass or jump in suit over STAY or TRF response. Partner may guess the weak type if the bidding suggests.

Note...10: Artificial fit-showing bids. Examples are 1♥-1♠-X-3♦ = 7+-9 support points with 4+ trump. Used mostly after we overcall or open 1M. Can be in NT, as 1♦-1♠-X-2N=limit raise with 4+ trump. 1♥-X or 1♠-2♠=Limit+; creates force over 4♠, 2N=same but no force, 3♣=forcing raise. In constructive auction, fit-showing bids are usually by steps: 1♠-2♥//3♣=5 possible shapes with fit. 1♦-2♣//2♠=4+ trump short in MAJ. 1Maj-2min//3m or Om: raises with various shape possibilities. By responder, if O rebids @ 2-level, fit step is usually 3rd (& 4th if necessary) step: 1♠-2♦//2♥-3♣=ART ♥ raise, 3♦=ART ♠ raise. Leaps can be ART showing void: 1♠-2♦//3N=5♠'s with 4+♦'s and ♥Void for example.

Note...11: Transfers: used in comp sequences, such as 1♦-X, 1M-X, and after M overcalls and RHO's NegX or same-level suit bid. Transfers show either a fit and value range, or an unbid suit. In the "unbid suit" case transfers show either the transferred-to suit, or a lead-director normally with M fit.

Note...12: Pass or Correct responses to 2-way bids. To multi-type openings, or 2+-way overcalls over 1N. 1N-2♦-P-2♥: P/C.

Note...13: 2N and 3N for takeout. Normally 2N, used when natural interpretation is unlikely. Asks partner to pick a m. Also, 2N can be LEB over 2M when 1♦ opener has clarified his m lengths.

Note...14: Responses to 1st/2nd seat 2♦ opening (weak 2♥ or 2♠): Pass=♦, 234♥ or 2♠=P/C, 3♠=INV, 4♠=to play, 2N=ASK with values, 3♣=ART GF in own M, 3♦=FG with ♦, 4♣=asks TRF to M. 2M response might be planning 3♣ or 3M signoff. Over X: Pass=♦ but not command to leave in, XX=own M, 3♣=nf, 3♦=force in own M, other = system on. Over 2M overcall, X=P/C, 2N=ASK. Over other overcall, X=PEN, m=NF, M thru 4♥=P/C.

Note...15: Responses to 1st/2nd/4th seat 2♠ opening: 2N=GF ASK, 3 of suit = FG, 3♠=INV. Over X, XX=PEN, 2N thru 3♥=TFR, 3♠=PRE. Overcall-X=PEN, suit=F.

Note...16: Two-suiter bids: Vs. Strong 1♣, 2♣, weak & strong NT, see sections on card. 1♠-3♣ = 55+ ♥&♣ NF. 1M-2N=55+m's. 1♦-2♦=55+M's. 1♣-2♦=55+M's. 1M-2M=OM+m, but over 1♠ =♥+♦ unless strong with ♥+♣. 1m-2N=Om +♥. In comp, jump raise=INV. 1M-2M-P-2N=ASK with values, 3♣=P/C, 3♦=M try.

Note...17: Responder's X on 2nd round is often Cards, usually of bid-and-raise, or of rebid of same suit by overcaller. X of direct 4+-level overcall = Cards. Direct X of 3M=Neg but might have funny shape.

Note...18: Standard Count & Attitude are used in the following situations: Vs suits, if the opening lead shows the AK combination at trick 1 only. If after trick 1 the K is led and the Q is in dummy and defenders might have trump, that trick is standard (if the K holds the trick). Vs NT, If the opening lead shows the AK the signal is standard attitude (if logical). If lead is low from own long suit and dummy wins stiff A, K, or Q, signal on that trick is Standard attitude.

Note...19: Vs suits, Trick one honor leads are Rusinow if leader showed 3+cards in the suit (but in partner's suit use 9 or 10 to show 0 or 2 higher and K from AK). Vs suits at the 5+level, K from AK or KQ. Vs NT, 9/10 = 0/2 higher in pard's suit. Std leads in dummy's suit.

Note...20: Responses to 1♣. All are ART. 1♦=0-7 HCP. All others are FG, 8+ unless noted otherwise. 1♥=5+♠ or 11-13 BAL, 1♠=5+♥, 1N=5+♣, 2♣=5+♦, 2♦=8-10 BAL, 2♥=14+ BAL, 2♠=(41)44 or 04(54), 2N=44(14), 3♣=7+ winners in own solid suit, 3♦=40(54), 3♥=4405, 3♠3N4♣=4450 (higher = better).

Note...21: Rebids by opener after 1♣-1♦: 1M=F1; might be 4 if 3-suiter or longer m. 1N-17-19-, 2N=21-23, 3N=to play. 2m=nf, denies M. 2♥=ART FG, Kokish (GF bal or GF w/long m & Canape). 2♠=strong in ♠. 3m=FG, no 4-card Major.

Note...22: 1♠-1♦//1M-2♠=ART, 6-7, no 3fit in M. 2♦ in same sequence=ART 5-7 3fit in M. Over 2♣, 2♦=weak relay.

Note...23: 1♣-suit positive. Opener's rebids: NT=ASK, next 3 suit steps=unbid suits (ART, with precedence to unbid M). Replies show fit/values. Jumps show misfitting 3-suiters. Over 1N rebid show controls. Over bal positives, opener either asks for suits or shows own suit (with step responses). Over 2♦ can show 4 Major short in other Major. If Major fit is shown, can ask for Key Values (AKQ of trump + Aces) at low level. Over 3-suiters, opener usually asks shape and sets trump.

1♣-m positive//2N-3♣=3-way (♠, m rebid, extras), 3♦=♥, 3♥/3♠=mins -/+.

Note...24: 1♣-competition. Of overcall thru 2♠, pass=0-5 or trap, X=6-7 any shape, bid=5+-card suit FG, NT=FG w/stopper. 1 or 2-level Cue=GF no stopper. Over 2N thru 3♠, X=FG, suit=FG 5+ suit. Over 4♣+, P requests balancing X, X=T/O. Jumps usually nf with long suit & semipositive.

Note...25: Responses to 1♦ opening: 1N=7-11, 2N=11+-12, 2m=F1, 2♥=54+ in ♠♥ less than INV, 2♠=same but INV. 3♣ or 4♣=m's less than INV, 3♦♥♠=PRE.

Note...26: Special rebids after 1♦ opening: 2♣=(54)+ in m's, or 1-4-(53) or 1444 after 1♠ response. 2OM=ART either good 2-suiter or good raise. 3♣=LIM+ raise short in OM. 1♦-2m//2♥=ART 11-13 BAL. 1♦-2m//2♥=11-13 BAL ART, 2♠=4+fit w/shortness, 2N over 2♣=nf 4441 (3N=same stronger). See Note #10 for some ART raise examples.

1♦-2♣//2♦ or 2♥, Step 2 = ART rebid of ♣ (FG). Higher steps can show a specific unbid suit: 1♦-2♣//2♦-3♦ or 3♥=4-6+ in next MAJ and ♣ (for example).

1♦-1♥//1♠-2♣ (4th suit FG)//2N-3♥=ART ♠ rebid (3♠ now=great fit or wants to bid 3N; 3N=no fit but not excited about NT). Similar methods after 1♦-1MAJ-2min-2OM//2N.

1♦-1M//1N-2♣, 2♦=ART, INV+. 2OM=ART. 2N forces 3♣.

Note...27: 1♦ and competition: 1♦-X-transfers used: XX=4+♥'s, 1♥=4+♠'s, 1♠=NT, 1N=♣, 2♣=good ♣ nf, 2♦=nf, 2♥♠=same as in 26, 3♣=m's less than INV, 3M=short OM GF. 1♦-2♣, 2♠, or 3♣ - TFERs by UPH only. If transfers not used, 2♦ raise=F1, other new suits free bids=NF (2-level only). 1♦-X-Pass might be INV+ BAL or with 5+♦.

Note...28: Responses to 1♥ opening: 1N=SemiF, 2m=FG (2♣ might be 2-3 card suit), 2♥=7+-11-, 2♠=6+ less than INV, 2N=LIM+ raise usually 4+ trump, 3m=NAT INV, 3♥=7+-9 with 4+ trump, 3♠, 4m=void SPL, 3N=4333 choice of games, 4♥=might be bal FG. Over 1♠ open=same but 4♥=NAT.

Various ART follow-ups. See Note #10 for some ART raise examples. 1M-2♦//3♥=5+♣, 3♠=ART jump rebid of MAJ.

1M-2 over 1//2 of new suit (or 2♥ rebid after 1♥ opening) - 1st step = Relay, 2nd step = ART rebid of 2 over 1 suit. Higher step(s) show 6-5+ with unbid suit(s). 1♠-2♦//2♥-3♥=6-5+ minors.

1♠-2♥//2♠-2N=Relay, 3♥=ART raise, 3♠=suitset in ♥. To Relay, show fit/rebid/side suits usually after O rebids his suit; if new suit show 54/extra length (2nd Relay with numerical answers)/numerical steps to show 3-card fit.

1♥-1♠//2♦ or 2♥-2♠: ART FG. If O bids 2N, 3♥=ART ♠ rebid (see Note 26 bottom for continuations). 1♥-1♠//1N-2min=ART, 2N forces 3♣.

Note...29: Responses to 14-16 NT by UPH: see Note #2.

Note...30: Responses to 14-16 or 15-17 NT by PH: same but 3m=INV.

Note...31: 14-16 NT follow-ups: 2♣ then 2♠=INV, 3m forces next step to show shortness/6m. TRF then 2♠=ART INV; 2N thru 3♥=TRF. 2♠ then 3♣=signoff, 3♦=FG short ♦, 3♥=♦ slam try, 3♠=♣ FG short in ♦. 2N-f-3♦=M short.

1NT comp: System on vs nonPen X. Vs PenX, Pass=F1 (to XX or bid 5+suit), suit=NAT, XX=♥♣ or ♠♦. Vs NAT, NegX thru 3♠; vs ART X=8+. LEB 2N, 3-level TRF (INV+).

Note...32: Responses to 2♣ opening: 2♦=ASK, 2M=NF, 2N forces 3♣ (to play or show GF twosuit). 3♣♦♥= INV+ TFERS, 3♠=FG 6♠+4♥.

Note...33: 2♣ opening follow-ups: 2♣-2♦//2♥=one 4M, 2♠=ART extras. 2♦ then 3♦=F ♣ raise.

Note...34: 2♣ opening and competition: 2♣-X-2♦=ASK, 2M=nf, 3♦♥♠=INV+ TFER. 2♣-X-2♦-P//natural rebids. NegX thru 3♠, 2♣-overcall-2MAJ=NF.

Note...35: Responses to 2N opening: 3♠=ASK for 4/5 M's, 3♦♥=TRF (3♥ might be FG with 5-4/5 M's), 3♠=m slam interest, 4♠=GERBER, 4♦♥=slam try TRF, 4♠=m's weak.

Note...36: 2N opening continuations: 2N-3♣//3M=5, 3♦=other hands. Over 3♣-3♦//3♥=4♠ or no M, 3♠=4♥, NT=44 M's, 4m=NAT slam try.

Note...37: 2N opening with competition: NegX at 3-level.

Note...38: Responses to 3rd/4th seat preempts: 2N=ASK with fit, new suit nf, TFERS over X.

Note...39: 3N opening: solid 7-8 card m + side A or K. Resps:♣=P/C, 4♦=ASK for SPL.

Note...40: 3N opening in comp: system on over X, X or XX=PEN. Overcall-m = P/C.

Note...41: Responses to 3♣ opening: 3♦ forces 3♥ for NF bid in M, ♣ INV or ♦F. 4♦=RKC in ♣.

Note...42: Responses to 4♣ opening or higher: 4♦=RKC ♣, 4N=RKC, 4 MAJ=nf.
