

ULTIMO AGGIORNAMENTO 12 GIUGNO 2000

INDEX

OPENINGS	3
LEGEND	5
GENERAL PRINCIPLES FOR THE COMPETITIVE AUCTION	6
1 \square OPENING	7
1 \square] 1	8
1 \square] 1 \circledast	11
1 \square] 1	14
1 \square] 1NT	17
1 \square] 2 \square	17
1 \square] 2	18
1 \square] 2 \circledast	19
1 \square] 2	19
1 \square] 2NT	20
APERTURA with 1 \square INTERFERITA	20
1 OPENING	23
1] 1 \circledast	23
1] 1	26
1] 1NT	29
1] 2 \square	30
1] 2	31
1] 2 \circledast	31
1] 2	31
1] 2NT	32
1] 3 \square	32
INTERFERENCE OVER 1 \square OPENING	33
1 \circledast OPENING	35
1 \circledast] 1	35
1 \circledast] 1NT	37
1 \circledast] 2 \square	39
1 \circledast] 2	40
1 \circledast] 2NT	41
1 \circledast] 3 \square	41
1 \circledast] 3	42
1 \circledast] 3	42
INTERFERENCE OVER 1 \circledast OPENING	42
1 OPENING	44
1] 1NT	45
1] 2 \square	46
1] 2	47
1] 2 \circledast	48
1] 2	49
1] 2NT	49
1] 3 \square	50
1] 3	50

1]3 [⊙]	-----	50
	INTERFERENCE OVER 1 OPENING	-----	51
1NT	OPENING	-----	53
1NT]2 [□]	-----	54
1NT]2	-----	56
1NT]2 [⊙]	-----	58
1NT]2	-----	60
1NT]2NT	-----	61
1NT]3 [□]	-----	61
1NT]3	-----	62
1NT]3 [⊙]	-----	62
1NT]3	-----	62
1NT]4 [□]	-----	63
1NT]4	-----	63
	INTERFERENCE OVER 1NT	-----	64
2 [□]	OPENING	-----	66
2	OPENING	-----	67
2 [⊙]	OPENING	-----	68
2	OPENING	-----	68
2]3 [□]	-----	69
2]2NT	-----	69
2NT	OPENING OR OVERCALL	-----	69
3NT	OVERCALL	-----	71
APPENDICES			72
	'GAR'	-----	72
	CHECKBACK STAYMAN	-----	73
	'2ntT' STRUCTURE	-----	74
	TURBO CONVENTION	-----	75
	THE COMPETITIVE AUCTION AFTER AN OPENING	-----	75
	WORKINGS OF RUBENSOHL	-----	75
	DESCRIPTION OF GOOD-BAD 2NT CONVENTION	-----	76
	2 [□] RELAY	-----	77
OVERCALLS			78
	SUIT OVERCALL	-----	78
	RESPONSES TO THE NEGATIVE DOUBLE	-----	85
	OVERCALLING 1NT	-----	87
	SPECIFIC CASES WHERE WE USE RUBENSOHL AND LEBENSOHL	-----	87
	THE OPPONENTS OPEN 1NT	-----	90
	BALANCING	-----	92
	OVERCALLING ILLOGICAL 1NT	-----	93
	GHESTEM	-----	93

OPENINGS

$1\blacksquare = 2+\blacksquare$ 10/22 HCP

Distributions included \blacksquare

a) Balanced 12/14 HCP or 18/20 HCP]	4 \blacksquare -3-3-3
] 4 \blacksquare -4 -3-2
] 4 \blacksquare -4 \odot -3-2
] 4 \blacksquare -4 -3-2
] 4 \odot -3-3-3
] 4 -3-3-3
] 4 \odot -4 -3-2
b) Semibalanced 12/14 HCP or 18/20 HCP]	5 \blacksquare -3-3-2
c) One-suited 11/22 HCP]	6+ \blacksquare
d) Two-suited 11/22 HCP]	5+ \blacksquare -4x
e) Two-suited with 3/5 losers]	6+ \blacksquare -5x
f) Three-suited 11/22 HCP]	4 \blacksquare -4-4-1

$1 = 4+$ 10/22 HCP

Distributions included \blacksquare

a) Balanced 12/14 HCP or 18/20 HCP]	4 -3-3-3
] 4 -4 \odot -3-2
] 4 -4 -3-2
b) Semibalanced 12/14 HCP or 18/20 HCP]	5 -3-3-2
c) One-suited 11/22 HCP]	6+
d) Two-suited 11/22 HCP]	5+ -4x
] 5+ -5 \blacksquare
e) Two-suited with 3/5 losers]	6+ -5x
f) Three-suited with 11/22 HCP]	4 -4-4-1 \blacksquare

$1\odot = 5+\odot$ 10/21 HCP

Distributions included \blacksquare

a) Semibalanced 12/20 HCP]	5 \odot -3-3-2
b) Two-suited 11/21 HCP]	5+ \odot -4+x
c) Two-suited with more than 5 losers]	5+ \odot -5+minor
d) Two-suited with 4/5 losers]	6+ \odot -5+x
e) One-suited 11/21 HCP 5+ losers]	6+ \odot

$1 = 5+$ 10/21 HCP

Distributions included \blacksquare

a) Semibalanced 12/20 HCP]	5 -3-3-2
b) Two-suited 11/21 HCP]	5+ -4+x
c) Two-suited with more than 5 losers]	5+ -5+x
d) Two-suited with 4/5 losers]	6+ -5+x
e) One-suited 11/21 HCP 5+ losers]	6+

$1_{int} = 15/17$ HCP

Distributions included \blacksquare

]	4-3-3-3
] 4-4-3-2

] 5m-3-3-2
] 5m-4-2-2
] 6m \ominus -3-2-2

2 \square = GF generally 20+ HCP
 Distributions included \square] BAL 23+ HCP
] 6+m GF
] 4M-5+m GF
] 4-4-4-1 GF

2 = a) 6 \ominus 5/10 HCP
 b) 5+ \ominus GF

2 \ominus = a) 6 5/10 HCP
 b) 5+ GF

2 = a) 5+m-4+om 5/10 HCP
 b) 5+m-4+om 4 losers or less

2NT = 21/22 HCP possibly even a 5^a major

3 \square = 7 \square Preempt in 3^a and 4^a position perhaps only 6 \square

3 = 7 Preempt in 3^a and 4^a position perhaps only 6

3 \ominus = 7 \ominus Preempt

3 = 7 Preempt

3NT = Gambling
 Distributions included \square a) One-suited] 7/8 \square with AKQ
] 7/8 with AKQ

4 \square = a) In 1^a and 2^a position 8/8 _ tricks in \ominus , one-suited with 7+ \ominus solid or semisolid
 b) In 3^a and 4^a position 8+ \square Preempt

4 = a) In 1^a and 2^a position 8/8 _ tricks in , one-suited with 7+ solid or semisolid
 b) In 3^a and 4^a position 8+ Preempt

4 \ominus = 8 \ominus Preempt in 3^a and 4^a position perhaps only 7 \ominus

4 = 8 Preempt in 3^a and 4^a position perhaps only 7

4NT = \square

5 \square = 9+ \square Preempt

5 = 9+ Preempt

LEGEND

GF = Forcing to Game
 GF+ = Forcing to Game or more
 SO = Sign Off
 NSI = Not inviting Slam
 SI = Inviting Slam
 GI = Inviting Game
 GI+ = Inviting Game or more
 NF = Passable
 F1 = Forcing 1 round
 MAX = Maximum hand
 MIN = Minimum hand
 RELAY = RELAY asking for more information
 CHKBCK = Checkback Stayman
 GAR = GAR continuations
 2ntT = 2ntT continuations
 4thSUIT = See Gadgets
 FIT = Shows FIT in suit x
 St? = Asks for stop in x
 St = Stop in suit x
 NSt = No stop in suit x
 SGL = Singleton in x
 BAL = Balanced Hand
 UNBAL = Unbalanced Hand
 TO = Take Out Double
 PD = Penalty Double
 2x+ = All bids higher than 2x
 \square = ConventionalX
 ☺ = Good Suit

☹	= Bad Suit
]	= Bidding goes over to partner
	= Developments?
☹*	= Preempt

GENERAL PRINCIPLES FOR THE COMPETITIVE AUCTION

DOUBLE

Our doubles are generally all TO at all levels at least when doubler has not shown length in the suit. We use the PD at low levels only when one of us has shown given a penalty pass. In penalty situations when we know we have balanced hands and we hold a certain majority of the points we utilize the double to suggest partner pass with length in the suit. One doesn't make a double if one doesn't want partner to convert to penalty.

PENALTY DOUBLE (PD)

Despite the many TO doubles there are standard situations in which doubles are penalty :

- a) Partner has opened a preempt
- b) We have made a Penalty Pass over a TO double of a suit or NT bid higher than 1NT
- c) The double of a suit in which the doubler has shown 5+ cards
- d) We have already made a PD

DOUBLE WHEN WE HAVE FOUND A FIT

When we are in a forcing situation the double of an enemy suit shows a SGL in that suit . If this happens beyond the 3-level of our suit then double is invitation to slam. When the opponents bid their suit under the level of our cheapest competitive raise then the double shows extra strength or good defensive cards. After two "PASSES" the double can be necessary with many types of special hands if one want to give partner the chance to convert to penalty.

1 \heartsuit OPENING

- | | | | | |
|----------------|---|----------------|---|--|
| 1 \heartsuit |] | 1 | = | a) 4 \heartsuit 10+ HCP
b) 5 \heartsuit 9+ HCP if MIN then is UNBAL
c) 6+ \heartsuit 5+ HCP |
| |] | 1 \clubsuit | = | 4+ \clubsuit 5+ HCP possibly 5+ \heartsuit with 5/9 HCP |
| |] | 1 | = | 4+ \heartsuit 5+ HCP possibly 5+ \heartsuit with 5/9 HCP |
| |] | 1nt | = | a) 4/5 \heartsuit 5/10 HCP
b) 4/5 \heartsuit 5/10 HCP |
| |] | 2 \heartsuit | = | 4+ \heartsuit 11+ HCP generally without 4 \heartsuit major on the side(possibly only with 5+ \heartsuit) |
| |] | 2 | = | a) 6+ \clubsuit 2/(7) HCP \heartsuit^* with decent \clubsuit
b) 6+ \clubsuit \heartsuit 12+ HCP possibly 4 \heartsuit on the side |
| |] | 2 \clubsuit | = | a) 6+ \heartsuit 2/(7) HCP \heartsuit^* with decent
b) 6+ \heartsuit \heartsuit 12+ HCP possibly 4 \heartsuit on the side |
| |] | 2 | = | 5+ \heartsuit \heartsuit most probably 4 \heartsuit (6)/9 HCP |
| |] | 2nt | = | 6 \heartsuit 2/6 HCP \heartsuit^* |
| |] | 3 \heartsuit | = | 6 \heartsuit with 2 top honors 8/10 HCP |
| |] | 3 | = | 7+ \heartsuit 3/8 HCP |
| |] | 3 \clubsuit | = | At least 5-4 minors 12/15 HCP SGL in \clubsuit GF |
| |] | 3 | = | At least 5-4 minors 12/15 HCP SGL in \heartsuit GF |

1] 3nt = 4] -3-3-3 with 0/3 controls 12/14 HCP

1] 1

1] 1

1 © = 4+] -4 © 11/16 HCP

1 = 4+] -4 11/16 HCP

1nt = 5] -3-3-2 / 4] -3-3-3 / 4] -4 -3-2 / 4 © -3-3-3 / 4 -3-3-3 / 4 © -4 -3-2 12/14 HCP

2] = 6+] 11/16 HCP

2 = 4+] -4 11/14 HCP

2 © = a) 5+] -4 © 17+ HCP

b) 6+] 17+ HCP

c) 5+] -4 17+ HCP

2 = 5+] -4 17+ HCP

2nt = 18/20 HCP BAL

3] = 6+] ☺ 13/16 HCP

3 = 5+] -4 14/16 HCP

3 © = 4] -4 -4 -1 © 18/22 HCP

3 = 4] -4 -4 © -1 18/22 HCP

3nt = 4] -4 © -4 -1 18/22 HCP

1]] 1

1 ©]] 1 = 4+ -4 F1

]] 1nt = 9/11 HCP

]] 2] = RELAY GI+ See GADGETS

]] 2 = 6+ 5/9 HCP

]] 2 © = 4+ -4+ © GI without SGL

]] 2 = 4COLORE SI with 5+ -4]] 2nt = GAR

]] 2nt = 2ntT 4+ © SGL or 6+ -5 ©/

]] 3] = 5 -4/5] 9/11 HCP

]] 3 = 6+ 9/11 HCP

]] 3 © = 4+ -4 © GI strength without SGL

]] 3 = 5+ -4+ © SGL light SI

]] 4] = 5+ -4+ © SGL] light SI

1]] 1

1 ©]] 1

1nt = 4+] -4 © MIN

2] = 6] -4 © MIN

2 = a) 5] -4 © -3 -1 14/16 HCP

b) 4] -4 -4 © -1 MIN

2 © = 6] -4 © MAX

2 = 4] -4 © -4 -1 MIN

2nt = 5] -4 © MAX

3] = 6] ☺ -4 © 13/16 HCP

3 = 4] -4 -4 © -1 15/17 HCP

3 = 4] -4 © -4 -1 15/17 HCP

1]] 1

1 ©]] 1

1nt]] 2] = RELAY SI Natural Continuations

]] 2 = 6 -4 9/11 HCP

] 2nt = LIM
] 3 \square = 5 -4 -3 \square -1 \odot 10/11 HCP
] 3 = 6 -4 GF

1 \square] 1
 1 \odot] 1
 2 \square] 2 = 6 -4 10/11 HCP
] 2 \odot = 5 -4 -3 \odot -1 \square 10/11 HCP
] 2 = RELAY for SGL answer in steps]2nt= SGL
] 2nt = LIM without FIT in \square 10/11 HCP]3 \square = SGL

1 \square] 1
 1 \odot] 1
 2] 2 = RELAY for MIN and MAX and distribution]2nt= MAX 14 HCP
] 2nt = 4 -4 10/11 HCP]3 \square = \square \square -4 \odot -3 -1 MAX 13/14
 HCP] 3 = 5 -4 10/11 HCP]3 = 3+ MIN

1 \square] 1
 1 \odot] 1
 2 \odot] 2 = RELAY for SGL answer in steps]2nt= SGL
] 2nt = 4+ -4 10/11 HCP with 0/2 \square]3 \square = SGL
] 3 \square = 4+ -4 -3 \square GF
] 3 = 6 -4 GF

1 \square] 1
 1 \odot] 1nt
 2 \square = 6 \square -4 \odot MIN
 2 = a) 5 \square -4 \odot -3 -1 11/13 HCP
 b) 4 \square -4 -4 \odot -1 11/13 HCP
 2 \odot = 6 \square -4 \odot MAX
 2 = 4 \square -4 \odot -4 -1 15/17 HCP
 2nt = 5 \square -4 \odot MAX
 3 \square = 6 \square -4 \odot AKQ / AKJ / AQJ / AKT 13/16 HCP
 3 = 4 \square -4 \odot -4 -1 15/17 HCP

1 \square] 1
 1 \odot] 2
 2 \odot = 6 \square -4 \odot 15/16 HCP
 2 = 5 \square -4 \odot 16 HCP NSt but no SGL
 2nt = 5 \square -4 \odot 16 HCP FE
 3 \square = 6 \square \odot -4 \odot 15/16 HCP
 3 = 4/5 \square -4 \odot -3/4 -1 15/16 HCP

1 \square] 1
 1] 1nt = 9/11 HCP with 4/5
] 2 \square = RELAY at least invitational
] 2 = 6+ 5/9 HCP
] 2 \odot = 4COLORE SI with 5+ -4+ \square]2nt = GAR

-] 2 = 4+ -4 bad invite
-] 2nt = 2ntT See developments
-] 3[] = 5 -4/5[] 9/11 HCP
-] 3 = 6+ 9/11 HCP
-] 3⊙ = 5 -4 SGL ⊙ light SI
-] 3 = 4+ -4 GI strength without SGL
-] 4[] = 5 -4 SGL a [] light SI

- 1[]] 1
- 1] 1nt
- 2[] = 6[]-4 MIN
- 2 = a) 4[]-4 -4 -1⊙ 11/13 HCP
- b) 5[]-4 -3 -1⊙ 11/13 HCP
- 2 = 6[]-4 MAX
- 2nt = 5[]-4 MAX
- 3[] = 6[] ☺-4
- 3 = 4[]-4 -4 -1⊙ 15/17 HCP

- 1[]] 1
- 1nt] 2[] = CHKBCK1
-] 2 = CHKBCK2
-] 2⊙ = 4 -4⊙ 10/12 HCP
-] 2 = 4 -4 10/12 HCP
-] 2nt = 2ntT]3[] = Forced]3 = 5 -5[] GF+
-] 3[] = 4 -5+[] 9/11 HCP LIM]3⊙ = 6 -5⊙ GF+
-] 3 = 6+ GF]3 = 6 -5 GF+
-] 3⊙ = 5 -4 SGL ⊙ GF]3nt= 6+ SI
-] 3 = 5 -4⊙ SGL GF]cue = 6+ SI+

- 1[]] 1
- 2[]] 2 = 6+ SO
-] 2 = 5+ -4 GF]2nt = RELAY GAR
-] 2nt = 2ntT See developments
-] 3[] = LIM 9/11 HCP
-] 3 = 6 10/11 HCP
-] 3⊙ = 3+[] GF with SGL ⊙
-] 3 = 3+[] GF with SGL
-] 2⊙ = RELAY]2 = MIN with 3]3 = 9/11 HCP
-]2nt= MAX without 3
-]3[] = MIN without 3]3⊙ = St? ⊙
-]3 = MAX with 3]3 = St?

- 1[]] 1
- 2] 2 = 5+ -4 GF]2nt= RELAY GAR
-] 2nt = 2ntT See developments
-] 3[] = 5+ -4[] 9/11 HCP
-] 3 = ●*
-] 3⊙ = 4+ SGL ⊙ GF
-] 3 = 4+ SGL GF
-] 2⊙ = RELAY]2 = 5+[]-4 MIN with SGL]2nt = GAR
-] 4/5 = ●*]2nt= BAL
-]3[] = 5[]-4 MAX]3 = RELAY GAR

The only non-forcing bid after 1[]]1]2]2⊙]2 /2nt is 3 which shows an invitational hand with 4+

1 \square] 1
 2 \odot] 2 = RELAY GF]2nt= 5+ \square -4 \odot]3 \square = RELAY GAR
] 2nt = 6+ GF]3 \square = 6+ \square 17+ HCP See 1 \square]1]3 \square
] 3 = 6+ and less than 7 HCP]3 = 5+ \square -4 17+HCP
] 3 \odot = 6 -5 \odot GF]3 \odot = 6 \square -5 \odot 3/4 losers
] 3 = 6 -5 GF]3 = 5 \square -4 \odot -4 17+ HCP

1 \square] 1
 2 \odot] 3
 3 \odot = St? \odot
 3 = St?

1 \square] 1
 2] 2nt = RELAY GF GAR
] 3 \square = SO less than 7 HCP
] 3 = 6+ SO less than 7 HCP
] 3 \odot = 6 -5 \odot GF

1 \square] 1
 2nt] 3 \square = TEXAS to 3]pass= 6 4/5 HCP
] 3 = 4 -4 \odot SI]3 \odot = 5+ -4 \odot SI
] 3 \odot = 4 -4 SI]3 = 5+ -4 SI
] 3 = 4 -4 \square SI]3nt= 5 SI
] 3nt = SO]4 \square = 5+ -4 \square SI
] 4nt = 4 -3-3-3 SI]4 = 6+ SI

1 \square] 1
 3 \square] 3 = 5+ SI]3 \odot = St? a \odot
] 3 \odot = St? a \odot]3 = St? a
] 3 = St? a]3nt= I have two stops
]4 \square = Cue Bid with 3

1 \square] 1 \odot

1 \square] 1 \odot
 1 = 4 11-16 HCP
 1nt = 5 \square -3-3-2 / 4 \square -3-3-3 / 4 \square -4 -3-2 / 5 \square -4 -2-2 / 5 \square -4 -3 -1 \odot 11/14 HCP
 2 \square = a) 6+ \square 11/16 HCP
 b) 5 \square -4 -3 -1 \odot 15/16 HCP
 2 = a) 5+ \square -4 17+ HCP
 b) 6+ \square 17+ HCP
 c) 5 \square -4 \odot with SGL 17+ HCP
 d) 4 \odot 18/20 HCP BAL
 2 \odot = a) 4 \odot 11/14 HCP BAL
 b) 5 \square -4 \odot 11/13 HCP
 c) 5 \square -4 -3 \odot -1 11/15 HCP
 d) 4 \square -4 -3 \odot -2 11/14 HCP with small cards in
 2 = 5+ \square -4 17+ HCP

2nt	=	18/20	HCP	BAL
3	=	6+		13/16 HCP
3	=	4	-4	-1 18/22 HCP
3	=	4+	-4	14/16 HCP
3	=	4	-4	-1 18/22 HCP
3nt	=	4	-4	-1 18/22 HCP
4	=	6	-4	13/16 HCP SGL
4	=	6	-4	13/16 HCP SGL

1]	1	
1]	1nt	= Natural
]	2	= RELAY GI+
]	2	= 4thSUIT GF 5-4+
]	2	= 6(7)-(10) HCP
]	2	= 4-4 5/9 HCP
]	2nt	= 2ntT See developments
]	3	= 5-4+ 9/11 HCP
]	3	= 5-5 9/11 HCP
]	3	= 6 10/11 HCP
]	3	= 4-4 9/11 HCP
]	3nt	= Natural
]	4	= 4-4 SGL small SI
]	4	= 4-4 SGL small SI

1]	1	
1]	1nt	
2	=	6	-4 MIN
2	=	a) 4	-4 -4 -1 15/17 HCP
		b) 5	-4 -4 15/16 HCP
2	=	5	-4 -3 -1 14/16 HCP
2	=	6	-4 MAX
2nt	=	5	-4 -3 -1 15/16 HCP
3	=	6	-4 13/16 HCP

1]	1	
1nt]	2	= CHKBCK
]	2	= CHKBCK
]	2	= 5+ not so many points, if 6 then are
]	2	= 4-4 10/12 HCP
]	2nt	= 2ntT See developments
]	3	= 4-5+ LIM
]	3	= 5-4 SGL GF
]	3	= 6 GF with not great but not horrible
]	3	= 5-4 SGL GF
]	3nt	= SO

$1\blacksquare] 1\odot$
 $2\blacksquare] 2 = \text{RELAY GI+}$
 $2\odot = 6\odot(7)/(10) \text{ HCP}$
 $2 = 5+\odot-4 \quad 13+ \text{ HCP}$
 $2nt = 2ntT \quad \text{See developments}$
 $3\blacksquare = 4\odot-3+\blacksquare \quad 9/11 \text{ HCP}$
 $3 = 5\odot-5 \quad 9/11 \text{ HCP}$
 $3\odot = 6\odot \quad 9/11 \text{ HCP}$
 $3 = 3+\blacksquare \text{ SGL GF}$
 $3nt = \text{Natural}$
 $4\blacksquare = \text{RKCB}$
 $4 = 3+\blacksquare \text{ SGL SI}$

$]2\odot = 6\blacksquare-3\odot \text{ MIN}$
 $]2 = 4 \text{ MIN or MAX}$
 $]3\blacksquare = \text{MIN}$
 $]3\odot = 6\blacksquare-3\odot \text{ MAX}$
 $]2nt = \text{MAX}$

$]2nt = \text{GAR}$
 $]3\blacksquare = \text{LIM}$
 $]3\odot = 6\odot \text{ GF}$
 $]3 = \text{St?}$

$1\blacksquare] 1\odot$
 $2\blacksquare] 2$
 $2\odot] 2 = \text{St?}$
 $2nt = \text{Natural F1}$
 $3\blacksquare = \text{LIM}$
 $3 = \text{St?}$
 $3\odot = 5\odot \text{ usually GI}$

$1\blacksquare] 1\odot$
 $2\blacksquare] 2$
 $3\blacksquare] 3 = \text{St?}$
 $3\odot = 6\odot \text{ GF}$
 $3 = \text{St?}$

$1\blacksquare] 1\odot$
 $2\blacksquare] 2$
 $2nt] 3 = \text{St?}$
 $3\odot = 6\odot \text{ GF}$
 $3 = \text{St?}$

$1\blacksquare] 1\odot$
 $2] 2\odot = 5\odot \quad 5/7 \text{ HCP}$
 $2nt = 4 \quad 5/7 \text{ HCP}$
 $3\blacksquare = 2/4\blacksquare \quad 5/7 \text{ HCP}$
 $3 = 5\odot-5 \quad 7+ \text{ HCP GF}$
 $3\odot = 6\odot \quad 8+ \text{ HCP GF}$
 $3 = 6\odot-5 \quad 12+ \text{ HCP}$
 $2 = \text{RELAY}$

$]2nt = 5+\blacksquare-4 \quad 17+ \text{ HCP}$
 $]3\blacksquare = \text{RELAY}$
 $]3 = 6\blacksquare-$

4

$]3\blacksquare = 6+\blacksquare \quad 17+ \text{ HCP}$
 $]3 = 6\blacksquare-5 \quad 3-4 \text{ _ losers}$

$]3\odot = 3\odot$
 $]3 =$

St?

$]3\odot = 4\odot \text{ bal } 18/20 \text{ HCP}$
 $]3nt = \text{stop}$

$]3 = 5\blacksquare-4\odot-4 \quad 17+ \text{ HCP}$
 $]4\blacksquare = 5+\blacksquare-4\odot \text{ SGL}$
 $]4 = 5+\blacksquare-4\odot \text{ SGL}$

$1\blacksquare] 1\odot$
 $2\odot] 2 = \text{RELAY at least invitational}$

SGL] 2nt = 5+⊙-4 SI]3] = Fixes ⊙ asking SGL with the usual method]3 = No
 SGL] 3] = 4⊙-3/4] 9/11 HCP]3 = Fixes asking SGL with the usual method]3⊙ = No
] 3 = 5⊙-4+ SI
] 3⊙ = ♠
] 3 = 5+⊙ SGL SI
] 4] = 5+⊙ SGL] SI
] 4 = 5+⊙ SGL SI

1]] 1⊙
 2⊙]] 2
 2nt = 4⊙ with SGL MIN or MAX]3] = RELAY]3 = MIN with SGL
 3] = 3⊙ MIN]3 = St?]3⊙ = MIN with SGL
]3⊙ = SO]3 = MAX with SGL
]3 = St?]3nt = MAX with SGL
]3nt = SO
 3 = 3⊙ MAX]3⊙ = St?
 3⊙ = 4⊙ MIN without SGL]3] = St?]
 3 = 4 MAX without SGL

1]] 1⊙
 2]] P = 3/4 4/5 HCP
]] 2nt = RELAY GF
]] 3] = SO
]] 3 = 5⊙-5 7+ HCP GF
]] 3⊙ = 6+⊙ 8+ HCP GF
]] 3 = 4 5/7 HCP

1]] 1⊙
 2nt]] 3] = 5⊙-4 SI]P = 5⊙ 4/5 HCP
]] 3 = TEXAS to 3⊙]3 = 5⊙-4
]] 3⊙ = 4⊙-4
]] 3 = 4⊙-4] SI]4] = 5⊙-4] SI
]] 3nt = SO]4 = Cue bid 6+⊙ SI
]] 4] = Cue bid with 5+⊙ SI]4⊙ = 6+⊙ SI
]] 4 = Cue bid with 5+⊙ SI
]] 4⊙ = 6+⊙ SO

1]] 1⊙
 3]] 3 = St?]3 = 2⊙
]] 3⊙ = 5+⊙ GF]3nt = 0/1⊙
]] 3 = St?]4] = Cue Bid with 3⊙
]] 3nt = Natural]4] = Cue Bid with 3⊙
 1]] 1

1]] 1
 1nt = 4] -3-3-3 / 4] -4-3-2 without 4 / 5] -3-3-2 / 5] -4-2-2 / 5] -4-3-1 / 4] -4-4-1 11/14 HCP
 2]] = a) 6+] 11/16 HCP
 b) 5] -4 15/16 HCP
 c) 5] -4⊙ 15/16 HCP
 2 = a) 4] -4 15/17 HCP
 b) 6+] 17+ HCP

	c) 4+ \square -4	17+ HCP UNBAL
	d) 4	18/20 HCP BAL
	e) 5+ \square -4	17+ HCP
2 \odot	= 5+ \square -4	\odot 17+ HCP
2	= a) 4	11/14 HCP
	b) 5 \square -4-3	-1 11/14 HCP
	c) 5 \square -4	-2-2 11/14 HCP
	d) 4 \square -4-3	-2 11/14 HCP with worthless doubleton
2nt	= 18/20 HCP BAL	
3 \square	= 6+ \square	\odot 13/16 HCP
3	= 4 \square -4	\odot -4 -1 18/22 HCP
3 \odot	= 4 \square -4	-4 -1 \odot 18/22 HCP
3	= a) 5 \square -4	14/16 HCP
	b) 4 \square -4	-4-1 14/16 HCP
3nt	= 4 \square -4	-4 \odot -1 18/22 HCP
4 \square	= 6 \square -4	SGL \odot 13/16 HCP
4	= 6 \square -4	SGL 13/16 HCP

- 1 \square] 1
- 1nt] 2 \square = CHKBCK
-] 2 = CHKBCK
-] 2 \odot = 5+ -4+ \odot not many points
-] 2 = 5+ not many points
-] 2nt = 2ntT See developments
-] 3 \square = 4 -5+ \square LIM
-] 3 = 5 -4 \square SGL GF
-] 3 \odot = 5 -4 \square SGL \odot GF
-] 3 = 6+ GF with not great
-] 3nt = SO

- 1 \square] 1
- 2 \square] 2 = RELAY
- conts] 2 \odot = 5 -4+ \odot GF
-] 2 = 6 8/10 HCP
-] 2nt = 2ntT
-] 3 \square = 2+ \square 9/11 HCP
-] 3 = 5 -5 9/11 HCP
-] 3 \odot = 5 -5 \odot 9/11 HCP
-] 3 = 6+ 9/11 HCP
-] 2 \odot = 4 / \odot MIN or MAX
-] 2 = 3 MIN
-] 2nt = ~~MAX~~
-] 3 \square = MIN
-] 3 = 6 \square -4 MAX
-] 3 \odot = 6 \square -4 \odot MAX
-] 3 = 6 \square -3 MAX
-] 2 = RELAY GF See
-] 3 \square = 2+ \square 9/11 HCP
-] 3 = St?
-] 3 \odot = St? \odot
-] 3 = 6 GF

- 1 \square] 1
- 2 \square] 2
- 2 \odot] 2
- 2nt = 5 \square -4 \odot
- 3 \square = 6 \square -4 \odot MIN
- 3 = 6 \square -4 MIN
- 3 \odot = 5 \square -4 -2-2 with worthless doubleton and honors concentrated in the minors
- 3 = 5 \square -4 SGL
- 3nt = 5 \square -4 SGL \odot
-] 3 = RELAY for SGL
-] 3 \odot = RELAY for SGL

1□] 1
 2□] 2
 2] 2nt = F1G
] 3□ = LIM
] 3 = St?
] 3⊙ = St? ⊙
] 3 = 5 GI

1□] 1
 2] 2⊙ = RELAY GF
] 2 = 5 4/7 HCP
] 2nt = 4 4/7 HCP
] 3□ = 2/4□ 4/7 HCP
 = Fixes⊙ GF
] 3 = 5 -5 7+ HCP GF
] 3⊙ = 5 -5⊙ 7+ HCP GF
] 3 = 6+ 8+ HCP GF

]2 = 4□ -4 -4⊙ -1 15/17 HCP
]2nt = 5+□ -4 17+ HCP
]3□ = 6+□ 17+ HCP
]3 = 6□ -5 3/4 losers
]3 = 4 bal 18/20 HCP
]4□ = 5+□ -4 SGL ⊙ 17+ HCP
]4 = 5+□ -4 SGL 17+ HCP

]2nt = SO
]3□ = SO
]3 = SO
]3⊙

1□] 1
 2] 2
 2nt = LIM
 3□ = LIM
 3 = 6□ -5 3/4 losers NF
 3⊙ = St? ⊙
 3 = 4 bal 18 HCP
 4□ = 6□ -4 SGL ⊙ SI
 4 = 6□ -4 SGL SI

1□] 1
 2] 2nt
 3□ = LIM
 3 = 5+□ -4 NF
 3⊙ = St? ⊙
 3 = 4 bal 18 HCP
 4□ = 6□ -4 SGL ⊙ SI
 4 = 6□ -4 SGL SI

1□] 1
 2] 3□
 3 = 6□ -5 3/4 losers NF
 3⊙ = St? ⊙
 3 = 4 bal 18 HCP
 4□ = 6□ -4 SGL ⊙ SI
 4 = 6□ -4 SGL SI

1□] 1
 2] 2nt = RELAY at least invitational See developments
] 3□ = 4 -3/4□ 9/11 HCP
] 3 = 5 -4+ SI
] 3⊙ = 5 -4⊙ SI
] 3 = ●*

] 3nt = Proposes to play if bad ☹️ and club honors probably 4-3-3-3
] 4♣ = 5+ SGL ♣ SI
] 4 = 5+ SGL SI
] 4♣ = 5+ SGL ♣ SI

1♣] 1
 2] 2nt
 3♣ = 4 with SGL MIN or MAX]3 = RELAY]3♣ = MIN with SGL ♣
 3 = 3 MIN]3♣ = St?]3 = MIN with SGL
]3 = SO]3nt = MAX with SGL ♣
]3nt = SO]4♣ = MAX with SGL
 3♣ = 3 MAX]3 = St?
 3 = 4 MIN without SGL
 3nt = 4 MAX without SGL

1♣] 1
 2nt] 3♣ = 5+ -4 SI
] 3 = 5+ -4♣ SI
] 3♣ = TEXAS for 3]3nt = 5 not SI
] 3 = 4 -4♣ SI]4♣ = 5 -4♣ SI
] 4♣ = Cue bid with 5 SI]4 = Cue bid with 6 SI
] 4 = Cue bid with 5 SI]4♣ = Cue bid with 6 SI
] 4♣ = 5 -5♣ not SI]4 = 6 SI almost certainly a cue bid in ♣

1♣] 1
 3♣] 3 = St?
] 3♣ = 5+ GF]3 = 2
] 3 = St? ♣]3nt = 0/1
] 3nt = SO]4♣ = Cue Bid with 3
] 4♣ = 5+ -5+♣ NSI

1♣] 1nt

1♣] 1nt
 2♣ = 6+♣ 11/14 HCP possibly 4^a on the side
 2 = RELAY asking strength and dist.]2♣ = MIN]2 = RELAY see MAX
 2♣ = 5+♣ -4♣ 17+ HCP]2 = 5
 2 = 5+♣ -4 17+ HCP]2nt = 4 -3-3-3 MAX
 2nt = a) Preempt asking for better minor]3♣ = 4/5♣ MAX
 b) 18/20 HCP bal lacking a stop]3 = 4♣ -4 MAX
 3♣ = 6+♣ ☹️ 13/16 HCP
 3 = 6♣ -5 3-4 _ losers
 3♣ = 6♣ -5♣ 3-4 _ losers
 3 = 6♣ -5 3-4 _ losers
 3nt = Natural

1♣] 2♣

1♣] 2♣
 2 = a) MIN
 b) 5+♣ -4+ 11/21 HCP
 2♣ = 5+♣ -4♣]2nt = GAR
]3♣ = Passable 10/11 HCP

2	= 5+ \square -4]2nt= GAR
]3 \square = Passable 10/11 HCP
2nt	= 18/20 HCP BIL	See MIN
3 \square	= 6+ \square 16+ HCP with SGL	
3	= 6+ \square 16+ HCP without SGL	
3 \odot	= 4 \square -4 -4 -1 \odot 18/22 HCP	
3	= 4 \square -4 -4 \odot -1 18/22 HCP	
3nt	= 4 \square -4 \odot -4 -1 18/22 HCP	

1 \square] 2 \square
 2] 2 \odot = RELAY SI]2 = 5+ \square -4 11/21 HCP]3 / \odot / = St? in the suit
]2nt= bal]3 \square = RELAY]3 = 4 \square
]3 \square = 6+ \square 11/15 HCP with SGL]3 \odot = 4 \odot
 without 4 \square
]3 = 6+ \square 11/15 HCP without SGL]3 = 4
 without 4 \square
]3 \odot = 4 \square -4 -4 -1 \odot 11/17 HCP
]3 = 4 \square -4 -4 \odot -1 11/17 HCP
]3nt= 4 \square -4 \odot -4 -1 11/14 HCP
]4 \square = 4 \square -4 \odot -4 -1 15/17 HCP
] 2 = RELAY GF not SI]2nt= 12/14 HCP without SGL
]3 \square = 6 \square or 5 \square -4 11/14 HCP with SGL]3 = RELAY
]3 = 5 \square -4 16/21 HCP with SGL
]3 \odot = 4-4-4-1 \odot 11/14 HCP
]3 = 4-4-4-1 11/14 HCP
]3nt= 4-4-4-1 11/14 HCP
] 2nt = 4/5 \square 10/12 HCP good hand for NT not forcing
] 3 \square = 5+ \square 10/11 HCP
] 3 = 5+ \square -4 \odot / GF SGL not SI]3 \odot = 4 \odot
] 3 \odot = 5+ \square -4 \odot GF SGL a not SI]3 = 4
] 3 = 5+ \square -4 GF SGL a \odot not SI

1 \square] 2

1 \square] 2
2 \odot = 11/14 HCP
2 = 5+ \square -4 17+ HCP or perhaps only values in
2nt = 15+ HCP with at least 2 \odot used perhaps as a GI
3 \square = 6+ \square 16/18 HCP not forcing
3 = 5+ \square -4 17+ HCP or perhaps only values in
3 \odot = 3+ \odot \bullet^*
3 = 6 -5 3-4_ losers
3nt = SO
4 \odot = SO

1 \square] 2
 2 \odot] 2 = 6 \odot -4 GF
] 2nt = 6+ \odot GF
] 3 \square = 6 \odot -4 \square GF
] 3 = 6 \odot -4 GF
] 3 \odot = 7 \odot fixing trumps, asking for aces

1[]] 2
 2nt] 3[] = MAX without SGL with]3 = RELAY]3[] = MAX without SGL
] 3 = MIN]3[] = SO]3 = SGL
] 3[] = medium hand without SGL]3nt= SGL []
] 3 = 6[] MAX with SGL
] 3nt = 6[] GF without SGL
] 4[] = 6[] with SGL [] GF
] 4 = 6[] with SGL GF

This system of responses we also use with 1]2[]/2 and even weak twos and responding to a weak jump overcall

1[]] 2[]

1[]] 2[]
 2 = 11/14 HCP
 2nt = 15+ HCP with at least 2 perhaps invitational to game
 3[] = 6+ [] 16/18 HCP not forcing
 3 = 5+ [] -4 17+ HCP or perhaps only values in
 3[] = 5+ [] -4[] 17+ HCP or perhaps only values in []
 3 = 3+ ♠
 3nt = SO
 4[] = SO

1[]] 2[]
 2] 2nt = 6+ GF
] 3[] = 6 -4[] GF
] 3 = 6 -4 GF
] 3[] = 6 -4[] GF
] 3 = 7 fixes asking for aces

1[]] 2[]
 2nt] 3[] = MAX without SGL []]3 = RELAY]3[] = SGL
] 3 = MIN]3 = SO]3 = MAX without SGL
] 3[] = MAX with SGL []]3nt= SGL []
] 3 = Medium hand without SGL
] 3nt = 6 GF without SGL
] 4[] = 6 with SGL [] GF
] 4 = 6 with SGL GF

1[]] 2

1[]] 2
 2nt = Asking SGL]3[] = 5+ [] MIN]3 = RELAY]3[] = SGL
 3[] = SO]3 = 5+ [] SGL MAX]3
 = SGL []

3	= St?	3♣ = 5+ SGL	MAX	3nt = SGL
3♣	= St? ♣	3	= 5+ SGL	MAX
3	= St?			
4	= ♠*			
5	= ♠*			

1 [] 2nt

1 []	2nt
3 []	= SO
3	= St?
3♣	= St? ♣
3	= St?
4	= ♠*
5	= ♠*

APERTURA with 1 [] INTERFERITA

INTERFERENCE IN 2^a POSITION

CASE A : Opponent doubles

N	E	S	W
1 []	X	XX	= 11+ HCP Forcing to at least 2nt
		1x	= 4+x F1 System ON
		1nt	= 8/10 HCP bal System ON
		2 []	= 4+ [] 5/9 HCP
		2 +	= System ON

CASE B : Opponent bids one of a suit

N	E	S	W
1 []	1x	X	= 4+y where y=x+1
		1y	= 4+z where z=y+1 System ON
		1	= 8/10 HCP balanced 11+ HCP without 4 biddable cards at the one-level
		1nt	= 5+ [] Weak or GF+
		2 []	= 5+
		2	= 5+♣
		2x	= 5-5 8+ HCP if x= 5♣-5 if x=M 5OM-5m
		2w	= 5+w Passable
		2y	= 6y GF+
		2nt	= 6+ [] GI+
		3x-1	= 5+ [] GF+ SGL x denying 4M
		3 []	= 6+ GI+
		3	= 6+♣ GI
		3♣	= 6+ GI
		3	= bal GF wanting you to play 3nt
		3nt	= SO

Exception :

N	E	S	W
1 []	1	X	= 4♣ 8+ HCP or bal GF+

]	1nt	= 7/10 HCP Bal
]	2	= 5+
]	2	= 5+⊙
]	2⊙	= 5+□ GI+
]	2	= 5⊙-5 GI+
]	2nt	= 6+□ GI+
]	3	= 6+ GI+
]	3	= 6+⊙ GI+

CASE C : Opponent bids 1NT natural

N	E	S	W
1□]	1nt]	X = PD	
		2x+ = Rubensohl ON	

CASE D : Opponent jumps to the two-level showing a one-suiter with any amount of points

N	E	S	W
1□]	2x]	X = TO	
		2y+ = Rubensohl ON	

CASE E : Opponent bids 2x or 3x as GHESTEM

N	E	S	W
1□]	2x]	X = TO but if followed by X next round now penalty	
		Cuebid of their 1° suit = (4)5+□ GI+	
		Cuebid of their 2° suit = 5+ in the fourth suit GF+	
		2y = 5+y Competitive	
		2nt = Natural GI	
		3□ = 5+□ Competitive	
		3y = 6y GI	
		3w = 6w Competitive	
		Jump cue = (4)5+□ SGL in the cue-bid suit	

N	E	S	W
1□]	3x]	X = TO	
		Cuebid of their 1° suit = 4+□ GI+	
		Cuebid of their 2° suit = 5+ in the fourth suit GF+	
		3y = 6y Competitive	

CASE F : Opponent intervenes with a 3x preempt

N	E	S	W
1□]	3x]	X = TO	
		3y = 5+y F1	
		3nt = SO	
		4□ = 5+□ Competitive	
		4x = 5w-5z in the other two suits GF+	
		4y = 6+y weaker than 3y	

INTERFERENCE IN 4th POSITION

CASE A : Opponent doubles

N	E	S	W
1□]	P]	1x]	X
		XX = 3 cards in x or 16+ HCP hand	
		1nt = 18/20 HCP bal (can have 3 cards in x ?)	System ON
		2□+ = System ON	

CASE B : Opponent bids 1/2y

N E S W

1 \square] P] 1x] 1/2y

X = 3 cards in x or 16+ HCP

1nt = 18/20 HCP bal (can have 3 cards in x ?) System ON

2 \square + = System ON

2nt = Good-Bad

CASE C : Opponent bids 1NT natural or artificial

N E S W

1 \square] P] 1x] 1nt

X = PD if 1nt is natural , 3x or strong if 1nt is conventional

2 \square + = System ON

CASE D : Opponent jumps to 2y

N E S O

1 \square] P] 1x] 2y

X = Strong hand

2nt = Good-Bad

3 \square + = System ON

3y = 4+ \square -4x 16+ HCP or 6+ \square with 8 tricks St? y

3nt = SO probably 6+ \square solid and St in y

1 OPENING

1]	1	⊙	=	4+	⊙	5+	HCP
]	1		=	4+		5+	HCP
]	1nt		=	4+]	5/10	HCP
]	2]	=	a) 4+		11+	HCP GF+
					b) 4+]	10+	HCP
]	2		=	4		5/9	HCP no 4° major on the side
]	2	⊙	=	6+	⊙	3/(7)	HCP with decent ⊙
]	2		=	6+		3/(7)	HCP with decent
]	2nt		=	6+]	4/7	HCP
]	3]	=	5		bal or UNBAL	7/9 HCP
]	3		=	4+		but generally 5	0/5 HCP ♠*
]	3	⊙	=	5-4		minors 12/15	HCP with SGL ⊙ GF
]	3		=	5-4		minors 12/15	HCP with SGL GF
]	3nt		=	4		-3-3-3	12/14 HCP with less than 3 controls

1] 1⊙

1]	1	⊙					
1		=	4+		-4		11/16	HCP
1nt		=	4		-3-3-3 / 5		-3-3-3 / 5	-4] ⊕ 11/14 HCP
2]	=	a) 5		-4+]	11/21	HCP
			b) 6+				17+	HCP
			c) 4	⊙	bal		18/20	HCP
			d) 5+		-4	⊙	17+	HCP
2		=	6+				11/16	HCP
2	⊙	=	4	⊙	11/14	HCP or 3	⊙	with honors and a worthless doubleton
2		=	5+		-4		17+	HCP
2nt		=	18/20	HCP	BAL			
3]	=	5+		-5+]	5-5_	losers generally 13/16 HCP

3	= 6+	♣	13/16 HCP
3♣	=	a) 5	-4♣ 14/16 HCP
		b) 4	-4♣ with SGL 14/16 HCP
3	= 4	-4♣-4	-1♦ 18/22 HCP
3nt	= 7	solid with a stopper in ♦	and generally 8 tricks
4♦	= 6	-4♣	13/16 HCP SGL ♦
4	= 6	-4♣	13/16 HCP SGL

- 1] 1♣
- 1] 1nt = Natural 4/5♣ 5/9 HCP
-] 2♦ = RELAY at least invitational
-] 2 = SO
-] 2♣ = 6+♣ 7/10 HCP
-] 2 = 4+♣-4 7/9 HCP
-] 2nt = 2ntT
-] 3♦ = 4thSUIT 5+♣-4+ GF
-] 3 = 4+♣-4+ 9/11 HCP suit-oriented
-] 3♣ = 6+♣ 9/11 HCP
-] 3 = 4+♣-4 9/11 HCP

- 1] 1♣
- 1] 1nt
- 2♦ = 5 -4 -3+♦ 11/14 HCP
- 2 = 6 -4 11/14 HCP
- 2♣ = 5 -4 -3♣-1♦ 14/16 HCP
- 2 = 6 -4 14/16 HCP
- 2nt = 5 -4 -3♦ 15/16 HCP
- 3♦ = 5 -4 -4♦ 15/16 HCP
- 3 = 6 ♣-4 13/16 HCP

- 1] 1♣
- 1nt] 2♦ = CHKBCK
-] 2 = CHKBCK
-] 2♣ = 5+♣ 7/9 HCP SO
-] 2 = 4♣-4 10/12 HCP
-] 2nt = 2ntT
-] 3♦ = 4♣-5+♦ 9/11 HCP LIM
-] 3 = 4♣-5+ 9/11 HCP LIM
-] 3♣ = 6+♣ with ♣ ♠ GF
-] 3 = 5♣-4 SGL GF
-] 3nt = SO

- 1] 1♣
- 2♦] 2 = SO 2+ less than 9 HCP
-] 2♣ = 5+♣ less than 9 HCP
-] 2 = RELAY F1
-] 2nt = 4+♦ SO a 3♦ less than 8 HCP
-] 3♦ = 4+♣-4+♦ 9/11 HCP
-] 2 /2nt/3♦/3 /3nt/4♦/4 = As over 1]1♣]2♦]2
-] 3 = SO
-] 3♣ = GI

] 3 = 4+⊙-4+ 9/11 HCP
] 3⊙ = 6⊙ 9/11 HCP
] 3 = 6⊙-5 GF

1] 1⊙
 2[]] 2
 2⊙ = 5 -4[] -3⊙-1 15/16 HCP
 2 = 5 -4[] 17/19 HCP NSt or 6+ 18+ HCP GF or 5+ -4[] 19+ HCP GF See developments
 2nt = 5 -4[] 17/19 HCP St]3 = SO (the only one!!)
 3[] = 5 -5[] 3-4 _ losers]3[] = RELAY]3 = 6
 3 = 6+ 17/18 HCP LIM
 3⊙ = 4⊙ 18/20 HCP bal
 3 = 5+ -4⊙ 17+ HCP SGL
 4[] = 5+ -4⊙ 17+ HCP SGL []

1] 1⊙
 2[]] 2
 2] 2nt = St a MIN
] 3[] = 4[] MIN or MAX
] 3 = NST a MIN
] 3⊙ = 5⊙ MIN or MAX
] 3 = NST a MAX
] 3nt = St a MAX

1] 1⊙
 2[]] 2
 2nt = 5+ -4+[] 17+ HCP]3[] = RELAY]3 = 6
 3[] = 5+ -4[] 11/16 HCP]3 = 3/4 GF]3⊙ = 3⊙
 3 = 6+ 17+ HCP]3⊙ = 6⊙ GF]3 = 5 -4[] St?
 3⊙ = 4⊙ 18/20 HCP BAL]3 = St?]4[] = 5 -5[] 3-4 _ losers
 3 = 5+ -4⊙ 17+ HCP SGL
 4[] = 5+ -4⊙ 17+ HCP SGL []

1] 1⊙
 2[]] 2
 3[]] 3 = not Forcing
] 3⊙ = 6⊙ GF
] 3 = St?

1] 1⊙
 2] 2⊙ = 6⊙ 7/9 HCP
] 2 = RELAY]2nt= MAX without 3⊙
] 2nt = 2ntT]3[] = MIN with 3⊙
] 3[] = 5⊙-5[] 9/11 HCP]3 = MIN without 3⊙]3⊙ = 6⊙ GF
] 3 = ♣*]3⊙ = MAX with 3⊙]3 = St?
] 3⊙ = 6+⊙ 10/11 HCP
] 3 = 3+ SGL
] 4[] = 3+ SGL []
] 4 = RKCB

1] 1⊙
 2⊙] 2 = RELAY at least invitational See developments
] 2nt = 5+⊙-4 SI]3] = Fixes⊙ asking SGL with the usual method]3 = No
 SGL
] 3] = 5⊙-4+] SI]3 = Fixes asking SGL with the usual method]3⊙ = No
 SGL
] 3 = 4⊙-3+ 9/11 HCP
] 3⊙ = ♠^{*}
] 3 = 5+⊙ SGL a SI
] 3nt = 4⊙-3-3-3 or 4⊙ with no good honors
] 4] = 5+⊙ SGL] SI
] 4 = 5+⊙ SGL SI

1] 1⊙
 2⊙] 2
 2nt = 4⊙ with SGL MIN or MAX]3] = RELAY]3 = MIN with SGL
 3] = 3⊙ MIN]3 = St?]]3⊙ = MIN with SGL]
]3⊙ = SO]3 = MAX with SGL
]3 = St?]3nt = MAX with SGL]
]3nt = SO
 3 = 3⊙ MAX]3⊙ = St?]
]3 = St?
 3⊙ = 4⊙ MIN without SGL
 3 = 4⊙ MAX without SGL

1] 1⊙
 2] 2nt = RELAY GAR
] 3] = 5⊙-5] 7+ HCP GF
] 3 = SO
] 3⊙ = 6+⊙ 8+ HCP GF
] 3 = 4 less than 7 HCP

1] 1⊙
 2nt] 3] = TEXAS 3
] 3 = TEXAS 3⊙
] 3⊙ = 4⊙-4 GF
] 3 = 4⊙-4 SI
] 4] = 5⊙ Cue bid with] SI
] 4 = 5⊙ Cue bid with SI

1] 1⊙
 3] 3⊙ = 5+⊙ 7+ HCP]3 = 2⊙
] 3 = St?]3nt = 0/1⊙
] Cue = 3⊙

1] 1

1] 1
 1nt = 12/14 HCP bal / 11/14 HCP 5 -4⊙-1/2
 2] = a) 5+ -4+] 11/21 HCP

	b)	6+	17/21	HCP
	c)	4	18/20	HCP BAL
	d)	5+	-4	17/21 HCP UNBAL
2	= a)	6+	11/16	HCP
	b)	5	-4	15/16 HCP
2	☉	= 5+	-4+	17/21 HCP
2	= 4+	-3+	11/14	HCP
2nt	= 18/20	HCP	BAL	
3	☐	= 5+	-5+	☐ 5-5 _ losers
3	= 6+	☺	13/16	HCP
3	☉	= 4	-4	☉-4 -1☐ 18/22 HCP
3	= 4+	-4	14/16	HCP
3nt	= 7+	solid with stoppers in	☉ and	☐
4	☐	= 6	-4	13/16 HCP SGL ☐
4	= 6	-4	13/16	HCP SGL

1]	1
1nt]	2☐ = CHKBCK
]	2 = CHKBCK
]	2☉ = 5+ -4+☉ no game
]	2 = 5+ 7/9 HCP
]	2nt = NtT
]	3☐ = 4 -5+☐ 9/11 HCP LIM
]	3 = 4 -5+ 9/11 HCP LIM
]	3☉ = 5 -4 SGL ☉ GF
]	3 = 6+ GF
]	3nt = SO

1]	1	
2☐]	2 = 2+ not forcing	See developments
]	2☉ = RELAY FIG]2 = 5+ -4+☐ 11/16 HCP
]	2 = 5+ not Forcing]2nt=5+ -4☐ 17+ HCP]3☐ = GAR
]	2nt = 4+☐ SO without 3]3☐ = 5+ -5+☐ 3-4 _ losers
]	3☐ = 5 -4+☐ 9/11 HCP]3 = 6+ 17/21 HCP
]	3 = 5 -3+ 9/11 HCP]3☉ = 5+ -4+ 17+ HCP SGL ☉
]	3☉ = 5 -5☉ 9/11 HCP]3 = 4+ -4 18/20 HCP BAL
]	3 = 6+ 9/11 HCP]4☐ = 5+ -4+ 17+ HCP SGL ☐

1]	1			
2☐]	2			
2☉	= 5+	-4☐ 17/19 HCP St? ☉ or 5+	-4☐ 19+ HCP GF or 6+	19+ HCP GF	See developments
2	= 5	-4☐ -3 -1☉ 15/16 HCP			
2nt	= 5	-4☐ 17/18 HCP			
3☐	= 5	-5☐ 3-4 _ losers GF			
3	= 6	17/18 HCP			
3☉	= 5+	-4 SGL ☉ SI			
3	= 4+	-4 18/20 HCP BAL			
3nt	= Natural				
4☐	= 5+	-4 SGL ☐ SI			

1] 1
 2] 2
 2⊙] 2 = 5 MIN
] 2nt = St a ⊙ MIN
] 3] = 4] MIN or MAX
] 3 = MIN Nst ⊙
] 3⊙ = MAX Nst ⊙
] 3 = 5 MAX
] 3nt = MAX St ⊙

1] 1
 2] 2⊙
 2] 2nt = RELAY GF See GAR
] 3] = 4+] 9/11 HCP
] 3 = 3+ 9/11 HCP
] 3⊙ = St? ⊙
] 3 = 6 GF

]3⊙ = St? ⊙
]3 = 9/11 HCP
]3] = St?]

1] 1
 2] 2⊙ = RELAY]2 = 6 -3 MIN]2nt= RELAY GF]3] = 2-2
] 2 = 6+ 7/9 HCP]2nt= MAX without 3 and without 4⊙]3
 = SGL ⊙
] 2nt = 2ntT]3] = 6 -4⊙ MIN]3⊙ = SGL]
] 3] = 5 -5] 9/11 HCP]3 = MIN without 3 and without 4⊙
] 3 = ♣[※]]3⊙ = 5+ -4⊙ MAX
] 3⊙ = 5 -5⊙ 9/11 HCP]3 = 6+ MAX with 3
] 3 = 6+ 9/11 HCP
] 4] = 3+ SGL]

1] 1
 2⊙] 2 = 5+ less than 7 HCP]2nt= NF
] 2nt = RELAY GF GAR]3] = St?]
] 3] = 5 -5] 7+ HCP GF]3 = NF
] 3 = SO]3 = NF
] 3⊙ = 4⊙ less than 7 HCP
] 3 = 6+ 8+ HCP GF

1] 1
 2] 2nt = RELAY at least invitational
] 3] = 5 -4+] SI
] 3 = 4 -3+ 9/11 HCP GI
] 3⊙ = 5 -4⊙ SI
] 3 = ♣[※]
] 3nt = Suggests contract with ⊕ and outside strength
] 4] = 5+ SGL] SI

] 4 = 5+ SGL SI
] 4⊙ = 5+ SGL ⊙ SI

1] 1
 2] 2nt
 3□ = 4 with SGL MIN or MAX]3 = RELAY]3⊙ = MIN with SGL ⊙
 3 = 3 MIN]3⊙ = St? □]3 = MIN with SGL □
]3 = SO]3nt= MAX with SGL ⊙
]3nt= SO]4□ = MAX with SGL □
 3⊙ = 3 MAX]3 = St? □
 3 = 4 MIN without SGL
 3nt = 4 MAX without SGL

1] 1
 2nt] 3□ = TEXAS 3]Pass = 4 -4+ weak
] 3 = 5 -4+⊙ GF]3 = 5 -4 SI
] 3⊙ = TEXAS 3]Pass = 5 weak
] 3 = 4 -4 SI]3nt= to play
] 3nt = Natural]4□ = Cue with 6+ SI
] 4□ = Cue with 5 SI]4 = Cue with 6+ SI
] 4 = Cue with 5 SI]4⊙ = Cue with 6+ SI
] 4⊙ = Cue with 5 SI]4 = 6+ SI

1] 1
 3] 3⊙ = 5+ GF]3 = 2
] 3 = St? ⊙]3nt= 0/1
]4□/ = Cue Bid with 3

1] 1nt

1] 1nt
 2□ = RELAY not absolutely GF
 2 = 6+ SO
 2⊙ = 5+ -4+⊙ 17+ HCP
 2 = 5+ -4+ 17+HCP
 2nt = Preempt □ or or 18/20 HCP bal lacking a stop Choose your better minor
 3□ = 5 -5□ 5-5 _ losers
 3 = 6+ ⊙ 13/16 HCP
 3⊙ = 6 -5⊙ 3/4 losers
 3 = 6 -5 3/4 losers

1] 1nt
 2□] 2 = MIN]2⊙ = RELAY See MAX
] 2⊙ = 5+□ MIN or MAX]2 = RELAY]2nt= MIN
] 2 = 4 -3-3-3 MAX]3□ = MAX
] 2nt = 4□ -3-3-3 MAX]3 = MAX without stoppers
] 3□ = 4□ -4 MAX]3⊙ = MAX with 3 and St?
 ⊙

]3 = MAX with 3 and St?

1] 2

1] 2	
2 = 11/22 HCP	
2 [⊙] = 5+ -4+ [⊙] 11+ HCP]2 = RELAY GAR]2 ^{nt} = RELAY with 4 [⊙] GAR
]3 = 6+ GI]3 = 3+ GI
2 = 5+ -4+ 11+ HCP]2 ^{nt} = RELAY GAR
]3 = 6+ GI]3 = 3+ GI
2 ^{nt} = 18/20 HCP bal]3 = RELAY See 1]2]2]2 [⊙]]2 ^{nt}
3 = 6+ 16+ HCP with SGL	
3 = 6+ 16+ HCP without SGL and without 3	
3 [⊙] = 6+ 16+ HCP with 3 St? [⊙]	
3 = 6+ 16+ HCP with 3 St?	
3 ^{nt} = 4-4-4-1 17/19 HCP	
Cue = 4-4-4-1 20/22 HCP	

1] 2	
2] 2 [⊙] = RELAY SI	
] 2 = RELAY not SI	
] 2 ^{nt} = 10/12 HCP Limit]3 = 5 -4 pass or correct
] 3 = 6+ 9/11 HCP]3 = 6 SO
] 3 = 4+ Limit]3 [⊙] = St? [⊙]
] 3 [⊙] = 5+ -4 [⊙] SGL not SI]3 = St?
] 3 = 5+ -4 SGL [⊙] not SI]3 ^{nt} = Natural SO

1] 2	
2] 2 [⊙]	
2 = 5+ -4+ 11+ HCP	GAR
2 ^{nt} = bal 12/14 HCP]3 = RELAY]3 = 3]3 [⊙] = 4 [⊙]
3 = 6+ 11/15 HCP with SGL]3 = St?]3 [⊙] = 4 [⊙] without 3
]3 = 4	
3 = 6+ 11/15 HCP without SGL and without 3]3 [⊙] = St? [⊙]]3 = 4 without 3
]3 ^{nt} = SI	
3 [⊙] = 6+ 11/15 HCP with 3 St? [⊙]]3 = St?]3 ^{nt} = Without major
]4 = SI	
3 = 6+ 11/15 HCP with 3 St?	
3 ^{nt} = 4-4-4-1 12/15 HCP	

1] 2
2] 2

2nt = 12/14 HCP bal perhaps with 6 without SGL and 5 -4 -2-2 12/21 HCP Continuations
 natural

3 = 6 with SGL 3 = RELAY]3 = SGL]3 = SGL
 3 = 5 -4 16/21 HCP with SGL]3 = RELAY]3 = SGL]3 =
 SGL
 3 = 5 -4 12/15 HCP with SGL]3nt = SGL]3nt = SGL
 3 = 5 -4 12/15 HCP with SGL]4 = SGL 19+ HCP
 3nt = 4-4-4-1 12/15 HCP

1] 2

1] 2
 2 = 5+ -4 17/21 HCP
 2nt = 18/20 HCP BAL
 3 = 5 -5 4/5 losers
 3 = *
 3 = 6 -5 3-4_ losers
 3 = 6 -5 3-4_ losers
 4nt = * Choose your longer minor
 5 = *
 2 = RELAY]2 = 4 or 4 4/7 HCP
]2nt = 6 -3 4/7 HCP
]3 = 4+ MAX but if with 5 is BAL
]3 = 4+ MIN but if with 5 is BAL
]3 = 4 SGL MAX
]3 = 4 SGL MAX

1] 2

1] 2
 2 = 5+ -4 17+ HCP or perhaps only values in
 2nt = 15+ HCP with at least 2 used perhaps with GI
 3 = 5+ -4 17+ HCP or perhaps only values in
 3 = 6+ 16/18 HCP not forcing
 3 = 3+ *
 3 = 6 -5 not forcing
 3nt = SO
 4 = SO

1] 2
 2nt] 3 = MAX without SGL with]3 = RELAY]3 = MAX without SGL
] 3 = MIN]3 = SO]3 = SGL
] 3 = Mano media without SGL]3nt = SGL
] 3 = 6 MAX with SGL

1] 2

1] 2
 2nt = 15+ HCP with at least 2 used perhaps as a GI
 3[] = 5+ -4+[] 17+ HCP or perhaps only values in []
 3 = 6+ 16/18 HCP not forcing
 3⊙ = 5+ -4⊙ 17+ HCP or perhaps only values in ⊙
 3 = 3+ ♠
 3nt = SO
 4⊙ = SO

1] 2
 2nt] 3[] = MAX without SGL with ⊙]3 = RELAY]3⊙ = SGL
] 3 = MIN]3 = SO]3 = MAX without SGL
] 3⊙ = MAX with SGL ⊙]3nt= SGL []
] 3 = Medium hand without SGL
 1] 2nt

1] 2nt
 3[] = SO
 3 = SO we play better in
 3⊙ = St? ⊙
 3 = St?
 4[] = ♠
 4⊙ = 6 -5⊙ 3/4 _ losers
 4 = 6 -5 3/4 _ losers
 4nt = Choose your longer minor
 5[] = ♠

1] 3[]

1] 3[]
 3 = SO
 3⊙ = St? ⊙ or advance Cue Bid with FIT in generally SGL
 3 = St? or advance Cue Bid with FIT in generally SGL
 3nt = Natural
 4[] = Cue Bid SI generally SGL
 5 = ♠
 4⊙ = 6 -5⊙ 3/4 _ losers
 4 = 6 -5 3/4 _ losers

INTERFERENCE OVER 1 OPENING

INTERFERENCE IN 2^a POSITION

CASE A : Opponent doubles

N	E	S	W
1] X] 1x = 4+x F1	System ON
] 1nt = 8/10 HCP BAL	
] 2[] = 5+[] Competitive	
] 2 + = Still following the system	

CASE B : Opponent overcalls 1/2 of a suit cheaply

N	E	S	W
1] 1/2x] X = 4+y where y=x+1	
] 1 = 8/10 HCP bal or bal GI+	
] 1nt = 5+[]	
] 2[] = 4+ Weak or GF+	
] 2 = 5+⊙	
] 2x = 5OM-5m (generally []) 8+ HCP	
] 2w = 6+w GF+	
] 2y = 6y 3/7 HCP	
] 2nt = 6+[] GI+	
] 3x-1 = 5+ SGL x GF+	
] 3[] = 6+ GI+	
] 3 = 6+⊙ GI+	
] 3⊙ = 6+ GI+	
] 3 = Wants you to play 3nt	
] 3nt = SO	

Exception :

N	E	S	W
1] 1] X = 4⊙ 8+ HCP or bal GF+	
] 1nt = 7/10 HCP Bal	
] 2[] = 4+ Competitive or GF+	
] 2 = 5+⊙	
] 2⊙ = 4+ GI	
] 2 = 5⊙-5[] GI+	
] 2nt = 6+[] GI+	
] 3[] = 6+ GI+	
] 3 = 6+⊙ GI+	

CASE C : Opponent bids 1nt Natural

N	E	S	W
1] 1nt] X = PD	
] 2x+ = Rubensohl ON	

CASE D : Opponent jumps to 2x showing a one-suited hand, any strength

N	E	S	W
1] 2x] X = TO	
] 2y+ = Rubensohl ON	

CASE E : Opponent bids 2x or 3x as GHESTEM

N	E	S	W
1] 2x] X = TO but if followed by X the next round now is penalty	
] Cuebid of their 1° suit = 4+ GI+	

] Cuebid of their 2° suit = 5+ in the other two suits GF+
] 2y = 5+y Competitive
] 2nt = Natural invitational
] 3 = 4+ Competitive
] 3y = 6y GI
] 3w = 6w Competitive
] Jump cue = (4)5+ SGL in the suit cue-bid
] 3nt = SO

N E S W
 1] 3x] X = TO
] Cue-bid of their 1° suit = 4+ GI+
] Cue-bid of their 2° suit = 5+ in the other two suits GF+
] 3y = 6y Competitive

CASE F : Opponents preempts 3x

N E S W
 1] 3x] X = TO
] 3y = 5+y F1
] 3nt = SO
] 4 = 5+ Competitive
] 4x = 5w-5z in the remaining suits GF+
] 4y = 6+y weaker than 3y

INTERFERENCE IN 4th POSITION

CASE A : Opponent doubles

N E S W
 1] P] 1x] X
 XX = 3 cards in x or 16+ HCP hand
 1nt = 18/20 HCP bal (can have 3 cards in x) System ON
 2[]+ = System ON

CASE B : Opponent bids 1/2y

N E S W
 1] P] 1x] 1/2y
 X = 3 cards in x or 16+ HCP
 1nt = 18/20 HCP bal (can have 3 cards in x) System ON
 2[]+ = System ON
 2nt = Good-Bad

CASE C : Opponent bids 1nt natural or conventional

N E S W
 1] P] 1x] 1nt

CASE D : Opponent jumps to 2y

N E S W
 1] P] 1x] 2y
 X = Strong hand
 2nt = Good-Bad
 3[]+ = System ON
 3y = 4+ -4x 16+ HCP or 6+ with 8 tricks St? y

3nt = SO probably 6+ solid and St in y

1♣ OPENING

1♣]	1	= 4+ 5+ HCP
]	1nt	= 5/12 HCP with maximum 2♣
]	2	= a) RELAY GF generally with 4+ b) 6+ 9/11 HCP
]	2	= a) 5+ GF b) 3/4 3/7 HCP
]	2♣	= 3/4 8/10 HCP if with 4♣ then MAX and 4♣-3-3-3
]	2	= 6+ GF
]	2nt	= 4+ GF+
]	3	= 3+ GI
]	3	= 4+ 6/9 UNBAL
]	3♣	= 4♣ 0/5 HCP *
]	3	= 4+ 10/13 HCP UNBAL
]	3nt	= 4+ GF+ void
]	4	= 4+ GF+ void
]	4	= 4+ GF+ void
]	4♣	= 5♣ 0/5 HCP *

1♣] 1

1♣]	1	
1nt	=	5♣-3-3-2	12/14 HCP or 5♣-4/ with stop in 4° suit
2	=	a) Natural 5♣-3+	11/21 HCP
		b) All hands with 17+ HCP	
2	=	5+♣-3+	11/16 HCP

2 \heartsuit	= 6+ \heartsuit 11/14 HCP
2	= 5 \heartsuit -4 11/14 HCP
2nt	= 6+ \heartsuit -4 any; hands with 4/5 losers See 1 \heartsuit]1nt]2nt
3 \spadesuit	= 5+ \heartsuit -5+ \spadesuit 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 _ losers
3	= 5+ \heartsuit -5+ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 _ losers
3 \heartsuit	= 6+ \heartsuit 14/16 HCP
3	= 5 \heartsuit -4 14/16 HCP UNBAL
4 \spadesuit	= 6 \heartsuit -4 SGL \spadesuit 13/16 HCP
4	= 6 \heartsuit -4 SGL 13/16 HCP

1 \heartsuit] 1
1nt] 2 \spadesuit = CHKBCK1
] 2 = CHKBCK2
] 2 \heartsuit = SO
] 2 = 5+ 4/9 HCP
] 2nt = 2ntT
] 3 \spadesuit = 4 -5+ \spadesuit 9/11 HCP GI
] 3 = 4 -5+ 9/11 HCP GI
] 3 \heartsuit = 5+ -3+ \heartsuit GF
] 3 = 6+ with good but not great, GF
] 3nt = SO

1 \heartsuit] 1
2 \spadesuit] 2 = (7)8+ HCP if partner shows a reverse then we are GF
] 2 \heartsuit = 2/3 \heartsuit SO
] 2 = 5/6 short \heartsuit SO
] 2nt = 5+ SO corto a \heartsuit
] 3 \spadesuit = 5+ \spadesuit SO corto a \heartsuit
] 3 = 5 -5 8/10 HCP
] 3 \heartsuit = 4+ -3 \heartsuit 9/11 HCP
] 3 = 6 9/11 HCP

1 \heartsuit] 1
2 \spadesuit] 2
2 \heartsuit	= 5+ \heartsuit -3+ \spadesuit 11/16 HCP See developments
2	= 5+ \heartsuit -3+ 17+ HCP]2nt = RELAY
2nt	= 5 \heartsuit -3-3-2 16/17 HCP bal See developments
HCP	
3 \spadesuit	= 5+ \heartsuit -4+ \spadesuit 17+ HCP without 3
3	= 5+ \heartsuit -4+ 17+ HCP without 3
3 \heartsuit	= 6+ \heartsuit 17+ HCP without 3
BAL	
3nt	= 5 \heartsuit -3-3-2 18/20 HCP BAL

]3 \spadesuit	= 5 \heartsuit -4 \spadesuit -3 -1 17+ HCP
]3	= 5 \heartsuit -4 -3 -1 \spadesuit 17+
]3 \heartsuit	= 6 \heartsuit -3 17+ HCP
]3	= 5 \heartsuit -4 -2-2 17+ HCP
]3nt	= 5 \heartsuit -3 -3-2 17/20 HCP
]4 \spadesuit	= 5 \heartsuit -4 SGL \spadesuit SI
]4	= 5 \heartsuit -4 SGL SI

1 \heartsuit] 1
2 \spadesuit] 2

2[⊙]] 2 = 4+ RELAY GF]2nt= 5[⊙]-3-3-2
] 2nt = Natural GI]3[□] = 5-4
] 3[□] = SO]3 = 6-4
] 3 = GF St?]3[⊙] = 5-5 SGL
] 3[⊙] =]3 = 5[⊙]-3
] 3 = 6 GF]3nt=

1[⊙]] 1
 2[□]] 2
 2nt] 3[□] = RELAY]3 = St
] 3 = 4 -5+ 7/10 HCP GF]3[⊙] = St [□]
] 3[⊙] = 4 -5+[□] 7/10 HCP GF]3 = 3[□]
] 3 = 6+ GF]3nt= St [□] and

1[⊙]] 1
 2] 2[⊙] = SO
] 2 = 5+ SO
] 2nt = GI
] 3[□] = RELAY GF]3 = Bid with no club stop or 5]3[⊙] = RELAY]3 = NSt
[□]] 3 = GI]3[⊙] = 6[⊙]-4]3 = 6]3nt= 5
] 3[⊙] = GI]3 = 3
] 3 = 6 GI]3nt= St [□]
] 4m = 3+[⊙] SGL m SI

1[⊙]] 1
 2[⊙]] 2 = 5+ GI+
] 2nt = 4 GI
] 3[□] = GF perhaps without a 4° suit
] 3 = GF perhaps without a 4° suit
] 3[⊙] = GI
] 3 = 6+ GI
] 4m = 3+[⊙] SGL m SI

1[⊙]] 1
 2] 2nt = RELAY]3[□] = 5[⊙]-4 -2-2
] 3[□] = Trial Bid]3 = 5[⊙]-4 SGL
] 3 = Trial Bid]3[⊙] = 5[⊙]-4 SGL [□]
] 3 = 4+ 9/11 HCP

1[⊙]] 1
 2nt] 3[□] = RELAY GF]3 = 6[⊙]-4
] 3 = 5+ -4 SO]3[⊙] = 6[⊙]-4
] 3[⊙] = SO]3 = 6[⊙]-4[□]
] 3 = 6+ SO

1[⊙]] 1nt

1[⊙]] 1nt
 2[□] = a) 5[⊙]-3+[□] 11/16 HCP

b) 5+♣ 17+ HCP any distribution
 2 = 5+♣-4+ 11/16 HCP
 2♣ = 6+♣ 11/14 HCP
 2 = 5♣-4+ 17/20 HCP
 2nt = 6+♣-4 any hand with 4/5 losers but not more than (19)20 HCP
 3♣ = 5♣-5+♣ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 _ losers
 3 = 5♣-5+ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 _ losers
 3♣ = 6+♣ 14/16 HCP
 3 = 6♣-5 4/5 losers not so many points
 4♣ = 6♣-5♣ 11/14 HCP
 4 = 6♣-5 11/14 HCP
 4♣ = 7+♣ too strong for a preempt, generally 5 losers

1♣] 1nt
 2♣] 2 = (7)8+ HCP if partner has a reverse then we are GF
] 2♣ = 2♣ SO
] 2 = At least 5-4 minors SO short ♣
] 2nt = 5+ SO short ♣
] 3♣ = 5+♣ SO can have 2♣
] 3 = 6 8/10 HCP
] 3♣ = 5+♣ 8/10 HCP SGL ♣
] 3 = 5+♣ 8/10 HCP SGL

1♣] 1nt
 2♣] 2
 2♣ = 5+♣-3+♣ 11/16 HCP]2 = 4+♣ 9/11 HCP
 2 = 5♣-5♣/ 17+ HCP]2nt = 9/11 HCP BAL
 2nt = 5♣-3-3-2 16/17 HCP BAL]3♣ = 5♣ 7/8 HCP
 3♣ = 5+♣-4♣ 17+ HCP]3 = 6 7/8 HCP
 3 = 5+♣-4 17+ HCP
 3♣ = 6+♣ 17+ HCP
 3nt = 5♣-3-3-2 18/20 HCP BAL

1♣] 1nt
 2♣] 2
 2] 2nt = RELAY]3♣ = 5+♣-5+♣ 17+ HCP
]3 = 5+♣-5+ 17+ HCP

1♣] 1nt
 2] 2♣ = 2♣ SO
] 2 = 4+ 8/11 HCP
] 2nt = 9/11 HCP BAL
] 3♣ = 6+♣ 5/8 HCP short ♣
] 3 = 5+ 5/8 HCP
] 3 = 5+ 8/10 HCP SGL
] 3nt = 5+ 8/10 HCP SGL ♣

1♣] 1nt
 2♣] 2 = 5♣-5 SGL ♣
] 2nt = 10/11 HCP with 1/2♣
] 3♣ = 6+♣ 5/8 HCP SGL ♣
] 3 = 6+ 5/8 HCP SGL ♣
] 3♣ = 2♣ with an honor 9/11 HCP

1♣] 1nt
 2nt] 3♣ = RELAY GF]3 = 6♣-4
] 3 = 6+ SO]3♣ = 6♣-4
] 3♣ = SO]3 = 6♣-4♣

 1♣] 2♣

1♣] 2♣
 2 = 11/15 HCP without 4]3♣ = 3♣ with an honor, 5+♣ SI
 2♣ = 5+♣-4+ 11/21 HCP See developments
 2 = 5+♣-4+ 16/21 HCP see MIN
 2nt = 5+♣ 16/21 HCP see MIN
 3♣ = 5♣-4♣ 16/21 HCP]3 = Asking SGL almost always agrees ♣
]3♣ = Fixes♣ and asking for high trump honors
]3 = Fixes♣ and asking SGL
 3 = 6♣-4♣ 16/21 HCP]3♣ = Fixes♣ and asking for high trump honors
]3 = Fixes♣ and asking SGL
]4♣ = Fixes♣ SI
 3♣ = 5♣-5♣ SGL a 16/21 HCP
 3 = 5♣-5♣ SGL a 16/21 HCP
 3nt = 5♣-4♣-4 16/21 HCP

1♣] 2♣
 2] 2♣ = RELAY SI
] 2 = RELAY GF
] 2nt = 6+♣ GF+
] 3♣ = 6♣ 9/11 HCP
] 3 = 6♣-4 not SI

1♣] 2♣
 2] 2♣
 2 = 5+♣-4+ 11/15 HCP]2nt= GAR
 2nt = 5+♣ 11/15 HCP]3♣ = RELAY fixes ♣]3 = 6+♣ with SGL]3♣ = Asking SGL
]3 = 5+♣ SI]3♣ = 6+♣ without SGL
]3♣ = Fixes ♣]3 = 5♣ SI
 3♣ = 5♣-4♣ 11/15 HCP GAR]3nt = 5♣ SI
 3 = 6♣-4♣ 11/15 HCP GAR
 3♣ = 5♣-5♣ 11/15 HCP SGL with
 3 = 5♣-5♣ 11/15 HCP SGL with
 3nt = 5♣-4♣-4 11/15 HCP

1♣] 2♣
 2♣] 2 = RELAY nearly a certain FIT in ♣ See developments
] 2nt = RELAY fixes
] 3♣ = 6+♣ 9/11 HCP
] 3 = 6+♣ GF+

1♣] 2♣
 2♣] 2
 2nt= 6♣-5 or 5-4-4]3♣ = RELAY]3 = 5-4-4 MIN]3♣ = RELAY see
 MAX

$3\blacksquare = 5-4$
 $3 = 6-4$
 $3\odot = 5-4$ SGL 16+ HCP
 ...

$]3\odot = 6\odot-5$
 $]3 = 5-4-4$ VOID
 $]3nt = 5-4-4$ VOID \blacksquare

1 \odot] 2

1 \odot] 2
 2 \odot = 11/14 HCP possibly perhaps 4
 2 = 5+ \odot -4+ 16/21 HCP
 2nt = 5 \odot 16/21 HCP
 3 \blacksquare = 5+ \odot -4+ \blacksquare 16/21 HCP
 3 = 5+ \odot -4+ 16/21 HCP
 3 \odot = 6+ \odot 16/21 HCP
 3 = 6 \odot -5 4/5 losers

1 \odot] 2
 2 \odot] 2 = 5+ -4 GF
 2nt = RELAY GAR
 3 \blacksquare = 5+ \odot St? \blacksquare
 3 = 5+ \odot -3+ 11/15 HCP
 3 \odot = 6+ \odot very \odot 11/15 HCP

1 \odot] 2
 2 \odot] 2nt = 5+ GF+ Continuations natural
] 3 \blacksquare = 5+ -4+ \blacksquare GF
] 3 = 6+ 9/11 HCP
] 3 \odot = 3 \odot with an honor with 5+ \odot SI

1 \odot] 2
 2] 2nt = GAR
] 3 \blacksquare = 4 $^\circ$ suit (5 12+ HCP)
] 3 = 6+ GF
] 3 \odot = SO
] 3 = 5+ -4 GF
] 4 \blacksquare = Cue Bid with FIT \odot
] 4 = Cue Bid with FIT \odot
] 4 \odot = SO

1 \odot] 2
 2nt] 3 \blacksquare = 5+ -(3)4+ \blacksquare GF or some values in \blacksquare
] 3 = 5+ GF
] 3 \odot = SO
] 3 = 6 -5 GF
] 3nt = 5 -3-3-2 \odot MIN

] 4 \square = 6 -5 \square GF
] 4 \circ = SO

1 \circ] 2 \circ
 2 = Asking in in which suit responder would accept a GI in opener's suit
 2nt = SGL
 3 \square = SGL \square
 3 = SGL
 3 \circ = Asking for good trumps for game
 3 = 6 \circ -5 SI
 3nt = choice of games
 4 \square = 5+ \circ -5+ \square SI
 4 = 5+ \circ -5+ SI

1 \circ] 2 \circ
 2] 2nt = Accepting if it is
] 3 \square = Accepting if it is \square but not if it is
] 3 = Accepting if it is but not if it is or \square
] 3 \circ = no game ever
] 3nt = choice of games

1 \circ] 2nt

1 \circ] 2nt
 3 \square = Extras]3 = RELAY SI]3 \circ = no SGL]3 = I don't have a SGL either
]3 = SGL]3nt= SGL
]3nt= SGL]4 \square = SGL
]4 \square = SGL \square]4 = SGL \square
]3 \circ = GF limited]3 = RELAY asking SGL]3nt = No SGL
]3 = 5+ GF+]4 \square = SGL
]3nt= 5+ GF+]4 = SGL
]4 \square = 5+ \square GF+]4 \circ = SGL \square
 3 = MIN]3 \circ = RELAY SI]3 = No SGL
]3 = 5+ \circ GF+]3nt= SGL
]3nt= 5+ GF+]4 \square = SGL
]4 \square = 5+ \square GF+]4 = SGL \square
 3 \circ = 4+ \square normally 6-4 or 5-5
 3 = 4+ normally 6-4 or 5-5
 3nt = 4+ normally 6-4 or 5-5
 4x = VOID in x

1 \circ] 3 \square

1 \circ] 3 \square
 3 = Asking MAX or 4 \circ
 3 \circ = SO
 3 = SGL SI
 3nt = SI bal
 4m = SGL m SI

1[⊙]] 3

1 [⊙]] 3	
3 [⊙] = SO	
3 = RELAY asking SGL	Normal method of steps

1[⊙]] 3

1 [⊙]] 3	
3nt = RELAY for SGL	Normal method high-mid-low
4 [□] = SGL [□] SI essentially asking if it is a good SGL	
4 = SGL SI essentially asking if it is a good SGL	
4 [⊙] = SO	

INTERFERENCE OVER 1[⊙] OPENING

INTERFERENCE IN 2nd POSITION

CASE A : Opponent doubles

N	E	S	W
1 [⊙]]	X]	XX = 10+ HCP bal forcing to at least 2nt	
]	1 = 4+ F1	
]	1nt = 5+ [□]	
]	2 [□] = 5+	
]	2 = 3/4 [⊙] 8/10 HCP	
]	2 [⊙] = 3 [⊙] 3/7 HCP	
]	2 = 6+ GF+	
]	2nt = 4+ [⊙] GF+	
]	3 [□] = 3+ [⊙] GI	
]	3 = 4+ [⊙] 6/9 HCP UNBAL	
]	3 [⊙] = 4 [⊙] 0/4 HCP ♠*	
]	3 = 4+ [⊙] 10/13 HCP UNBAL	
]	3nt = good raise to 4 [⊙] UNBAL	

CASE B : Opponent bids 2x

N	E	S	W
1 [⊙]]	2x]	X = TO or 5+ GF+	

-] 2y = 5+y passable
-] 2nt = 5+ [] 9+ HCP GI+
-] 3 [] = 5+ 9+ HCP GI+
-] 3 = 4+ [] GI+
-] 3x-1 = 3 [] GI+
-] 3 [] = []*
-] 3 = 6+ GI
-] 3nt = 2 natural stops, almost always a SGL []

CASE C : Opponent bids 3 []+

- | | | | |
|-------|-----|---------|--|
| N | E | S | W |
| 1 [] | 3m+ |] 3x | = 5+x GF+ |
| | |] 4 [] | = 3+ [] GF+ without cue bid in their suit |
| | |] 4 | = 3+ [] GF+ with a control in their suit |

CASE D : Opponent bids 1

- | | | | |
|-------|---|---------|--|
| N | E | S | W |
| 1 [] | 1 |] X | = 8+ HCP perhaps having a 7/10 HCP hand which would have replied 1NT |
| | |] 1nt | = 5+ [] |
| | |] 2 [] | = 5+ |
| | |] 2 | = 3 [] 8/10 HCP |
| | |] 2 [] | = 3/4 [] 3/7 HCP |
| | |] 2 | = 5 [] -5 GI+ |
| | |] 2nt+ | = As without interference |

INTERFERENCE IN 4th POSITION

CASE A : Opponent bids 2x over 1

- | | | | |
|-------|---|-----|------------------------|
| N | E | S | W |
| 1 [] | P |] 1 |] 2x |
| X | | | = 3 cards in or 16+HCP |
| 2nt | | | = Good-Bad |
| 3x | | | = 5+ [] -4 GF+ |
| 3w+ | | | = System ON |

CASE B: Opponent bids 2x over 1nt

- | | | | |
|-------|---|-------|-------------------------|
| N | E | S | O |
| 1 [] | P |] 1nt |] 2x |
| X | | | = Strong generally BAL |
| 2x+1 | | | = System ON |
| 2nt | | | = Good-Bad |
| 3x | | | = 6+ [] 8 tricks St? x |

- | | | | |
|-------|-----|-------|--|
| N | E | S | W |
| 1 [] | P |] 1nt |] 2x |
| P |] P |] X | = PD if can have the suit (if x = [] / X= PD ; if x= X= TO) |

CASE C : Opponent doubles

- | | | | |
|--------|---|-----|---------------------------|
| N | E | S | W |
| 1 [] | P |] 1 |] X |
| XX | | | = 3 cards with or 16+ HCP |
| 1nt | | | = 16/18 HCP BAL |
| 2 []+ | | | = System ON |

CASE D : Opponent preempts 3+x

N E S W

1[⊙]] P] 1 /1nt] 3x

X = Strong, generally a misfit

CASE E : Opponent bids 3x over our FIT

N E S W

1[⊙]] P] 2nt] 3x

P = Nothing to say, or trap-pass

X = SGL x

3[⊙] = Ultra MIN

3nt = 6[⊙] GF+

4x = SGL x SI

4[⊙] = Not too strong, average, no desire to penalize

1]	1nt = 5/12 HCP
]	2[] = a) 3+[] GF+
		b) 6+[] 9/11 HCP
]	2 = a) 5+⊙ 10+ HCP
		b) 6+⊙ 8/10 HCP
]	2⊙ = a) 5+ GF+
		b) 3/4 3/7 HCP
		c) 6+ 9/11 HCP
]	2 = 3/4 8/10 HCP no SGL
]	2nt = 4+ GF
]	3[] = 3+ GI
]	3 = 4+ 6/9 HCP UNBAL
]	3⊙ = 4+ 10/13 HCP UNBAL with RELAY
]	3 = 4 0/5 HCP ♠*
]	3nt = 4+ GF+ VOID ⊙
]	4[] = 4+ GF+ VOID []
]	4 = 4+ GF+ VOID
]	4⊙ = Good raise to 4 with defensive values in ⊙
]	4 = 5 0/5 HCP ♠*

1] 1nt

1]	1nt
2[]	=	a) 5+ -3+[] 11/21 HCP
		b) 5+ 17+ HCP
2	=	5+ -3+ 11/16 HCP
2⊙	=	5+ -4+⊙ 11/14 HCP
2	=	6+ 11/14 HCP
2nt	=	6+ -4 some hand with 4/5 losers, but not more than (19)20 HCP See developments
3[]	=	5 -5+[] 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 _ losers
3	=	5 -5+ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 _ losers
3⊙	=	5 -5+⊙ 13/15 HCP if very UNBAL perhaps less points, nevertheless always 5-5 _ losers
3	=	6+ 14/16 HCP
4[]	=	6 -5[] 11/14 HCP
4	=	6 -5 11/14 HCP
4⊙	=	6 -5⊙ 11/14 HCP
4	=	7+ to strong for a preempt, generally 5 losers

1]	1nt	
2[]]	2 = (7)8+ HCP]2⊙ = 5 -4+[] 15/16 HCP
]	2⊙ = 5⊙ 5/9 HCP]2 = 5 -3+[] 11/14 HCP
]	2 = 2 SO]2nt = 5 -3-3-2 16/17 HCP BIL
]	2nt = 5+ SO SGL possibly 4[]]3[] = 5+ -4+[] 17+ HCP]3 = GAR
]	3[] = 5+[] SO possibly 4]3 = 5+ -4+ 17+ HCP
]	3 = 6 8/10 HCP]3⊙ = 5+ -4+⊙ 17+ HCP
]	3⊙ = 5+[] 8/10 HCP SGL ⊙]3 = 6+ 17+ HCP
]	3 = 5+[] 8/10 HCP SGL]3nt = 5 -3-3-2 18/20 HCP

1] 1nt
 2□] 2
 2⊙] 2 = SO
] 2nt = GI

1] 1nt
 2] 2⊙ = 5⊙ 5/9 HCP
] 2 = 2 SO
] 2nt = 10/11 HCP BAL
] 3□ = 6+□ 4/7 HCP SO almost definitely a SGL
] 3 = 4+ 9/11 HCP
] 3⊙ = 5+ 9/11 HCP SGL ⊙
] 3 = 5+ 9/11 HCP SGL
] 3nt = 5+ 9/11 HCP SGL □

1] 1nt
 2⊙] 2 = 2 SO
] 2nt = 9/11 HCP bal
] 3□ = 6+□ 4/7 HCP SO almost definitely SGL
] 3 = 6+ 4/7 HCP SO almost for sure a SGL
] 3⊙ = 4+⊙ 8/10 HCP
] 4⊙ = Was too weak for direct response 2⊙

1] 1nt
 2nt] 3□ = RELAY GF]3 = 6 -4⊙
] 3 = 6+ SO]3⊙ = 6 -4
] 3 = SO]3 = 6 -4□

1] 2□

1] 2□
 2 = 11/15 HCP without 4⊙]3 = 3 with an honor with 5+□ ☺ SI
 2⊙ = 5+ -4+⊙ 11/21 HCP
 2 = 5+ -4+ 16/21 HCP]See MIN
 2nt = 5+ 16/21 HCP]See MIN
 3□ = 5 -4□ 16/21 HCP
 3 = 6 -4□ 16/21 HCP
 3⊙ = 5 -5□ 16/21 HCP SGL ⊙
 3 = 5 -5□ 16/21 HCP SGL
 3nt = 5 -4 -4□ 16/21 HCP

1] 2□
 2] 2⊙ = RELAY SI
] 2 = RELAY GF but not SI
] 2nt = 6+□ GF+
] 3□ = 6+□ 9/11 HCP
] 3 = 6□ -4 not SI

1] 2□

2] 2[⊙]
 2 = 5+ -4+ 11/15 HCP]2nt= RELAY GAR
]3[□] = 6+[□] SI
 2nt = 5+ 11/15 HCP]3[□] = RELAY]3 = 6+ with SGL]3[⊙] = Asking
 3[□] = 5 -4[□] 11/14 HCP GAR]3[⊙] = 6+ without SGL
 3 = 6 -4[□] 11/14 HCP GAR]3 = 5 -3-3-2 with 😊
 3[⊙] = 5 -5[□] 11/14 HCP SGL ⊙]3nt= 5 -3-3-2 with ☹️
 3 = 5 -5[□] 11/14 HCP SGL
 3nt = 5 -4[□]-4 11/15 HCP

1] 2[□]
 2[⊙]] 2 = RELAY GAR
] 2nt = RELAY fixes[⊙] GAR
] 3[□] = 6+[□] 9/11 HCP
] 3 = 6[□]-4

1] 2

1] 2
 2[⊙] = 10/13 HCP with 2/4[⊙] not seeing game if has a MIN
 2 = 5+ MIN and short ⊙
 2nt = GF (all the other hands with reverse) 15+ HCP 2+[⊙]
 3[□] = 5+ -4+[□] 16/21 HCP without 2[⊙]
 3 = 5+ -4+ 16/21 HCP without 2[⊙]
 3[⊙] = 3/4[⊙] 13/15 HCP if 4[⊙] then 5-4-2-2
 3 = 6+ 16/20 HCP without 2[⊙] GF+
 3nt = 5 -4+[⊙] 11/13 HCP SGL
 4[□] = 5 -4+[⊙] 11/13 HCP SGL □
 4 = 5 -5[⊙] 11/14 HCP SGL
 4[⊙] = 5 -5[⊙] 11/14 HCP SGL □

1] 2
 2[⊙]] 2 = 5+[⊙]-4[□] GF+ or 5+[⊙]-3 SI
] 2nt = 5[⊙] GI
] 3[□] = 5+[⊙]-4 GF+
] 3 = 6+[⊙] GI or SI generally BAL
] 3[⊙] = 5[⊙]-5[□] GF+
] 3 = 5[⊙]-5 GF+
] 3nt = Natural SO 5[⊙]-3-3-2 13/15 HCP
] 4m = 6+[⊙] SGL m SI
] 4[⊙] = 6+[⊙] SO
] 4 = SO

1] 2
 2] 2nt = 5+[⊙] GI
] 3[□] = 5[⊙]-4+[□] GF+ or values and 16+ HCP
] 3 = 5[⊙]-4+ GF+
] 3[⊙] = 6+[⊙] GF
] 3 = 5+[⊙]-3 GF+
] 3nt = Natural

1] 2
 2nt] 3[□] = 5[⊙] UNBAL 10+ HCP or 5[⊙]-3-3-2 14+ HCP
] 3 = 6[⊙] 5/7 HCP or 12+ HCP

] 3 \heartsuit = 6 \heartsuit 8/11 HCP bal or SGL
] 3 = 5+ \heartsuit -3 SI
] 3nt = 5 \heartsuit -3-3-2 10/14 HCP
] 4 \spadesuit = 6+ \heartsuit 8/11 HCP SGL \spadesuit
] 4 = 6+ \heartsuit 8/11 HCP SGL

1] 2
 2nt] 3 \spadesuit
 3 = RELAY]3 \heartsuit = 5 \heartsuit -4
 3 \heartsuit = 5+ -3+ \heartsuit GF]3 = 5 \heartsuit -4 \spadesuit
 3 = 6+ 17/21 HCP]3nt = 5 \heartsuit -3-3-2 14/16 HCP
 4m = 5+ -4+ \heartsuit 15+ HCP SGL m]4m = 5 \heartsuit -5m

1] 2
 3 \spadesuit] 3 = 5+ \heartsuit 8+ HCP GF+
] 3 \heartsuit = 6+ \heartsuit GF
] 3 = 5+ \heartsuit -3 GF
] 3nt = 5+ \heartsuit 10/14 HCP St
] 4 \spadesuit = 5+ \heartsuit -4+ \spadesuit GF+

1] 2
 3] 3 \heartsuit = SO
] 3 = 5+ \heartsuit -3 GF
] 3nt = 5+ \heartsuit 10/14 HCP
] 4 \spadesuit = 5+ \heartsuit natural or 4 $^\circ$ suit
] 4 = 5+ \heartsuit -4+ GF+

1] 2
 3 \heartsuit] 3 = 5+ \heartsuit two top honors SI
] 3nt = Cue Bid without 2 top honors
] 4 \spadesuit = Fixes \heartsuit and Cue Bid a \spadesuit
] 4 = Natural with 5+ or fixes \heartsuit and Cue Bid

1] 2
 3] 3nt = Natural
] 4 \spadesuit = Cue Bid with FIT
] 4 = Cue Bid with FIT

1] 2 \heartsuit

1] 2 \heartsuit
2 = 11/16 any distribution
2nt = 5+ 17/20 HCP
3 \spadesuit = 5+ -4+ \spadesuit 16/21 HCP
3 = 5+ -4+ 16/21 HCP
3 \heartsuit = 5+ -4+ \heartsuit 16/21 HCP
3 = 6+ 16/19 HCP
3nt = 5 -3-3 \heartsuit -2 (18)19/20 HCP

1] 2⊙
 2] 2nt = 5+ GF+
] 3□ = 5+ -4+⊙ GF
] 3 = 6+ 9/11 HCP
] 3⊙ = 5 -5□ GF
] 3 = 3 -5+ SI
] 3nt = 5 -3-3-2 not SI
] 4□ = 6 -5□
] 4⊙ = 6 -5⊙

1] 2⊙
 2nt] 3□ = 5+ -4+□ GF
] 3 = 5+ GF
] 3⊙ = 5+ -4⊙ GF
] 3 = SO
] 3nt = SO 5 -3-3-2
] 4□ = 6 -5□
] 4⊙ = 6 -5⊙
] 4 = SO

1] 2⊙
 3□] 3 = 5+ SI
] 3⊙ = 4° Suit GF
] 3 = SO
] 3nt = Natural
] 4□ = 5+ -4+□ SI
] 4 = Fixes and Cue Bid

1] 2⊙
 3] 3⊙ = Values in ⊙ with 5+
] 3 = SO
] 4□ = Fixes and Cue bid □
] 4 = 5+⊙-4+ SI

1] 2

1] 2
 2nt = Asking in which suit responder would accept an invitation to game
 3□ = SGL □
 3 = SGL
 3⊙ = SGL ⊙
 3 = Asking for good trumps for game

1] 2
 2nt] 3□ = Accepting if you have □
] 3 = Accepting if you have but not if you have □
] 3⊙ = Accepting if you have ⊙ but not if you have □ or
] 3 = no game
] 3nt = Choice of games

1] 2nt

1] 2nt	3☐ = Extras]3 = RELAY SI]3☉ = no SGL]3 = no SGL either
]3 = SGL ☉]3nt= SGL ☉
]3nt= SGL]4☐ = SGL
]4☐ = SGL ☐]4 = SGL ☐
]3☉ = GF limited]3 = RELAY asking SGL]3nt = No SGL
]3 = 5+☉ GF+]4☐ = SGL ☉
]3nt= 5+ GF+]4 = SGL
]4☐ = 5+☐ GF+]4☉ = SGL ☐
3 = MIN]3☉ = RELAY SI]3 = No SGL	
]3 = 5+☉ GF+]3nt= SGL ☉	
]3nt= 5+ GF+]4☐ = SGL	
]4☐ = 5+☐ GF+]4 = SGL ☐	
3☉ = 4+☐ normalmente 6-4 or 5-5				
3 = 4+ normalmente 6-4 or 5-5				
3nt = 4+☉ normalmente 6-4 or 5-5				
4x = VOID in x				

1] 3☐

1] 3☐
3 = Asking MAX or 4
3☉ = SGL ☉ SI
3 = SO
3nt = SI BAL
4m = SGL m SI

1] 3

1] 3	
3 = SO	
3☉ = RELAY asking SGL	Normal method of steps

1] 3☉

1] 3☉	
3 = RELAY for SGL	Normal method hi/mid/low
3nt =	
4☐ = SGL ☐ SI basically asking if the SGL is good	
4 = SGL SI basically asking if the SGL is good	
4☉ = SGL ☉ SI basically asking if the SGL is good	
4 = SO	

INTERFERENCE OVER 1 OPENING

INTERFERENCE IN 2^a POSITION

CASE A : Opponent doubles

N	E	S	W
1] X] XX = 10+ HCP bal forcing to at least 2nt	
] 1nt = 5+□	
] 2□ = 5+	
] 2 = 5+⊙	
] 2⊙ = 3/4 8/10 HCP	
] 2 = 3/4 3/7 HCP	
] 2nt = 4+ GF	
] 3□ = 3+ GI	
] 3 = 4+ 6/9 HCP UNBAL	
] 3⊙ = 4+ 10/13 HCP UNBAL	
] 3 = 4 0/4 HCP ♠*	
] 3nt = Good raise to 4	

CASE B : Opponent bids 2x

N	E	S	W
1] 2x] 2y = 5+y passable	
] 2nt = 5+□ 9+ HCP GI+	
] 3□ = 5+ 9+ HCP GI+	
] 3 = (5)6+⊙ GI+	
] 3x-1 = 3 GI+	
] 3⊙ = 4+ GI+	
] 3 = 4 ♠*	
] 3nt = To play	

CASE C : Opponent bids 3m+

N	E	S	W
1] 3m+] 3x = 5+x GF+	
] 4□ = 3+ GF+ without control in their suit	
] 4 = 3+ GF+ with a control in their suit	

INTERFERENCE IN 4^a POSITION

CASE A : L' avversario interferisce with 2/3x

N	E	S	W
1] P] 1nt]	2x
X			= Strong
2x+1			= System ON
2nt			= Good-Bad
3x			= 6+ 8 tricks St? x

N	E	S	W
1] P] 2□]	2x
X			= PD
2x+			= Natural

N E S W
 1] P] 2] 2/3x

P = Interrogative, similar to the response of 2[⊙] without interference

X = Shows exactly 3[⊙] or any reverse

3[⊙] = 5 - 4[⊙]

N E S W
 1] P] 2[⊙]] 2/3x

X = Strong

P = Normally 11/15 HCP

N E S W
 1] P] 2] 3x

X = GI generally BAL

N E S W
 1] P] 2nt] 3x

P = Interrogative forcing or waiting to pass a reopening double

X = SGL in x

3 = Ultra MIN

3nt = 6+ GF+

4x = SGL in x good hand SI

4 = To play, not too strong, but distributional

CASE B : Opponent preempts 3+x

N E S O
 1] P] 1nt] 3x

X = Strong, generally balanced

1NT OPENING

1nt	2	=	a) 4+ 4+ 0+ HCP b) 5+m-4M SGL OM 9+ HCP c) 5 GI d) 4M 8/9 HCP
	2	=	a) 5+ 0+ HCP b) TRI GF+ c) 5 / with 4-3 in the majors GF+ d) bal di 17+ HCP
	2	=	a) 5+ 0/7 or 9+ HCP b) 5+ -5+ 0+ HCP
	2	=	a) 6 / -3-2-2 7/8 HCP GI b) 8/9 HCP bal without 4 or 4
	2nt	=	a) 6+ 0+ HCP b) 6+ SGL GF
	3	=	6+ 0+ HCP
	3	=	14/16 HCP bal distributions including 4-3-3-3 4-4-3-2 5-3-3-2 5m-4m-2-2 5m-4M-2-2
	3	=	5-4 minors SGL GF+
	3	=	5-4 minors SGL GF+
	3nt	=	natural
	4	=	6+ GF not SI
	4	=	6+ GF not SI
	4	=	6+ GF I am playing it!
	4	=	6+ GF I am playing it!
	4nt	=	Quantitative 4-3-3-3 15/16 HCP

Delicate hands for the system are 6 / -4x SI where there are no specific responses to describe this, and therefore one should evaluate these hands case by case and select one of the following

6 / with a singleton in the other minor can be described with a false transfer to and showing the five-card suit with a singleton, thereby forcing

6 / with a singleton in a major can be described

a) 6 -4 or 6 -4 with direct responses 3 and 3

b) 6 / -4 / with a good 6-card suit and weak four-card suit transferring and showing a singleton

c) 6 / -4 / one begins with 2 and then one continues to show the five-card minor and singleton in a major

The hand without a good answer is a two-suiter 5 -5m 7/8 HCP with which one should go through 2 but not having a good continuation over a response of 2 by opener, should in fact bid 2nt and hope for the best !!

1nt] 2

REQUIREMENTS Used for all hands with at least 4 or 4 but with one of the following characteristics

- Balanced with 4 or 4 (8)9/14 HCP
- Two-suited 5+4 or 5+4 or 5+5+ at least GF
- Two-suited with 54 GI
- Two-suited 5+4/ with singleton in the other major
- Two-suited 5+4/ with singleton in the other major
- Balanced 5-3-3-2 or two-suited 5-4/ 8/9 HCP
- Weak hands with 4+4+

1nt] 2
2 = do not have 4 or 4
2 = 4 possibly 4
2 = 4

1nt] 2

2] 2 = 4+4+ Generally weak

] 2 = 5 8/9 HCP

] 2nt = 8/9 HCP perhaps UNBAL]3 = RELAY See developments

] 3 = 5/ SGL or]3 = RELAY See developments

] 3 = 5+5+ GI or SI

] 3 = 5+4 GF

] 3 = 5+4 GF

] 3nt = natural

] 4 = SGL 6-4 major SI

] 4 = SGL 6-4 major SI

] 4 = 7-4 -1-1 SI non forcing

] 4 = 7-4-1-1 SI non forcing

1nt] 2

2] 3

3] 3 = 5/ SGL]3nt = natural]4/ = 5+/ SI]4nt = no interest !

]4 = 6-4 SGL SI (attention !)

]4 = 6-4 SGL SI (attention !)

$]4\heartsuit = \text{if you have } 5\heartsuit \text{ we have found a FIT otherwise bid } 4$
 $]4 = \text{I have } 5\heartsuit \text{ what do you say}\heartsuit$
 $]4\clubsuit = \text{nothing wasted in } \clubsuit$
 $]3 = 5\heartsuit / \text{SGL}$ $]3nt = \text{natural}$ $]4\heartsuit / = 5+\heartsuit / \text{SI}$ $]4nt = \text{no interest !}$
 $]4\clubsuit = 6\heartsuit - 4\clubsuit \text{ SGL SI (attention!)}$
 $]4 = 6\heartsuit - 4\clubsuit \text{ SGL SI (attention!)}$
 $]4\heartsuit = \text{if you have } 5\heartsuit \text{ we have found the FIT otherwise bid } 4$
 $]4 = \text{I have } 5\heartsuit \text{ what do you say}\heartsuit$
 $]4 = \text{nothing wasted in}$

$1nt] 2\heartsuit$
 $2] 3\clubsuit$
 $3] 3nt = 5\heartsuit - 4\clubsuit - 2 - 2 \text{ 14+ HCP SI}$
 $] 4\heartsuit = 5\heartsuit - 4\clubsuit - 3 - 1\heartsuit \text{ SI}$
 $] 4 = 5\heartsuit - 4\clubsuit - 3\heartsuit - 1\heartsuit \text{ SI}$

$1nt] 2\heartsuit$
 $2] 2$
 $2nt = \text{MIN prefer to play } 2nt \text{ over } 2$
 $3\heartsuit = \text{MAX values in } \heartsuit$
 $3 = \text{MAX values in } \heartsuit \text{ but not values in } \heartsuit$
 $3 = 3 \text{ GI}$
 $3nt = \text{SO}$

$1nt] 2\heartsuit$
 $2\clubsuit] 2 = 5+\heartsuit \text{ 8/9 HCP}$ See $1nt]2\heartsuit]2]2$
 $] 2nt = 4\heartsuit \text{ 8/9 HCP}$
 $] 3\heartsuit = 5+\heartsuit \text{ with 4-1 in majors GF}$ $]3 = \text{RELAY}$ $]3\clubsuit = 5+\heartsuit - 4\clubsuit \text{ SGL SI}$
 $]3 = 5+\heartsuit - 4\clubsuit \text{ SGL } \clubsuit \text{ SI strength}$

in \clubsuit
 $] 3 = 5+\heartsuit \text{ with 4-1 in majors GF}$ $]3\clubsuit = \text{RELAY}$ $]3 = 5+\heartsuit - 4\clubsuit \text{ SGL } \clubsuit \text{ SI}$
 strength in \clubsuit
 $] 3\clubsuit = 4+\clubsuit \text{ 7/8 HCP BAL}$ $]3nt = 5+\heartsuit - 4\clubsuit \text{ SGL SI}$
 $] 3 = \text{at least } 5\heartsuit - 4\clubsuit \text{ SI}$ $]3nt = \text{Asking for short suit}$
 $] 3nt = 4\heartsuit \text{ to play or correct}$
 $] 4\heartsuit = \text{SGL } \heartsuit \text{ at least } 5\heartsuit - 4\clubsuit \text{ SI}$
 $] 4 = \text{SGL } \heartsuit \text{ at least } 5\heartsuit - 4\clubsuit \text{ SI}$
 $] 4\clubsuit = \text{to play}$
 $] 4 = 7\heartsuit - 4\clubsuit - 1 - 1 \text{ with exceptional SI}$
 $] 4nt = \text{BLACKWOOD with FIT in } \clubsuit$

$1nt] 2\heartsuit$
 $2] 2nt = 8/9 \text{ HCP with } 4\clubsuit$ See continuations
 $] 3\heartsuit = 5+\heartsuit \text{ with 4-1 in majors GF}$ $]3 = \text{RELAY}$ $]3\clubsuit = 5\heartsuit - 4\clubsuit - 3 - 1\heartsuit \text{ SI}$
 value in \heartsuit
 $] 3 = 5+\heartsuit \text{ with 4-1 in majors GF}$ $]3\clubsuit = \text{RELAY}$ $]3 = 5\heartsuit - 4\clubsuit - 3 - 1\heartsuit \text{ SI}$
 $]3 = 5\heartsuit - 4\clubsuit - 3\heartsuit - 1\heartsuit \text{ SI}$
 $1\clubsuit \text{ SI}$

]3nt= 5 -4-3-1 SI

F1

-] 3- = At least 5-4 SI
-] 3 = 4 7/8 HCP BAL
-] 3nt = to play, with 4-
-] 4 = SGL a at least 5 -4 SI
-] 4 = SGL a at least 5 -4 SI
-] 4- = 7-4 -1-1 with exceptional - SI
-] 3 = Worried about trumps? (preoccupano)
-]3nt = Asking for short suit

AIDE DE MEMOIRE The bids under 3nt show longer or and the side 4-card suit naturally the bids above 3nt show five-card and and the singleton suit naturally

- 1nt] 2
- 2] 2nt
- 3 = RELAY
-]3 = SGL m
-]3- = RELAY
-]3 = SGL
-]3- = SGL -
-]3nt = SGL
-]3nt = 4- no SGL

1nt] 2

REQUIREMENTS: one- or two-suited hands with 4+ or a series of specific hands that could even be short in .

- a) Two-suited with 5+-4+ / GF+
- b) One-suited with 6+ GF+
- c) One-suited with 5+
- d) One-suited with 6+ GI
- e) Any 4-4-1 GF+
- f) Balanced with 17+ HCP forcing to at least 6nt
- g) Two-suited with 5+ / with 4-3 majors and SGL m GF+

1nt] 2
 2- = 2/4- MIN
 2 = 4+ MAX

- 1nt] 2
- 2-] 2 = negates the -, TRANSFER to 2nt
- 2nt] 3 = 5-4-3-1 or 4 -4-4-1 GF see developments
-] 3 = 5 -4-3-1 or 4 -4-4 -1 GF see developments
-] 3- = 4 -4 -4-1- GF
-] 3 = 4-4 -4-1 GF
-] 3nt = SUPER CONFIDENTIAL See CONFIDENTIAL 1nt]3
-] 4 = 5 -4-3 -1 14+ HCP GF
-] 4 = 5-4-3 -1 14+ HCP GF

] 4[⊙] = 5 -4 -3[⊙]-1] 14+ HCP GF
] 4 = 5] -4 -3[⊙]-1 14+ HCP GF

1nt] 2

2[⊙]] 2

2nt] 3]

3 = RELAY] 3[⊙] = 5] -4[⊙]-3 -1

] 3 = 5] -4 -3[⊙]-1

] 3nt = 4 -4[⊙]-4] -1 not forcing

] 4] = 4 -4[⊙]-4] -1 SI

3[⊙] = RELAY with 4[⊙] but not 4] 3 = 5] -4 -3[⊙]-1

] 3nt = 4 -4[⊙]-4] -1

] 4] = 5] -4[⊙]-3 -1

3 = RELAY with 4 but not 4[⊙]] 3nt = 5] -4[⊙]-3 -1

] 4] = 5] -4 -3[⊙]-1

] 4 = 4 -4[⊙]-4] -1

1nt] 2

2[⊙]] 2

2nt] 3

3[⊙] = RELAY] 3 = 5 -4 -3[⊙]-1]

] 3nt = 5 -4[⊙]-3 -1]

] 4] = 4 -4[⊙]-4 -1]

3 3 = RELAY] 3nt = 5 -4[⊙]-3 -1]

] 4] = 5 -4 -3[⊙]-1]

] 4 = 4 -4[⊙]-4 -1]

1nt] 2

2[⊙]] 2nt = 5[⊙] GI] 3] = RELAY See developments

] 3] = 5+[⊙] UNBAL or 5[⊙]-3-3-2 16+ HCP] 3 = RELAY

] 3 = 6+[⊙] GI or SI] 3[⊙] = 3+[⊙]

] 3[⊙] = 5+[⊙]-5+] GF] 3 = (4)5+]

] 3 = 5+[⊙]-5+ GF] 3nt = Natural

] 3nt = 5[⊙] natural

] 4] = 6+[⊙] SGL] weak SI

] 4 = 6+[⊙] SGL weak SI

] 4[⊙] = 6+[⊙] weak SI without SGL probably with 7-card suit but not as strong as a raise to 4nt

] 4nt = 6[⊙]-3-2-2 quantitative

1nt] 2

2[⊙]] 2nt

3] 3 = 5[⊙] SGL

] 3[⊙] = 5[⊙] SGL

] 3 = 5[⊙] SGL]

] 3nt = 5[⊙]-3-3-2

1nt] 2

2[⊙]] 3]

3] 3[⊙] = SGL or worthless xx

] 3 = SGL]

] 3nt = SGL with limited values

] 4] = SGL SI or 5[⊙]-4] -2-2 SI

] 4 = 5[⊙]-4 -2-2 SI

1nt] 2 \heartsuit
 2] 2nt = Denies and shows two-suited minors
 3 \heartsuit = prefer \heartsuit]3 = 6 -5 \heartsuit F1
]3 \heartsuit = 5 \heartsuit -5 SGL \heartsuit F1
]3 = 5 \heartsuit -5 SGL F1
]3nt= 5-4 minors with concentrated honors there 8/9 HCP
]4 \heartsuit = 6 \heartsuit -5 -1-1 GI
]4 = 6 -5 \heartsuit -1-1 SI
]4 \heartsuit = RKCB for both minors (6 aces + Q of trumps)
]4 = RKCB a \heartsuit 5 aces + Q \heartsuit
]4nt= 5-4 minors quantitative
 3 = prefer]3 \heartsuit = 5 \heartsuit -5 SGL \heartsuit F1
]3 = 5 \heartsuit -5 SGL F1
]3nt= 5-4 minors with honors concentrated there 8/9 HCP
]4 \heartsuit = 6 \heartsuit -5 -1-1 F1
]4 = 6 -5 \heartsuit -1-1 GI
]4 \heartsuit = RKCB for both minors (6 aces + Q of trump)
]4 = RKCB 5 aces + Q
]4nt= 5-4 minors quantitative

1nt] 2 \heartsuit
 2] 3 \heartsuit = 5+ UNBAL GF+ or 5 -3-3-2 16+ HCP
] 3 = 6+ GI or SI
] 3 \heartsuit = 5+ -5 \heartsuit GF+
] 3 = 5+ -5 GF+
] 3nt = 5 -3-3-2 natural
] 4 \heartsuit = 6+ SGL \heartsuit weak SI
] 4 = 6+ SGL weak SI
] 4 \heartsuit = 6+ SGL \heartsuit weak SI
] 4 = 6+ weak SI without SGL probably with a seven-card suit but not as strong as 4nt
] 4nt = 6 -3-2-2 quantitative

1nt] 2 \heartsuit
 2nt] 3 \heartsuit = 5 \heartsuit -5 weak
] 3 = 5 \heartsuit -5 SGL \heartsuit GF+
] 3 \heartsuit = RETRANSFER
] 3 = 5 \heartsuit -5 SGL GF+
] 3nt = 5-4 minore 8/9 HCP
] 4 \heartsuit = 6 \heartsuit -5 -1-1 F1
] 4 = 6 -5 \heartsuit -1-1 NF

1nt] 2⊙
 3[]] 3 = 5[]-5 SGL ⊙
] 3⊙ = RETRANSFER
] 3 = 5[]-5 SGL
] 3nt = 5-4 minors 8/9 HCP
] 4[] = 6[]-5 -1-1 NF
] 4 = 6 -5[]-1-1 SI

1nt] 2⊙
 2] 3[]
 3 = RELAY]3⊙ = SGL ⊙ or weak ⊙
]3 = SGL []
]3nt= SGL
]4[] = 4[] SGL or 5 -4[]-2-2 SI
]4 = 5 -4 -2-2 SI
]4⊙ = 5 -0⊙-4[]-4 SI

3⊙ = 3+
 3 = good (4)5[]
 3nt = to play

1nt] 2⊙
 2] 3
 3⊙ = Accepts invite in]3 = SI without SGL
]3nt= SGL⊙ SI
]4m = SGL m SI
]4 = SO
 3 = MIN]3nt= SI without SGL
]4x = SGL x SI

3nt = Accepts the invite + major honor in and St in all the suits

1nt] 2⊙
 2] 3⊙
 3 = 3+ good cards for slam
 3nt = No FIT
 4[] = FIT [] good cards for slam
 4 /⊙ = Cue Bid with FIT []
 4 = 3+ not good cards for slam
 5[] = SO not good cards for slam

1nt] 2⊙
 2] 3
 3nt = No FIT
 4[] = 3+ Cue Bid good cards for slam
 4 = FIT good cards for slam
 4⊙ = 3+ cue bid good cards for slam
 4 = 3+ bad cards for slam
 5 = FIT bad cards for slam

1nt] 2

REQUIREMENTS

- a) One-suited with 6+ / GI
 b) Balanced without 4 or 4 GI

1nt]	2
2nt]	= MIN
3]	= MAX weak (at max Jx)
3]	= MAX weak decent
3]	= MAX weak and decent
3]	= MAX weak decent , and
3nt]	= MAX distributed honors

1nt]	2
2nt]	3 = 6-3-2-2 7/8 HCP
]	3 = 6-3-2-2 7/8 HCP
]	3nt = to play

Over the responses of 3 of a suit one passes or jumps to game with the one-suited invitationals, one bids 3nt with the invite hands without a major and good stop in the suit, whereas without a stop (one is in deep merda!) one bids 3x or 4x and hopes for the best

1nt] 2nt

REQUIREMENTS

- a) One-suited with 6+ with a SGL (looking for the better game, or SI)
 b) One-suited with 6+ with SGL (looking for the best game, or SI)
 c) One-suited with 6+ 0/6 HCP
 d) One suited with 6+ UNBAL SI

1nt]	2nt
3]	3 = a) 6+ SGL]3 = RELAY]3 = 6 SGL
]	b) 6+ SGL]3nt= 6 SGL
]	3 = 6+ SGL]4 = 6 SGL SI
]	3 = 6+ SGL]4 = 6 SGL SI
]	3nt = 6+ weak SI, opener must have good fit and good controls
]	4 = 7+ -2-2-2 SI
]	4 = 6-5 not SI opener cue-bids with useful cards, or places the final contract
]	4 = 6-5 not SI opener continues only with good cards
]	4 = 6-5 not SI opener continues only with useful cards
]	4nt = 6+ 14/15 HCP bal with weak like Kxxxxx AJxxxx (<u>passable</u> but rare!)
]	5 = to play

1nt] 3

REQUIREMENTS

- a) One-suited 6+ weak
 b) One-suited 6+ with a SGL (looking for best game)

c) One-suited 6+ SI

1nt]	3	
3]	3	⊙ = 6+ SGL ⊙
]	3	= 6+ SGL
]	3nt	= 6+ weak SI opener continues only with good fit and good controls
]	4	= 6 -5 not SI opener cue-bids with useful cards or signs off
]	4	= 7 -2-2-2 SI
]	4	⊙ = 6 -5⊙ not SI opener continues only with useful cards
]	4	= 6 -5 not SI opener continues only with useful cards
]	4nt	= 6+ 14/15 HCP bal with weak like Kxxxxx]AJxxxx (passable but rare!)
]	5	= to play

1nt] 3

REQUIREMENTS: Balanced 4-3-3-3, 4-4-3-2 or semibalanced 5-3-3-2 and at times maybe 5m-4M-2-2 or 5m-4m-2-2 with 14/16 HCP forcing to at least 4nt

1nt]	3	
3	⊙	= 3 controls	natural 4 ^e suits, forcing to at least 4nt
3		= 4 controls	natural 4 ^e suits, forcing to at least 4nt
3nt		= 5 controls	natural 4 ^e suits, forcing to at least 4nt

1nt] 3⊙

REQUISITE: Two-suited 5-4 minors GF+ SGL ⊙

1nt]	3	⊙
3		= good 4	
3nt		= to play	
4]	= choice of trump or 3]-3]4 = 5 -4]
4		= better than]	
4	⊙	= nothing wasted in ⊙	

1nt] 3

REQUIREMENTS: Two-suited 5-4 minors GF+ SGL

1nt]	3	
3nt		= to play	
4]	= choice of trumps or 3]-3]4 = 5 -4]
4		= better than]	
4	⊙	= 4 good ⊙	
4		= nothing wasted in	

1nt] 4

REQUIREMENTS One-suited 6+⊕

1nt] 4
 4 = You play it!
 4⊕ = SO

1nt] 4

REQUIREMENTS One-suited 6+

1nt] 4
 4⊕ = You play it!
 4 = SO

INTERFERENCE OVER 1NT

INTERFERENCE IN 2^a POSITION

CASE A : Opponent doubles for penalty

N	E	S	W
1nt]	X]	P	= Forces XX to show
] XX	= forces 2 to show
] 2	= 4+ -4+ / weak
] 2	= 4+ -4+ / weak
] 2	= Natural, weak
] 2	= Natural, weak
] 2nt	= Two-suited somewhere 5-5 GF
] 3x	= Preempt

- a) Desire to play 1NT-XX
- b) 4+ -4+ / weak
- c) One-suited GF forcing to the 3 level
- a) Weak one-suiter with or
- b) 4+ -4+ weak
- c) 4-4-4-1 with SGL in a minor
- d) One-suited GI, forcing to 3 level

NB if the bidding goes like 1nt] X] P] 2x opener doubles with 4 and something in their suit and can double 2 by the opponents with both minors

Weak 4-3-3-3 hands can be described as you please

CASE B : Opponent doubles for artificial TO, for example DONT or showing 2 unknown suits or something else!

N	E	S	W
1nt]	X]	XX	= Always shows a weak hand with 5+x and forces opener to bid 2
] P	= Could be strong if followed by a double, which is TO
] Other bids	= as per system (System ON)

CASE C : Opponent interferes with 2x (Natural or two-suiter)

N	E	S	W
1nt]	2x]	X	= TO
] 2y+	= RUBENSOHL ON

N	E	S	W
1nt]	2x]	P]	P
X			= TO almost certainly 2 small cards in x and a MAX

CASE D : Opponent interferes TEXAS style 2 / 2

N	E	S	W
1nt]	2]	X	= 4+ 7+ HCP if MIN then useful cards
] P	= Nothing to say, but if followed by X then penalty
] 2	= GF+ bal possibly 4
] 2 +	= Rubensohl ON

N	E	S	W
1nt]	2]	X	= 5+ 7+ HCP
] P	= Nothing to say, but if later X, it's penalty
] 2	= GF+ bal possibly 4
] 2nt+	= Rubensohl ON

CASE E : Opponent overcalls 2 Multi

N	E	S	W
1nt]	2]	P]	= Nothing to say, else later penalty double
		X]	= TO 8+ HCP
		2 [Ⓢ] +]	= Rubensohl ON

INTERFERENCE IN 4th POSITION

CASE A : Opponent interferes with double over our 2[♣] Stayman showing [♣]

N	E	S	W
1nt]	P]	2 [♣]]	X

P = denies a stop the successive XX on the part of asker returns to the original system whereas the bid of a suit is natural and at least invitational

2⁺ = As the system , but promises a club stop [♣]

CASE B : Opponent bids 2 of a suit over our 2[♣] Stayman

N	E	S	W
1nt]	P]	2 [♣]]	2x

X = TO generally 4 cards in the other major

N	E	S	W
1nt]	P]	2 [♣]]	2x
P]	P]	X]	= TO
		2y+]	= 5+y Natural and forcing 1 round
		2nt]	= Invitational with a stop

CASE C : After a Transfer 2[♣] /[Ⓢ] and opponent doubles or bids a suit
 Opener completes the transfer with a good fit if wants to play the hand or XX's with a good hand with fit but no interest in playing the hand
 After X or interference of a suit, 2nt always shows a FIT + stop invitational to 3nt , whereas the double is TO and shows a FIT

CASE D : Opponent reopens with a double showing points, and other opponent sits for it

N	E	S	W
1nt]	P]	P]	X
P]	P]	XX]	= SOS generally 4-4
		2 [♣]]	= 5 [♣]
		2]	= 5

CASE E : Opponent balances with a suit or two-suiter

N	E	S	W
1nt]	P]	P]	2x = Natural , two-suited
P]	P]	X]	= TO 5/7 useful HCP

N	E	S	W
1nt]	P]	P]	2x = Landy or Texas
P]	2y]	X]	= TO 5/7 HCP useful HCP

2♠ OPENING

Può contenere : a) bal 23+ HCP
 b) 4M-5+m GF+
 c) 6+m GF+
 d) 4-4-4-1 GF+

2♠] 2 = RELAY
] 2♣ = 5+
] 2 = 5+♣
] 2nt = (5)6+♠
] 3♠ = (5)6+
] 3 = 5+♣-5+ 0+ HCP
] 3♣ = 5m-4om SGL ♣ weak
] 3 = 5m-4om SGL weak
] 3nt = 5+m-5+om weak
] 4♠ = 7♣ with A or KJ or QJ10
] 4 = 7 with A or KJ or QJ10

2♠] 2
 2♣ = a) 4♣-5+m
 b) 4-4-4-1 SGL M
 c) bal 25+ HCP
 2 = a) 4 -5+m
 b) 4-4-4-1 SGL m
 2nt = bal 23/24 HCP See opening of 2nt

$3\blacksquare = 6+\blacksquare$ Continuations natural
 $3 = 6+$ Continuations natural
 $3\textcircled{c} = \text{St? } \textcircled{c}$ for 3nt
 $3 = \text{St?}$ for 3nt
 $3\text{nt} = 9/10$ tricks with all stoppers

$2\blacksquare] 2$
 $2\textcircled{c}] 2 = \text{RELAY forcing !!}$
 $2\text{nt} = \text{bal } 25+ \text{HCP}$ See opening of 2nt
 $3\text{m} = 4\textcircled{c}-5+\text{m}$ Continuations natural
 $3\textcircled{c} = 4-4-4-1 \text{ SGL}$
 $3 = 4-4-4-1 \text{ SGL } \textcircled{c}$

$2\blacksquare] 2$
 $2] 2\text{nt} = \text{RELAY practically forcing}$
 $3\text{m} = 4 -5+\text{m}$ Continuations natural
 $3\textcircled{c} = 4-4-4-1 \text{ SGL}$
 $3 = 4-4-4-1 \text{ SGL } \blacksquare$

$2\blacksquare] 2\textcircled{c}$
 $2 = \text{RELAY with FIT}$ Continuations natural
 $2\text{nt} = \text{RELAY without FIT}$

$2\blacksquare] 2$
 $2\text{nt} = \text{RELAY}$ Continuations natural

2 OPENING

Può contenere : a) $6\textcircled{c}$ 5/10 HCP
 b) $5+\textcircled{c}$ 21+ HCP or 4- losers

$2] 2\textcircled{c}$
 $2 = 5\textcircled{c}-4\text{x}$ See developments
 $2\text{nt} = 6+\textcircled{c}-4\text{x GI+}$
 $3\blacksquare = 6+\textcircled{c}$
 $3 = 5\textcircled{c}-4 \text{ GF}$
 $3\textcircled{c} = 5\textcircled{c}-5\blacksquare \text{ GF}$
 $3 = 5\textcircled{c}-5 \text{ GF}$
 $3\text{nt} = 9/10$ winners with all suits stopped

$2] 2\textcircled{c}$

2] 2nt = 4+
] 3 = 4+
] 3 = 4+
] 3[⊙] = 3[⊙] and at least one cover card

]3 = 3+
]3 = 3+
]3 = 3+

Completing the TEXAS always indicates at least 3 cards in the suit , and other bids are descriptive and show MAX 2 cards in the suit of partner

=====

2[⊙] OPENING

=====

Può contenere : a) 5+ GF
 b) 6 5/10 HCP

2[⊙]] 2
 2nt = 5+ -4x See developments
 3 = 6+
 3 = 5 -5[⊙] GF+
 3[⊙] = 5 -5] GF+
 3 = 5 -5 GF+
 3nt = 9/10 tricks with all suits stopped

2[⊙]] 2
 2nt] 3 = 4+]3 = 3+
] 3 = 4+[⊙]]3[⊙] = 3+[⊙]
] 3[⊙] = 4+]3 = 3+
] 3 = 3 and at least one cover card

=====

2 OPENING

=====

2] 2nt = RELAY F1
] 3 = SO
] 3 = SO
] 3[⊙] = 5+[⊙] F1
] 3 = 5+ F1
] 3nt = SO
] 4 = Preempt

2nt]	3 \square	= RELAY to find a 4+M at least to show small SI . Can be 6-4 majors or 5 -4 \heartsuit
]	3	= 5+ \heartsuit , can contain 5 \heartsuit -5 but then is SI
]	3 \heartsuit	= 5+ , can contain 5 -5 \heartsuit but then is weak
]	3	= both minors, or 6+m SI
]	3nt	= Natural
]	4 \square	= 6+ \heartsuit at least small SI
]	4	= 6+ at least small SI

2nt] 3 \square
 3 = Denies 5M and 4
 3 \heartsuit = 4 but can have 4 \heartsuit
 3 = 5
 3nt = 5 \heartsuit

2nt] 3 \square
 3] 3 \heartsuit = Responder wants to play 3nt or has at least small SI : opener bids nearly always 3nt
 or bids 3 with a MAX
] 3 = 4 \heartsuit]3nt = No 4 \heartsuit]4 \square = 4+ \square SI
]4 = 4+ SI
]4 \heartsuit = 5+ -4 \heartsuit SI
]4 = 6 -4 \heartsuit I play it , limited strength
] 3nt = 5 -4 \heartsuit not SI therefore limited strength
] 4m = 4 -5+m
] 4 \heartsuit = 6 \heartsuit -4 I play it , limited strength

2nt] 3 \square
 3] 3 \heartsuit
 3x] 4m = 4+m SI]4 = 4+ and 3+ \square
]4 \heartsuit = 3 \square
]4 = 5om
]4nt= No FIT and MIN
]5m = 4m weak cards
]5x = 4+m RKCB

In this system in order to show a FIT in a minor we play all the time that responder bids a 4+m with values for Slam

] 4 \heartsuit = 6 \heartsuit -4 SI
] 4 = 6 \heartsuit -4 Quite strong, slam practically certain

2nt] 3 \square
 3 \heartsuit] 3 = Looking for 4 \heartsuit with opener , but not promising \heartsuit . Opener bids 3nt without 4 \heartsuit and 4m
 with 4 \heartsuit -4 -3m .

After 3nt responder can continue: 4m = 4+m SI . After 4m by opener, which shows the \heartsuit ,
 4 \heartsuit

wants to play 4 \heartsuit and 4nt is RKCB while 4 wants to play 4nt which shows SI without a
 FIT

2nt] 3 \square
 3] 3nt = SO
] 4m = 5+m SI
] 4 \heartsuit = 3+ SI
] 4 = SO

APPENDICES

‘GAR’

Every time that opener or responder shows a two-suiter one utilizes the structure called GAR:
as a RELAY one adopts the first step, and responses are :

] 3 \square = 5-4
] 3 = 6-4

When 5-5 or 5-4-4 are possible , then :

] 3 \odot = 5-5 SGL high
] 3 = 5-5 SGL low
] 3nt = 5-4-4

Over responses of 3 \square and 3 one can make a further RELAY:

1° STEP = generic RELAY
2° STEP = RELAY + fixes the higher suit

The response to this RELAY are :

1° STEP = 2-2
2° STEP = SGL high
3° STEP = SGL low

In the cases in which the HCP range of the two-suite is not yet determined :

] 3 \square = 5-4 11/15 HCP
] 3 = 6-4 11/21 HCP
] 3 \odot = 5-4-2-2 16/21 HCP
] 3 = 5-4 16/21 HCP SGL high
] 3nt = 5-4 16/21 HCP SGL low

After the response of 3 and the successive RELAY 3 \odot we respond :

1° STEP = 11/15 HCP SGL high
2° STEP = 11/15 HCP SGL low
3° STEP = 16/21 HCP SGL high

4° STEP = 16/21 HCP SGL low

CHECKBACK STAYMAN

When opener rebids 1nt even over interference we use two conventional rebids 2 \square and 2 \square . 2 \square is a puppet to 2 \square in order to play 2 \square or it initiates an invitational sequence. 2 \square is always a GF RELAY that asks distribution

Let's see the structure \square

1m]	1M
1nt]	2 \square = PUPPET to 2
]	2 = RELAY GF
]	2M = 5+M (7)-(10) HCP
]	2OM = a) if M is 5+ -4 \odot no game
	b) if M is \odot 4 \odot -4 10/12 HCP
]	2nt = 2ntT See continuations
]	3m = 4M-5+m GI
]	3om = 4M-5+om GI
]	3M = 6+M \odot GF
]	3OM = a) if M is \odot 5 -5 \odot GF not SI
	b) if M is 6 \odot -5 GF not SI
]	3nt = Natural
]	4 \square = GERBER

CONTINUATIONS AFTER 2 \square

1m]	1M
1nt]	2 \square
2]	P = 4M-5+ 5/9 HCP
]	2M = 5M 10/11 HCP
]	2OM = a) if M is 5 -4/5 \odot 9/11 HCP
	b) if M is \odot 5 \odot -4 10/11 HCP
]	2nt = 10/11 HCP BAL
]	3m = 5M-4+m 9/11 HCP
]	3om = 5M-5om 9/11 HCP
]	3M = 6+M 9/11 HCP
]	3OM = a) if OM is \odot 5 -5 \odot 9/11 HCP GI stronger than previous
	b) ?
]	3nt = \square

CONTINUATIONS AFTER 2 \square

1m]	1M
1nt]	2

Priority \square

a) Bid 4^a other major

- b) Raise with 3^a in responder's suit
- c) Rebid a bad six-card suit
- d) Show 5-4
- e) Bid 2nt

Particular sequences

- 1m] 1M
- 1nt] 2
- 2x] 2M = weak 5+M useful hand for NT
-] 2nt = Asking for further info (e.g. Do you have 4^a)
-] 3y = a) 6M with SGL y SI if a jump
-] b) 5M-4y GF if not a jump
-] 3M = 6+M ☹ if the bid is not available at the 2 level

We use CHKBCK even after 1[♠]1[♠]1nt and 1[♣]1[♣]1nt

- 1[♣]] 1
- 1nt] 2[♠]
- 2] 2[♣] = 10/11 HCP with 4+ ♣ and 3[♣]
-] 2 = 5 ♠ 10/11 HCP
-] 2nt = 4 ♠ 10/11 HCP
-] 3[♠] = 5 ♠ -5 ♠ 9/11 HCP
-] 3 = 5 ♠ -5 ♠ 9/11 HCP
-] 3 = 6 ♠ 9/11 HCP

- 1[♣]] 1
- 1nt] 2
- 2[♣] = 5[♣] ☹
- 2 = 3
- 2nt = Nothing special
- 3m = 3 with a solid stopper in m and bad doubleton in the om

- | | |
|--|---|
| 1 [♠]] 1 | 1 [♠]] 1 |
| 1nt] 2 [♠] | 1nt] 2 |
| 2] 2 [♣] = 5 ♠ -4 [♣] 10/11 HCP | 2 [♣] = 4 [♣] possibly 4 |
|] 2 = 5 ♠ -4 ♠ 10/11 HCP | 2 = 4 |
|] 2nt = 4/5 ♠ 10/11 HCP | 2nt = 4 [♠] -3-3-3 or 5 [♠] ☹ |
|] 3 [♠] = 4/5 ♠ -5 ♠ 9/11 HCP | 3 [♠] = 5 [♠] ☹ |
|] 3 = 6 ♠ 10/11 HCP | |

'2nt' STRUCTURE

- This convention forces opener to bid 3[♠] over which responder can
- a) Pass with 4x-6+[♠] (Exceptionally with 3+[♠] if opener has shown [♠])
 - b) Bid a new suit at 3 level showing 5-5 GF
 - c) Repeat one's own suit with 5x-5[♠] GF
 - d) Bid 3nt showing solid or near solid suit, and light SI
 - e) Make a cue-bid with a solid or semisolid suit and strong SI
 - f) FIT 4^o in 2^o suit of partner SI with SGL Bid it at the four-level

TURBO CONVENTION

RKCB is practically discarded by the system, substituting instead TURBO

How does it work ?

After the trump suit has been set, all the bids are Cue Bids and 4nt represents a BYPASS . When the bidding approaches 4NT one bids 4nt if one possesses and even number of keycards (4 Aces + King of trump) 0/2/4 while BYPASSING 4nt with an odd number of keycards 1/3/5.

To play the small slam requires four keycards, and the grand requires all five.

The problem is that only one of the players has a count on the keycards , therefore if all the keycards are present then one needs to transmit this information to partner by continuing to cue-bid.

When trumps are fixed in a major suit at the 3 level then 3nt becomes TURBO and a successive 4nt shows the Q of trumps

When a minor is fixed below 3nt and one of the two partner's goes above 3nt, 4 of the fixed minor becomes TURBO

THE COMPETITIVE AUCTION AFTER AN OPENING

General rules we adopt over all openers☐

- a) Use in competition of the convention Good-Bad 2NT
- b) Redouble by responder is GF
- c) Double with a raise (only at the 2-level) which shows exactly 3 in partner's suit or a strong hand
- d) The direct cue-bid is always two-suited if made by responder , while if made by opener shows a FIT in partner's suit but might not have a singleton in the cued suit, especially if made at the 2-level
- e) The jump-cue shows a splinter, with a FIT
- f) Over two-suited intervention the cue of the 1°available suit shows a FIT for opener's suit and is at least invitational , while the cue-bid of the 2° suit shows 5+ carte in the remaining suit, and is GF at least
- g) The double and then raise , at the two or three level , in opener's suit by his partner shows a limit hand with 9/11 HCP☐while the double then raise to four of a minor is always GF !
- h) The cue of an enemy suit after we have both shown a suit shows a FIT in the last bid suit , a strong hand and certainly a SGL in their suit; while whenever both have shown a suit the double followed by a cue is invitational to play in NT
- i) The jump to 2nt after our opening and interference at the one-level shows a FIT in the opening suit at least 4° and 10+ HCP . In the cases of the opening 1☐ or 1 , 2nt promises something in the enemy suit , while over the opening 1© , 2nt shows only points and aFIT
- j) When the opponents interfere in a suit we use the concepts of RUBENSOHL , therefore the bid of a new suit at the 2 level after opener has bid and enemy interference by RHO shows at least a 5° suit , but generally 6° , and is passable , and this shows at maximum 10 HCP but might not be passed. Therefore if one is strong with at least a 5 card major one needs first to double and then show the suit the next round . From 2nt up are all transfers, at least invitational, with generally at least a 6-card suit.
- k) Use of RUBENSOHL every time with 1nt opener and natural interference, sometimes even at the two-level (1nt]2©= Natural]Rubensohl) . This convention one uses even after an opening 1☐/ /© and jump interference of 2 /©/ understanding that opener often has a balanced 12/14HCP

WORKINGS OF RUBENSOHL

Rubensohl adopts the following rules used in practically all situations☐

Double is generally STAYMAN over interference of a minor over major suit interference it is optional and shows

at least 8/11 HCP generally with a useful hand

The response 2 of a suit is natural and competitive, but not forcing (could have just 3 HCP)

The responses 2nt/3/ / are all TEXAS including the cue-bid of their suit

The TEXAS responses can be:

- a) Strong or weak, if the suit was not biddable at the 2-level
- b) Strong or intermediate, but not weak if the suit was biddable at the 2-level

Response of 3 is a natural 5-card suit GF, without a stopper

3nt is natural, with a stop

TEXAS cue-bid assumes many meanings . Basically partner completes the transfer without a Stop while making a descriptive bid with a stop

EXCEPTION If the opps have shown spades then the response 3 shows an invitational hand with while the response 3 shows a GF bal hand , 4

The transfer cue is STAYMAN which is used to look for at least one 4^a major or a stop in their suit. Partner responds

a) Completes the transfer I DON'T have a stopper, but could still have a 4 card major ! Now responder starts looking for a fit in a suit knowing the lack of a stopper.

b) Bid a major I have a stop, and this four-card major

If partner of opener has shown a hand at least invitational the simple completion of the TEXAS tells partner to pass in the case of an invitational hand. Therefore opener with a maximum or a good fit FIT should not just complete the TEXAS but look for another descriptive bid

We provide an example, in closing

N	E	S	W
1nt]	2]	X	= STAYMAN but not GF , perhaps 6/9 HCP with 4-4 possibly 6 7/9 HCP
] 2	= 5+ Natural competitive
] 2	= 5+ Natural competitive
] 2nt	= TEXAS for Weak or Strong
] 3	= Cue TEXAS, GF bal
] 3	= 5+ GI or GF
] 3	= 5+ GI or GF
] 3	= 5 GF without a stopper in
] 3nt	= Natural

DESCRIPTION OF GOOD-BAD 2NT CONVENTION

1° When is it used Whenever one is in a competitive situation at the 2-level and our RHO has not passed, so has bid a suit or doubled or redoubled (ATTENTION and it isn't a forced bid) . For the moment we only use it when our side has opened.

2° Why It shows a minimum, but unbalanced hand (like if two-suited at least 5-5 or one-suited with a good 6+ cards but weak in points) ; one should not bid it with just 5-4 if partner has not promised the suit (e.g. after 1-1 - X = shows 4 most of the time)

3° How does responder bid in response to the convention If not possessing a GF hand bid what gets you to the best partial always bid a suit lower or equal to opener's suit. If you happen to have a GF hand, cue-bid to show a generally balanced hand with interest in playing 3nt but without a stop in the opponent's suit . Else one can show one's own suit of at least five-cards and force to at least game

4° What does this imply It implies that all bids at the 3-level (including repeating opener's suit) are always constructive and in the case of partner having already doubled (showing a strong hand), is GF

2 \heartsuit RELAY

After openings of 1 \heartsuit or 1 \spadesuit and responses of 1 \clubsuit or 1 \diamondsuit responder can make a RELAY of 2 \heartsuit ; opener rebids :

2 \heartsuit = 3 $^{\circ}$ raise of partner's suit, MIN or MAX

2 \clubsuit = No raise and MIN

2 \spadesuit = No raise UNBAL MAX

2nt = No raise BAL MAX

RULES :

Opener goes past the four steps only with particular hands. If opener has shown support, a cheap rebid is not forcing. Over the 2 $^{\circ}$ and 3 $^{\circ}$ steps the RELAY is always the next step . If opener has shown a MAX all bids are GF . Responder, in order to show a hand with slam interest must go through the RELAY !!

EXCEPTION : One can show slam interest by raising the 2 $^{\circ}$ suit of opener to the three-level or jumping to the 3-level in ones own suit after having been given a raise.

OVERCALLS

SUIT OVERCALL

INTERFERENCE IN 2^a POSITION

When we overcall with 1 of a suit we do so in a constructive manner and partner takes us for 9/12 HCP , therefore all the responses may be invitational .

N	E	S	W
1x]	1y = 4+y possibly un		minor longer minor
]	1nt = 15/17 HCP BAL		
]	2w = (5)6+w 10+ HCP		
]	2y = 6y 5/10 HCP		Continuations as after 1]2 [⊙] / or after an opening weak two
]	GHESTEM		
]	3y = 7y ♠*		

Let's see some continuations

N	E	S	W
1]	2 [□]]	P]	2 = NATURAL FORCING 7/9 HCP 6+ and 0/1 [□] or 10+ HCP 5+
]	2 [⊙] = NATURALE FORCING 7/9 HCP 6+ [⊙] and 0/1 [□] or 10+ HCP 5+ [⊙]
]	2 = FIT [□] 10+ HCP or 15+ HCP balanced
]	3 [□] = 3+ [□] with ace or king and less than 9/10 HCP

N	E	S	W
1]	2]	P]	2 [⊙] = NATURAL FORCING 7/9 HCP 6+ [⊙] and 0/1 or 10+ HCP 5+ [⊙]
]	2 = TRANSFER for [□]
]	3 [□] = FIT 10+ HCP or 15+ HCP balanced
]	3 = 3+ with ace or king and less than 9/10 HCP

N	E	S	W
1]	2 [⊙]]	P]	2 = TRANSFER for [□]

-] 3 \square = TRANSFER for
-] 3 = FIT \odot 10+ HCP or 15+ HCP balanced
-] 3 \odot = 3+ \odot with ace or king and less than 9/10 HCP

<p>N 1\odot]</p> <p>E 1]</p> <p>S P]</p>	<p>W 1nt = 9/13 HCP balanced with Stop in enemy suit</p> <p>] 2\square = NATURAL FORCING 7/9 HCP 6+\square and 0/1 \square or 10+ HCP 5+\square</p> <p>] 2 = NATURAL FORCING 7/9 HCP 6+ and 0/1 or 10+ HCP 5+</p> <p>] 2\odot = FIT 3$^\circ$ and 10+ HCP or 13+HCP balanced</p> <p>] 2 = 3 4/10 HCP (with major honor if 4/6 HCP)</p> <p>] 2nt = FIT 4$^\circ$ 11+ HCP]3\square = SGL with 9- HCP]3 = R]3\odot =</p> <p>high]3 = 9/11 HCP]3 =</p> <p>mid]3 = 9- HCP NSGL]3nt=</p> <p>low]3nt= 12/14 HCP]cue bid = 15+HCP (or equivalent)</p> <p>] 3\odot = FIT 4$^\circ$ 9/11 HCP</p>
--	---

<p>N 1\odot]</p> <p>E 2\square]</p> <p>S P]</p>	<p>W 2 = NATURAL FORCING 7/9 HCP 6+ and 0/1 \square or 10+ HCP 5+</p> <p>] 2\odot = TRANSFER for</p> <p>] 2 = FIT \square 10+ HCP or 15+ HCP balanced</p> <p>] 3\square = 3+\square with ace or king and less than 9/10 HCP</p>
--	--

<p>N 1\odot]</p> <p>E 2]</p> <p>S P]</p>	<p>W 2\odot = TRANSFER for</p> <p>] 2 = TRANSFER for \square</p> <p>] 3\square = FIT A 10+ HCP or 15+ HCP balanced</p> <p>] 3 = 3+ with ace or king and less than 9/10 HCP</p>
--	---

<p>N 1]</p> <p>E 1\odot]</p> <p>S P]</p>	<p>W 1nt = 9/13 HCP balanced with Stop in enemy suit</p> <p>] 1 = NATURAL FORCING perhaps 4$^\circ$</p> <p>] 2\square = NATURAL FORCING 7/9 HCP 6+\square and 0/1 \odot or 10+ HCP 5+\square</p> <p>] 2 = FIT 3$^\circ$ and 10+ HCP or 14+ HCP balanced</p> <p>] 2\odot = 3\odot 4/10 HCP (with major honor if 4/6 HCP)</p> <p>] 2nt = FIT 4$^\circ$ 11+ HCP]3\square = SGL with 9- HCP]3 = R</p> <p>]3\odot = high]3 = 9/11 HCP]3 =</p> <p>mid]3\odot = 9- HCP NSGL]3nt=</p> <p>low]3nt = 12/14 HCP]cue bid = 15+HCP (or equivalent)</p> <p>] 3 = FIT 4$^\circ$ 9/11 HCP</p>
--	--

<p>N 1]</p> <p>E 1]</p> <p>S P]</p>	<p>W 1nt = 9/13 HCP balanced with stop in enemy suit</p> <p>] 2\square = NATURAL FORCING 7/9 HCP 6+\square and 0/1 \square or 10+ HCP 5+\square</p> <p>] 2 = TRANSFER for \odot</p>
--	--

high] 2⊙ = FIT 3° and 10+ HCP or 14+ HCP balanced
] 2 = 3 4/10 HCP (with major honor if 4/6 HCP)
] 2nt = FIT 4° 11+ HCP]3□ = SGL with 9- HCP]3 = R]3⊙ =
]3 = 9/11 HCP]3 =
 mid]3 = 9- HCP NSGL]3nt=
 low]3nt= 12/14 HCP
]cue bid = 15+HCP (or equivalent)
] 3 = FIT 4° 9/11 HCP

N E S W
 1] 2□] P] 2 = TRANSFER for ⊙
] 2⊙ = TRANSFER for
] 2 = FIT a □ 10+ HCP or 15+ HCP balanced
] 3□ = 3+□ with ace or king and less than 9/10 HCP

N E S W
 1□] 1] P] 1nt = 9/13 HCP balanced with Stop in enemy suit
] 1⊙ = NATURAL FORCING perhaps 4°
] 1 = NATURAL FORCING perhaps 4°
] 2□ = FIT 10+ HCP or 14+ HCP balanced
] 2 = 3 with ace or king and less than 9/10 HCP
] 2nt = natural 15/16 HCP with double stop in □

N E S W
 1□] 1⊙] P] 1nt = 9/13 HCP balanced with Stop in enemy suit
] 1 = NATURAL FORCING perhaps 4°
] 2□ = TRANSFER to
] 2 = FIT 3° and 10+ HCP or 14+ HCP balanced
] 2⊙ = 3⊙ 4/10 HCP (with major honor if 4/6 HCP)
] 2nt = FIT 4° 11+ HCP]3□ = SGL with 9- HCP]3 = R]3⊙ =
 high]3 = 9/11 HCP]3 =
 mid]3⊙ = 9- HCP NSGL]3nt=
 low]3nt = 12/14 HCP
]cue bid = 15+HCP (or equivalent)
] 3□ = FIT 4° 9/11 HCP

N E S W
 1□] 1] P] 1nt = 9/13 HCP balanced with Stop in enemy suit
] 2□ = FE to
] 2 = FE to ⊙
] 2⊙ = FIT 3° and 10+ HCP or 14+ HCP balanced
] 2⊙ = 3 4/10 HCP (with major honor if 4/6 HCP)
] 2nt = FIT 4° 11+ HCP]3□ = SGL with 9- HCP]3 = R]3⊙ =
 high]3 = 9/11 HCP]3 =
 mid]3 = 9- HCP NSGL]3nt=
 low]3nt = 12/14 HCP
]cue bid = 15+HCP (or equivalent)

-]3nt = 12/14 HCP
-]cue bid = 15+HCP (or equivalent)
-] 3[] = FIT 4° 9/11 HCP

RULES FOR RESPONDING TO THE TRANSFER

- 1) Up to the cue they are F1
- 2) Starting at the cue, all bids are competitive or strong
- 3) NT bids remain natural
- 4) Jump shifts indicate a 6-card suit and are invitational
- 5) Jumping to 2nt over 1@/ is conventional ([]) and shows a FIT at least 4° and points

RULES FOR OVERCALLER

OVER A NATURAL BID F1

- 1) One rebids naturally , repeating one's suit is the weakest bid
- 2) NT bids show a stopper and normal hand
- 3) Cue indicates a MAX and FIT nearly always, for partner's suit
- 4) The raise shows a normal hand with a FIT
- 5) Jump cue is a SPLINTER and with at least 3° to an honor (much better 4°) or 4 small cards and a decent hand
- 6) New suits denote a good hand, canape if 1M then 3m , and long-short if 1M then 2m, and if 2m and then 2M it is a distributional hand with not too many points only if the major could have been bid at the 1-level.

RESPONDING TO THE TRANSFER

- 1) Completing the TRANSFER indicates a normal hand in general with a minimum FIT, or one can repeat a 6-card suit or bid a new suit
- 2) Jump-change of suit is SPLINTER in a MAX with FIT with honor 3° or with 4 small
- 3) The change of suit indicates a normal hand, with or without a FIT
- 4) 2nt shows a bal hand MAX with stop without a great FIT
- 5) The cue shows a MAX with FIT
- 6) Jump cue shows a MAX with a great FIT and SGL in opener's suit

RULES FOR THE RESPONDER

- 1) After completing the TRANSFER the change of suit indicates a good hand
- 2) Bidding NT indicates a good hand with a stop indicano una bella mano with stop
- 3) The raise shows an invitational hand
- 4) The cue asks for a stop , but if followed by a raise shows a control
- 5) If overcaller does not complete the TRANSFER repeating the suit shows a weak hand

IF OPENER'S PARTNER DOES NOT PASS

CASE A: Opener's partner offers a raise

EX.

N	E	S	W
1x]	1y]	2x]	?
1x]	2y]	2x]	?

In this case we apply RUBENSOHL , which means the suits at the 2-level are competitive to play while 2nt and above are

all TRANSFER competitive invitational and forcing . The double in this situation shows the desire to compete somewhere, without a great fit for partner

CASE B Opener's partner bids NT

EX.

N	E	S	W
1x]	1y]	1nt]	?
1x]	2y]	2nt]	?

Still we use RUBENSHOL only that the double is now penalty

CASE C Opener's partner bids a new suit

EX.

N	E	S	W
1x]	1y]	1z]	?
1x]	1y]	2z]	?
1x]	2y]	2z]	?

In this case we use RUBENSHOL ; the double remains TO showing a hand of at least 8/10 HCP without a great FIT in partner's suit and confirmas a four-card suit , usually five , if the new suit was not forcing but if the change of suit is forcing the double assumes a conventional signifigance.: FIT 3° in partner's suit and strength in a 4° suit

What significance could the extra cue have now?

We say that the cue of the first suit shows a FIT 3° with points while the cue of the second suit shows FIT 4° and points

EX.

N	E	S	W
1x]	1y]	1z]	2x = three-card raise, 9/10+ HCP
			2y = Normal competitive raise
			2z = 4+ card raise, 9/10+ HCP
			3y-1 = Mixed 4-card raise, 7/9 HCP

From 2nt and up we use the concepts of RUBENSHOL

EX.

N	E	S	W
1x]	1y]	2z]	2x = 3-card raise 9/10+ HCP if there isn't space at the 2-level this hand goes through double
			2y = Normal competitive raise
			1 ^a cue available via TRANSFER = at least 4° raise and 9/10+ HCP
			2 ^a cue available via TRANSFER = mixed raise, 4 carte in y 7/9 HCP
			3x-1 =
			3y = ♣*

In general we don't go to the 3-level voluntarily with only an 8-card FIT; if there is space for an economic cue at the 2-level we use it with 10+ HCP and the 3° raise goes through the double first

From 2nt up one uses RUBENSHOL but with a particularity with the cue-bid TRANSFER an example to better understand

N	E	S	W
1]	1]	2]	X = TO not with 3
			2 = raise with 3 (9)10+ HCP
			2⊙ = 5+⊙ NF
			2 = normal competitve raise
			2nt = 4+ 10+ HCP
			3] = mixed raise 4 7/9 HCP
			3 = TRANSFER 6+⊙ GI or GF
			3 = ♣*

Another example

N	E	S	W
1	1	2	X = TO possibly 3
			2 = Normal
			2 = 5+ NF
			2nt = 4+ 10+ HCP
			3 = 4+ 7/9 HCP
			3 =
			3 = *

Another

N	E	S	W
1	2	2	X = TO
			2 = 3+ 10+ HCP
			2 = 5+ NF
			2nt = (3)4+ 7/9 HCP
			3 = *
			3 = 6+ GI +

If not yet understood

N	E	S	W
1	1	1	1nt = Natural
			2 = 3+ (9)10+ HCP
			2 = 5+ NF
			2 = Normal
			2 = 4+ 10+ HCP
			2nt = 4+ 7/9 HCP
			3 = 6+ GI+

... and finally

N	E	S	W
1	1	2	X = TO can be 3
			2 = Normal
			2nt = 5(6)+ GI+
			3 = 4+ GI+
			3 = 4 7/9 HCP

CASE DE Opener's partner gives an negative double
ES.

N	E	S	W
1x	1y	X	?
1x	2y	X	?

The redouble shows a major honor in partner's suit

All new suits at the 1 or 2 level are weak and misfit in partner's suit

From 2nt up is RUBENSOHL but with a particularity in the cue-bid TRANSFER .

The bid of 1nt can have two meanings 1) Natural 2) weak misfit and other two suits

CASO E Opener's partner cue-bids the overcall

In this case we use the inverted double: double = I don't have top honors; pass = I have a major honor

From 2nt up we use Rubensohl asking for the lead in the shown suit. An example to understand better

N	E	S	W
1 \heartsuit	1	2	
			pass = I have at least a major honor
			X = I don't have a major honor
			2nt = Asks for a \heartsuit lead (could perhaps have a FIT)

INTERFERENCE IN 4th POSITION

CASE A : Reopening with 1 of a suit

N	E	S	W
1x	P	P	1y
P			1nt = As in 2 nd position 9/13 HCP
			2x = Opening strength with 4+x
			2w = 5+w NF

N	E	S	W
1x	P	P	1y
X			XX = Opening strength with 4+x F1
			1nt+ = As if opener had passed

N	E	S	W
1x	P	P	1y
1nt			X = PD 4+x and opening strength
			2 \heartsuit + = RUBENSOHL ON

N	E	S	W
1x	P	P	1y
2x			X = PD
			2x+ = RUBENSOHL ON

N	E	S	W
1x	P	P	1y
2w			X = Opening strength with 4+x
			2z = 5+z NF
			2nt+ = RUBENSOHL ON

CASE B : In the cases of not reopening

We could adopt the same responses in 2nd position

N	E	S	W
1x	P	1y	1z
P			1nt = As in 2 nd position
			2x = 3z GI+
			2y = 4+z GI+
			2w = 5+w NF
			2nt+ = RUBENSOHL ON

N	E	S	W
1x	P	1y	2z
P			2w = 5+w NF
			2x = 3+z GI+
			2nt+ = RUBENSOHL ON

N	E	S	W
1x]	P]	1y]	1z = 4+z Normal
			1nt = 4-4+ in the remaining suits
			Exception : over 1m]1]1nt = 5⊙-4om
			2x = 5-5 in the remaining suits
			2y = 5+y natural
			2nt = 6-4 in the remaining suits

N	E	S	W
1x]	P]	1nt]	X = TO
			2x = 5-5 including any unbid majors
			2y = (5)6+y 10/15 HCP
			2nt = ???????

N	E	S	W
1x]	P]	2x]	X = TO tolerance for the 3 other suits
			2y = 5+y Normal
			2nt = Playable in 2 suits , like TO but not playable in 3 suits .
			After 1]P]2]2nt= 5⊙-4+m and at least opening strength

RESPONSES TO THE NEGATIVE DOUBLE

Our negative X guarantees at least 7 cards in the majors over opener's minor while over opener's major shows at least 3 cards in the other major
 Therefore the double could be 5-4 minors with 3 cards in the other major tutte le mani forti che possono perhaps not contenerre l' altro major (and obviously these hands are not that strong)
 The scheme is quite simple, thought it may look complicated. Bidding NT is natural , while bidding a suit cheaply is natural and weak. From the cue-bid up is TRANSFER to the next suit including the cue-bid, which is never unbalanced GF.

Sono state aggiunte inoltre di convenzionali risposte in order to TRANSFER to a minor and then , after completing it, a change of suit could be an invitational hand .

ES.

N	E	S	W
1⊙]	X]	P]	3□
P]	3]	P]	3 = 5 -4 invitational

Completing the TRANSFER on the part of doubler shows a normal hand, otherwise with a max hand and FIT one superaccepts by bidding natural values; the jumps are SPLINTER with FIT if opponent's suit, otherwise showing a long decent suit with FIT and a good hand

The conventional responses are natural or logical !

CASO A: Opener's partner passes

N	E	S	W
1□]	X]	P]	1 = 4+ 0/10 HCP
			1⊙ = 4+⊙ 0/10 HCP
			1 = 4+ 0/10 HCP
			1nt = 7/10 HCP constructive
			2□ = 5+ 8+ HCP
			2 = 5+⊙ 8+ HCP
			2⊙ = 5+ 8+ HCP
			2 = Cue-bid TRANSFER GF BAL
			2nt = 11/12 HCP BAL
			3□ = 5 -4⊙ GF
			3 = 5 -4 GF

] 3♣ = 5 -4♣ GF (Smolen)
] 3 = 5♣-4 GF (Smolen)

N	E	S	W
1	X	P	1♣ = 4+♣ 0/10 HCP
] 1 = 4+ 0/10 HCP
] 1nt = 7/10 HCP
] 2♣ = 4+♣ 0/7 HCP
] 2 = 5+♣ 8+ HCP
] 2♣ = 5+ 8+ HCP
] 2 = 5+♣ 8+ HCP
] 2nt = 11/12 HCP BAL
] 3♣ = Cue-bid TRANSFER GF BAL
] 3 = 5♣-4♣/ GF
] 3♣ = 5 -4♣ GF (Smolen)
] 3 = 5♣-4 GF (Smolen)

N	E	S	W
1♣	X	P	1 = 4+ 0/10 HCP
] 1nt = 6/10 HCP
] 2♣ = 4+♣ 0/7 HCP
] 2 = 4+ 0/7 HCP
] 2♣ = 5+ 8+ HCP
] 2 = 5+♣ 8+ HCP
] 2nt = 11/12 HCP BAL
] 3♣ = 5+ 8+ HCP
] 3 = Cue-bid TRANSFER GF BAL
] 3♣ = 5♣-4 GF
] 3 = 5 -4 GF

N	E	S	W
1	X	P	1nt = 6/10 HCP
] 2♣ = 4+♣ 0/7 HCP
] 2 = 4+ 0/7 HCP
] 2♣ = 4+♣ 0/7 HCP
] 2 = 5+♣ 8+ HCP
] 2nt = 11/12 HCP BAL
] 3♣ = 5+ 8+ HCP
] 3 = 5+♣ 8+ HCP
] 3♣ = Cue-bid TRANSFER GF BAL
] 3 = 5♣-4♣ GF
] 3nt = 5 -4♣ GF (not passable)

CASE B : Opener's partner does not pass

N	E	S	W
1x	X	1y	X = TO ??
] 1nt = 8/10 HCP with Stop in x not necessarily a Stop in y

]	2w	= 5+w competitive
]	2x	= 4+w-4+z competitive not strong 5/9 HCP about
]	2y	= 4+w-4+z 10+ HCP
]	2nt+	= RUBENSOHL ON

N	E	S	W
1x]	X]	2y]	X = TO
]	2w+ = RUBENSOHL ON

OVERCALLING 1NT

OVERCALLING IN 2^a POSITION

Overcalling 1nt is like our opening 1nt and shows 15/17 HCP and “ generally “ little interest in majors , therefore over opener's major it "tends" to exclude the other major

The continuations are the same as over an opening 1nt

CASE A : Opener's partner passes

N	E	S	W
1x]	1nt]	P]	2[]+ = System ON

CASE B : Opener's partner doubles for penalty

N	E	S	W
1x]	1nt]	X]	? = See 1nt penalty double

CASE C : Opener's partner bids a suit

N	E	S	W
1x]	1nt]	2x]	X = TO
]	? = RUBENSOHL ON

N	E	S	W
1x]	1nt]	2y]	X = PD
]	? = RUBENSOHL ON

REOPENING

N	E	S	W
1x]	P]	P]	1nt
P/X]	2y = 5+y SO		
	2x = F1 generally BAL		
	2nt = 11/12 HCP GI		
	3y = 6y GI		

N	E	S	W
1x]	P]	P]	1nt
2x]	X = TO		
	2x+ = RUBENSOHL ON		

SPECIFIC CASES WHERE WE USE RUBENSOHL AND LEBENSOHL

CASE A

If opener's partner does not pass over our negative double

N E S W
 1x] X] 2x] X = TO
] ? = As if partner has opened 1nt and they have overcalled
] 2x . We use RUBENSOHL

N E S W
 1x] X] 2x] P
 P] X] P] ? = LEBENSOHL

N E S W
 1x] X] 1y] X = points, not penalty , in general values in the 4° suit
] ? = As if partner has opened 1nt . We use RUBENSOHL

N E S W
 1x] X] 2y] X = PD or TO ?????
] ? = As if partner has opened 1nt . We use RUBENSOHL

N E S W
 1x] X] 3x] X = Points with at least a 4° major
] 3y = Natural Competitiv
] 4w = Natural GF
] 4y = 5+y I am playing it

CASE B

Se invece va

N E S W
 1x] P] 2x] X
 P] ? = Here we use LEBENSOHL

Let's see how LEBENSOHL works after an opening and a raise in a major suit...

N	E	S	W
1 [♣]]	P]	2 [♣]]	X
P]	2 = Natural weak less than 7(8) HCP	Pass = to play 12/13 HCP	
]	2nt = (7)8/11 HCP	Pass = tolerance in	
]	3 [♣] = 4+ [♣] less than 7(8) HCP	3 [♣] = weak	
]	3 = 4+ less than 7(8) HCP	3 = GF without 4	See developments 3 =
4+ no [♣] toler.			
]	3 [♣] = GF 4 nearly always	3 [♣] = 4 GF	3 [♣] = 4 MAX
]	3 = 5 8/10 HCP	3 = 5 GF	3 = 4 MIN
		3nt = Natural	
		4 [♣] = 6+ [♣] SI	
		4 = 6+ SI	

N E S W
 1[♣]] P] 2[♣]] X
 P] 2nt] P] 3

P] 3[⊙] = St? [⊙]
] 3 = 4 NST [⊙]
] 3nt = St [⊙]
] 4[□] = 5[□]-4 NST [⊙]
] 4 = 5 -4[□] NST [⊙]

NB : Continuations are analagous to 2[⊙](weak two)]X]P]?

Lets see how it changes over opening and raise

N	E	S	W
1]	P]	2]	X
P]	2nt = (7)8/11 HCP]Pass = to play
] 3 [□] = 4+ [□] less than 7(8) HCP]3 [□] = weak
] 3 = 4+ less than 7(8) HCP]3 = GF without 4 [⊙]
tolerance [□]]Pass = Tolerance in [□]
] 3 [⊙] = 4+ [⊙] less than 7(8) HCP]3 [⊙] = 5 [⊙] GF
] 3 = GF 4 [⊙] nearly always]3 = 4 [⊙] GF
] 3nt = Natural]3nt = Natural
] 4 [⊙] = 5+ [⊙] Natural]4 [□] = 6+ [□] SI
]4 = 6+ SI
]3 [⊙] = 4 [⊙] MIN
]3 = 4 [⊙] MAX

N] E] S] W]
 1] P] 2] X]
 P] 2nt] P] 3]
 P] 3[⊙] = 4[⊙] NST
] 3 = St?
] 3nt = St
] 4[□] = 5[□]-4 NST
] 4 = 5 -4[□] NST

NB : Continuations are analagous to over 2 (Weak two)]X]P]?

CASE C

We use Rubensohl even over a double of a weak two by the opponents ES.

N] E] S] W]
 2x] X] P] ? = LEBENSHOL

or

N] E] S] W]
 2x] P] P] X]
 P] ? = LEBENSHOL

Bids other than double over opponents' weak two :

N	E	S	W
2x]	2y = 5+y Normal		
] 2nt = 16/19 HCP short in other major		
] 3z = 6+z Normal		
] 3y = 6+y weaker than 2y		
] 3x = 5+ other major-5minor]3 of a major = SO
] 3nt = I play it]3nt = GF in minors

<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; padding: 2px;">}</td> <td style="padding: 2px;">4\square = 5+\square-5+ good hand</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4 = 6 -5\square very good hand</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4nt = 5+ -5+\square GF or 6\square-5 very good hand</td> </tr> </table> </td> <td style="width: 50%; padding: 2px;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; padding: 2px;">}</td> <td style="padding: 2px;">4\square = Pass or correct</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">= GF FIT in other major</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4 of a major = SO</td> </tr> </table> </td> </tr> </table>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; padding: 2px;">}</td> <td style="padding: 2px;">4\square = 5+\square-5+ good hand</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4 = 6 -5\square very good hand</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4nt = 5+ -5+\square GF or 6\square-5 very good hand</td> </tr> </table>	}	4 \square = 5+ \square -5+ good hand	}	4 = 6 -5 \square very good hand	}	4nt = 5+ -5+ \square GF or 6 \square -5 very good hand	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; padding: 2px;">}</td> <td style="padding: 2px;">4\square = Pass or correct</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">= GF FIT in other major</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4 of a major = SO</td> </tr> </table>	}	4 \square = Pass or correct	}	= GF FIT in other major	}	4 of a major = SO
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; padding: 2px;">}</td> <td style="padding: 2px;">4\square = 5+\square-5+ good hand</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4 = 6 -5\square very good hand</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4nt = 5+ -5+\square GF or 6\square-5 very good hand</td> </tr> </table>	}	4 \square = 5+ \square -5+ good hand	}	4 = 6 -5 \square very good hand	}	4nt = 5+ -5+ \square GF or 6 \square -5 very good hand	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; padding: 2px;">}</td> <td style="padding: 2px;">4\square = Pass or correct</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">= GF FIT in other major</td> </tr> <tr> <td style="padding: 2px;">}</td> <td style="padding: 2px;">4 of a major = SO</td> </tr> </table>	}	4 \square = Pass or correct	}	= GF FIT in other major	}	4 of a major = SO	
}	4 \square = 5+ \square -5+ good hand													
}	4 = 6 -5 \square very good hand													
}	4nt = 5+ -5+ \square GF or 6 \square -5 very good hand													
}	4 \square = Pass or correct													
}	= GF FIT in other major													
}	4 of a major = SO													

CASE D

We use Rubensohl even when the opponents open with weak 1nt and partner doubles showing a balanced hand

EX.

	E	S	W
1nt]	X]	2x]	2y = Competitive
] X	= PD

In these cases we use Rubensohl, so the suits at the 2 level are competitive to play while 2nt and up are all TRANSFER competitive, invitational or strong.

CASE E:

We use Rubensohl even when we open 1x and the opponents jump overcall 2y natural

ES.

	E	S	W
1x]	2y]	?	= RUBENSOHL

CASE F:

	E	S	W
1x]	1nt]	2x]	X = TO
] ?	= RUBENSOHL

CASE G:

	E	S	W
1x]	1nt]	2y]	X = TO
] ?	= RUBENSOHL

THE OPPONENTS OPEN 1NT

CASE A Opening strong NT, i.e. 15+ HCP

After a strong 1NT opening we overcall purely competitively could be weaker in balancing seat

<p>double = One -suited, any suit : partner must bid 2\square (unless having a super FIT in \square), and we pass with \square or bid our suit</p> <p>2\square = Two suited 4+\square-4+x</p> <p>2 = Two suited 4+ -4+\odot/</p> <p>2\odot = Two suited 4+\odot-4+</p> <p>2 = Natural, weaker than double then 2</p>
--

The only forcing response is 2nt but this shows a really interesting hand! ! In general one responds in Paradox style, which means bidding the suit you don't have, in pass/correct fashion

After overcalling 2 \square :

	E	S	W
1nt]	2 \square]	P]	2nt
P]	3 \square]	= weak hand \square -x	
] 3	= good hand \square -	
] 3 \odot]	= good hand \square - \odot	
] 3	= good hand \square -	

After overcalling 2 :

N	E	S	W
1nt]	2]	P]	2nt
P]	3□ = bad hand	-⊙	
]	3 = bad hand	-	
]	3⊙ = good hand	-⊙	
]	3 = good hand	-	

After overcalling 2⊙ :

N	E	S	W
1nt]	2⊙]	P]	2nt
P]	3□ = bad hand	5+⊙-4	
]	3 = bad hand	5+ -4⊙	
]	3⊙ = good hand	5+⊙-4 possibly 5-5	
]	3 = good hand	5+ -4⊙	

CHANGES IN COMPETITION

N	E	S	W
1nt]	2x]	X]	P = Tolerance for this suit
]	XX = Bid your second suit
]	2y = Natural not forcing

N	E	S	W
1nt]	2x]	2y]	P = Natural not forcing
]	X = Bid your second suit
]	2z = Natural not forcing

CASE B Weak 1nt opening, which is MAX 14 HCP (or less :-)

In these cases the chances of game are real so the bidding, above all in second position is constructive

1nt]	X = 13+ HCP bal or 16+ HCP unbalanced but not with a one- or two-suited hand with a major
]	2□ = At least 5⊙-4 or 5 -4⊙ 11+ HCP, in 4 ^a position perhaps only 4⊙-4
]	2 = Multi 5+⊙ or 5+ 11+ HCP
]	2⊙ = 4+⊙-5+minor 11/15 HCP
]	2 = 4+ -5+minor 11/15 HCP
]	2nt = 5+□-5+ 11/15 HCP
]	3□ = 6□ 11/15 HCP
]	3 = 6 11/15 HCP

DEVELOPMENTS

N	E	S	W
1nt]	2□]	X]	P = Equal length in the majors
]	2 = 5+ weak and no FIT for a major
]	2⊙/ = Ignoring the double

N	E	S	W
1nt]	2□]	P]	2 = Asks for better major, but with 5-5 bid the SGL
]	2⊙ = to play (continue only with a reverse)
]	2 = to play (continue only with a reverse)
]	2nt = GI, asking strength

N	E	S	W
1nt]	2 \square]	P]	2
P]	2M]	P]	2nt = GF with FIT in un major asking for distribution, bid a SGL

N	E	S	W
1nt]	2]	P]	? = Responses as over Multi (partner continues only with a reverse)

N	E	S	W
1nt]	2]	P]	2nt
3 \square	= MAX with 5+ \odot		
3	= MAX with 5+		
3 \odot	= MIN 5+ \odot		
3	= MIN 5+		

N	E	S	W
1nt]	2M]	P]	2nt = F1 asking to describe your hand
			3 \square = pass or correct
			3 = 6+ SO
			3M = \spadesuit^*
			3OM = 6+OM \spadesuit^*

N	E	S	W
1nt]	2M]	P]	2nt
P]	3 \square	= 4M-5+ \square MIN	
	3	= 4M-5+ MIN	
	3 \odot	= 4M-5+ \square MAX	
	3	= 4M-5+ MAX	

MODIFICATIONS IN COMPETITION

N	E	S	W
1nt]	X/2x]	2y]	X = Penalty
			2nt = Bid your unknown suit
			2z = Natural not forcing
			3z = Natural not forcing

BALANCING

Reopening after 1 of a suit]P]P] \square

N	E	S	W
1x]	P]	P]	X = (8)9+ HCP with a takeout
			1nt = (11)12/15(16) HCP Over a minor cannot be 15/16 HCP but over a major could be 15/16 HCP
			1 suit = (7)8/15 HCP with the suit, maybe 4 $^\circ$
			2 suit (not a jump) = suit, at least 5 $^\circ$ quite good (8)9/15 HCP
			2 suit (jump) = good 6 $^\circ$ suit with 11/15 HCP
			3 suit (jump) = good 6 $^\circ$ suit with opening strength , looks for 3nt
			3 suit (double-jump) = good preempt with 7 $^\circ$ suit and 9/11 HCP
			cue = constructive Michaels
			cue (jump) = solid one-suiter, asking for stop for 3nt
			3nt = solid suit, Stop in their suit

N	E	S	W
---	---	---	---

1nt] P] P] ?
 Use same system as over opening 1nt in 2^a position

OVERCALLING ILLOGICAL 1NT

Overcalling illogical 1nt always shows at least 9 cards in the 2 other suits with at least (7)8+ HCP

N E S W
 1x] P] 1y] X = Shows 4-4 in the other suits (not guaranteeing opening strength !!!)
 or
 a strong hand 16+ HCP
] 1nt = Shows 5-4 or 5-5 in the other two suits
] 2y = Shows at least 6-5 or defensive 5-5 with good suits

N E S W
 1x] P] 1y] X/1nt
 P] 2x = Asks which suit is longer . Bid with weak hands or strong hands looking for a fit
] 2y = Points with a sure FIT in at least one suit promised by partner
] 2nt = Points with a FIT at least 4° in one of partner's suits , but probably a double- FIT
] 3x = Mixed raise , which is not too strong but with FIT at least 4° in one of partner's suits
] 2z/w = SO

How does overcaller bid now?

Over a cue of the lower suit obviously bid your longer suit.

But over the cue of the higher suit bid
]2nt = 5-5
]3z(lower suit) = MIN
]3w(higher suit) = MAX

Over 2nt one bids
]3x/y = 5-5 and SGL in the suit
]3z(lower suit) = MIN
]3w(higher suit) = MAX
]3nt = Asks for longer suit
]3w = SO
]3nt = Asks for longer suit

GHESTEM

GHESTEM is a two-suited overcall made over a NATURAL opening of one of a suit. The style in which we bid this depends on the position, vulnerability, and whether partner has passed or not !

Opposite passed partner and white vs red the bid is generally defensive/obstructive, while vulnerable against not vulnerable it is generally constructive with good suits and at least 10+ HCP

N	E	S	W
1	2	= 5+ @ -5+	
	2nt	= 5+ @ -5+	
	3	= 5+ -5+	

N E S W
 1] 2] P] 2 @ / = SO
] 2nt = RELAY with points and not guaranteeing a FIT
] 3] = FIT @ at least GI and control in the suit
] 3 = FIT at least GI and control in the suit
] 3 @ / = ♣*

N E S W
 1 [] 2nt [] P] 3 [] = FIT at least GI ☉ or
] 3 / ☉ = SO

N E S W
 1 [] 2nt [] P] 3 []
 P] 3 = MIN
] 3 ☉ = MAX

N E S W
 1 [] 3 [] P] 3 / = SO
] 3 ☉ = FIT at least GI
] 4 [] = FIT at least GI

N E S W
 1 [] 2 = 5+ ☉ -5+
] 2nt = 5+ ☉ -5+ []
] 3 [] = 5+ -5+ [] not forcing
] 3 = 5+ -5+ [] strong

N E S W
 1 [] 2 [] P] 2 ☉ / = SO
] 2nt = RELAY with points but not guaranteeing a FIT
] 3 [] = FIT ☉ at least GI and control in the suit
] 3 = FIT at least GI and control in the suit
] 3 ☉ / = ♣*

N E S W
 1 [] 2nt [] P] 3 [] / ☉ = SO
] 3 = FIT ☉ at least GI
] 3 = FIT [] at least GI

N E S W
 1 [] 3 [] P] 3 = SO
] 3 = FIT [] at least GI
] 3 ☉ = FIT at least GI
] 4 [] / = ♣*

N E S W
 1 [] 3 [] P] 3 / 4 [] = SO weak
] 4 = FIT [] SI
] 4 ☉ = FIT SI
] 4 / 5 [] = Hope to make it

N E S W
 1 ☉ [] 2 ☉ = 5+ -5+ []
] 2nt = 5+ [] -5+
] 3 [] = 5+ -5+

