

OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	7NT		16+ HCP / playing tricks	1♦=0-8 HCP, other 8+ HCP, 1♥=5+♠ OR 15+ HCP BAL 1♣=5♥, 2♣=5♦, 2♦=5♣ 8+ HCP, 1NT=9-14 HCP [Note 1 and 2]	1♣=1M, 1♠/NT=relay 1♣=1♦, 1♥=20+ HCP	
1♦	✓	1	4♦		11-15 HCP	1♦-1♥=NAT OR GF relay [Note 3] 1♦-2M/3m=9-11 HCP 6-card suit	1♦-1♥ could be followed by relays [Note 7]	
1♥		5(4)	4♦		11-15 HCP, 5(4)9-15NVvsV1.&2.Pos May have 4-card in 3rd POS and 1st/2nd w/5♣	1NT=GF relay, 2♣=any INV [Note 4 and 8]	1♥-1NT could be followed by relays 1♥-2♣, 2♦=waiting bid	2♣=Drury, 1NT=6-11 HCP Jump=Minisplinter
1♠		5(4)	4♦		Same as 1♥	Same as 1♥	Same as 1♥	Same as 1♥
1 NT			4♦		9-11 HCP 1st/2nd NV vs V 14-16 HCP all other POS May have 5M or 6M all POS	2-way Stayman, 2M=t/p [Note 5 and 9] Stayman, TRF, 2♠=minor suit STAY [Note 14 and 15]	1NT-2♣, 2♦-2♥=both majors. 1NT-2♦ could be followed by relays 1NT-3x=singleton	
2♣		6	4♦		10-15 HCP, may have 4M	2♦=ART F1 [Note 6]	2♣-2♦ [Note 10 and 11]	
2♦	✓		3♦		5M-4+m(4M), 3-8 HCP (2-8/7-11) NV: may have 5M332	2/3/4♥=p/c, 2♠=NAT NF, 3♣=t/p [NOTE23] 3♦=INV w/♥, 3♠=INV w/♠	2♦ - (DBL) - p - (p) - RDBL=5♣ Rebid NT: NT-system on	
2♥	✓	0	3♠		1.&2.Pos White vs Red0-6Hcp4♠+4m or4+/4+m Or 6♥, Else Weak (3-9 HCP)	2NT=?, 3♠♦=p/c, 2♠=p/c 2NT/3♣=ART F, 2♠=NF	[Note 22] 2♥-3♥ = PRE	
2♠		6			Weak (3-9 HCP)	2NT/3♣=ART F	2♠-3♠ = PRE	
2 NT	✓				7-11 HCP 5+-5+(4) NOT ♣	3♣=ask for suits, 3♦M/4♦M=p/c [Note 16]	2NT-3♣, 3♦=-♦♥, 3♥=♥♠, 3♠=♦♠ [Note 16]	
3 bids-		7			VUL vs NV: normal PRE	3♣-3♦=ask for g/b suit, 3M=NAT		
3NT	✓				Semisolid m [Note 21] VUL vs NV: Solid m			
4♣	✓	0			SOL ♥; 3rd NAT PRE			
4♦	✓	0			SOL ♠; 3rd NAT PRE			
3♣	✓	0			PRE in ♣ OR ♦	3♦/4♠=p/c [Note 17]		
3♦	✓	0			Good PRE in ♥ OR ♠	3♥♠/4♥=p/c, 4♠=ask for suit; 4♦=♥, 4♥=♠ [Note 18]	HIGH LEVEL BIDDING	
3♥	✓	0			Bad PRE in ♥ OR ♠	[Note 19]	Roman Keycard Blackwood	
3♠	✓	0			SOL m	[Note 20]	Splinter	
4NT					Ask for aces		Cue-bids	
							Josephine/5NT	
							Relays and asking bids	
							Over our 5-level contract: DBL=1/3, pass=0/2 aces (DIPO)	

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Terje AA – Glenn GROETHEIM
Country: Norway **Event:** 2003 Bermuda Bowl
Opening bid of 2D **in** all **seat at** All vulnerabilities
Shows: NV: 2-8HCP, 5M-4+m(4M(NV vs VOL), may have 5M332, VOL vs NV: 7-11HCP,
Detailed Description: VOL: Always 4+m

It's not mandatory to overcall all hands between 2-11 HCP.
It all depends on common sense, suit quality and vulnerability.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Weak hands, common sense.

Meanings of other responses and rebids:

2D - 2H = P/C
2S = NAT NF
2NT = Relay, F
3C = NAT NF
3D = INV with at least 6 card H
3H = PRE P/C
3S = INV with at least 6 card S
3NT = TO PLAY
4C/D = NAT PRE
4H = P/C
4S = TO PLAY

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

2D – (DBL) – pass = Partner will pass with 4+ D
RDBL = Please bid M
2H/S = NAT NF
2NT and higher = System on

Responses after opponent's overcall:

2D – (bid) DBL = negative through 3D
other = NAT NF

Rebids after 4th hand DBLs the response:

2D – (pass) – 2NT – (DBL): pass = 1st step
RDBL = 2nd step
3C = 3rd step
3D = 4th step and continuing.

2D – (pass) – Any – (DBL): Natural, common sense.

Rebids after 4th hand overcalls:

2D – (pass) – 2NT – (bid): pass = 1st step
DBL = 2nd step and continuing.

2D – (pass) – Any – (bid): Natural, common sense.

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Names: Terje AA – Glenn GROETHEIM

Country: Norway **Event:** 2003 Bermuda Bowl

Opening bid of 2H **In** 1st and 2nd **seat at** Non-vulnerable vs Vulnerable

Shows: 0-6 HCP, 4S+4m OR 4+/4+m OR 6H(2-8HCP)

Detailed Description:

BAL/semiBAL never contains 5-card major

BAL/semiBAL may include any 4441/5422(no 5-card M)

It's NOT mandatory to open 2H with all 0-6 BAL/semiBAL hands.

We have NO agreement on what hands we open or not.

Tactical considerations (if we want a swing board or not) will be made.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

All hands that guesses partner has hearts, weak hands, common sense.

Meanings of other responses and rebids:

2H -	2S	= NAT NF
	2NT	= 20-22 HCP BAL
	3C	= ART F1
	3D	= NAT NF
	3M	= NAT INV

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

2H – (DBL) –	pass	= to play against 6H
	RDBL	= Strong, 18+ HCP if BAL
	2S	= NAT NF
	2NT	= ART F1
	3m	= NAT NF
	3M	= NAT INV

Responses after opponent's overcall:

Negative DBL trough 3S, natural NF, common sense.

Rebids after 4th hand DBLs the response:

2H – (pass) – 3C – (DBL):	pass	= 1 st step
	RDBL	= 2 nd step
	3D	= 3 rd step and continuing.

2H – (pass) – Any – (bid): Natural, common sense.

Rebids after 4th hand overcalls:

2H – (pass) – 3C – (bid):	pass	= 1 st step
	DBL	= 2 nd step and continuing.

2H – (pass) – Any – (bid): Natural, common sense.

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

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Names: Terje AA – Glenn GROETHEIM
Country: Norway **Event:** 2003 Bermuda Bowl
Opening bid of 2NT **in** all **seat at** all vulnerability
Shows: 7-11 HCP, 5+-5+(4) NOT clubs
Detailed Description:

It's not mandatory to open all hands between 7-11 HCP.
It all depends on common sense, suit quality and vulnerability.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Meanings of other responses and rebids:

2NT – 3C = ask
3D = D+H; 3H=INV, 3S=NAT F, 4C=slam try H, 4D=slam try D
3H = H+S; 4C=slam try H, 4D=slam try S
3S = D+S; 4C=slam try S, 4D=slam try D, 4H=t/p

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

2NT – (DBL) – RDBL = to play
3m = to play
3M = to play
pass = ask for suits; RDBL=D+H, 3C=H+S, 3D=D+S

Responses after opponent's overcall:

2NT – (any suit) – DBL = PEN
3DHS = p/c
4DHS = p/c

Rebids after 4th hand DBLs the response:

2NT – (p) – 3C – (DBL)
pass = D+H
RDBL = H+S
3D = D+S

Rebids after 4th hand overcalls:

Natural, common sense.

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Names: Terje AA – Glenn GROETHEIM

Country: Norway

Event: 2003 Bermuda Bowl

Opening bid of 3C **in** all

seat at all except VUL vs NV

Shows: PRE in C or D

Detailed Description:

It's not mandatory to open all hands that fit the bid.

It all depends on common sense, suit quality and vulnerability.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

All hands that guesses partner has clubs, weak hands, common sense.

Meanings of other responses and rebids:

3C – 3D = p/c
3H = ask for suit; 3S=C, 3NT=D
3S = NAT F
4C/D = p/c
5C = p/c

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

3C – (DBL) - pass = p/c
RDBL = at least INV G
3D = NAT NF
3M = NAT NF
4C = p/c
4D = NAT NF

Responses after opponent's overcall:

Natural, common sense.

Rebids after 4th hand DBLs the response:

3C – (pass) – 3H – (DBL) - pass = C
RDBL = D

Rebids after 4th hand overcalls:

3C – (pass) – 3H – (bid) - pass = C
DBL = D

BROWN STICKER OPENING BID ANNOUNCEMENT FORM
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Names: Terje AA – Glenn GROETHEIM
Country: Norway **Event:** 2003 Bermuda Bowl
Opening bid of 3D **in** All **seat at** All except VUL vs NV
Shows: Good PRE in H or S
Detailed Description:

To be used instead of 3H/S as natural.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Meanings of other responses and rebids:

3D - 3M = p/c
4C = ask for suit; 4D=H, 4H=S
4H = p/c
4S = to play

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

3D – (DBL) - pass = ASK for suit
RDBL = at least INV G
3M = p/c
4C = ask for suit; 4D=H, 4H=S
4H = p/c
4S = to play

Responses after opponent's overcall:

Natural, common sense.

Rebids after 4th hand DBLs the response:

3D – (pass) – 4C – (DBL) - pass = H
RDBL = S

Rebids after 4th hand overcalls:

3D – (pass) – 4C – (bid) - pass = H
DBL = S

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

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Names: Terje AA – Glenn GROETHEIM
Country: Norway **Event:** 2003 Bermuda Bowl
Opening bid of 3H **in** all **seat at** All except VUL vs NV
Shows: Bad PRE in H or S
Detailed Description:

It's not mandatory to open all hands with bad H or S.
It all depends on common sense and vulnerability.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

All hands that guesses partner has hearts, weak hands, common sense.

Meanings of other responses and rebids:

3H - 3S = p/c
4C = ask for suit; 4D=H, 4H=S
4H = p/c
4S = to play

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

3H – (DBL) - pass = p/c
RDBL = at least INV G
3S = NAT NF
4C = ask for suit; 4D=H, 4H=S
4H = p/c
4S = to play

Responses after opponent's overcall:

Natural, common sense.

Rebids after 4th hand DBLs the response:

3H – (pass) – 4C – (DBL) - pass = H
RDBL = S

Rebids after 4th hand overcalls:

3H – (pass) – 4C – (bid) - pass = H
DBL = S

Supplementary notes file Terje AA - Glenn GROETHEIM (NORWAY)

Note...1: 1C opening bid

1C - 1D: 0-8 HCP
1H: 8+ HCP, and 5+S or 15+ HCP BAL
1S: 8+ HCP, and 5+H
1NT: 9-14 HCP, BAL
2C: 8+ HCP, and 5+D
2D: 8+ HCP, and 5+C
2H: 8+ HCP, and 5-4 or 4-5 in the minors
2S: 8-11 HCP, BAL 5-3-3-2 with a minor suit
2NT: 12+ HCP, 4-4-4-1 any singleton
3C: 8-11 HCP, 4-4-4-1 with major singleton
3D: 8-11 HCP, 4-4-4-1 with minor singleton
3H: AKQxxx(x) in any suit

Note...2: Subsequent auction

1C - 1D
1H = At least 20 HCP
1 NT = 16/17 - 19 HCP

1C - 2C/2D
2D/2H = Relay

1C - 2H
2S = Relay

In general: After all answers we can continue with relays.

Note...3: 1D opening bid

1D - 1H = Either natural or forcing to game
1S = Natural and forcing
1NT = 6-11 HCP
2C/2D = Natural and forcing
2H/2S = NAT 6+ & 9-11 HCP, Invitational
2NT = Invitational
3C/3D = NAT 6+ & 9-11 HCP, Invitational
3H/3S = Invitational

After the 1D - 1H sequence we can go on with relays.

Note...4: 1H/1S opening bid

1H/1S - 1 NT = Forcing to game, if we go on with relays we can get the exact distribution.
2C = Any invitational hand
2D = Natural and not forcing
2H = (1S): Natural and not forcing
(1H): Normal support
2S = (1H): 9-11 HCP and normally a 6 carder INV
(1S): Normal support
2 NT = Invitational support with a single/void. 3C = relay
3C = Invitational with C and the other major
3D = Invitational with D and the other major

After opening in 3rd and 4th seat, we use 2C as DRURY FIT + miniSPL.

Note...5: 1 NT opening bid

9-11 HCP 1st and 2nd seat not vulnerable against vulnerable.

14-16 HCP else.

May have 5-card major or 6-card minor

9-11:

1NT - 2C = Weak with the majors, or any invitational hand.
 2D = FG. Could be followed by relays.
 2H/2S = To play.
 2 NT = Ask opener to bid 3C.
 3x = Singleton and F1

14-16:

Stayman and transfer bids, see note 14.

Note...6: 2 C opening bid

2C - 2D = Artificial, and ask opener to describe his hand. Could be followed by relays.

2H/2S = 5-11 HCP and at least a 5 card suit.

2NT = Invitational

3C = Normal support

3D = At least a 6 card suit and invitational.

3H/3S = Invitational with 6 card suit.

4C = Preemptive

Note...7: Subsequent auction after some opening bids in system:

Strong C with relays - Relay structure

In general: In relay sequences we first get the exact distribution.

Then we can continue relays to first get the aces, then the kings and queens.

Some of the most usual relays:

Relays after 1D opening bid:

1D - 1H = Either natural or FG
 1S = 4S, not 4H (2C relay, FG)
 1NT = Balanced with no 4 card major (2C relay, FG)
 2C = Both minors, minimum 5-4/4-5 (2D relay, FG)
 2D = Onesuiter, 6+D (2S relay, FG)
 2H = 4H (2S relay, FG)
 2S = MAX, 4-4-4-1 with 4H (2NT relay for singleton)
 2 NT = MAX, 6+D (3C relay, FG)
 3C = At least 10 cards in minors, MAX (Next bid natural)
 3D = MAX, 6+D (Next bid natural)
 3H/4H = Both bids show a good hand with at least 4H and 5D

An example:

1D
 1H - 1NT = BAL, no 4 card major
 2C - 2NT = 5C, 5-3-3-2 4H - 5C = 2 queens of
 3C - 3H = 3-2-3-5 (doubleton H) same colour
 3S - 3NT = 1 or 4 ace(s)
 4C - 4D = 1 or 3 king(s)
 4H - 5C = 2 queens of same colour

Note...8: Relays after 1H/1S (1X) opening bid:

1X - 1NT	= FG
2C	= MAX (2D new relay)
2D	= MIN, a second suit in minor (2H relay) May also have 4 card in the major and 5C MIN/MAX
2H	= MIN, BAL or a second suit in major (2S relay)
2 NT	= MIN, at least 6X and 4 in a minor (3C relay)
3C	= Exactly 5X and 5C, MAX (3D relay)
3D	= Exactly 5X and 5D, MAX (3H relay)
3H	= MIN, at least 6X and 5C (3S relay)
3S	= MIN, at least 6X and 5D (4C relay)
3 NT	= MIN, at least 6-5 in majors (4C relay)

The same structure is used after 1C - 1H/1S, except 1C - 1H, 1S - 1NT=15+, BAL

Note...9: Relays after 1NT opening bid 9-11 HCP:

1NT - 2D	= FG
2H	= 4/5H (2S relay)
2S	= 4/5S, not 4H (2NT relay)
2 NT	= No 4 card major or 5 card minor, but may have 6m (3C relay)
3C	= 5C, 5-3-3-2 (3D relay for doubleton)
3D	= 5D, 5-3-3-2 (3H relay for doubleton)
3H	= 2-2-4-5 distribution (3S relay for aces)
3S	= 2-2-5-4 distribution (4C relay for aces)
3NT	= 3334

Note...10: Relays after 2C opening bid:

2C - 2D	= Relay, not FG
2H	= 4H and 6C (2S relay, FG)
2S	= 4S and 6C (2NT relay, FG)
2NT	= 6C, MAX (3D relay, FG)
3C	= 6+C, MIN (3D relay, FG)
3D	= 6+C and 4D, MAX (3H relay, FG)
3H	= A 7-3-2-1 hand, MAX (3S relay for singleton)
3S	= 3307, MAX and void in D. 4C = relay for aces
3NT	= 2-2-2-7 distribution (4C relay for aces)
4C	= 3037, MAX and void in H. 4D = relay for aces
4D	= 0337, MAX and void in S. 4H = relay for aces

Note...11: An example:

2C	
2D - 3C	= 6+C, MIN
3D - 3H	= A 6-3-3-1 hand
3S - 3NT	= 3-3-1-6 distribution (singleton D)
4C - 4H	= 0 or 3 ace(s)
4S - 4NT	= 1 or 4 king(s)
5D	= relay for queens
6C	= To play
5H	= relay for which king(s)

Note... 12: JUMP OVERCALLS

- 1C - 2C = 5-5 in both majors and a nice opening hand
2D = Weak
2H = VUL: Weak 2 in H
NonVUL: Weak 2 in either H or S
2S = VUL: Weak 2 in S
NonVUL: 4S and a longer minorsuit (shows D if the opening is 3+C)
- 1D - 2H = VUL: Weak 2 in H
NonVUL: Weak 2 in either H or S
2S = VUL: Weak 2 in S
NonVUL: 4S and a longer m(shows C if the opening is 3+D)

Note...13: VS. ARTIFICIAL STRONG OPENINGS

Yeslek against strong 1C/1D and in 3/4 hand nonVUL against 1C like the Polish C:

- DBL = D or H and S
1D = H or S and C
1H = S or C and D
1S = C or D and H
1NT = C + H or D + S (15-18 HCP, BAL VS Polish C)
2C = D or H and S
2D = H or S and C
2H = S or C and D
2S = C or D and H
2NT = C + H or D + S
3X = 6-card, at least AQJ10xx
With strong hands, we pass first round and act after.

Note... 14: 14 -16 HCP

- 1NT - 2C = STAYMAN, COULD BE FOLLOWED BY RELAY
2D/H = TRANSFER, MAY BE STRONG
2S = MINORSTAYMAN CAN BE WEAK IN A MINOR
2NT = SHOWS A WEAK DOUBLETION, INVITATIONAL; 3C = RELAY
3CDHS = SINGELTON, MAY HAVE 1336 AND SLAMINTEREST
4C/D = TRANSFER TO H/S

SPECIAL,

1NT - 2D

2H - 2S = EITHER 4S AND 5H OR 5H (OFTEN 5332) AND WEAK DOUBLETION . 2NT = RELAY

Note...15: 1NT - opponents show a major; we use transfer bidding

1NT -2H

- 2NT = LEBENSOHL
3C = D AND AT LEAST INVITATIONAL
3D = ASK FOR STOPPER IN H
3H = S AND AT LEAST INVITATIONAL
3S = C AND AT LEAST INVITATIONAL

Note:...16: 2NT opening, 2-suiter D/H/S 5+5+(4)

2NT – 3C = ask
3D = D+H; 3H=INV, 3S=NAT F, 4C=slam try H, 4D=slam try D
3H = H+S; 4C=slam try H, 4D=slam try S
3S = D+S; 4C=slam try S, 4D=slam try D, 4H=t/p

2NT – (DBL) – RDBL = to play
3m = to play
3M = to play
pass = ask for suits; RDBL=D+H, 3C=H+S, 3D=D+S

2NT – (p) – 3C – (DBL)
pass = D+H
RDBL = H+S
3D = D+S

2NT – (any suit) – DBL = PEN
3DHS = p/c
4DHS = p/c

Note:...17: 3C opening = PRE in C of D

3C – 3D = p/c
3H = ask for suit; 3S=C, 3NT=D
3S = NAT F
4C/D = p/c
5C = p/c

3C – (DBL) - pass = p/c
RDBL = at least INV G
3D = NAT NF
3M = NAT NF
4C = p/c
4D = NAT NF

Note:...18: 3D opening = good PRE in H or S

3D - 3M = p/c
4C = ask for suit; 4D=H, 4H=S
4H = p/c
4S = to play

3D – (DBL) - pass = ASK for suit
RDBL = at least INV G
3M = p/c
4C = ask for suit; 4D=H, 4H=S
4H = p/c
4S = to play

Note:...19: 3H opening = bad PRE in H or S

3H - 3S = p/c
4C = ask for suit; 4D=H, 4H=S
4H = p/c
4S = to play

3H – (DBL) - pass = p/c
RDBL = at least INV G
3S = NAT NF
4C = ask for suit; 4D=H, 4H=S
4H = p/c
4S = to play

Note:...20: 3S opening = solid minor

3S – (pass/DBL) - 3NT = to play
4C = p/c
4D = ask for suit; 4H=C, 4S=D
4M = to play
4NT = ask for length; 5C=7, 5D=8, 5H=9
5C = p/c

Note:...21: 3NT opening = semisolid minor

Suit quality: AQJ/AKJ

Note:...22: 2H opening 1st NV vs VUL weak w/6H OR 0-6 HCP BAL/semiBAL

BAL/semiBAL never contains 5-card major
BAL/semiBAL may include any 4441/5422(no 5-card M)
It's NOT mandatory to open 2H with all 0-6 BAL/semiBAL hands.
We have NO agreement on what hands we open or not.
Tactical considerations (if we want a swing board or not) will be made.

2H - 2S = NAT NF
2NT = 20-22 HCP BAL
3C = ART F1
3D = NAT NF
3M = NAT INV

2H – (DBL) – pass = to play against 6H
RDBL = Strong, 18+ HCP if BAL
2S = NAT NF
2NT = ART F1
3m = NAT NF
3M = NAT INV

**Note: ...23: 2D opening, NV: 2-8HCP, VOL: 4-8HCP, VOLvsNV 7-11HCP
5M-4+m(4M(NVvsVOL), NV may have 5M332**

2D - 2H = P/C
2S = NAT NF
2NT = Relay, F
3C = NAT NF
3D = INV wth at least 6 card H
3H = PRE P/C
3S = INV wth at least 6 card S
3NT = TO PLAY
4C/D = NAT PRE
4H = P/C
4S = TO PLAY

2D – (DBL) – pass = Partner will pass with 4+ D
RDBL = Please bid M
2H/S = NAT NF
2NT and higher = System on

2D – (bid) DBL = negative through 3D
other = NAT NF

2D – (pass) – 2NT – (DBL): pass = 1st step
RDBL = 2nd step
3C = 3rd step
3D = 4th step and continuing.

2D – (pass) – Any – (DBL): Natural, common sense.

2D – (pass) – 2NT – (bid): pass = 1st step
DBL = 2nd step and continuing.

2D – (pass) – Any – (bid): Natural, common sense.

**Note...24: 1C/D/H/S opening and opponents overcall through 2C.
1NT opening and opponents overcall.**

1C – (1D) – Pass = 6-8HCP or D
DBL = 0-5HCP
Others = System on

1C – (1H) – Pass = 6-8HCP or H
DBL = 0-5HCP
1S = 5+S 8+HCP
1NT = 9+HCP bal with stopper
2C = 5+D 8+HCP
2D = 5+S 6-7HCP
2H = 9+HCP bal without stopper
2S = 5+C 8+HCP
3any = Natural, slamtry

1C – (1S) – Pass = 6-8HCP or S
DBL = 0-5HCP
1NT = 9+HCP bal with stopper
2C = 5+D 8+HCP
2D = 5+H 6+HCP
2H = 5+C 8+HCP
2S = 9+HCP bal without stopper
3any = Natural, slamtry

1C – (2C) – Pass = 6-8HCP or C
DBL = 0-5HCP
2D = 5+H 6+HCP
2H = 5+S 6+HCP
2S = 5+D 8+HCP
2NT = 9+HCP with stopper
3C = 4-4-4-1 and 8+HCP
3D/H/S = Natural, slamtry

1D – (1H) – DBL = Negative
1S = 4+S
1NT = 6-11HCP bal with stopper
2C = 5+D
2D = 5+C
2H = ask for stopper
2S = 6+S 9-11HCP
3C/D/S = Natural, slamtry

1D – (1S) – DBL = Negative
1NT = 6-11HCP bal with stopper
2C = 5+D
2D = 5+H
2H = 5+C
2S = ask for stopper
3C/D/H = Natural, slamtry

1D – (2C) – DBL = Negative
 2D = 5+H
 2H = 5+S
 2S = 5+D
 2NT = invitational with stopper
 3C = ask for stopper
 3D/H/S = Natural, slamtry

1H – (1S) – 2C/D = Natural

1H – (2C) – 2D = 5+S
 2S = 5+D

1S = (2C) – 2D = 5+H
 2H = 5+D

1NT – (2C[both M]) – 2D/H = Natural, NF
 2S = 5+C at least invitational
 2NT = Invitational
 3C = 5+D at least invitational
 3D = ask for H stopper
 3H = ask for S stopper

1NT – (2H) – 2S = To play
 2NT = invitational
 3C = 5+D at least invitational
 3D = ask for H stopper
 3H = 5+S at least invitational
 3S = C and GF

1NT – (2S) – 2NT = invitational
 3C = 5+D at least invitational
 3D = 5+H at least invitational
 3H = ask for S stopper
 3S = C and GF