

**NOTE 1: 1♠-2♥ 10-11 BAL w/4<sup>+</sup> Ss or NAT, FG**

1♠-2♥-2♠: Waiting. Now 2NT = 10-11 BAL, any other bid shows that 2♥ = NAT, FG

1♠-2♥-3♣: RESP must P with 10-11 BAL

1♠-2♥-(DBL): 2NT = BAL, 15<sup>+</sup>, positional ♥ stopper; RDBL = BAL, 15<sup>+</sup>, non-positional ♥ stopper; 3m = to play opposite 10-11 BAL; P = other hands

1♠-2♥-(BID): 2NT, 3NT = BAL, 15<sup>+</sup>; DBL = PEN opposite NAT FG; 3m = to play opposite 10-11 BAL; P = F (now DBL or 2NT/2♠ = 10-11 BAL, others show that 2♥ was NAT, FG)

**NOTE 2: REV DRURY FIT (off in COMP except P-1♥-(1♠)-2♣)**

P-1♥-2♣-2♦ = ART, sound opening bid, not strong slam interest (RESP's new suit = SPL)

P-1♥-2♣-2♥ = Would not accept a limit raise (weakest bid).

P-1♠-2♣-2♦ = ART, some game interest, or mild S/T (2♥ = ART, sound limit raise, other new suits = short suit)

P-1♠-2♣-2♥ = ART, strong game interest, no slam interest

P-1♠-2♣-2♠ = No game interest

P-1M-2♣-3M = F, strong suit, suggests 3NT from responder's side.

P-1M-2♣-other bids above 2M are S/T. 2NT asks for SPL (usually BAL). Long suit S/T between 2M and 3M. Short suit S/T above 3M.

**NOTE 3: REV DRURY FIT (COMPETITION)**

P-1♥-2♣-(DBL)-P = Minimum, 4 card suit

RDBL = Some game interest or mild S/T

2♦ = ART, strong game interest

2♥ = Minimum, 5<sup>+</sup> card suit

P-1♠-2♣-(DBL)-P = Minimum, 4 card suit

2♠ = Minimum, 5<sup>+</sup> card suit

If 2♣ is overcalled: Opener's P NF; rebid of M competitive; DBL = MAX if suit overcalled is directly below M, otherwise PEN; new suit – G/T (need not be NAT).

**NOTE 4: Forcing 1NT RESP to 1M in 1<sup>st</sup> & 2<sup>nd</sup> positions:**

NV, could respond with 0 HCP, especially at Favorable Vul or with a fit.

VUL, the range is more like 5 to a bad 12, but might still be shaded, perhaps with a long suit.

**NOTE 5: Response to 2NT Opening**

2NT-3♦-3♥-3♠ = ms. After m is bid, continuations ask/show keycards

2NT-4♦,♥ = TFR with slam interest. Now non-signoff asks/shows keycards

**NOTE 6: If DBL of our 1NT opening is PEN:**

RDBL forces 2♣. Used with 1-suiter to play 2♣, 2♦, or 2♥; rebids higher than 2♥ INV

2♣ = ♣ + another suit

2♦ = ♦s + a Major

2♥ = Majors

2♠ = NAT

**BY UNPASSED HAND ONLY:**

2NT = ♣s (WK) or STR 2 or 3 suited hand with ♣s not one of the suits

3♣ = ♦s (WK) or STR 2 or 3 suited hand with ♦s not one of the suits

3♦ = ♥s (WK) or STR 3 suited hand short in a Major

3♥ = NAT, INV

3♠ = PRE

---

**NOTE 7: RUBENSOHL after 1NT-(2M):** Applies if 2M = 1-suited, or if it shows bid M+ unknown 2<sup>nd</sup> suit, and also after 1NT-(2m) if 2m promises a specific M with or without an unknown second suit. Also applies after our 1NT overcall unless 2 suits have been bid.

1NT-(2M)-2NT forces 3♣. RESP may intend to play in a lower ranking suit or rebid 3NT to show a stopper in M, or rebid 3M to show shortness in M without 4 of other M.

1NT-(2M)-3♣ = ♦s, INV<sup>+</sup>

1NT-(2M)-3♦ = OM, INV<sup>+</sup>

1NT-(2M)-3OM = ♣s, INV<sup>+</sup>

**NOTE 8: Checkback after 2NT Rebid**

1m-1M-2NT-3♣ = Checkback (shows 5M after 1♣ opening; after 1♦ opening, could be ♦ S/O, opener bids 3♦ without 3M)

1m-1M-2NT-3♦ = Support for m (now 3♥ asking, 3♠ = 3-card support for M)

1x-1M-2NT-3M = To play

1♣-1♦-2NT-3♣ = Forces 3♦ (to play 3♦ or start checkback or show ♣s)

**NOTE 9: 2NT RESPONSE TO OUR WEAK 2M**

2M-2NT: 3♣ = Non-minimum. Now 3♦ asks suit quality

3♦ = Minimum, with suit to 2 of top 3 honors

3M = Weakest

3OM = 64 (any 4)

2M-(DBL): 2NT → 3♣ (RESP may wish to play in lower ranking suit or INV in M)

3 of lower-ranking suit lead-directing (F)

Response by PH: 2NT asks shortness

3x = Fit, values in x.

**NOTE 10: Responses to our 3 level PRE openings:**

3♣-3♦ asks: 3♥ = bad suit; 3♠ = good suit (2/top 3 honors); 3NT = bad suit, side cards

3♦ or 3M-4♣ asks Keycards on PRE scale (0, 1, 1+trump Q, 2, 2+trump Q)

**NOTE 11: After our 3NT opening (=4m PRE)**

3NT-(DBL): P = to play; RDBL asks for suit; 4m = interest in competing in other m

3NT-4♣(P/C)-4♦-5♣ and 3NT-4♦(P/C)-5♣-5♦ to play

**NOTE 12: 4m opening is NAMYATS: Solid or 1-loser suit. Does not create a force.**

Responses:

4m-4NT: 2 keycards, no suit with 2 losers, 2<sup>+</sup> trumps

4m-5M: Same as 4NT, but 0 or 1 trump

4m-new suit above 4M: 2 keycards, and no control in suit bid

4m-step: 1 or 3 keycards. Now 4NT = 3 keycards, suit = 2 keycards + void in bid suit

4m-step-4M: Responder's bids now are same as directly over 4m but show 3 keycards

If 4m is DBL'd: Bids mean the same (slightly sounder). P encouraging. RDBL creates F

**NOTE 13: After our PEN DBL of WK NT:**

(1NT)-DBL-(2♣ NAT)-2♦ = T/O of ♣s (F)

(1NT)-DBL-(2♣ NAT)-P-(P)-2♦ = T/O of ♣s (NF)

(1NT)-DBL-(P forcing RDBL or RDBL forcing 2♣)-2♣ = STAY

(1NT)-DBL-(2M NAT)- bids as in NOTE 7 above

**NOTE 14: DEFENSE VS STR NT (14<sup>+</sup>-17 or stronger; also Blue Team and by PH)**

DBL = usually 4-card Major and longer minor. Advancer's 2♣ asks for m, 2♦ asks for M.

Other possible hands are:

19<sup>+</sup> BAL, shown by 2NT rebid

STR Major 1-suiter, shown by 2M over advancer's 2♣ or 3M over advancer's 3♦

In R/O can also be ♦ 1-suiter, shown by 2♦/2♣ or P over 2♦.

2♣ = ♠ + ♥. Advancer's 2♦ asks for longer M (♥ with equal length)

2♦ = 1-suited ♠ or ♥. 2M, 3M, 4♥ = P/C; 2NT = G/T in either M

2M = 5M + 4<sup>+</sup>m. 2NT = asking, shows values; 3m = P/C

3M = WK NV, STR VUL

**NOTE 15: After opponent's overcall showing 2 known suits, neither of which was bid, P**

followed by DBL suggests 3 cards in suit DBL'd; DBL followed by DBL suggests 4 cards

in suit DBL'd (P is not F)

**NOTE 16: OPENING LEADS**

We may lead the 2<sup>nd</sup> highest from 4 small cards, but only to avoid wasting highest spot

(might lead 8 from T8xx but never from 98xx)