Bidding after Partnership Opens with 1 of a Minor
Opener's Sequences
    Raise to Game by Opener of Responder's 1 Level Suit Bid
    1Minor - P - 1Major - P
    ?
        4 of Opener's minor   :
            Responder's major (4 or >)   ,
                        H.C.P. (17 or >)   ,
                        Control oriented   .
        4 of Responder's major   :
            Responder's major (4 or >)   ;
            Opener's   minor (5 or >)   ,
                        H.C.P. (17 or <)   ,
                        Distributional raise to game .

    Suit quality : One Notrump Response
    1C/1D - P - 1Nt - P
    ?
        3Nt : Suit quality : AKQxxx or > .

    Suit quality: Two Over One Response
    1D - P - 2C - P
    ?
        3D : One-loser suit (maximum) opposite small doubleton .
        3Nt : No-loser suit   opposite small doubleton .

    Jump Shift Bid (to 4 level)

    1D - P - 2Nt   - P
    4H
        4H = Diamonds , Key-Card Asking (see Conventions) .

    1C - P - 1H   - P
    4S
        4S = Hearts , Key-Card Asking (see Conventions) .

Bidding after Partnership Opens with 1 of a Minor (continued)
Responder's Sequences
    Inverted Minors (Responder is a non-passed hand)
A. 1C - P - **2C**
      2C = Clubs   , game values or > (H.C.P.) .
   1D - P - **2D**
      2D = Diamonds , game values or > (H.C.P.) .

    An immediate 2Nt rebid by Opener shows
      stoppers in both majors .

B. 1C - P - **2D**
      2D = Clubs   , invitational values (H.C.P.) .
   1D - P - **3C**
      3C = Diamonds , invitational values (H.C.P.) .

    A two Notrump response   by either player is non-forcing .
    Three of the agreed minor by either player is non-forcing .

C. 1C - P - **3C**
      3C = Natural , pre-emptive .
   1D - P - **3D**
      3D = Natural , pre-emptive .

    Jump Shift Support (Responder is a non-passed hand)
1D - P - 2C   - P
2D - P - **4H**
   4H = Diamonds , Key-Card Asking (see Conventions) .

1D - P - 1Spade - P
2C - P - **4D**/**4H**
   4D = Clubs   , Key-Card Asking (see Conventions) .
   4H = Diamonds , Key-Card Asking (see Conventions) .

1C - P - 1Major - P
1Nt - P - **4D**
   4D = Clubs   , Key-Card Asking (see Conventions) .

1C - P - 1D   - P
1Nt - P - **4H**
   4H = Diamonds , Key-Card Asking (see Conventions) .

    Jump Shift to a Major
1Minor - P - **2H**
   2H = Reverse Flannery by Responder (see Conventions) .
1Minor - P - **2S**
   2S = Weak two in Spades .

    Jump Shift to a Minor
See Inverted Minors

    New Minor Forcing (variant)   see Conventions
   (Responder is a non-passed hand) .
1Minor - P - 1Major - P
1Nt   - P - **?**

    Notrump Responses
1Minor - P - **?**
   1Nt = Balanced , non-forcing , H.C.P. (06-10) .
   2Nt = Balanced , non-forcing , H.C.P. (11-12) .
   3Nt = Balanced , non-forcing , H.C.P. (13-15) .

Bidding after Partnership Opens with 1 of a Major
Opener's Sequences
    Game tries , Two-way   see Conventions
    1Major - P - single raise (constructive) - P
    non-jump rebid (other than re-raise)

    Suit quality
    Minimum **s**uit **v**alues (*m.s.v.*) : AKQJ (6 or >) or AKQ (7 or >)
                                               or AK (9 or >) .

    examples .
    1. 1H/1S - P - 2C - P
       ?
           3H/**3S** : H/S (6 or >) , 1-loser suit   .
           3Nt   : H/S   , *m.s.v.* , forcing to **4H**/**4S** .
           4H/**4S** : H/S (6 or >) , 2-loser suit   .

    2. 1H - P - 1S - P
      3Nt
          3Nt = Hearts , *m.s.v.* , side-suit A & K .

    3. 1H/1S - P - 1Nt - P
      3Nt
          3Nt = H/S   , *m.s.v.* , side-suit A & K .

    1H/1S - P - 1Nt - P
    3Nt   - P - **?**
      4H/**4S** : No slam interest   .
      4C/**4D** : Cuebid in support of Opener's major .

Responder's Sequences
    Drury (Reverse , two-way)   see Conventions
     (Responder is a passed hand)
    Responder has > constructive raise for Partner's major .
     P - P - 1Major - P
     ?

Bidding after Partnership Opens with 1 of a Major (continued)
Responder's Sequences (continued)
    One Notrump Response , One-round Force
    1Major - P - **1Nt** - P
        1Nt = A one-round force on the Opener .

    1. 1H/1S - P - 1Nt - P
       2 of a new suit (lower than 1st suit)
                - P - **?**
           2H/**2S** : H/S (2 or >)   , minimum response   .
    *   **3H**/**3S** : H/S (3)   , game invitational   .
           2Nt   : Game invitational   .
           New suit (**not a jump**)
                    : One-suited hand , non-forcing   .
           New suit (**jump** , **below four level**)
                    : One-suited hand , game invitational   .

    2. 1H - P - 1NT - P
       2S - P - **?**
           2Nt : game values , artificial , may have :
    *   Hearts
                   or   Spades
                   or   Clubs
                   or   Diamonds
                   or   Clubs & Diamonds
                   or   General values hand   .
           3C : Clubs   (6 or >)   , < game values   .
           3D : Diamonds (6 or >)   , < game values   .
           3H : Hearts   (2 or >)   , < game values   .
           3S : Spades   (4 or >)   , < game values   .
           3Nt : General values hand , no slam interest   .
           4H : Hearts   (3 or >)   , no slam interest   .
           4S : Spades   (4 or >)   , 1 or more honours ,
                                          no slam interest   .

    3. 1H/1S - P - 1Nt - P
       2Nt - P - **?**
       3a. **3C** : Stayman , check-back (a 6th card in Opener's suit , or 4
                        cards in the other major) .

       3b. 1H   - P - 1Nt - P
           2Nt   - P - 3H - P
           3S   - P - **?**
               3Nt : Game values , strength concentration in Spades , minor
                        suits concern . 4H is an alternative contract .

       For further information , see *responses after an opening 2Nt bid* .

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<u>Bidding after Partnership Opens with 1 of a Major</u> (continued)
<u>Responder's Sequences</u>   (continued)
  <u>One Notrump Response , One-round Force</u>   (continued)
  3d. 1H/1S - P - 1Nt - P
      2Nt - P - 3S - P
      3Nt - P - **?**
          <u>Pass</u> : To play 3Nt , game values only   .
          Any bid *other than pass* shows > game values   .
          <u>4C</u> : Clubs   (6 or >)   .
          <u>4D</u> : Diamonds (6 or >)   .
          <u>4H</u> : Minors   , Clubs > Diamonds   .
          <u>4S</u> : Minors   , Clubs < Diamonds   .
          <u>4Nt</u> : Minors   , equal length , one-round force .

  3e. 1H/1S - P - 1Nt - P
      2Nt - P - 3Nt - P
      4C   - P - **?**
          <u>Pass</u> : Clubs   (6 or >) , < game values   .
          <u>4D</u> : Diamonds (6 or >) , < game values   .
          Any bid *above* four Diamonds shows game values only .
          <u>4H</u> : Minors   , Clubs > Diamonds   .
          <u>4S</u> : Minors   , Clubs < Diamonds   .
          <u>4Nt</u> : Minors   , equal length   .
          <u>5C</u> : Clubs   (6 or >)   .
          <u>5D</u> : Diamonds (6 or >)   .

  4. 1H/1S - P - 1Nt - P
     3H/3S - P - **?**
          <u>Non-raise minor suit bid</u>
     <u>*</u>   : H/S (2 or >) , constructive raise or > , cuebid .
          <u>4H</u>/**<u>4S</u>** : H/S   , no slam interest   .

  5. 1H/1S   - P - 1Nt - P
     Jump shift - P - **?**
          <u>3H</u>/**<u>3S</u>** : H/S (2 or >)   , strength ambiguous .
          <u>Raise of Opener's 2nd suit</u>
               : Natural (4 or >)   , < limit raise   .
          <u>1st new suit</u> (**<u>above Opener's 1st suit</u>**)
               : Opener's *lower* suit (4 or >) , limit raise or >   .
          <u>2nd new suit</u> (**<u>above Opener's 1st suit</u>**)
     <u>*</u>   : Opener's *higher* suit (3)   , limit raise   .
          <u>4H</u>/**<u>4S</u>** : H/S (3 or >)   , no slam interest   .

Bidding after Partnership Opens with 1 of a Major (continued)
Responder's Sequences   (continued)
   One Notrump Response , One Round Force   (continued)
   5. *examples* .
      1H - P - 1Nt - P
      3D - P - **?**
          3H/**4D** : Preference (2 or >) , < limit raise   .
          3S   : Diamonds   (4 or >) ,   limit raise or > .
          3Nt : Natural   , no slam interest   .
   *   **4C**   : Hearts   (3)   ,   limit raise   .
          4H   : Hearts   (3 or >) , no slam interest   .

      1S - P - 1Nt - P
      3C - P - **?**
          3D/**3H** : Natural   , strength unknown   .
          3S/**4C** : Preference (2 or >) , < limit raise   .
          3Nt : Natural   , no slam interest   .
          4D   : Clubs   (4 or >) ,   limit raise or > .
   *   **4H**   : Spades   (3)   ,   limit raise   .
          4S   : Spades   (3 or >) , no slam interest   .

   Raises
   A. 1H/1S - P - **2H**/**2S**
          2H/**2S** = H/S (3) , constructive raise
                          ({3 or >} by a passed hand) .

With more than three trumps , a five-step raise pattern is used   .
B. 1H - P - **?**
*   *1.* **2S**   : Hearts (4 or >) , short side suit   , limit raise   .
*   *2.* **2Nt** : Hearts (4 or >) , game values or > (Jacoby 2Nt raise) .
*   *3.* **3C**   : Hearts (4 or >) , no short side suit , limit raise   .
*   *4.* **3D**   : Hearts (4 or >) , constructive raise   .
*   *5.* **3H**   : Hearts (4 or >) , preemptive   raise   .
     6. **3S**   : Hearts (4 or >) , splinter   , game values   .
* 7. **3Nt** : Hearts (2)   , balanced   , game values   ,
                                                      H.C.P. (13-15) .
     8. **4C/4D** : Hearts (4 or >) , splinter   , game values   .

     Note : Bidding sequences (1 , 3 , 4) by a passed-hand : A **jump
             shift** shows Hearts & the suit jumped into , invitational .

1. 1H - P - 2S - P
   2Nt
       2Nt = Short suit Asking Bid   see Conventions .   .

   1H - P - 2S - P
   2Nt - P - **?**
       see Conventions , Short Suit Asking Bid (responses) .

* **This sequence** is *not applicable* when Responder is a passed hand .
   Drury then applies   .

Bidding after Partnership Opens with 1 of a Major (continued)
Responder's Sequences   (continued)
   Raises   (continued)
   With more than three trumps , a five-step raise pattern is used   .
   C. 1S - P - **?**
   *   *1.* **2Nt** : Spades (4 or >) , short side suit   , limit raise   .
   *   *2.* **3C** : Spades (4 or >) , game values or > (Jacoby 2Nt raise) .
   *   *3.* **3D** : Spades (4 or >) , no short side suit , limit raise   .
   *   *4.* **3H** : Spades (4 or >) , constructive raise   .
   *   *5.* **3S** : Spades (4 or >) , preemptive raise   .
   *   6. **3Nt** : Spades (2)   , balanced   , game values   ,
                                                    H.C.P. (13-15) .
       7. **4C**/**4D**/**4H**
                 : Spades (4 or >) , splinter   , game values   .

          Note : Bidding sequences (2 , 3 , 4) by a passed-hand : A **jump
                  shift** shows Spades & the suit jumped into , invitational .

   1. 1S - P - 2Nt - P
      3C
          3C = Short Suit Asking Bid   see Conventions .

      1S - P - 2Nt - P
      3C - P - **?**
          see Conventions , Short Suit Asking Bid (responses) .

   * **This sequence** is *not applicable* when Responder is a passed hand   .
          Drury then applies   .

   Raises After a Take-out Double
   1Major - X - **?**
       ? = A single raise is an irritant bid only (3 - 6 H.C.P.)   .
         = Pass , then supporting Opener's suit , is a constructive
                 raise (8 - 10 H.C.P.)   .
         = Redouble , then supporting Opener's suit   ,
                  is a limit raise with 3-card support   .
         = 2Nt is a limit raise or > , 4-card (or >) support   .
         = A jump shift into a major is a mixed raise
            (6 - 8 H.C.P.)   .
         = A jump shift into a minor is a limit raise or >   ,
            showing the suit jumped into & support for Opener's
            suit (4 or >)   .

Bidding after Partnership Opens with 1 Notrump (H.C.P. {15-17})
```
    1Nt - P - ?
        1.  2C  : Stayman  (major {4} not promised)           .
        2.  2D  : Hearts   (5 or >)   , transfer               .
        3.  2H  : Spades   (5 or >)   , transfer               .
        4.  2S  : Clubs    (5 or >)   , transfer               .
        5.  2Nt : Diamonds (5 or >)   , transfer               .
        6.  3C  : Minors   (5-5 or >) , < game values          .
        7.  3D  : Minors   (5-5 or >) ,   game values or >     .
        8.  3H  : Minors   (5-4)      , splinter , game values or >  .
        9.  3S  : Minors   (5-4)      , splinter , game values or >  .
        10. 4C  : No agreed suit , Key-Card Asking (see Conventions) .
        11. 4D  : Hearts   (6 or >)   , transfer               .
        12. 4H  : Spades   (6 or >)   , transfer               .
        13. 4Nt : Boland (see Conventions)                     .
        14. 5Nt : Boland (see Conventions)                     .
```

1@.
```
    1Nt - P - 2C - X
    ?
            Pass  : Hearts (2 or 3) , Spades (2 or 3)                .
            XX    : Hearts (4 or 5) , non-minimum (Responder may transfer
                                      with 2D)                       .
            2D    : Spades (4 or 5) , non-minimum (Responder may transfer
                                      with 2H)                       .
            2H    : Hearts (4 or 5) , minimum                        .
            2S    : Hearts (2 or 3) , Spades (4 or 5) , minimum      .
```

1a.
```
    1Nt - P - 2C - P
    2D  - P - ?
        1a1.  Pass  : Diamonds (4 or >)    , 1-2 major suits (4)   ,
                                             < game values         .
        1a2.  2H    : Hearts   (4 or >)    , Spades (4 or >)        ,
                                             < game values         .
        1a3.  2S    : Hearts   (4 or >)    , Spades (4 or >)        ,
                                             game invitational      .
        1a4.  2Nt   : Major length unknown , game invitational      .
        1a5.  3C    : Clubs    (6 or >)    , one major (4)          ,
                                             < game values         .
        1a6.  3D    : Weissberger  (see Conventions)                .
        1a7.  3H/3S : Smolen      (see Conventions)                 .
        1a8.  3Nt   : 1-2 major suits (4)  , game values            .
        1a9.  4C    : No agreed suit       , Key-Card Asking        .
        1a10. 4D    : Weissberger  (see Conventions)                .
        1a11. 4Nt   : No agreed suit       , small slam invitation .
```

Bidding after Partnership Opens with 1 Notrump (H.C.P. {15-17}) (continued)
1a11.
```
     1Nt - P - 2C  - P
     2D  - P - 4Nt - P
     ?
          Pass  : No slam interest                      .
          5Nt   : Slam interest , 4-3-3-3 distribution .
          5Suit : Boland (see Conventions)              .
```

1b. 1Nt - P - 2C - P
```
     2H  - P - ?
          1b1.  2S    : Spades (4) and :   1) Game invitation values
                                       or 2) A minor (6 or >) , game
                                             invitational values or < .
          1b2.  2Nt   : Majors (< 4)     , game invitation values     .
          1b3.  3C/3D : Hearts (4 or >) , side suit , slam interest or > .
          1b4.  3H    : Hearts (4 or >) , game invitation values      .
          1b5.  3S    : Hearts (4 or >) , slam interest or >          .
          1b6.  3Nt   : Spades (4)      , game values                 .
          1b7.  4C/4D : Hearts (4 or >) , splinter  , slam interest or > .
          1b8.  4H    : Hearts (4 or >) , no slam interest            .
          1b9.  4Nt   : Spades (4)      , small slam invitation       ;
                                         Responses by Opener : see 1a11 .
```

1b1. 1Nt - P - 2C - P
```
     2H  - P - 2S - P
     ?
          Pass  : Spades (4 )     , < game values              .
          2Nt   : Spades (3 or <) , < game values              .
          3C    : Spades (3 or <) , non-minimum                .
          3D/3H : Spades (4)      , non-minimum , side suit values .
          3S    : Spades (4)      , non-minimum                .
```

1c. 1Nt - P - 2C - P
```
     2S  - P - ?
          2Nt  : Game invitational values                      .
          3C   : Clubs     (6 or >) , Hearts (4) , sign-off     .
          3D   : Diamonds (6 or >) , Hearts (4) , sign-off     .
          3H   : Spades    (4 or >) , slam interest or >        .
          3S   : Spades    (4 or >) , game invitation           .
          3Nt  : Hearts    (4)      , game values               .
          4C/4D/4H
               : Spades    (4 or >) , splinter   , slam interest or > .
          4S   : Spades    (4 or >) , no slam interest          .
          4Nt  : Hearts    (4)      , small slam invitation      ;
                                     Responses by Opener : see 1a11  .
```

Bidding after Partnership Opens with 1 Notrump (H.C.P. {15-17}) (continued)

2 & 3. 1Nt - P – Transfer to a major suit - P
        ?

                        Transfer refusal with length (4 or >)   .
                        Minimum   : **Jump in transfer suit**   .
                        Non-Minimum : **2Nt** shows scattered values   .
                                    A new suit shows a doubleton
                                        (less than Q x)   .

            – P – **?**

                        New suits are natural and forcing , with one
                            exception : After a transfer refusal , if
                                        Responder bids **the suit
                                        below the agreed suit** ,
                                        that is a re-transfer .

        Note : If an opponent doubles the transfer bid , Opener
                a. Passes   with a doubleton in Responder's suit   ;
                b. Accepts   the transfer with three card support &
                                a minimum   ;
                c. Redoubles with three card support & a non-minimum ;
                d. Follows   established procedure with 4 (or more)
                                card support   .

4 & 5. 1Nt - P – Transfer to a minor suit - P
        ?
            Transfer refusal with good fit :
                    Bid **above the agreed suit** with A-x-x-x *or* > ;
                    Bid **below the agreed suit** with K-Q-x-x *or*
                        A-K-x *or* A-Q-x *or* K-Q-x   .

7.   1Nt - P - 3D – P
      ?
            3H : Concentration of strength , Spade concern .
            3S : Concentration of strength , Heart concern .
            3Nt : Natural   , to play   .
            4C : Clubs   , slam interest   .
            4D : Diamonds   , slam interest   .
            4H : Both minors   , concentration of strength ,
                    slam interest   .
            4S : Both minors   , concentration of strength ,
                    slam interest   .
            4Nt : Choose a minor , game interest only   .
            5C : Natural   , no slam interest   .
            5D : Natural   , no slam interest   .

Bidding after Partnership Opens with 1 Notrump (H.C.P. {15-17}) (continued)
8.   1Nt - P - 3H - P
     ?
             3S : Natural   , interest in 4S   .
             3Nt : Natural   , to play   .
             4C : Clubs   , slam interest   .
             4D : Diamonds   , slam interest   .
             4H : Both minors   , weak Hearts , slam interest .
             4S : Spades (5)   , weak Hearts   .
             4Nt : Choose a minor   , game interest only   .
             5C : Natural   , no slam interest   .
             5D : Natural   , no slam interest   .

9.   1Nt - P - 3S - P
     ?
             3Nt : Natural   , to play   .
             4C : Clubs   , slam interest   .
             4D : Diamonds   , slam interest   .
             4H : Natural   , to play opposite Jxx or > .
             4S : Both minors   , weak Spades , slam interest .
             4Nt : Choose a minor   , game interest only   .
             5C : Natural   , no slam interest   .
             5D : Natural   , no slam interest   .

Note : After a 1Nt or 2Nt opening and a minor-suited hand
           by Responder , 4Nt is always to play
           (unless otherwise stipulated) .

@   1Nt - X - **?**
                 Pass : Thinks that 1NT doubled will make **or**
                            no long suit to rescue to   .
                 XX   : One-suited hand . Asks Opener to bid
                            2C , after which responder will
                            Pass or correct to their suit .
                 2C,2D,2H
                          : Two-suited hand . The suit bid , plus
                            a higher ranking suit .
                 2S   : Spades (5 or >) , not as strong a hand
                            as an initial Redouble , then
                            bidding Spades .
                 2Nt : Two or three suiter , unbalanced hand ,
                            game values .
                 3C,3D,3H,3S
                          : Natural   , preemptive .

     1Nt - X - P - P
     ?
                 Pass : No better spot   .
                 XX   : Opener has 5 or > cards in a suit   .
                            Responder   :
                                Passes when they think 1Nt doubled
                                     is playable   ;
                                Bids 2C to allow Opener to   :
                                     Pass if their long suit is
                                          Clubs   ;
                                     Bid their long suit otherwise .

<u>Bidding after Partnership Opens with 2 Clubs (strong)</u>
19 or > points ; 4 ½ or less losers if unbalanced .
    2C - P - **?**
        1. **2D** : Waiting   .
        2. **2H** : Negative   , less than a King
                            or   2 Queens   .
        3. **2S**/**3C**/**3D**/**3H**
             : Natural (5 or >) , 2 or > honours in suit .
        4. **2Nt** : Balanced   , H.C.P. (9 or >)   ,
                           scattered values   .

1. 2C - P - 2D - P
   ?
      1a. **2H** : <u>Birthright</u> (see Conventions)   .
      1b. **2S** : Spades   , one-round force   .
      1c. **2Nt** : Balanced , H.C.P. (22-24)   .
      1d. **3C** : Clubs   , one-round force   .
      1e. **3D** : Diamonds , one-round force   .
      1f. **3H** : Hearts   , game invitational   .
      1g. **3S**/**4C**/**4D**
          : Natural , support not needed , strong slam interest .
      1h. **4H**/**4S**/**5C**/**5D**
          : Natural , support not needed , poor   slam interest .

1b. 2C - P - 2D -   P
   2S - P - **?**
      1b1. **2Nt** : Scattered values   .
      1b2. **3C**/**3D**/**3H**
           : natural   .
      1b3. **3S** : Natural , may have slam interest .

1c. 2C - P - 2D - P   **or**   2C - P - 2D - P
   2Nt - P - **?**   2H - P - 2S - P
                      2Nt - P - **?**
      1c1. **3C** : <u>Stayman</u> (Puppet) (see Conventions)   .
      1c2. **3D** : Hearts (5 or >)   , transfer   .
      1c3. **3H** : Spades (5 or >)   , transfer   .
      1c4. **3S** : Relay to 3Nt   , game values or >   .
      1c5. **3Nt** : Relay to 4C   , game values or <   .
      1c6. **4C** : No agreed suit   , <u>Key-Card Asking</u>   .
      1c7. **4D** : Hearts (6 or >)   , transfer (<u>Texas</u>)   .
      1c8. **4H** : Spades (6 or >)   , transfer (<u>Texas</u>)   .
      1c9. **4S** : No agreed suit   , small slam force   ,
                           <u>Boland</u> applies   .
      1c10. **4Nt** : No agreed suit   , small slam invitation ,
                            <u>Boland</u> applies   .
      1c11. **5Nt** : No agreed suit   , small slam force   ,
           grand slam invitation , <u>Boland</u> applies   .

Bidding after Partnership Opens with 2 Clubs (strong) (continued)
1c4. 2Nt - P - 3S - P
     3Nt - P - **?**   (Or this sequence preceded by a 2C opening)
         Pass : To play 3Nt , game values only   .
         Any bid *other than pass* shows > game values   .
         4C : Clubs   (6 or >)   .
         4D : Diamonds (6 or >)   .
         4H : Minors   , Clubs > Diamonds   .
         4S : Minors   , Clubs < Diamonds   .
         4Nt : Minors   , equal length , one-round force .

1c5. 2Nt - P - 3Nt - P
     4C - P - **?**   (Or this sequence preceded by a 2C opening)
         Pass : Clubs   (6 or >) , < game values   .
         4D : Diamonds (6 or >) , < game values   .
         Any bid *above* four Diamonds shows game values only .
         4H : Minors   , Clubs > Diamonds   .
         4S : Minors   , Clubs < Diamonds   .
         4Nt : Minors   , equal length   .
         5C : Clubs   (6 or >)   .
         5D : Diamonds (6 or >)   .

1d. 2C - P - 2D - P
    3C - P - **?**
        3D/**3H**/**3S** = Natural .

1e. 2C - P - 2D - P
    3D - P - **?**
        3H/**3S**/**3Nt**/**4C** = Natural .

Bidding after Partnership Opens with 2 Diamonds
Flannery   see Conventions
Five Hearts , four Spades , H.C.P. (11-16)

Bidding after Partnership Opens with 2 Hearts or 2 Spades
Weak two-bid . Length   : 6-card suit (ranges from 5-7) .
                Strength : H.C.P. (5-11)   .
     Length & Strength depends on :
              1. Suit quality   ;
              2. Whether partner is a passed hand   ;
              3. Vulnerability   .
When Responder is not a passed hand , R.O.N.F. applies
     (**R**aise **O**nly **N**on **F**orce {bid})   .

2H/2S - P – **2Nt**
    2Nt = Clarify your bid (Ogust , see Conventions) .

Bidding after Partnership Opens with 2 Notrump (H.C.P. {20-21})
    See Bidding after Partnership Opens with 2 Clubs (strong) ,
            1c1 *through* 1c11 , 1c4 , 1c5 .

Note : After a 1Nt or 2Nt opening and a minor suited hand by Responder ,
           4Nt is always to play (unless otherwise stipulated)   .

Three Notrump Opening (major suit)   see Conventions

Other Constructive Auctions Without Interference by Opponents
    Reverse by Opener
    1Suit   - P - 1-level bid - P
    Reverse - P - **?**
        Return to Opener's 1st suit is not forcing (may be made with
            small doubleton) ; Jump is invitational   .
        Raise of Opener's 2nd suit is not forcing   .
        Responder's suit rebid is not forcing ; Jump is invitational   .
        4th suit is a 1-round force (game values or >) , asking for a
            stopper in that suit   .
        2Nt is a one-round force (game values or >). Responder has :
                  Support for Opener's 1st or 2nd suit
          and/**or**   A rebid in own suit
          or   A stopper in the 4th suit   .

        4th suit is usually natural , a 1-round force (game values or >) .
        2Nt is a one-round force (game values or >). Responder has :
                  Support for Opener's 1st or 2nd suit
          and/**or**   A rebid in own suit
          or   A balanced hand   .

    Jump shift by Opener , new suit
    1Suit   - P - 1-level suit bid - P
    Jump shift (two level) - P - **?**
        Return to Opener's 1st suit may be preference only (may be small   .
            doubleton) ; Jump is game interest only   .
        Raise of Opener's 2nd suit denies slam interest   .
        Responder's suit rebid is weak ; Jump is game force only   .
        4th suit is usually natural , one-round force (some slam interest) .
        2Nt is a one-round force (some slam interest or >)   .
          Responder has :   Support for Opener's 1st or 2nd suit
                     and/**or** A rebid in own suit
                     or   A balanced hand   .

    Jump shift by Opener to 2Nt
     1Suit - P – 1major – P
     2Nt   - P - **?**
       see Conventions , Wolff (modified)

You Have Opened, Opponents Have Intervened
    Dormer (modified)   (see Conventions)
    1Suit - X - **?**   Strength clarification of raise .

    Good-Bad Two Notrump   (see Conventions)
    Strength clarification by Opener when opponents have intervened ,
        auction is at the two-level   .

    Lebensohl   (see Conventions)
    1Nt - 2D/2H/2S - **?**   Strength clarification .

    Mitchell   (see Conventions)
    1minor - 1Nt - **?**

You Have Opened, Opponents Have Intervened (continued)
    Stolen Bid
    2Nt - 3D - **?**
        Pass = Forcing to a double by Opener .
        X   = Would have bid 3D as a
                        transfer to Hearts   .
        3H   = Transfer to Spades   .
        3S   = Relay   to 3Nt   .
        3Nt = Relay   to 4C   .

    Three Notrump Gambling
    1Major - 3Nt - P - P   **3Nt** = Running minor suit + your suit
      ?   stopped
            Pass = Unable (or unwilling) to contend .
            X   = Takeout **X** of Diamonds   .
            4C   = Takeout **X** of Clubs   .
            4D   = Natural (5 or > Diamonds)   .
            4H   = Natural (5 or > Hearts)   .

    Unusual over Unusual 2 Notrump (see Conventions)
    1Suit - 2Nt (Unusual) - **?**

Opponents Have Opened , You Have Intervened
    Balancing Position
    1SuitA - P - P - 1SuitB
    P   - **?**
        2SuitA = SuitB (3 or >) , limit raise values   **or**
                                    , opening bid values with
                                          shortness   .

        3SuitB = SuitB (4 or >) , opening bid values with no
                        singleton or void   .

    Cappelletti Cuebids   (see Conventions)
    1Suit - P - 1Suit - **?**
        Cuebid   Two-suited overcall , length variance

    D.O.N.T.   (see Conventions)
    Intervention vs. opponents strong Notrump (H.C.P. {maximum > 14})

    Flannery extension   (see Conventions)
    1C - 2D   **or**
    1D - 3C

    Gambling Three Notrump Defense
    3Nt - X - P - ?
        4C = Both majors , longer Hearts than Spades .
        4D = Both majors , longer Spades than Hearts .

    Lebensohl extension   (see Conventions)
    Weak two - X - P - **?**   Strength clarification

    Michaels Cuebid   (see Conventions)
    Two suited hand , not two lowest unbid suits

<u>Opponents Have Opened , You Have Intervened</u> (continued)
    <u>One Under Limit Raise</u>
    When partner has overcalled and there is no room to bid the
        opponent's suit to show a limit raise , the suit below
        partner's suit is used to show a limit raise .

    1D - P - 1Nt - 2S
    3D - **3H**
       3H = Limit raise in Spades .

    <u>Suction over 1C (strong) Opening</u>   (see Conventions)
    Overcall (one or two suited) (< opening bid) of opponents
        1C opening (artificial , strong) and one-level
        continuations .

    <u>Suction over 1Nt (weak) Opening</u>   (see Conventions) {Where permitted}
    Overcall (one or two suited) of opponents 1Nt (weak) opening

    <u>Two Notrump Scramble</u>   (see Conventions)
    Responses to Partner's take-out double , when both of
        you have initially passed , and Partner is
        in the pass-out position .

    <u>Unusual 2Nt</u>   (see Conventions)
    Two suited hand , two lowest unbid suits .

<u>Doubles</u>
Maximal   doubles   at the 3 level .
  ex. 1H - 2D - 2H - 3D
     <u>X</u>

Negative   doubles   thru 3 Spades   .
  ex. 1C - 1S - **<u>X</u>**
   or 1H - 3D - **<u>X</u>**

Responsive doubles   thru 4 Diamonds .
  ex. 1C - 1S - 2C - **<u>X</u>**
   or 1H - 2D - 3H - **<u>X</u>**
   or 1C - 1H - 1Nt - **<u>X</u>**

Support   doubles   shows support up
              to 2 Spades .
  ex. 1C - P   - 1H - 2D
     <u>X</u>
   or 1D - 1H - 1S - 2H
     <u>X</u>

<u>Doubles</u> (continued)
Continuation after a takeout double .
  1S - X   - 2S - **?**
      1. **X**   : Responsive   , shows constructive values   .
      2. **2Nt**   : Strong takeout , <u>Lebensohl</u> style , relay to 3C .
      3. **3C**/**3D**/**3H** : Natural   , non-forcing   .

    1. 1S - X   - 2S - X
        P   **?**
            1a. **2Nt**   : Relay to 3 Clubs , Forcing , <u>Lebensohl</u> .
            1b. **3C**/**3D**/**3H** : Competitive   , minimum takeout   .
            1c. **3S**   : Strong   .

   1a. 1S - X   - 2S - X
       P - 2Nt - P - **?**
          3S : Extra values .

  1C/1D/1H - X - 1Nt - **?**
     Pass = Not willing to compete .
     X   = Two lowest unbid suits .
     Cuebid = Two highest unbid suits .

Standards
After a 1Nt opening , Responder's expectation is three to an honour
      (**A** *or* **K** *or* **Q**) in a suit (for transfer purposes follow-up)
       , in Opener's hand , in non-competitive auctions .

CARDING
Attitude predominates .
Negative signal indicates a logical shift is available .

Upside-down attitude .

Upside-down count .
When partner makes an opening lead , dummy wins the trick , and you
     cannot beat dummy , count is shown .

Suit preference often used in following to Opponent's trumps .

   Leads
   Ace   lead asks for attitude   .
   King   lead asks for count   .
   Queen   lead from K Q   or   Q J   .
   Notrump contract : Fourth best leads when a new suit is led   .
   Suit contract   : 3rd & 5th leads on the opening lead   ,
                              fourth best leads later in the play .

H.C.P. = **H**igh **C**ard **P**oints .

LOSING-TRICK COUNT
  Opener
  7-loser hand : Opening bid , minimum range   , minimum   .
  6-loser hand : Opening bid , minimum range   , maximum   .
  5-loser hand : Same suit jump rebid **or** reverse , medium range .
  4-loser hand : Jump shift   **or** reverse , maximum range .

  Responder
  10-loser hand : minimum   response (which is not pre-emptive) .
   9-loser hand : constructive raise   .
   8-loser hand : limit   raise , game invitational   .
   7-loser hand : game   force , minimum (major or Notrump)   .
   6-loser hand : game   force , mild   slam interest   .
   5-loser hand : game   force , strong slam interest   .

- -

  QUICK-TRICK COUNT
  Opener
  Kx = ½   Quick Trick .
  A = 1   Quick Trick .
  KQ = 1   Quick Trick .
  AQ = 1 ½ Quick Trick .
  AK = 2   Quick Tricks .

  Minimum opening bid :
   1. 2 Quick Tricks . Cannot all be in 1 suit . At least a six-card
         (or longer) suit , with fillers . Must have convenient rebid
         (second suit , or own suit rebid) .
      Ex.   7 2   A Q 10 8 7 3   K 9 8 3   5
              A J 10 9 7 3   A 10 4   J 9 2   6
              K Q 9 8 7 4   6 4 3   7   K Q 9

   2. 2 ½ Quick Tricks . At least a five-card (or longer) suit ,
         with fillers . Must have convenient rebid (second suit
         or Notrump rebid) . Exception : 14 (H.C.P.)   .
      Ex.   A K 10 9 4   K 10 9 3   7 2   J 8
              9 6   Q 9 4   A K J 9 3   K 10 4
              7 2   Q J 9 8 4   A Q 9 6   K 5
              A Q 9 7   K J 9 8   K J 8   7 2

   3. 3 Quick Tricks .   At least two four-card suits , unless
         point count is 14 - 15 (H.C.P.) .
      Ex.   A Q 7 4   9 5   K 10 3   A 10 7 6
              K Q 3   J 9 5   Q 8 3   A K 9 7
              K 8 7   J 10 5   A Q 7   A 9 7 3

Asking Bid
1. 1Suit - P - preemptive raise - P
    new suit , **non-jump** , **above 3Nt**

2. 1C/1D - P - 1Suit - P
    3Nt   **3Nt** = A solid suit with outside values
          - P - **New suit** , **four-level**

3. 2H/2S/3C/3D - P - **jump shift**

4. 3H/3S/4H/4S - P - **new suit** , **minor** , **non-jump**

5. **Three Notrump Opening**   see Conventions

    Responses
         1st step = No 1st or 2nd round control ;
         2nd step = 2nd round control ;
         3rd step = 1st round control .
    After the response to the first asking bid , Responder may initiate
          an asking bid for third round control . The next denomination
          (excluding an agreed suit) initiates this asking bid .

         1st step = No 3rd round control ;
         2nd step = 3rd round control .

Birthright (a. k. a. Kokish)
    2C - P - 2D - P
    2H
        2H =   Hearts
              or Hearts & another suit
              or Balanced , H.C.P. (25 or >) .

    2C - P - 2D - P
    2H - P - **?**
        1. **2S**   : Relay bid . Opener will define further   .
        2. **3C**/**3D**/**3H**/**3S** : Natural (7 or >)   ,
                            suit weaker than Queen-Jack   .

1. 2C - P - 2D - P
    2H - P - 2S - P
    ?
        2Nt   : Balanced , H.C.P. (25 or >)   .
        3C/**3D**/**3S** : Hearts   & the suit bid   .
        3H   : Hearts   , single suited hand , game forcing   .
        3Nt   : Hearts   , no-loser suit , side-suit stoppers   .
        4C/**4D**/**4S** : Hearts   , no-loser suit , void showing , slam interest .

Boland over Notrump
A. 1Nt/2Nt - P - **4Nt** - P   **4Nt** = Invitational to a small slam .
    ?
        Pass : Not interested in a slam   .
        5C/**5D**/**5H**/**5S**
              : C/D/H/S (4 or >) . Lowest suit is bid 1st .
                    Suit quality : 1 or > honours , Queen or >   .
        5Nt : Distribution is 4-3-3-3 (any 4)   .
        6Nt : To play   .

B. 1Nt/2Nt - P - **5Nt** - P   **5Nt** = Invitational to a grand slam ,
                                  forcing   to a small slam .
    ?
        6Nt : Not interested in a grand slam   .
        6C/**6D**/**6H**/**6S**
              : C/D/H/S (4 or >) . Interested in a grand slam   .
                    Lowest suit is bid 1st .
                    Suit quality : 1 or > honours , Queen or >   .

Cappelletti Cuebids (modified)
Opponents have bid two (2) suits   .
A cuebid of the cheapest of the Opponent's suits is a two-suited takeout .
A two-card discrepancy (or equivalent {suit strength}) in the two suits
  is normal   .
Direct position only . Responder must be able to make a minimum response
      below the four level   .

Strength range : Sacrifice oriented **or** jump shift or > .
Length   range : 6 or > cards in one   suit   ,
                 4 or > cards in the second suit   .

ex. 1D - P - 1S - **?**
                        2D : Clubs & Hearts   .
    Bid - **?**   **?** : If opponent passes , bidding the cheapest of
                                 partner's suits shows no clear choice
                                 between the two suits   .
                              If opponent bids a suit , a cuebid shows game
                                 interest or > ; the next denomination
                                 (other than 3Nt) shows a willingness to
                                 compete in one of the Overcaller's suits .

D.O.N.T. (**D**isturb **O**pponents' **N**o**T**rump)
    1Nt - **?**
        1. **X** : One-suited hand (1 exception) , any suit   .
        2. **2C** : Clubs   & a major   .
        3. **2D** : Diamonds & a major   .
        4. **2H** : Hearts   & Spades   .
        5. **2S** : Spades   (Weaker than doubling , then bidding Spades) .
        6. **2Nt** : Clubs   & Diamonds   .
        7. **3C**/**3D**/**3H**/**3S**
             : Natural   , one-suited hand , pre-emptive .

1a. 1Nt - X - P   - **?**
        1a1. **Pass** : Wishes to defend (1Nt values or > is normal) .
        1a2. **2C**   : What is your suit ?   .
        1a3. **2D**/**2H**/**2S**/**3C**
                  : Natural   , small doubleton is
                      adequate support , non-forcing   .
        1a4. **2Nt** : What is your suit ? , game interest or >   .

1a2. 1Nt - X - P - 2C
     P - **?**
        Pass : Clubs , competitive   .
        2D/**2H**/**2S**
                  : One-suited hand , competitive (see *item # 5 above*) .
        2Nt : Two-suited hand , game interest or >   .
        3C/**3D**/**3H**/**3S**
                  : One-suited hand , game interest   .

1b. 1Nt - X - XX - **?**
        1b1. **Pass** : Bid your own suit   .
        1b2. **2C**/**2D**/**2H**/**2S**
                  : Natural   , small doubleton is
                      adequate support , non-forcing   .
        1b3. **2Nt** : What is your suit ? , game interest or > .

D.O.N.T. (**D**isturb **O**pponents' **N**o**T**rump) (continued)
1c. 1Nt - X - suit bid - **?**
        Pass   : Not willing to compete   .
        X   : Bid your suit   , competitive   .
        New suit : Natural   , small doubleton is
                       adequate support   , non-forcing   .
        2Nt   : What is your suit ? , game interest or > .

2a. 1Nt - 2C - P - **?**
        2a1. **Pass** : To play   .
        2a2. **2D**   : What is your major ?   .
        2a3. **2H**/**2S** : Natural   , small doubleton is
                       adequate support , non-forcing   .
        2a4. **2Nt** : Game interest or > , artificial   .
        2a5. **3C**   : Club support   , non-forcing   .
        2a6. **3D**/**3H**/**3S**
                     : Natural   , small doubleton is
                       adequate support , game interest   .

2a4. 1Nt - 2C - P - 2Nt
     P   - **?**
        3C   : Minimum strength overcall   .
        3H/**3S** : Clubs & the suit bid , non-minimum overcall   .

2b. 1Nt - 2C - X - **?**
        Pass   : To play   .
        XX   : Bid your major   .
        2D/**2H**/**2S** : Natural   , small doubleton is
                       adequate support , non-forcing   .
        2Nt   : Game invitation or > , artificial   ;
                        Responses by Initiator : see **2a4**   .
        3C   : Club support   , competitive   .
        3D/**3H**/**3S** : Natural   , small doubleton is
                       adequate support , game interest   .

2c. 1Nt - 2C - suit bid - **?**
        Pass : Not willing to compete   .
        X   : Bid your major   .
        2Nt : Game interest or > , artificial   ;
                   Responses by Initiator : see **2a4** .
        3C   : Club support   , competitive   .
        New suit (**below 3 of opponents' suit**)
                 : Natural   , small doubleton is
                   adequate support , non-forcing   .
        New suit (**above 3 of opponents' suit**)
                 : Natural   , small doubleton is
                   adequate support , game interest   .

D.O.N.T. (**D**isturb **O**pponents' **N**o**T**rump) (continued)
```
3a.  1Nt - 2D - P - ?
        3a1. Pass    : To play                                    .
        3a2. 2H      : What is your major ?                       .
        3a3. 2S/3C/3H : Natural            , small doubleton is
                         adequate support , non-forcing           .
        3a4. 2Nt     : Game interest or > , artificial            .
        3a5. 3D      : Diamond support    , competitive           .
        3a6. 3S/4C/4D : Natural            , small doubleton is
                         adequate support , game interest         .

3a4. 1Nt - 2D - P - 2Nt
     P  - ?
        3C : Diamonds & Hearts , minimum values  .
        3D : Diamonds & Spades , minimum values  .
        3H : Diamonds & Hearts , extra   values  .
        3S : Diamonds & Spades , extra   values  .

3b.  1Nt - 2D - X - ?
        Pass     : To play                                    .
        XX       : Bid your other suit                        .
        2H/2S/3C : Natural            , small doubleton is
                     adequate support , non-forcing           .
        2Nt      : Game interest or > , artificial            ;
                     Responses by Initiator : see 3a4  .
        3D       : Diamond support    , competitive           .
        3H/3S/4C : Natural            , small doubleton is
                     adequate support , game interest         .

3c.  1Nt - 2D  - suit bid - ?
        Pass : Not willing to compete               .
        X    : Bid your other suit                  .
        2Nt  : Game interest or > , artificial       ;
                 Responses by Initiator : see 3a4  .
        3D   : Diamond support    , competitive     .
        New suit (below 3 of opponents' suit)
               : Natural            , small doubleton is
                  adequate support , non-forcing       .
        New suit (above 3 of opponents' suit)
               : Natural            , small doubleton is
                  adequate support , game interest     .

4a.  1Nt - 2H - P - ?
        4a1. Pass  : To play                            .
        4a2. 2S    : Suit preference    , non-forcing   .
        4a3. 3C/3D : Natural            , small doubleton is
                       adequate support , non-forcing     .
        4a4. 2Nt   : Game interest or > , artificial    .
        4a5. 3H/3S : Support            , game interest .
```

D.O.N.T. (**D**isturb **O**pponents' **N**o**T**rump) (continued)
```
4a4. 1Nt - 2H - P - 2Nt
     P  - ?
         3C : Hearts (= or >) Spades (length) , minimum values .
         3D : Spades        > Hearts (length) , minimum values .
         3H : Hearts (= or >) Spades (length) , extra   values .
         3S : Spades        > Hearts (length) , extra   values .


 4b.  1Nt - 2H - X  - ?
          Pass : To play                          .
          XX   : Pick a minor        , non-forcing  .
          2S   : Suit preference     , non-forcing  .
          2Nt  : Game interest or > , artificial      ;
                    Responses by Initiator : see 4a4  .
          3C/3D : Natural            , small doubleton is
                   adequate support , non-forcing     .
          3H/3S : Support            , non-forcing     .
          4C/4D : Natural            , small doubleton is
                   adequate support , game interest    .


4c.  1Nt - 2H  - suit bid - ?
         Pass : Not willing to compete                 .
         Minimum Heart or Spade bid
             : Competitive      , non-forcing          .
         X   : Penalties                               .
         3Nt : Game values or > , artificial             ;
                  Responses by Initiator : see 4a4  (at four level) .
```

Defense to D.O.N.T. : System on when applicable . Lebensohl applies .

Dormer
```
1 of a suit - Double - ?
    2Nt                : Limit raise or > in Opener's suit .
    3 of Opener's suit : Preemptive raise             .
      Responder : 4 or > card support           .
```

Drury (Reverse , 2-Way)
  (Responder is a passed hand .)
A. P - P - 1H - P
    ?
        1. **2C** : Hearts (> 3) , constructive raise or > .
        2. **2D** : Hearts (3)   , limit   raise   .

1. P - P - 1H - P
    2C - P - **?**
        1a. **2D** : Tell me more   .
        1b. **2H** : No game interest .

*1*a. P - P - 1H - P
    2C - P - 2D - P
     ?
        1a1. **2H** : constructive raise   .
        1a2. **2Nt** : limit raise or > , scattered values .
        1a3. **New suit**
                : limit raise or > , concentration of strength .

B. P - P - 1S - P
    ?
        1. **2C** : Spades (> 3) , constructive raise or > .
        2. **2D** : Spades (3)   , limit   raise   .

1. P - P - 1S - P
    2C - P - **?**
        1a. **2D** : Tell me more   .
        1b. **2S** : No game interest .

*1*a. P - P - 1S - P
    2C - P - 2D - P
     ?
        1a1. **2S** : constructive raise   .
        1a2. **2Nt** : limit raise or > , scattered values .
        1a3. **New suit**
                : limit raise or > , concentration of strength .

Flannery (modified)
5 or 6 Hearts , 4 Spades , strength is : Minimum opening to just less
                                    than a reverse (H.C.P. {11-16}) .
```
   2D - P - ?
       1. Pass  : Diamonds (6 or >)  , no game interest    .
       2. 2H/2S : Preference         , no game interest    .
       3. 2Nt   : Describe your hand further , game force .
       4. 3C    : Clubs    , concentration of strength    ,
                            game invitational in a major .
       5. 3D    : Diamonds , concentration of strength    ,
                            game invitational in a major .
       6. 3H/3S : Natural  , game invitational             .
       7. 3Nt   : To play           , no slam interest    .
       8. 4H    : To play           , no slam interest    .
       9. 4S    : To play           , no slam interest    .

3.  2D - P - 2Nt - P
    ?
       3a. 3C  : 4 - 5 - 1 - 3         distribution .
       3b. 3D  : 4 - 5 - 3 - 1         distribution .
       3c. 3H  : 4 - 5 - 2 - 2         distribution .
       3d. 3S  : 4 - 6 - (0-1) - (2-3) distribution .
       3e. 3Nt : 4 - 6 - (2-3) - (0-1) distribution .
       3f. 4C  : 4 - 5 - 0 - 4         distribution .
       3g. 4D  : 4 - 5 - 4 - 0         distribution .

3(a/b).
   2D    - P - 2Nt - P
   3C/3D - P - ?
       1. 3H  : Natural , game force   .
       2. 3S  : Natural , game force   .
       3. 3Nt : To play                .
       4. 4C  : Describe your strength .

3(a/b)4.
   2D    - P - 2Nt - P
   3C/3D - P - 4C  - P
    ?
       4D : Minimum     strength .
       4H : Non-minimum strength .
```

Flannery (modified) (continued)
3d. 2D - P - 3S - P
    4C - P - **?**
       1. **4D** : 2 Clubs   , 1 Diamond .
       2. **4H** : 3 Clubs   , 0 Diamonds .

3e. 2D - P - 3Nt - P
    4C - P - **?**
       1. 4D : 2 Diamonds , 1 Club   .
       2. 4H : 3 Diamonds , 0 Clubs   .

Flannery (Reverse) (by Responder)
1Minor - P - 2H
5 Spades , 4 or 5 Hearts , strength is : Constructive raise values
          (H.C.P. {08-10}) .

Flannery extension (Overcall)
1C - 2D
        Length   : Hearts (5) , Spades (4) , Diamonds (2 or >)   .
        Strength : Minimum opening   , to just less than a reverse
                                      (H.C.P. {11-16})   .

1D - 3C
        Length   : Hearts (5) , Spades (4) , Clubs (3 or >)   .
        Strength : Good minimum opening   , to just less than a reverse
                                      (H.C.P. {14-16})   .

Game Tries , Two-way (majors only)

A. 1H - P - 2H - P
   ?
        2S   : Short suit Asking Bid   .
        2Nt : Spades , long suit game try .
        3C/**3D** : C/D   , long suit game try .

B. 1S - P - 2S - P
   ?
        2Nt   : Short suit Asking Bid   .
        3C/**3D**/**3H** : C/D/H , long suit game try .

Good-Bad Two Notrump
The auction is at the two level at Opener's 2nd turn to bid .
Opener has not had a chance to clarify their strength   .
ex. 1D - 1S - X - 2S
     ?
  or 1H - P - 1Nt - 2S
     ?
  or 1C - 1H - 1S - 2H
     ?

     2Nt is a relay to three Clubs . Opener is initiating a strong
          sequence . Responder may refuse to bid three Clubs if they
          have specific values to show . If Responder does bid
          three Clubs , Opener will clarify their hand type . All
          other bids by Opener (except a cuebid) are competitive .

Grand-Slam Force
A jump to **5Nt** , after *one* suit has been agreed to   , bypassing any
     Key-Card Asking (see Conventions) bid   .
  With **two** of the top three honours in the agreed suit , bid **6Nt** or **7C** ,
     depending on strength & hand type   .

Jacoby Two Notrump (variant)
Jacoby 2Nt does not apply when Responder is a passed hand   .
          It then denotes a balanced hand , game invitational values   .
The version of Jacoby 2Nt described here is used within 5-step major suit
    raises   .
Definitions: **Q**ualified **s**ide **s**uit (**Q.s.s.**) :
                    four card   suit , headed by **A K** or **A Q**
              or   five card (or longer) suit , headed by **A**   or **K** .

              Shortness : Singleton or void in a side suit   .
Length (**Q**ualified) is shown before shortness   .
If , after a **Q**ualified **s**ide **s**uit response , either partner uses a
    Key-Card Ask , the **Q**ualified **s**ide **s**uit becomes an agreed suit   .

A. 1H - P - **2Nt** - P   **2Nt** = Hearts (4 or >) , poor side suit
                                development , game values or >   .
    ?
        1. **3C** : Clubs   (**Q.s.s.**)   .
        2. **3D** : Diamonds (**Q.s.s.**)   .
        3. **3H** : No   (**Q.s.s.**) , no shortness   ,
                                non-minimum opening bid   .
        4. **3S** : Spades   (**Q.s.s.**)   .
        5. **3Nt** : Club   shortness , no (**Q.s.s.**)   .
        6. **4C** : Diamond shortness , no (**Q.s.s.**)   .
        7. **4D** : Spade   shortness , no (**Q.s.s.**)   .
        8. **4H** : No   (**Q.s.s.**) , no shortness , minimum opening bid .

B. 1S - P - **3C** - P   **3C** = Spades (4 or >) , poor side suit
                                development , game values or >   .
    ?
        1. **3D** : Clubs   (**Q.s.s.**)   .
        2. **3H** : Diamonds (**Q.s.s.**)   .
        3. **3S** : No   (**Q.s.s.**) , no shortness   ,
                                non-minimum opening bid   .
        4. **3Nt** : Hearts   (**Q.s.s.**)   .
        5. **4C** : Club   shortness , no (**Q.s.s.**)   .
        6. **4D** : Diamond shortness , no (**Q.s.s.**)   .
        7. **4H** : Heart   shortness , no (**Q.s.s.**)   .
        8. **4S** : No   (**Q.s.s.**) , no shortness , minimum opening bid .

    After a response of ({1 , 2 , or 4} , {**A** or **B**}) by Opener , Responder
        uses the next denomination to ask for shortness . Opener uses a
        step response to show or deny shortness (as follows) :
                1st step : no   shortness   ;
                2nd step : short Clubs   ;
                3rd step : short Diamonds   ;
                4th step : short in the other major   .

Key-Card Asking
  Definitions
    Control   : Any ace   = 1   ;
                  An agreed suit King = 1   .
                  Maximum of six (6) controls   .
    Agreed suit : A suit bid naturally and
                      1) Raised
                  or 2) Preference given
                  or 3) The first two suits bid naturally by Responder
                           after Opener has opened (or immediately
                           rebid) Notrump   ;
                  or 4) A **Q**ualified **s**ide **s**uit (**Q.s.s.**) shown in response
                           to Responder's Jacoby Two Notrump bid   .
                  If none of the above apply (items 1-4)   ,
                     the initiator's 1st suit is the default   .
                  Maximum of two (2) agreed suits   .

  Key-Card Ask
    1. **4 Clubs**   (Gerber) only if bid immediately after a Notrump opening .
    2. **Kick-Back Blackwood** . If there is one agreed suit , four of the
           denomination immediately above the agreed suit .
           If there are two agreed suits , four of the denomination
              immediately above the highest of the two agreed suits   .

    3. **Lackwood**
       a. A jump that is one level higher than a splinter bid
                 , or a splinter bid at the five level   .
          This is Blackwood , excluding the suit jumped into   .
          ex. 1H - P - **2Nt** - P   (**2Nt** is Jacoby 2Nt)
               5C   (3C would be Club length , 4C would be
                                        Diamond shortness , **5C** is Lackwood)   .
          or
               1H - P - 1S - P
               3S - P - **5C**/**5D**   (**5C**/**5D** is Lackwood)   .

       b. In a competitive auction , where both sides have shown a prime
             fit , and the opponents have cuebid your suit at the four
             level   .
          ex. 1D - 1H - 1S - 2S
               4H - **?**
                         X = Exclusion Blackwood .
                         4S = Kick-Back Blackwood .
          or
               1C - 1S - 2H - 3H
               4H - **?**
                         X   = Exclusion Blackwood .
                         4Nt = Kick-Back Blackwood .

    Responses .
       1st step : 0 or 3 controls   .
       2nd step : 1 or 4 controls   .
       3rd step : 2 controls , no Queen of an agreed suit .
       4th step : 2 controls , 1 Queen of an agreed suit .
       5th step : 2 controls , 2 Queens of   agreed suits .

Key-Card Asking (continued)
  Key-Card Ask (continued)
    Responses (continued)
      If the Responder has not denied an agreed suit Queen , the initiator
        may bid :
        1. The **lowest non-agreed suit** to ask for *one* agreed suit Queen .
              Responder replies :
              1st step : no agreed suit Queen   ;
              2nd step : *one* agreed suit Queen , no side suit King   ;
              3rd step : *one* agreed suit Queen , lowest side suit King ;
              4th step : *one* agreed suit Queen , 2nd lowest side suit
                           King   ;
              5th step : *one* agreed suit Queen , 3rd lowest side suit
                           King   .
        2. The **second-lowest non-agreed suit** to ask for specific side
              suit Kings   .
      If the Responder has denied an agreed suit Queen , the initiator
        may bid :
        3. The **lowest non-agreed suit** to ask for specific side suit Kings

    Specific Kings
      Responses :
        1st step : No   side suit King ;
        2nd step :   lowest side suit King ;
        3rd step : 2nd lowest side suit King ;
        4th step : 3rd lowest side suit King .

    Exceptions .
      a. If either partner bids Notrump as a *natural* bid , that individual
            can not subsequently ask for key cards .
      b. 4 Notrump is *not* control asking when :
          1. It is a natural raise in Notrump (1Nt - P - 4Nt , etc.)   .
          2. Stayman has been used after a Notrump opening   .
          3. When only a minor has been agreed to , a subsequent bid of 4Nt
                by either partner (which is not a response to a Key-Card
                Ask) is natural (to play)   .
          4. A minor **&** a major have been agreed to after a Notrump opening ,
              the minor is **primary** , the major secondary , 4Nt is *not* a
              jump . 4Nt is not Kick-Back Blackwood   .

Lebensohl (variant)
Used after interference over partner's 1Nt opening   .
The opponents have overcalled , showing one or more suits .
Lebensohl does **not** apply after a 2C overcall   .

1Nt - 2D/2H/2S - **?**
    Double is for penalties .

    An **immediate bid of 2Nt** by Responder is a relay bid to three
       Clubs and is artificial , showing strength   .
    Opener will bid **3C** (relay) , unless they have exceptional values
        that can be shown below the opponents' suit   .

No relay bid by Responder
    A **new suit** , **bid immediately below three of the opponents' suit** ,
      is natural and non-forcing   .
    A **new suit** , **bid immediately above three of the opponents' suit** ,
      is natural and game invitational   .
    An **immediate bid of the opponents' suit** is Stayman   ,
      with no stopper in the opponents' suit   .
    An **immediate bid of 3Nt** is natural   ,
      with no stopper in the opponents' suit   .

After a Relay bid by Responder
    A bid of a **new suit** is natural and game forcing .
    A bid of **the opponents' suit** is Stayman   ,
     with a stopper in the opponents' suit   .
    A bid of **3Nt** is natural   ,
     with a stopper in the opponents' suit   .

Lebensohl extension
    2H/2S - X - P - **?**
or 1M   - X - 2M - **?**   Lebensohl responses are in effect .

Note: This applies only if a **takeout double** is made in the **direct
       position** . If a takeout double is made in the balancing
       position , a bid of **2Nt** by Responder is a scramble
       (see Conventions , Two Notrump Scramble) .

Michaels (modified)
Two suited overcall , not the two lowest unbid suits .
Strength range : Sacrifice oriented **or** jump shift or > .
Length   range : 5 or > cards in each suit .

A. After an opening bid of one of a suit .
    1C - **2C**   Spades   & Diamonds .
    1C - **3C**   Spades   & Hearts   .

    1D - **2D**   Spades   & Clubs   .
    1D - **3D**   Spades   & Hearts   .

    1H - **2H**   Spades   & a minor .

    1S - **2S**   Hearts   & a minor .

B. After an opening bid of two of a suit (weak) (<u>Michaels </u> {leaping}) .
    2D - **3D**   Spades   & Hearts   .

* 2H - **3H**   Asks for Heart stopper .
    2H - **4C**   Spades   & Clubs   .
    2H - **4D**   Spades   & Diamonds   .

* 2S - **3S**   Asks for Spade stopper .
    2S - **4C**   Hearts   & Clubs   .
    2S - **4D**   Hearts   & Diamonds   .

<u>C</u>. After an opening bid of three of a suit (weak) .
    3C - **?**
*   1. **4C** : Spades & Hearts   .
*   2. **4D** : One-suited hand , no support needed , game values or > .
*   3. **4H** : Hearts & Diamonds , game values or better   .
*   4. **4S** : Spades & Diamonds , game values or better   .

    3D - **?**
*   1. **4C** : Spades & Hearts   .
*   2. **4D** : One-suited hand , no support needed , game values or > .
*   3. **4H** : Hearts & Clubs , game values or better   .
*   4. **4S** : Spades & Clubs , game values or better   .

    After item # 1 , Responder bids **4D** to ask Overcaller to name their
         longest major . **4H** & **4S** are natural (to play)   .
    After item # 2 , Responder bids **4H** to ask Overcaller to name their
         suit . Bypassing a suit (or suits) indicates slam interest in
         the bypassed suit(s)   .

* These bids do not conform to length & strength restrictions .

<u>Mitchell</u>
a. 1C/1D - 1Nt - **?**

b. 1Nt - P - P - X
    P   - **?**

Advancer bids as if in response to a 1Nt Notrump opening .
See SYSTEM NOTES , <u>Bidding after Partnership Opens with 1 Notrump</u> .

New Minor Forcing (variant)
  (Responder is a non-passed hand .)
1C/1D - P - 1H/1S - P
1Nt - P - **?**
  Used only in a non-competitive auction .

A. 1C - P - 1H - P
    1Nt - P - **?**
        1. **2C** : One round force   , asks Opener to define their hand
                                     further   , artificial   .
        2. **2D** : Hearts   (4 or >) , Diamonds (6 or >) , non-forcing   .
        3. **2H** : Hearts   (6 or >) , non-forcing   .
        4. **2S** : Hearts   (5 or >) , Spades (4 or >)   , game values or > .
        5. **2Nt** : Natural   , game invitational   .
        6. **3C** : Clubs   (4 or >) , < game interest   .
        7. **3D** : Diamonds (5 or >) , game invitational   .
        8. **3H** : Hearts   (6 or >) , game invitational   .
        9. **3S** : Clubs   (4 or >) , splinter   , game values or > .

1.   1C - P - 1H - P
    1Nt - P - 2C - P
    ?
        2D : Poor Hearts   , minimum values   .
        2H : Heart tolerance , minimum values   .
        2S : Poor Hearts   , good Spades   , non-minimum .
        2Nt : Poor Hearts   , balanced   , non-minimum .
        3C : Poor Hearts   , Clubs (5 or >)   .
        3D : Poor Hearts   , good Diamonds , non-minimum .
        3H : Maximum Hearts & strength for the auction   .

B. 1D - P - 1S - P
    1Nt - P - **?**
        1. **2C** : One round force   , asks Opener to define their hand
                                     further , artificial   .
        2. **2D** : Diamonds (4 or >) , non-forcing   .
        3. **2H** : Hearts   (4 or >) , non-forcing   .
        4. **2S** : Spades   (6 or >) , non-forcing   .
        5. **2Nt** : Natural   , game invitational   .
        6. **3C** : Clubs   (4 or >) , < game interest   .
        7. **3D** : Diamonds (4 or >) , game invitational   .
        8. **3H** : Hearts   (5 or >) , game invitational   .
        9. **3S** : Spades   (6 or >) , game invitational   .

1.   1D - P - 1S - P
    1Nt - P - 2C - P
    ?
        2D : Poor Spades   , Diamonds (5 or >) , minimum values   .
        2H : Poor Spades   , Hearts   (4)   .
        2S : Spade tolerance , minimum values   .
        2Nt : Poor Spades   , balanced   , minimum values   .
        3C : Poor Spades   , good Clubs   , non-minimum values .
        3D : Poor Spades   , Diamonds (5 or >) , non-minimum values .
        3S : Maximum Spades & strength for the auction   .

After New Minor Forcing (variant) has been invoked , all rebids by
      Responder are natural , game values or > .

Ogust
2H/2S - P – **2Nt** - P   **2Nt** = Define your hand further (Ogust) .
?
    3C : Poor suit , poor hand .
    3D : Good suit , poor hand .
    3H : Poor suit , good hand .
    3S : Good suit , good hand .
    3Nt : AKQxxx or AKQJxx   .

If an Opponent **doubles** after the 2Nt inquiry , the responses are :
    Pass : Poor suit , poor hand   ;
    XX   : Good suit , poor hand   ;
    3C   : Poor suit , good hand   ;
    3D   : Good suit , good hand   ;
    3H   : AKQxxx or AKQJxx   .

If an Opponent **overcalls** after the 2Nt inquiry , the responses are :
    Pass   : Poor suit , poor hand   ;
    Next Denomination : Good suit , poor hand   ;
    2nd Denomination : Poor suit , good hand   ;
    3rd Denomination : Good suit , good hand   ;
    4th Denomination : AKQxxx or AKQJxx   .
    X   : Q x x , or K x , or better (in opponent's suit) ;

Short Suit Asking Bid (singleton or void)
1. 1H - P – **2H** – P   **2H** = Hearts (3) , constructive raise .
  2S   **2S** = Short suit Asking Bid   .
    - P - **?**
    2Nt : No short side suit .
    3C : Short Clubs   .
    3D : Short Diamonds   .
    3H : Short Spades   .

2. 1S - P – **2S** - P   **2S** = Spades (3) , constructive raise .
  2Nt   **2Nt** = Short suit Asking Bid   .
    - P - **?**
    3C : No short side suit .
    3D : Short Clubs   .
    3H : Short Diamonds   .
    3S : Short Hearts   .

3. 1H - P – **2S** - P   **2S** = Hearts (4 or >) , short side suit ,
                                   limit raise   .
  2Nt – P   **2Nt** = Short suit Asking Bid   .
      - **?**
    3C : Short Clubs   .
    3D : Short Diamonds .
    3H : Short Spades .

4. 1S - P – **2Nt** - P   **2Nt** = Spades (4 or >) , short side suit ,
                                   limit raise   .
  3C – P   **3C** = Short suit Asking Bid   .
      - **?**
    3D : Short Clubs   .
    3H : Short Diamonds .
    3S : Short Hearts .

Smolen
```
  1Nt - P - 2C - P
  2D  - P - ?
      1. 3H : Spades (5-6) , Hearts (4) , game values or > .
      2. 3S : Hearts (5-6) , Spades (4) , game values or > .
```

1 & 2.
```
  1Nt - P - 2C    - P
  2D  - P - 3H/3S - P
  3Nt - P - ?
      4D/4H : H/S (6) (transfer) .
```

Stayman over 2Nt (Puppet)
```
    2Nt - P - 3C - P        3C = Major suit length inquiry .
    ?
        1. 3D  : No major (4) , may have Spades (5) .
        2. 3H  : Hearts  (4) , may have Spades (4) .
        3. 3S  : Spades  (4) , Hearts (3 or <)     .
        4. 3Nt : Hearts  (5)                       .
```

```
1.  2Nt - P - 3C - P
    3D  - P - ?
        1a. 3H  : Do you have five Spades ?  Opener bids 3S to show five ,
                                        otherwise 3Nt                    .
        1b. 3S  : Hearts (5)      , Spades (4)      (Smolen)             .
        1c. 3Nt : Hearts (4)      , Spades (5)      (Smolen)             .
        1d. 4D  : Hearts (5 or >) , Spades (5 or >) (Weissberger)        .
```

```
1a. 2Nt - P - 3C - P
    3D  - P - 3H - P
    3Nt - P - ?
        4D : Hearts (6 or >) , transfer .
        4H : Spades (6 or >) , transfer .
```

```
2.  2Nt - P - 3C - P
    3H  - P - ?
        3S  : Spades (3 or <) .
        3Nt : Spades (4)      .
```

```
4.  2Nt - P - 3C - P
    3Nt - P - 4D
        4D = Hearts , transfer .
```

Suction over 1C (strong) Opening
     Immediate action is pre-emptive .
     1C - **?**
               X   = Diamonds , or Hearts   & Spades   .
               1D = Hearts   , or Spades   & Clubs   .
               1H = Spades   , or Clubs   & Diamonds   .
               1S = Clubs   , or Diamonds & Hearts   .
               1Nt = (Clubs & Hearts) or (Diamonds & Spades) .

Suction over 1Nt (weak) Opening
     1Nt - **?**
               X   = Clubs & Hearts , or Diamonds & Spades   .
               2C = Diamonds   , or Hearts   & Spades   .
               2D = Hearts   , or Spades   & Clubs   .
               2H = Spades   , or Clubs   & Diamonds   .
               2S = Clubs   , or Diamonds & Hearts   .

Three Notrump Opening (major suit) Kantar Namyats
A 3Nt opening shows a hand with a suit (major) , headed by (**A K Q**)
   with a possible side suit King or two side suit Queens .
Suit length is 8 or 9 cards long .

     3Nt - P - **?**
        1. **4C**   : Asks Opener to show any outside suit King   .
        2. **4D**   : Take-out for Hearts or Spades , asks Opener to bid
                         their suit   .
        3. **4H , 4S** : Natural , to play   .

1. 3Nt - P - 4C - P
    ?
           4D : No side suit   King   .
           4H : Club   King   .
           4S : Diamond   King   .
           4Nt : Other major suit King   .
     After Opener's response , if Responder bids any suit other than
           Opener's major , Responder is making an asking bid in that suit .

2. After Opener's response , if Responder bids a new suit , Responder is
          making an asking bid in that suit   .

Two Notrump Scramble
```
a. 2S   - X   - P  - 2Nt     The 2Nt response to an immediate Double of
                             an opponents' weak two-bid is
                             the Lebensohl extension
                             (not Two Notrump Scramble)              .

b. 2S   - P   - P  - X
   P    - 2Nt              Responder does not have a one-suited hand .

c. 2H   - P   - P  - X
   P    - 3D               Responder is showing a one-suited hand    .

d. 1S   - P   - 2S - P
   P    - X   - P  - 2Nt    Responder does not have a one-suited hand .

e. 2S   - P   - P  - X
   P    - 2Nt              Responder does not have a one-suited hand .

f. 1H   - P   - 2H - P
   P    - X   - P  - 2Nt    Shows  :  No suits
                             or      Both minors                     .

g. 1D   - P   - 2S - 2Nt    Choose your best suit                    .
```

There are other variations that can lead up to the point where partner
    doubles for takeout .

Unusual 2 Notrump
Two suited overcall , two lowest unbid suits   .
Strength range : Sacrifice oriented or jump shift or >   .
Length   range : 5 or > cards in each suit   .

```
  1C - 2Nt          Hearts   & Diamonds .

  1D - 2Nt          Hearts   & Clubs    .

  1H - 2Nt          Diamonds & Clubs    .

  1S - 2Nt          Diamonds & Clubs    .
```

Unusual over Michaels Cuebid
Overview : When opponents have shown two specific suits   .
           A bid of one of our suits is natural & of constructive strength .
           A bid of one of the opponent's suits is a cue bid , game
             invitational values or >   .
                Cuebid of the lowest of the opponent's two suits shows the
                           lowest of the other two suits   .
                Cuebid of the highest of the opponent's two suits shows the
                           highest of the other two suits   .
           Double is takeout , constructive values or >   .

1a. 1C - 2C   2C = Both majors   .
          - **?**
     Pass :   Not willing to bid
            or Penalty oriented   .
     X   : Takeout for Diamonds (4-5) , Club tolerance ,
                    constructive values or >   .
     2D   : Diamonds (6 or >) , constructive values   .
     2H   : Clubs   (4 or >) , limit raise   or >   .
     2S   : Diamonds (6 or >) , game interest or >   .
     3C   : Clubs   (4 or >) , constructive values   .

1b. 1C - 2C   2C = Spades & Diamonds   .
          - **?**
     Pass :   Not willing to bid
            or Penalty oriented   .
     X   : Takeout for Hearts (4-5) , Club tolerance ,
                    constructive values or >   .
     2D   : Clubs (4 or >) , limit raise   or >   .
     2H   : Hearts (6 or >) , constructive values   .
     2S   : Hearts (6 or >) , game interest or >   .
     3C   : Clubs (6 or >) , constructive values   .

1c. 1C - 3C   3C = Both majors   .
          - **?**
     Pass :   Not willing to bid
            or Penalty oriented   .
     X   : Takeout for Diamonds (4-5) , Club tolerance ,
                    constructive values or >   .
     3D   : Diamonds (6 or >) , constructive values   .
     3H   : Clubs   (4 or >) , limit raise   or >   .
     3S   : Diamonds (6 or >) , game interest or >   .
     4C   : Clubs   (4 or >) , constructive values   .

2a. 1D - 2D   2D = Both majors   .
          - **?**
     Pass :   Not willing to bid
            or Penalty oriented   .
     X   : Takeout for Clubs (4-5) , Diamond tolerance ,
                    constructive values or >   .
     2H   : Clubs   (6 or >) , game interest or >   .
     2S   : Diamonds (4 or >) , limit raise   or >   .
     3C   : Clubs   (6 or >) , constructive values   .
     3D   : Diamonds (4 or >) , constructive values   .

Unusual over Michaels Cuebid (continued)
2b. 1D - 2D   2D = Spades & Clubs   .
          - **?**
       Pass :   Not willing to bid
             or Penalty oriented   .
       X   : Takeout for Hearts (4-5) , Diamond tolerance ,
                  constructive values or >   .
       2H : Hearts   (6 or >) , constructive values   .
       2S : Diamonds (4 or >) , game interest or >   .
       3C : Hearts   (6 or >) , game interest or >   .
       3D : Diamonds (4 or >) , constructive values   .

2c. 1D - 3D   3D = Both majors   .
          - **?**
       Pass :   Not willing to bid
             or Penalty oriented   .
       X   : Takeout for Clubs (4-5) , Diamond tolerance ,
                  constructive values or >   .
       3H : Clubs   (6 or >) , game interest or >   .
       3S : Diamonds (4 or >) , limit raise   or >   .
       4C : Clubs   (6 or >) , constructive values   .
       4D : Diamonds (4 or >) , constructive values   .

3. 1H - 2H   2H = Spades and a minor   .
          - **?**
       Pass : Not willing to bid   .
       X   : Penalty oriented   .
       2S : Hearts   (3 or >) , limit raise   or > .
       2Nt : Clubs or Diamonds (6 or >) , game interest or > .
       3C : Clubs   (6 or >) , constructive values .
       3D : Diamonds   (6 or >) , constructive values .
       3H : Hearts   (3 or >) , constructive values .

 4. 1S - 2S   2S = Hearts and a minor   .
          - **?**
       Pass : Not willing to bid   .
       X   : Penalty oriented   .
       2Nt : Clubs or Diamonds (6 or >) , game interest or > .
       3C : Clubs   (6 or >) , constructive values .
       3D : Diamonds   (6 or >) , constructive values .
       3H : Spades   (3 or >) , limit raise or >   .
       3S : Spades   (3 or >) , constructive values .

Unusual over Unusual 2 Notrump
Overview : Opponents have shown two specific suits   .
            A bid of one of our suits is natural & of constructive strength .
            A bid of one of the opponent's suits is a cue bid , game
               invitational values or >   .
                  Cuebid of the lowest of the opponent's two suits shows the
                          lowest of the other two suits   .
                  Cuebid of the highest of the opponent's two suits shows the
                          highest of the other two suits   .
            Double is takeout , constructive values or >   .

1. 1C - 2Nt - **?**
     Pass :   Not willing to bid
                or Penalty oriented   .
     X   : Takeout for Spades (4-5) , Club tolerance ,
                    constructive values or >   .
     3C   : Clubs (4 or >) , constructive values   .
     3D   : Clubs (4 or >) , limit raise   or >   .
     3H   : Spades (6 or >) , game interest or >   .
     3S   : Spades (6 or >) , constructive values   .

2. 1D - 2Nt - **?**
     Pass :   Not willing to bid
                or Penalty oriented   .
     X   : Takeout for Spades (4-5) , Diamond tolerance ,
                    constructive values or >   .
     3C   : Diamonds (4 or >) , limit raise   or >   .
     3D   : Diamonds (4 or >) , constructive values   .
     3H   : Spades   (6 or >) , game interest or >   .
     3S   : Spades   (6 or >) , constructive values   .

3. 1H - 2Nt - **?**
     Pass :   Not willing to bid
                or Penalty oriented   .
     X   : Takeout for Spades (5-6) , Heart tolerance ,
                    constructive values or >   .
     3C   : Hearts (3 or >) , limit raise   or >   .
     3D   : Spades (6 or >) , game interest or >   .
     3H   : Hearts (3 or >) , constructive   values   .
     3S   : Spades (6 or >) , constructive   values   .

4. 1S - 2Nt - **?**
     Pass :   Not willing to bid
                or Penalty oriented   .
     X   : Takeout for Hearts (5-6) , Spade tolerance ,
                    constructive values or >   .
     3C   : Hearts (6 or >) , game interest or >   .
     3D   : Spades (3 or >) , limit raise   or >   .
     3H   : Hearts (6 or >) , constructive   values   .
     3S   : Spades (3 or >) , constructive   values   .

Weissberger
A. 1Nt - P - 2C - P
   2D - P - **?**
      1. **3D** : Spades (5 or >) , Hearts (5 or >) , game interest or
                                          slam interest   .
      2. **4D** : Spades (5 or >) , Hearts (5 or >) , game values only   .

1. 1Nt - P - 2C - P
   2D - P - 3D - P
   ?
      3H/**3S** : Preference   , minimum   .
      3Nt   : To play   .
      4C/**4D** : Both majors , non-minimum , cuebid .
      4H/**4S** : Preference   , non-minimum   .

B. 2Nt - P – 3C – P
   3D - P - **?**
      4D : Spades (5 or >) , Hearts (5 or >) , game values or > .

Wolff (modified) (variant)
1Minor - P - 1Major - P
2Nt   - P - **?**
examples .
1. 1C - P - 1S - P
      2Nt - P - **?**
            a. **3C** : Stayman (check-back)   .
            b. **3D** : Hearts (5 or >) , transfer   .
            c. **3H** : Spades (5 or >) , transfer   .
            d. **3S** : Relay to 3Nt   , game values or >   .
            e. **3Nt** : Relay to 4C   , game values or <   .
            f. **4C** : Gerber   , two agreed suits   .
            g. **4D** : Hearts (6 or >) , game values only   .
            h. **4H** : Spades (6 or >) , game values only   .
            i. **4Nt** : No agreed suit   , small slam invitation   ,
                                                 Boland applies   .
            j. **5Nt** : No agreed suit   , small slam force   ,
                          grand slam invitation , Boland applies   .

a. 1C - P - 1S - P
      2Nt - P – 3C - P
      3D - P - **?**
            3Nt : To play   .
            4D   : Weissberger   , game values only   .
            4S   : Spades (6 or >) , game values only   .

2. 1D - P - 1H - P
      2Nt - P - **?**
            a. **3C** ; *b.* **3D** ; *c.* **3H** ; *d.* **3S** ; *e.* **3Nt** ; *f.* **4C** ;
            g. **4D** ; *h.* **4H** ; *i.* **Nt** ; *j.* **5Nt**   .
                      : Same as in *1* (see above)   .

a. 1D - P - 1H - P
      2Nt - P – 3C - P
      3D - P - **?**
            3Nt : To play   .
            4D   : Weissberger   , game values only   .
            4H   : Hearts (6 or >) , game values only   .