

WE OPEN 1NT; THEY INTERFERE

DOUBLE

1NT (DBL=PENALTY) ???

(OPTION A)

Pass	Forces RDBL [One-suiter or 4441C or (4)333 or 8+]
RDBL	D+C or D+S
2C	C+H
2D	D+H
2H	S+H
2S	S+C
2NT	FG, shapely two-suiter
3x	PRE
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

Pass, then DBL=TO [unless leave in forced RDBL: then all DBLs=PEN but no FP].

Pass, then 2NT=LEB, once aggressor shows a real suit

Pass, then 2NT=minors, once aggressor shows H+S

[OR your own favourite ESCAPE system as if DBL=PENALTY]

(OPTION B)

Pass	Content (We can't play 1NT redoubled!); delayed DBL=T/O
RDBL	Puppet to 2C (to play 2C or 2D)
2C	STAY
2D	H
2H	S
2S	Minor suit STAY
2NT	INV to game with one minor. Then, Opener uses "reject" approach: 3C=prefers D, or no preference; 3D=prefers C; 3NT=likes both minors
3x	PRE
4C	PRE
4R	Texas
4S	C+D, weak and very long

1NT (DBL=ANY ONE-SUITER) ???
 1NT (DBL=C or H or S, or H+S) ???
 1NT (DBL=C or D, or H+S) ???
 1NT (DBL=H or S, or C+D) ???
 1NT (DBL=H+S, or C+D) ???
 1NT (DBL=5D+4M, or H+S) ???
 1NT (DBL=M+m, UNKNOWN) ???
 1NT (DBL=PUP2C: MANY TYPES) ???
 [includes DBL by PH: P-P-P-1NT; DBL]

(OPTION A)

SYSTEM ON (adjustments for the following agreements)

RDBL	Good Hand, F2NT, starts all PEN
Pass, then DBL	T/O
Pass, then 2NT	NAT
Pass, then 3m	COMP

Even when DBL=known M, we're still low enough to use SYSTEM ON

(OPTION B)

Pass	Neutral, could be pure PENALTY DOUBLE (DBL later)
RDBL	Cards, looking for cooperation (DISCUSS F/P)
2C	Stayman
2D/2M	NAT
2NT	D+C; or FG two-suiter
3x	PRE
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

(OPTION C)

Pass	Neutral, could be pure PENALTY DOUBLE (DBL later)
RDBL	Cards, looking for cooperation (DISCUSS F/P)
2C	Stayman
2R	Transfers to 2H/2S
2S	D+C
2NT	C
3C	D
3D	5+H/5+S, INV+ (can pass opener's 3M)
3H	SPL, 31(54) or 31(63) or 21(64)
3S	SPL, 13(54) or 13(63) or 12(64)
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

(OPTION D)

Pass	Forces RDBL [1-suiter or 4441C or (4)333 or 8+]
RDBL	D+C or D+S
2C	C+H
2D	D+H
2H	S+H
2S	S+C
2NT	FG, shapely two-suiter
3x	PRE
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

Pass, then DBL=TO [unless leave in forced RDBL: then all DBLs=PEN but no FP].

Pass, then 2NT=LEB, once aggressor shows a real suit

Pass, then 2NT=minors, once aggressor shows H+S

[OR your own favourite ESCAPE system as if DBL=PENALTY]

1NT (DBL=H+m) ???

(OPTION A)

Pass	Neutral, could be pure PENALTY DOUBLE (DBL later)
RDBL	Cards, looking for cooperation (DISCUSS F/P)
2C	Stayman [adjust, perhaps, if DBL=5+H]
2D/2M	NAT [adjust, perhaps, if DBL=5+H]
2NT	D+C; or FG two-suiter
3x	PRE
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

(OPTION B)

Pass	Neutral, could be pure PENALTY DOUBLE (DBL later)
RDBL	Cards, looking for cooperation (DISCUSS F/P)
2C	Stayman [adjust, perhaps, if DBL=5+H]
2R	Transfers to 2H/2S [adjust, perhaps, if DBL=5+H]
2S	D+C
2NT	C
3C	D
3D	6+D/4C, semi-PRE
3H	SPL, 31(54) or 31(63) or 21(64)
3S	SPL, 13(54) or 13(63) or 12(64)
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

(OPTION C)

Pass	Forces RDBL [C or D or PEN PASS type]
RDBL	D+C
2C	C+S
2D	D+S
2M	NAT
2NT	FG, shapely two-suiter
3x	PRE
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

Pass, then DBL=TO [unless leave in forced RDBL: then all DBLs=PEN but no FP].

Pass, then 2NT=LEB, once aggressor shows a real suit

Pass, then 2NT=minors, once aggressor shows H+S

[OR your own favourite ESCAPE system, as if DBL=PENALTY

1NT (DBL=H+S) ???

(OPTION A)

Pass	Neutral, could be pure PENALTY DOUBLE (DBL later)
RDBL	Cards, looking for cooperation (DISCUSS F/P)
2C	Stayman [adjust if DBL=5+/5+]
2D/2M	NAT [adjust if DBL=5+/5+]
2NT	D+C; or some FG two-suiter
3x	PRE [but if DBL=5+/5+ use 3M as SPL with (5/4+) minors]
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

(OPTION B)

Pass	Neutral, could be pure PENALTY DOUBLE (DBL later)
RDBL	Cards, looking for cooperation (DISCUSS F/P)
2C	Stayman
2R	Transfers to 2H/2S [adjust, perhaps, if DBL=5+/5+]
2S	D+C
2NT	C
3C	D
3D	6+D/4C, semi-PRE
3H	SPL, 31(54) or 31(63) or 21(64)
3S	SPL, 13(54) or 13(63) or 12(64)
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

(OPTION C)

Pass	Forces RDBL [C or D or PEN PASS type]
RDBL	D+C
2C	C+ secondary M
2D	D+ secondary M
2M	NAT
2NT	FG, shapely two-suiter
3x	PRE
3NT	NAT, long suit
4C	Gerber
4R	Texas
4S	Both minors, very weak and long

Pass, then DBL=TO [unless leave in forced RDBL: then all DBLs=PEN but no FP].

Pass, then 2NT=LEB, once aggressor shows a real suit

Pass, then 2NT=minors, once aggressor shows H+S

[OR your own favourite ESCAPE system, as if DBL=PENALTY]

REOPENING DOUBLE

[1NT (Pass) Pass (DBL); Pass (Pass) ???]

Where DBL=HCP or CONVENTIONAL and Pass=PENALTY

RDBL	Business (later DBL=PEN by both partners but no F/P)
2m	NAT
2M	NAT (but unlikely to be 5 cards in context, so 4333 or 4432)
2NT	Minors (tactical, in context)
Higher	No agreement

[1NT (Pass) Pass (DBL); Pass (BID) ???]

DBL=(4/3+ H+S 9-12, or 19+)
DBL=(10-13 or 18+ HCP)
DBL=(11+ 4M+ANY)
DBL=(10+ ANY TWO SUITER)
DBL=(M+m at least [4/5])
DBL=(H+S)
DBL=(5+H)
DBL=(C or D)

Where "BID"=Preference or "Pass or Correct"

Pass	NF (Opener's DBL=T/O)
DBL	Cooperative T/O (NB that responder passed 1NT, i.e. usually quasi-BAL)
2D	NAT, could be 5/6 cards
2M	NAT, likely 4-card suit with a second suit probable
2NT	NAT (over 2m); C+D (over 2M)
3m	(Non-Jump) NAT
Cue-bid	Three-suiter short in their suit, no real game interest

TWO CLUBS

1NT (2C=NAT)

???

(OPTION A)

Pass	Neutral; later DBL of C=PENALTY; other DBLs=T/O; later 2NT=NAT
DBL	NEG, like Stayman (INV+; later DBL=PENALTY)
2D/2M	COMP
2NT	LEBENSOHL
3C	D, INV
3D	H, INV+
3H	S, INV+
3S	4450, FG
3NT	NAT-no C stopper
4C	Gerber
4R	Texas
4S	BAL slam invite with 6D, no C stopper

(OPTION B)

SYSTEM ON (adjustments for the following agreements)

DBL	Stayman (subsequent DBLs as if resp's DBL=2C)
Pass, then DBL	T/O
Pass, then 2NT	NAT
Pass, then 3m	COMP

1NT (2C=D) ???

(OPTION A)

Pass	Neutral; later DBL=T/O; later 2NT=NAT COMP
DBL	NEG, like Stayman (INV+; later DBL of D=Cooperative PENALTY)
2D	Weak takeout short in D
2M	COMP
2NT	C, INV+
3C	C, COMP
3D	H, INV+
3H	S, INV+
3S	4405, FG
3NT	NAT-no stopper information
4C	Gerber
4R	Texas
4S	BAL slam invite with 6C, no D stopper

(OPTION B)

SYSTEM ON (adjustments for the following agreements)

DBL	Stayman (subsequent DBLs as if resp's DBL=2C)
Pass, then DBL	T/O
Pass, then 2NT	NAT
Pass, then 3C	COMP

1NT (2C=H or H+m) ???

(OPTION A)

Pass	Neutral; later DBL=T/O; later 2NT=NAT COMP
DBL	NEG, like Stayman (INV+; later DBL of H=Cooperative PENALTY)
2H	Weak takeout short in D
2D/2S	COMP
2NT	LEBENSÖHL
3C	D, INV+
3D	C, INV+
3H	S, INV+
3S	40(45), FG
3NT	NAT-no stopper information
4C	Gerber
4R	Texas
4S	Minors, weak and very long

(OPTION B)

SYSTEM ON (adjustments for the following agreements)

DBL	Stayman (subsequent DBLs as if resp's DBL=2C)
Pass, then DBL	T/O
Pass, then 2NT	NAT
Pass, then 3m	COMP

1NT (2C=D or H or S) ???
1NT (2C=C or D or H or S) ???

(OPTION A)

Pass Neutral; later DBL=T/O; later 2NT=NAT over 2D but C+D over 2M
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
2D/2M COMP
2NT LEBENSOHL
3C D, INV
3D H, INV+
3H S, INV+
3S 4450, FG
3NT NAT-no stopper information
4C Gerber
4R Texas
4S BAL slam invite with 6D, no C stopper

(OPTION B)

SYSTEM ON (adjustments for the following agreements)

DBL Stayman (subsequent DBLs as if resp's DBL=2C)
Pass, then DBL T/O
Pass, then 2NT NAT
Pass, then 3m COMP

1NT (2C=C+H: "BROZEL") ??? [Two known suits]

Pass NEU, Delayed DBL=PEN, Delayed 2NT=NAT/COMP
DBL PENALTY (sets up force through 2NT)
2D COMP
2H STAYMAN, [can be "light T/O", i.e. S+D]
2S COMP
2NT NAT, INV
3C D, INV +(then 3H/3S/3NT as in traditional sequences)
3D 4S/5+D FG (3H asks SPL: 3S=SPL C/3NT=SPL H)
3H S, INV+
3S 5/5+ S/D, FG
3NT NAT, H stopper, usually not 4S
4C Gerber
4R Texas

1NT (2C=S+H: "LANDY") ??? [Two known suits]

1NT (2C=S+H, better C: "RIPSTRA") ??? [Two known suits]

Pass Neutral, DBL next=PENALTY
DBL Cards, invites cooperation
2D COMP
2H COMP, C+D
2S INV+, C+D (stoppers next)
2NT LEBENSOHL (then M=that M stopper, 3NT=both)
3m NAT, FG
3M SPL, C+D
3NT NAT, no S/H stoppers
4C Gerber
4R Texas
4S D+C, weak and very long

1NT	(2C=5+C/4+M: "WOOLSEY" VARIANT)	???	[One known suit BID]
1NT	(2C=3+C/5+M: "DEAS" VARIANT)	???	[One known suit BID]
1NT	(2C=4+C/4+Any: "DONT")	???	[One known suit BID]
1NT	(2C=PUP2D: C+M or C+D)	???	[One known suit BID]

(OPTION A)

Pass	Neutral, later DBL=PENALTY
DBL	NEG, like Stayman (INV+; later DBL=PENALTY)
2D/2M	COMP
2NT	LEBENSÖHL
3C	D, INV
3D	H, INV+
3H	S, INV+
3S	D, FG
3NT	NAT-no C stopper
4C	Gerber
4R	Texas
4S	BAL slam invite with 6D, no C stopper

(OPTION B)

SYSTEM ON (adjustments for the following agreements)

DBL	Stayman (subsequent DBLs as if resp's DBL=2C)
Pass, then DBL	T/O
Pass, then 2NT	NAT
Pass, then 3m	COMP

1NT (2C=H+ANY: "ASTRO" VARIANT) ??? [One suit known, not BID]
 1NT (2C=H+C or H+D: "ASTRO VARIANT") ??? [One suit known, not BID]

(OPTION A)

Pass Neutral, DBL next=PENALTY
 DBL NEG DBL type, invites cooperation
 2D COMP
 2H Stayman (could be light takeout); if FG next, shows H stopper
 2S COMP
 2NT LEBENSOHL-SLOW (re H)
 3m/3S NAT, FG
 3H C+D, FG
 3NT NAT, no H stopper, not 4S
 4C Gerber
 4R Texas
 4S D+C, weak and very long

(OPTION B)

Pass NEU, Delayed DBL=PEN
 DBL NEG DBL of H (STAY), then CUE=no H guard
 2D COMP
 2H STAYMAN; (could be "light T/O of H")
 2S COMP
 2NT LEB around H at least INV C;
 then, over 3C: 3D=D+C/FG,
 3H=C+4S/no STOPPER;
 3S=long C+1/2 STOPPER;
 3NT=C+4S/STOPPER
 3C D, INV +(then 3H/3S/3NT as above)
 3D S, INV +
 3H SPL, three-suiter, FG
 3S C one-suiter/STOPPER/slam not impossible
 3NT NAT, H stopper, usually not 4S
 4C Gerber
 4R Texas
 4S D+C, weak and very long

1NT (2C=S+C or S+H) ??? [One suit known, not BID]
 1NT (2C=S+C or S+D) ??? [One suit known, not BID]

(OPTION A)

Pass Neutral, DBL next=PENALTY
 DBL NEG DBL type, invites cooperation
 2D/2H COMP
 2S Stayman (could be light takeout); if FG next, shows S stopper
 2NT LEBENSOHL-SLOW (re S)
 3m/3H NAT, FG
 3S C+D, FG
 3NT NAT, no S stopper, not 4H
 4C Gerber
 4R Texas
 4S D+C, weak and very long

(OPTION B)

Pass NEU, Delayed DBL=PEN
 DBL NEG DBL of S (STAY), then CUE=no S guard
 2D/2H COMP
 2S STAYMAN; (could be "light T/O of S")
 2S COMP
 2NT LEB around S at least INV C;
 then, over 3C: 3D=D+C/FG,
 3S=C+4H/no STOPPER;
 3H=long C+1/2 STOPPER;
 3NT=C+4H/STOPPER
 3C D, INV +(then 3H/3S/3NT as above)
 3D H, INV +
 3H C one-suiter/STOPPER/slam not impossible
 3S SPL, three-suiter, FG
 3NT NAT, S stopper, usually not 4H
 4C Gerber
 4R Texas
 4S D+C, weak and very long

1NT (2C=MAJOR+MINOR) ??? [Two suits, both unknown]

(OPTION A)

Pass	Neutral; later DBLs=T/O; later 2NT=NAT
DBL	NEG, like Stayman (INV+; later DBL=PENALTY)
2D/2M	COMP
2NT	LEBENSÖHL
3C	D, INV+
3D	H, INV+
3H	S, INV+
3S	C, INV+
3NT	NAT, no stopper reference
4C	Gerber
4R	Texas
4S	D+C weak and very long

(OPTION B)

SYSTEM ON (adjustments for the following agreements)

DBL	Stayman (subsequent DBLs as if resp's DBL=2C)
Pass, then DBL	T/O
Pass, then 2NT	NAT
Pass, then 3m	COMP

1NT (2C=C or D, or M+m) ??? [One or two suits, nothing known]
 1NT (2C=D, or H+M: "SUCTION") ??? [One or two suits, nothing known]

(OPTION A)

Pass Neutral; later DBLs=T/O; later 2NT=NAT
 DBL NEG, like Stayman (INV+; later DBL=PENALTY)
 2D/2M COMP
 2NT LEBENSOHL
 3C D, INV+
 3D H, INV+
 3H S, INV+
 3S C, INV+
 3NT NAT, no stopper reference
 4C Gerber
 4R Texas
 4S D+C weak and very long

(OPTION B)

SYSTEM ON (adjustments for the following agreements)

DBL Stayman (subsequent DBLs as if DBL=2C)
 Pass, then DBL T/O
 Pass, then 2NT NAT
 Pass, then 3m COMP

TWO DIAMONDS

1NT (2D=NAT) ???

(OPTION A)

Pass	Neutral, later DBL=PENALTY
DBL	NEG, like Stayman (INV+; later DBL=PENALTY)
2M	COMP
2NT	LEBENSOHL
3C	C, INV
3D	H, INV+
3H	S, INV+
3S	C, FG
3NT	NAT-no D stopper
4C	Gerber
4R	Texas
4S	BAL slam invite with 6C, no D stopper

(OPTION B)

Pass	Neutral, delayed DBL=PEN
DBL	NEG, like Stayman (then DBL=PEN, CUE=no STOPPER)
2M	COMP
2NT	LEB around D (1 suit known): at least INV C; then, over 3C: 3D=C, no STOPPER, 3H=C+4S 3S=C+4H/3NT=C+1/2 STOPPER
3C	H, INV+
3D	SPL, three-suiter
3H	S, INV+
3S	C one-suiter/STOPPER/slam not impossible
3NT	NAT- D stopper
4C	Gerber
4R	Texas

1NT	(2D=5+D/4+M: "WOOLSEY VARIANT) ???	[Two suits, one known and BID]
1NT	(2D=3+D/5+M: "DEAS" VARIANT ???	[Two suits, one known and BID]
1NT	(2D=4+D/4+M: "DONT") ???	[Two suits, one known and BID]
1NT	(2D=4+D/4+H: "BROZEL") ???	[Two suits, both known, one BID]

(OPTION A)

Pass	Neutral, later DBL=PENALTY
DBL	NEG, like Stayman (INV+; later DBL=PENALTY)
2M	COMP
2NT	LEBENSOHL
3C	C, INV
3D	H, INV+
3H	S, INV+
3S	C, FG
3NT	NAT-no D stopper
4C	Gerber
4R	Texas
4S	BAL slam invite with 6C, no D stopper

(OPTION B)

Pass	Neutral, delayed DBL=PEN
DBL	NEG, like Stayman (then DBL=PEN, CUE=no STOPPER,
2M	COMP
2NT	LEB around D (1 suit known) :at least INV C; then, over 3C: 3D=C, no STOPPER, 3H=C+4S 3S=C+4H/3NT=C+1/2 STOPPER
3C	H, INV+
3D	SPL, three-suiter
3H	S, INV+
3S	C one-suiter/STOPPER/slam not impossible
3NT	NAT- D stopper
4C	Gerber
4R	Texas

1NT	(2D=S+H)	???	[Two suits, both known, neither BID]
1NT	(2D=S+H, better D: "RIPSTRA")	???	[Two suits, both known, neither BID]

Pass	Neutral, DBL next=PENALTY
DBL	Cards, invites cooperation
2H	COMP, C+D
2S	INV+, C+D (stoppers next)
2NT	LEBENSOHL (then M=that M stopper, 3NT=both)
3m	NAT, FG
3M	SPL, C+D
3NT	NAT, no S/H stoppers
4C	Gerber
4R	Texas
4S	D+C, weak distributional gamble

1NT	(2D=S+ANY: ASTRO VARIANT)	???	[Two suits, one known, not BID]
1NT	(2D=S+C or S+D: ASTRO VARIANT)	???	[Two suits, one known, not BID]
1NT	(2D=S, or S+C, or S+D)	???	["Two" suits, one known, not BID]

(OPTION A)

Pass	Neutral, DBL next=PENALTY
DBL	NEG DBL type, invites cooperation
2H	COMP
2S	FG Stayman
2NT	LEBENSOHL-SLOW (re S)
3C	NAT, FG
3D	H, INV+
3H	D, FG
3S	C+D, FG
3NT	NAT, no S stopper, not 4H
4C	Gerber
4R	Texas
4S	D+C, weak distributional gamble

(OPTION B)

Pass	NEU, Delayed DBL=PEN
DBL	NEG DBL of S (STAYMAN?), then CUE=no S stopper
2H	COMP
2S	STAYMAN (might be "light T/O of S")
2NT	LEB around S (1 suit known) :at least INV C; then, over 3C: 3D=D+C/FG 3H=long C+1/2 Stopper 3S=C+4H/no Stopper 3NT=C+4H/Stopper
3C	D, INV +(then 3H/3S/3NT as above)
3D	S, INV +
3H	SPL, three-suiter, FG
3S	C one-suiter/STOPPER/slam not impossible
3NT	NAT, S stopper, usually not 4H
4C	Gerber
4R	Texas

1NT	(2D=H, or S+C, or S+D)	???	[Nothing known]
1NT	(2D=H, or S+C: "SUCTION")	???	[Nothing known]
1NT	(2D=H+S, or C+D)	???	[Nothing known]
1NT	(2D=H, or S, or C+D)	???	[Nothing known]
1NT	(2D=H, or S, or M+m)	???	[Nothing known]
1NT	(2D=S+C, or S+D, or 5+H/5+S STR)	???	[Nothing known]
1NT	(2D=5M, or 20-22 BAL, or STR 1-suiter)	???	[Nothing known]

(OPTION A)

Pass	Neutral, DBL next=T/O; 2NT next=C+D over M, NAT over m
DBL	Cards, invites cooperation, second DBL=PENALTY
2M	COMP
2NT	LEB (C or D)
3C	D, INV+
3D	H, INV+
3H	S, INV+
3S	C, INV+
3NT	NAT, no stopper reference
4C	Gerber
4R	Texas
4S	D+C, weak and very long

(OPTION B)

Pass	Neutral, Delayed DBL T/O; Delayed 2NT NAT, Delayed 3m COMP
DBL	Cards, then DBL=PEN, then 2NT=minors/INV
2H	H, COMP
2S	S, COMP
2NT	C, INV+ (then 3D=D, 3M=C+OM, 3NT=doubt)
3C	D, INV+
3D	H, INV+ (then 3M=D+OM FG, 3NT=doubt)
3H	S, INV+
3S	C+D, FG
3NT, etc	

1NT (2D=6+S or 6+H: MULTI) ???

(OPTION A)

Pass	Neutral, DBL next=T/O; 2NT next=C+D over M, NAT over m
DBL	Cards, invites cooperation, second DBL=PENALTY
2M	COMP
2NT	LEB (C or D)
3C	D, INV+
3D	H, INV+
3H	S, INV+
3S	C, INV+
3NT	NAT, no stopper reference
4C	Gerber
4R	Texas
4S	D+C, weak and very long

(OPTION B)

Pass	Neutral, Delayed DBL T/O; Delayed 2NT NAT, Delayed 3m COMP
DBL	H, COMP (NOTE: this is a unique treatment)
2H	S, COMP
2S	D+C, COMP+ (before we get preempted)
2NT	C, INV+ (then 3D=C+D/FG, 3M=C+OM/FG, 3NT=C+doubt)
3C	D, INV+
3D	H, INV+
3H	S, INV+
3S	C, FG one-suiter, less doubt, slam not impossible
3NT	NAT (some semblance of M stoppers)
4C	Gerber
4R	Texas
4S	D+C, weak and very long

NOTE: This seems to be an exceptional case in which we introduce the idea of DBL=H, and 2H=S, freeing up 2S to show minors. Is it worth the memory strain? I will include below an alternative scheme using more "normal" stuff:

(OPTION C)

Pass	Neutral, Delayed DBL T/O; Delayed 2NT NAT, Delayed 3m COMP
DBL	Cards, then DBL=PEN, then 2NT=minors/INV
2H	H, COMP
2S	S, COMP
2NT	C, INV+ (then 3D=D, 3M=C+OM, 3NT=doubt)
3C	D, INV+
3D	H, INV+ (then 3M=D+OM FG, 3NT=doubt)
3H	S, INV+
3S	C+D, FG
3NT, etc	

1NT (2D=6+H: Transfer Overcall) ???

1NT (2D=5+H/4+m) ???

Pass	Neutral, DBL next=PENALTY; 2NT next=LEB!
DBL	Cards, invites cooperation, second DBL=PENALTY
2H	C+D
2S	COMP
2NT	LEB (C or D)
3C	D, INV+
3D	SPL, three-suiter
3H	S, INV+
3S	C, INV+
3NT	NAT, no H stopper
4C	Gerber
4R	Texas (caters to a psych!)
4S	D+C, weak and very long

TWO HEARTS

1NT	(2H=NAT)	???	
1NT	(2H=H+C or H+D)	???	[Two suits, one bid]
1NT	(2H=H+C or H+D or Any STR 1-suiter)	???	

(OPTION A)

Pass	Neutral, Delayed DBL PEN, Delayed 3m COMP
DBL	NEG, like Stayman (INV+; later DBL=PENALTY)
2S	COMP
2NT	C, INV+ ;then 3D=D/FG/3H=C+4S, 3S=doubt; 3NT=1/2 stopper+
3C	D, INV+, then 3H=5+D/4S; 3S=doubt; 3NT=1/2 stopper+
3D	S, INV+
3H	C+D, FG over 2H NAT, but SPL over 2H=H+m
3S	C one-suiter/FG/stopper/slam not impossible
3NT	NAT (H stopper)
4C	Gerber
4D	H (TEXAS)
4H	S, game-only Texas, no F/P to follow
4S	C+D, weak and very long

(OPTION B)

Pass	Neutral, later DBL=PENALTY
DBL	NEG, like Stayman (INV+; later DBL=PENALTY)
2S	COMP
2NT	LEBENSÖHL
3C	C, FG
3D	D, FG
3H	S, INV+
3S	C+D, FG
3NT	NAT-no H stopper
4C	Gerber
4D	S, slam try Texas
4H	S, game-only Texas, no F/P to follow
4S	D+C, weak and very long

Applies to methods in which 2H=4H/longer minor

1NT (2H=6+S: Transfer Overcall) ???
 1NT (2H=5+S/4+m) ???

(OPTION A)

Pass Neutral, DBL next=PENALTY; 2NT next=LEB!
 DBL Cards, invites cooperation, second DBL=PENALTY
 2S Minors
 2NT LEB
 3x NAT, FG
 3S SPL, three-suiter
 3NT NAT, no S stopper
 4C Gerber
 4R Texas (caters to a psych!)
 4S D+C, weak and very long

OPTION B)

Pass Neutral, Delayed DBL PEN; Delayed 2NT C+D, Delayed 3x COMP
 DBL Cards, like Stayman, second DBL=PENALTY
 2S Minors; but ALTERNATIVELY: Light T/O of spades
 2NT C, INV+; then 3D=C+D, 3S=C+4H; 3H=doubt; 3NT=1/2 a stopper+
 3C D, INV+, then 3S=5+D/4H; 3H=doubt, 3NT=1/2 a stopper+
 3D H, INV+
 3H SPL S
 3S C one-suiter/FG/stopper, slam not impossible
 3NT NAT (H stopper
 4C Gerber
 4R Texas (caters to a psych!)
 4S C+D, weak and very long

1NT (2H=S) 2NT (P)
 3C (4D) P NF, the INV club hand
 DBL PENALTY

1NT (2H=H+S) ??? [Two suits, both known]
 1NT (2H=H+S, "DONT") ??? [Two suits, both known]

Pass Neutral, then DBL=T/O, Delayed 2NT=D+C, Delayed 3x COMP
 DBL BAL, C+D; Delayed DBL=COOP PENALTY, Delayed 2NT NAT
 2S C+D, COMP+
 2NT C, INV+; then 3D=C+D, 3M=5+C/4OM; 3NT=doubt
 3C D, INV+, then 3M=5+D/4OM, 3NT=doubt
 3D H, INV+
 3H S, INV+
 3S C+D, 5/5+FG
 3NT NAT, more-or-less BAL
 4C Gerber
 4R Texas
 4S D+C, weak and very long

1NT (2H=S, or D+C: "SUCTION") ??? [Nothing known]

Pass Neutral, then DBL=T/O, Delayed 2NT=D+C, Delayed 3x COMP
 DBL NEG, like Stayman; Delayed DBL=PENALTY, Delayed 2NT NAT
 2S NAT, COMP
 2NT C, INV+; then 3D=C+D, 3M=5+C/4OM; 3NT=doubt
 3C D, INV+, then 3M=5+D/4OM, 3NT=doubt
 3R H/S, INV+
 3S C+D, FG
 3NT NAT, more-or-less BAL
 4C Gerber
 4R Texas
 4S D+C, weak and very long

TWO SPADES

1NT (2S=S) ???
 1NT (2S=S+D or S+C) ???
 1NT (2S=S+D or S+C or ANY 1-suiter STR) ???

(OPTION A)

Pass Neutral, Delayed DBL=PEN; Delayed 3x=COMP
 DBL NEG, like Stayman; INV+; later DBL=PENALTY
 2NT C, INV+; then 3S=5+C/4H, 3H=C+doubt, 3NT=C+ 1/2 stopper+
 3C D, INV+, then 3S=5+D/4H; 3H=D+doubt; 3NT=D+ 1/2 stopper+
 3D H, INV+
 3H C one-suiter/FG/stopper/slam not impossible
 3S C+D
 3NT NAT (S stopper)
 4C Gerber
 4D Texas
 4H 5H/5+m, NF, a gambling shot, no F/P to follow
 4S C+D, weak and very long

1NT	(2S)	3C=D	(P)	
3D				Minimum, rejecting the INV
3H				NAT (4+H), extras
3S				Good hand for D, no S stopper
3NT				NAT, extras, stopper(s)
1NT	(2S)	3C=D	(P)	
3D	(P)	3H		Uncertain re NT
		3S		5+D/4H
		3NT		At least a half-stopper

Attempt to play 4/4 Major fit from opener's side, hence 3H rather than 3S with 4S. This means that with weak one-suited hands, you do not compete directly (delayed 3x shows these hands) although it could easily go 2S-all pass)

Direct cue (when possible) shows both minors

Use NEG DBL to cover many BAL, quasi-BAL INV+ hands

1NT	(2S)	DBL	(P)	
3H				4+H, minimum
3S				4H, maximum (then 4D transfers to 4H)
4H				5H, maximum

Applies also to methods in which 2S=4S/longer minor

(OPTION B)

Pass	Neutral, later DBL=PENALTY
DBL	NEG, like Stayman (INV+; later DBL=PENALTY)
2NT	LEBENSÖHL
3C	C, FG
3D	H, INV+
3H	D, FG
3S	C+D, FG
3NT	NAT-no S stopper
4C	Gerber
4D	H, Texas
4H	6+H/5m, NF, no F/P to follow
4S	C+D, weak and very long

Applies to methods in which 2S=4S/longer minor

1NT (2S=C) ???

Pass Neutral, Delayed DBL=T/O, Delayed 3x COMP
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
2NT NAT
3C D, INV+, then 3M=5+D/4OM, 3NT=doubt
3D H, INV+
3H S, INV+
3S S+H, 5/5+ FG
3NT NAT
4C Gerber
4R Texas
4S Three-suiter short in C

1NT (2S=C or D) ???

Pass Neutral, Delayed DBL=T/O, Delayed 3x COMP
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
2NT C, INV+; then 3M=5+C/4OM, 3NT=doubt
3C D, INV+, then 3M=5+D/4OM, 3NT=doubt
3D H, INV+
3H S, INV+
3S S+H, 5/5+ FG
3NT NAT
4C Gerber
4R Texas

1NT (2S=C, or D+H: "SUCTION") ???

Pass Neutral, Delayed DBL=T/O, Delayed 3x COMP
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
2NT C, INV+; then 3M=5+C/4OM, 3NT=doubt
3C D, INV+, then 3M=5+D/4OM, 3NT=doubt
3D H, INV+
3H S, INV+
3S S+H, 5/5+ FG
3NT NAT
4C Gerber
4R Texas

TWO NOTRUMP

1NT (2NT=C+D) ???

1NT (2NT=C+D or M+m STR) ???

Pass Neutral, later DBL=PENALTY
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
3C H+S, could be just COMP
3D H, INV+
3H S, INV+
3S 5+S/5+H, slam try, SPL C
3NT NAT
4C 5+S/5+H, slam try, SPL D
4D H, Texas
4H S, Texas

1NT (2NT=C) ???

Pass Neutral, Delayed DBL=T/O, Delayed 3x COMP
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
3C D, INV+, then 3M=5+D/4OM, 3NT=doubt
3D H, INV+
3H S, INV+
3S S+H, 5/5+ FG
3NT NAT
4C Gerber
4R Texas
4S Three-suiter short in C

1NT (2NT=C or D) ???

Pass Neutral, Delayed DBL=T/O, Delayed 3x COMP
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
3C D, INV+, then 3M=5+D/4OM, 3NT=doubt
3D H, INV+
3H S, INV+
3S C, INV+
3NT NAT
4C Gerber
4R Texas

1NT (2NT=H+C or H+D STR) ???

(OPTION A)

Pass Neutral, Delayed DBL PEN, Delayed 3m COMP
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
3C D, INV+, then 3H=5+D/4S; 3S=doubt; 3NT=1/2 stopper+
3D C, INV+ ;then 3H=C+4S, 3S=doubt; 3NT=1/2 stopper+
3H S, INV+
3S C one-suiter/FG/stopper/slam not impossible
3NT NAT (H stopper)
4C Gerber
4D H (TEXAS; just in case)
4H S, game-only Texas, no F/P to follow

(OPTION B)

Pass Neutral, later DBL=PENALTY
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
3C C, INV+
3D D, INV+
3H S, INV+
3S C one-suiter/FG/stopper/slam not impossible
3NT NAT-no H stopper
4C Gerber
4D S, slam try Texas
4H S, game-only Texas, no F/P to follow

1NT (2NT=Any 1-suiter) ???

1NT (2NT=Any 2-suiter STR) ???

Pass Neutral, later DBL=T/O
DBL NEG, like Stayman (INV+; later DBL=PENALTY)
3C D, COMP+
3D H, COMP+
3H S, COMP+
3S C, INV+
3NT 5+S/5+H, slam try, SPL C
4C 5+S/5+H, slam try, SPL D
4D H, Texas
4H S, Texas

1NT (3C=NAT) ???

DBL	NEG, BAL or no six-card suit, not 55+ Majors
3D	Hearts, COMP/INV+ (Opener assumes max COMP)
3H	Spades, COMP/INV+ (Opener assumes max COMP)
3S	Diamonds, FG (in practice, may be stretch)
3NT	NAT
4C	5+S/5+H, perhaps not a great hand
4D	At least a 4H bid (e.g. KQJxxxxx and out)
4H	At least a 4S bid
4S	At least a 5D bid
4NT	Blackwood, aces
5C	4450, very strong

1NT (3C=D) ???

DBL	NEG, BAL or no six-card suit, not 55+ Majors
3D	Hearts, COMP/INV+ (Opener assumes max COMP)
3H	Spades, COMP/INV+ (Opener assumes max COMP)
3S	C, INV+
3NT	5+S/5+H, slam try
4C	5+S/5+H, perhaps not a great hand
4D	At least a 4H bid (e.g. KQJxxxxx and out)
4H	At least a 4S bid
4S	At least a 5C bid
4NT	Blackwood, aces
5C	4405, very strong

1NT (3C=H) ???

DBL	NEG, BAL or no six-card suit, not 55+ Majors
3D	C, INV+
3H	Spades, COMP/INV+ (Opener assumes max COMP)
3S	D, INV+
3NT	5+S/5+C, slam try
4C	C+D, FG
4D	5+S/5+D, slam try
4H	At least a 4S bid
4S	At least a 5C bid
4NT	Blackwood, aces
5C	At least a 5C bid

1NT (3C=ANY 2 Suits) ???

DBL	NEG, BAL or C, INV+
3D	H, INV+
3H	S, INV+
3S	D, INV+
3NT	5+S/5+H, slam try
4C	5+S/5+H, perhaps not a great hand
4D	At least a 4H bid (e.g. KQJxxxx and out)
4H	At least a 4S bid
4S	At least a 5C bid
4NT	Blackwood, aces
5C	At least a 5D bid

THREE DIAMONDS

1NT (3D=NAT) ???

DBL	NEG, BAL; probably not 5+S/5+H
3H	S, FG
3S	H, FG
3NT	NAT
4C	NAT, FG
4D	5+S/5+H
4H	NAT
4S	NAT
4NT	Blackwood, aces
5C	4405, very strong

1NT (3D=D+H)

DBL	NEG
3H	S, INV+
3S	C, INV+
3NT	NAT
4C	5+S/5+C, SPL D
4D	5+S/5+C, SPL H
4H	Texas
4S	NAT
4NT	Blackwood, aces
5C	PRE

1NT (3D=H+S)

DBL	NEG, BAL
3H	C, INV+
3S	D, INV+
3NT	NAT
4C	D, Slam try
4D	C, Slam try
4H	SPL, C+D
4S	SPL, C+D
4NT	Blackwood, aces
5m	PRE

1NT (3D=H) ???**1NT (3D=H or H+C or H+D) ???**

Pass	Neutral; could be PEN DBL of H
DBL	NEG
3H	S, INV+
3S	C, INV+
3NT	NAT
4C	D, INV+
4D	5+S/5+m, slam try
4H	Texas
4S	C+D, weak and very long
4NT	Blackwood, aces
5C	PRE

1NT (3D=6+S or 6+H: "MULTI") ???

Pass	Neutral, DBL next T/O
DBL	Cards, invites coop'n, Delayed DBL PEN; Delayed 3NT NAT
3H	S, FG
3S	H, FG
3NT	C+D, NF [NOTE: must DBL first to reach 3NT]
4C	NAT, FG
4R	Texas
4S	D, FG
4NT	D+C, F1

1NT (3D=ANY 2 Suits) ???

DBL	NEG, BAL or INV+ with a long minor (probably 3NT next)
3H	S, INV+
3S	H, INV+
3NT	5+S/5+H, slam try
4C	5+S/5+H, perhaps not a great hand
4R	TRF; at least a 4M bid (e.g. KQJxxxx and out)
4S	At least a 5C bid
4NT	Blackwood, aces
5C	At least a 5D bid

THREE HEARTS

1NT (3H=NAT) ???

DBL	NEG, BAL; the way to find four-four S
3S	NAT, FG
3NT	NAT
4C	D, FG
4D	C, FG
4H	Texas, S
4S	D+C, FG type
4NT	Blackwood, aces
5C	D+C, weak and very long
5D	PRE

1NT (3H=H+S) ???

DBL	NEG, BAL
3S	D+C, best game first priority
3NT	NAT
4C	D, Slam try
4D	C, Slam try
4H	SPL, C+D
4S	SPL, C+D
4NT	Blackwood, aces
5m	PRE

1NT (3H=S) ???

1NT (3H=S or S+C or S+D) ???

DBL	NEG, BAL
3S	H
3NT	NAT
4C	D, Slam try
4D	C, Slam try
4H	SPL, C+D
4S	SPL, C+D
4NT	Blackwood, aces
5m	PRE

THREE SPADES

1NT (3S=NAT) ???

DBL	NEG, BAL; the way to find four-four H
3NT	NAT
4C	D, FG
4D	H, FG
4H	C, FG
4S	C+D, FG type
4NT	Blackwood, aces
5C	0544, slam try
5D	PRE

1NT (3S=S+D) ???

DBL	NEG, BAL; the way to find four-four H
3NT	NAT
4C	5H
4D	6H
4H	C, Slam try
4S	C, Game only
4NT	Blackwood, aces

THREE NOTRUMP

1NT (3NT=C+D) ???

Pass	Neutral, could be pure PEN DBL of C/D
DBL	NEG
4C	5+H/5+S, perhaps not a great hand
4D	H
4H	S
4S	NAT, typically 7/5, no positional advantage likely
4NT	Blackwood, aces
5C	5+H/5+S, C void
5D	5+H/5+S, D void
5H	AKxxx QJ10xxxxxx --- --- (for example)
5S	QJ10xxxxxx AKxxx --- --- (for example)

1NT (3NT=H+S) ???

Pass	Neutral, could be pure PEN DBL of H/S
DBL	NEG
4C	D
4D	C
4H	C+D, SPL H
4S	C+D, SPL S
4NT	Blackwood, aces
5m	PRE
5H	C+D, void H, first-rd S control
5S	C+D, void S, first-rd H control

1NT (3NT=Any 2-suiter) ???

Pass	Neutral, could be pure PEN DBL
DBL	NEG-style; BAL with length in H+S
4C	D
4D	H
4H	S
4S	C
4NT	C+D
5m	PRE
5H	AKxxx QJ10xxxxxx --- --- (for example)
5S	QJ10xxxxxx AKxxx --- --- (for example)

FOUR CLUBS

1NT (4C=NAT) ???

DBL	NEG
4D	H
4H	S
4S	D
4NT	NAT
5C	4450, very strong

FOUR DIAMONDS

1NT (4D=NAT) ???

DBL	NEG
4H	NAT
4S	NAT
4NT	NAT
5C	NAT
5D	Slam try, probable shortness, nothing specific
5M	Slam try
5NT	Pick a slam; bid suits upwards

1NT (4D=7+S or 7+H: MULTI) ???

DBL	NEG
4H	NAT
4S	NAT
4NT	NAT
5C	NAT
5D	NAT
5M	Slam try
5NT	Pick a slam; bid suits upwards

1NT (4D=H) ???

1NT (4D=H+C or H+D) ???

DBL	NEG
4H	S
4S	D+C
4NT	Blackwood, aces
5C	NAT
5D	NAT
5H	5044 slam try
5S	QJ10xxxxx --- AKxxx ---- (for example)
5NT	Pick a slam; bid suits upwards

FOUR HEARTS/FOUR SPADES

1NT (4H=NAT) ???

1NT (4S=NAT) ???

DBL NEG

4S NAT

4NT D+C (or over 4S, possibly H+D or H+C)

5C NAT

5D NAT

5M Slam try; nonspecific

5OM NAT, slam try

5NT Pick a slam; bid suits upwards

1NT (4H=S) ???

1NT (4H=S+C or S+D) ???

Pass Neutral; could be PEN DBL of S

DBL NEG

4S One-suited slam try; opener uses "reject" continuations

4NT C+D

5C NAT

5D NAT

5H QJ10xxxx --- AKxxx ---- (for example)

5S C+D, no M losers, try for seven

5NT Pick a slam; bid suits upwards