

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: usually 5+ cards, occasionally 4; 8+HCP NV or 10+HCP V
2 level: usually 5+ cards, occasionally 4; 10+HCP NV, or 12+HCP V
HCP may be lower with good suit quality (for lead-directing purpose)
Overcall suit raises by advancer are based on LTT, when competing
Cue-bid by advancer: game-try in overcall suit, or shows big GF hand
New-suit free bid by advancer: weak, or shows misfit in overcall suit
Jump new-suit by advancer is invitational, usually 10+ HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(14)15-17HCP bal or semi-bal, with 1NT systems on
1NT overcall may have 5M/ 6m or off-shape (4441 5431 5422 etc)
2NT over 2M is 15-18 bal, may have 5 card M; advancer uses 1NT continuations, but 1 level higher (3♣ Stayman, 3NT ♣ transfer, etc)
JUMP OVERCALLS (Style; Responses; Unusual NT)
3♣ over 1♥/1♠ is Ghestem, shows 5+/5+ in 2 unbid suits
4♣ over 2M opening or 2M continuation is still Ghestem
2♦ over 1♣, & 3♣ over 1♦ is Ghestem, shows 5+/5+ in majors
2NT over 1m/1M is Ghestem, shows 5+/5+ in 2 lower remaining suits
Cue/3NT/4♣ over 2M opening /continuation is still Ghestem
Other non-Ghestem jump overcalls are natural & weak, 6+ cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣-3♣ & 1♦-2♦ is Ghestem, shows 5+/5+ in top+bottom unbid suits
1M-2M is Ghestem, shows 5+/5+ in top+bottom unbid suits
After 1M-pass-1NT and 1m-pass-1M, 2M cue bid is still Ghestem
Cue bids of 2M opening or 2M continuation is still Ghestem
Unassuming cue bid in competition is F1, often asking for NT stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
HELLO defense to NT (Note 9)
1NT-(x) is bal/semi-bal hand with equal or slightly higher HCP range
When we double 1NT, partner bids on as if responding to 1NT opener
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double=take-out at 3-level and up to 4♦, often penalty after 4M
New Suit=natural & non-forcing
Cue-bid=forcing to game
NT=at 3 level, to play; at 4-level, asking for up-line new suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Cappelletti and transfer overcalls over strong 1♣ opening (Note 20)
Cappelletti overcalls over strong 2♣ opening (Note 20)
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(x)-2M, 1M-(x)-3M, 1M-(x)-4M=NF raise, based on LTT
1M-(x)-2NT=limit raise; 1M-(x)-xx=game-forcing; 1m-(x)-xx=F1
After T/O double: new suit=competitive NF, jump new suit=pre-empt

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Usually 4 th from honor	Same	
NT	4 th (3 rd) from honor, MUD	Same	
Subseq			
Other: Lead of A/Q asks for Attitude, lead of K asks for Count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); Ax	AK(+); Ax	
King	AK(+); KQ(+); Kx	AK(+); KQ(+); Kx	
Queen	AQJ(+); KQ(+); QJ(+); Qx	AQJ(+); KQ(+); QJ(+); Qx	
Jack	AJT(+); KJT(+); JT(+); Jx	AJT(+); KJT(+); JT(+); Jx	
10	AT9(+); KT9(+); QT9(+); Tx	AT9(+); KT9(+); QT9(+); Tx	
9	9x	9x	
Hi-X	Sx; xSx; xSxx(+)	Sx; xSx; xSxx(+)	
Lo-X	HxxS(+);HxS	HxxS(+);HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT lo=encourage	CNT lo=even	ATT lo=encourage
Suit 2	CNT lo=even	ATT lo=encourage	CNT lo=even
3	S/P lo=lower suit	S/P lo=lower suit	S/P lo=lower suit
1	ATT lo=encourage	CNT lo=even	ATT lo=encourage
NT 2	CNT lo=even	ATT lo=encourage	CNT lo=even
3	S/P lo=lower suit	S/P lo=lower suit	S/P lo=lower suit
Signals (including Trumps):			
In general, we use Upside-Down Count and Attitude (UDCA)			
Standard S/P signal (low means lower suit preferred)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out double usually with classic shape after 1M			
Take out double may not have classic shape after 1m			
Frequent re-opening doubles in competition, in case partner has good hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Standard negative doubles through 2♠			
Support doubles through 2♠			
Frequent non-penalty doubles through 3♠			
Responsive doubles through 3♠			
Maximal doubles			
Cue-bid after double is Herbert Negative Bid			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Philippine Tournament Bridge Assn (PTBA)
PLAYERS: Felipe R. Manalang / Sueña T. Manalang
EVENT: All 2023/2024 Events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard American Yellow Card (SAYC), with many gadgets
Aggressive openings/overcalls, especially with favourable vulnerability, or in 3/4 seat
Open 12+HCP V or 11+HCP NV or using Rule of 20, may be light/short if in 3/4 seat or with favorable vulnerability
Pre-empts are usually sound at 1/2 seat vulnerable, but may be aggressive at 3/4 seat or with favorable vulnerability
Better minor: 1♣ shows 3+, 1♦ is often 4+ (unless 4=4=3=2)
Inverted minor raises, followed by frequent NT probes (Note 2)
5-card majors, with comprehensive system of raises (Note 9)
Jacoby 2NT GF: 4+ major fit w/ 16+HCP or 6- LTC (Notes 10-12)
2 over 1 new suit is natural, 10-15HCP F1
1NT is (14)15-17 HCP, may have 5M or 6m or off-shape (Note 1)
Strong Soloway GF jump shifts (16+HCP, 5+ winners in suit)
New Minor Forcing (F1) / 4 th Suit Forcing (GF)
2-Way Drury after 3 rd /4 th seat 1M opening (Note 19)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2♦ (weak 2M, or str 6+ minor, or bal 20-21 HCP) (Note 22)
Dutch 2♥/2♠: 5 major and 4+ minor (5+ minor if V), <11HCP
Polish 2NT: 5+/5+ minor 2-suiter, <11HCP
Meckwell escape bids after 1NT-x or 1NT-P-P-x (Note 15)
Ghestem two-suited overcalls
Lebensohl after 1NT-(bid), (1NT)-X-(bid)
2NT response to a double after 2M is Lebensohl
SPECIAL FORCING PASS SEQUENCES
None
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
We bid games aggressively, w/ good fit and 40+% probability
We often bid small slams aggressively, on 50+% probability
We also use Losing Trick Count for hand evaluation with a suit fit
We may occasionally make bids or carding inconsistent with the agreements listed here, unintentionally or for tactical reasons

BID	ART	MIN #	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		3	Better minor 11-21HCP	w/ 4+ M: 1M=4+M 4+HCP F1; w/ 4+M and 5+D 12+HCP: 1D jump shifts=5+ suit 16+HCP or 5-LTC GF; 2NT=16+HCP GF, no new 5+ suit w/ no 4+M & no 5+C: 1NT=6-9HCP, 1D=10-12HCP F1, 3NT=13-15HCP w/ no 4+M & 5+C: 2♣=10-15HCP/8-7LTC, 2NT=16+HCP/ 6-LTC, 3♣=5-9HCP/9+LTC	After 1♣-2NT: 3♣ Baron (see Note 3) After 1♣-1♦-1NT or 1♣-1♦-2♣, any bid of M or C is GF After 1♣-1M-1NT, 1♣-1♥-1♠, or 1♣-1M-2♣, 3♦ is weak NF, shows 6+D and 4M
1♦		3	Better minor 11-21HCP	w/ 4+ M: 1M=4+M 4+HCP F1 jump shifts=5+ suit 16+HCP or 5-LTC GF; 2NT=16+HCP GF, no new 5+ suit w/ no 4+M & no 4+D: 1NT=6-9HCP, 2C=10-12HCP F1, 3NT=13-15HCP w/ no 4+M & 4+D: 2♦=10-15HCP / 8-7LTC, 2NT=16+HCP / 6-LTC 3♦=5-9HCP / 9+LTC	After 1♦-2NT: 3♠ Baron (see Note 3) After 1♦-1M-1NT or 1♦-1♥-1♠, 3♣ is weak NF, shows 6+C and 4M
1♥		5	5+H, 11-21 HCP	fit: 2♥=4-9HCP or 9LTC; 3♥=9-11HCP or 8LTC; 4♥: pre-emptive or distributional raise 1♠=4+S 6+HCP F1; 2m=4+m 10+HCP F1; jump-shift=5+ suit 16+HCP or 5-LTC GF 2NT: Jacoby GF (Note 6); Other raises: (Note 9)	After 1♥-2♥: new suit=help ask, 2NT/3♥=game try; jump new suit=cue bid After 1♥-3♥: new suit=cue bid; jump new suit=Exclusion KCB After 3 rd /4 th seat opening, 2-way Drury responses to 1♥ (Note 19)
1♠		5	5+S, 11-21 HCP	fit: 2♠=4-9HCP or 9LTC; 3♠=9-11HCP or 8LTC; 4♠: pre-emptive or distributional raise 2♥=5+H 10+HCP F1; 2m=4+m 10+HCP F1; jump-shift=5+ suit 16+HCP or 5-LTC GF 2NT: Jacoby GF (Note 6); Other raises: (Note 9)	After 1♠-2♠: new suit=help ask, 2NT/3♠=game try; jump new suit=cue bid After 1♠-3♠: new suit=cue bid; jump new suit=Exclusion KCB After 3 rd /4 th seat opening, 2-way Drury responses to 1♠ (Note 19)
1NT		na	Bal 15-17HCP, may be off-shape (see note 1)	2♣: Stayman (does not promise 4M); 2♦/2♥: major transfer; 2♠: Minor Suit Stayman GF 2NT: weak minor transfer (or strong 4441); 3♣/3♦: gambling 6 card minor (2 of 3 TH) 3♥/3♠: GF in C/D (possible slam try); 4♦/4♥: high transfers; 4NT/5NT: Quantitative	After 1NT-2♣-2♦: (Note 1.2); After 1NT-2♣-2M: (Notes 1.4, 1.5) After Major Xfer: NSB=2 nd suit GF, jump NSB=CB slam try, Super-accept (Note 1.11) After 1NT-2♠: (Note 1.7);
2♣	Art	na	Strong 22+ HCP, see exceptions in Note 14.1	2♦=positive GF; 2♥=negative; 2♠=super-positive (opening hand or better) GF & slam try 2NT/3♣/3♦/3♥= 6 cards in suit above, w/ 2 of 3TH, no outside A or K (Note 12) 3♠= 6 cards in unknown suit, headed by AKQ, and no outside A or K (Note 12) 3NT/4♠/4♦/4♥= 7+ cards in suit above, w/ 2 of 3TH, no outside A or K (Note 12) 4♠= 7+ cards in unknown suit, headed by AKQ, and no outside A or K (Note 12)	After 2♣-2♦: 2♥=Kokish relay (Note 11), 2♠=Kokish adjunct; (Note 11) After 2♣-2♦: 3♣/3♦=natural suit; 2NT=bal 22-23 HCP, 3NT=bal 26-27 HCP After 2♣-2♥: 2♠=artificial GF After 2♣-2♦: 3♥/3♠/4♠/4♦ shows 4-LTC in M or 3-LTC in m After 2♣-2♥: 4♠/4♦/4♥/4♠ shows 4-LTC in M or 3-LTC in m
2♦	Art	na	3-way Multi: a) weak 2M <11 HCP; b) bal 20-21 HCP c) str 6+m (Note 14.2)	2♥=NF relay (pass or correct); 2♠=NF relay (pass or correct), tolerates higher ♥ contract 2NT=GF relay; 3♥/3♠/4♥/4♠=NF blocking relay (pass or correct) 3♣/3♦=natural, long self-sufficient suit (usually 6+ cards with 2 of 3TH), GF (detailed description in Note 22, recommended defence in Note 23)	After 2♦-2♥ or 2♦-2♠: 2NT is bal 20-21 HCP, 3♣/3♦ strong 6+ minor After 2♦-2NT: 3♣/3♦ strong 6+ minor; 3♥/3♠ weak 2M; 3NT is bal 20-21 HCP After 2♦-2M-2NT: use 2NT continuation bids (see Note 10) After 2♦-2NT-3NT: use 2NT continuation bids (see Note 10), but one level higher
2♥		5	Weak 5H&4+m, <10HCP	2♠=natural; 2NT=forcing relay; 3♥/4♥=to play; 3♣=pass or correct; 3♦=inviting to 4♥	After 2♥-2NT, 3♣/3♦=4m NV (bad 5m V); 3♥/3♠=5m; 3NT=4/4 both m; 4♣/4♦=6+m
2♠		5	Weak 5S&4+m, <10HCP	2NT=forcing relay; 3♥=natural; 3♠/4♠=to play; 3♣=pass or correct; 3♦=inviting to 4♠	After 2♠-2NT, 3♣/3♦=4m NV (bad 5m V); 3♥/3♠=5m; 3NT=4/4 both m; 4♣/4♦=6+m
2NT		na	Minor 2-suiter, <10 HCP	3♣/3♦/5♣/5♦= to play; 4♦/4♥= Redwood RKCB in ♣/♦; 4♠=puppet to 4♦, to play in a major game; 3♥/3♠/4♠=artificial inquiries	3♥=asking for major support (note 16); 3♠=asking for shape / voids (Note 17) 4♠=asking for minor controls (Note 18)
3♣		6	Normal pre-empt		HIGH LEVEL BIDDING
3♦		6	Normal pre-empt		After explicit or implicit suit agreement, 4NT RKCB (1430 response), except: after club fit, 4♦= Redwood RKCB in C (RKCB 1430 response) after diamond fit, 4♥= Redwood RKCB in D (RKCB 1430 response)
3♥		6	Normal pre-empt		
3♠		6	Normal pre-empt		
3NT	Art	7	Solid minor pre-empt	4♠=pass or correct, 4♦=asking for shortage	w/o suit agreement, modified Roman Blackwood (14 / 30 / 2 same color / 2 diff color)
4♣	Art	7	Namyats H (note 14.3)	4♦=asking for cheapest outside R1 control, slam interest; 4♥=to play;	Special responses (beyond 4 th step) to RKCB:
4♦	Art	7	Namyats S (note 14.3)	4♥=asking for cheapest outside R1 control, slam interest; 4♠=to play	5NT: 2 Key Cards with unspecified void Jump in suit: 1 or 3 Key cards, void in that suit
4♥		8	Normal pre-empt		
4♠		8	Normal pre-empt		Special responses (beyond 4 th step) to Redwood RKCB:
4NT	Art	na	Specific Ace Asking	See Note 17	5 of Redwood suit: 2 Key Cards with unspecified void Jump in suit: 1 or 3 Key cards, void in that suit
5♣		8	Normal pre-empt		Jump NT: 1 or 3 key cards, void in Redwood suit
5♦		8	Normal pre-empt		
5♥		8	Normal pre-empt		After fit is established, beyond-game suit bid: Exclusion RKCB (1430)
5♠		8	Normal pre-empt		For counting steps in case of intervention: Double/Redouble=1 st step; Pass=2 nd step

Note 1: 1NT subsystem

Our 1NT opener generally promises a balanced or semi-balanced hand, (14⁺)15-17 HCP:

- may have 5M (5-3-3-2 or 5-4-2-2) or 6m (6-3-2-2) or even 7m (7-2-2-2)
- can never have 6+M
- can never have a void, or two singletons
- can never have 2 suits of 5+ cards.

Strong semi-balanced hands with a singleton that have a difficult rebid may also be opened as 1NT, including but not limited to:

- 5M-4m-3-1 (not strong enough for jump 2nd bid, but better than simple new suit bid)
- 5S-4H-3-1 (not strong enough to jump on 2nd bid, but better than simple new suit bid)
- 5H-4S-3-1 (not strong enough to reverse a 2nd bid)
- 5C-4D-3-1 (not strong enough to reverse a 2nd bid)
- 5D-4C-3-1 (not strong enough to jump on 2nd bid, but better than simple new suit bid)

By agreement, we open all 4-4-4-1 hands with (14⁺)15-17 HCP as 1NT, even if the singleton is a small card.

We place emphasis on the hand pattern: it is possible that one suit may have no stopper, provided the hand pattern and point range are both valid. It is possible that a hand with a doubleton, or an off-shape hand with a singleton, will have no stopper in that short suit.

An immediate 1NT over-call promises (14⁺)15-17(18⁻) HCP, and if NV, does not promise a stopper in the opponents' suit (it may be a half stopper, such as Qx or Jxx, to be augmented by a half-stopper from partner).

A balancing 1NT overcall (two passes after opponent's bid) promises (14⁺)15-17(18⁻) HCP if V, and "borrows a queen from partner" (12⁺)13-15(16⁻) HCP if NV. Either case, it does not promise a stopper in the opponents' suit (it may be a half stopper, such as Qx or Jxx, to be augmented by a half-stopper from partner).

Note 1.1: Basic responses to 1NT:

- 2♣: Stayman, F1
- 2♦/2♥: Jacoby transfers, F1
- 2♠: Minor Suit Stayman, GF
- 2NT: puppet to 3♣ (weak or invitational long minor)
- 3♣/3♦: weak 6+m with 2 of 3TH, or weak 7+m with 3 of 5TH; gambling invite to 3NT
- 3♥/3♠: strong 6+m single suiter, GF and slam try
- 3NT: to play
- 4♣: pick a major game, pre-emptive or gambling
- 4♦/4♥: high (Texas) transfer
- 4♠: pick a minor game, pre-emptive or gambling
- 4NT/5NT: quantitative raise
- 5♣/5♦/5♥/5♠: pre-emptive, to play

All the above bids are still "on" after an opponent's immediate double, if the double is non-penalty or shows a certain shape (such as in DONT)

All the above bids are "off" after an opponent's immediate double, if the double is for penalty (shows a balanced hand with a range similar to the 1NT opener). In this case, our 1NT sequences
All bids of 4♣ and higher are still "on", even after opponents' intervention (but only at 2 level or 3 level).

Note 1.2: Sequences after 1NT-2♣-2♦:

- 2♥/2♠: to play
- 2NT: inviting to 3NT (does not promise a 4-card M)
- 3♣: Delayed Minor Suit Stayman (see Note 1.3)
- 3♦: Weissberger, 5-5 or better in majors, GF and slam try (opener must immediately set trump suit)
- 3♥: Smolen, GF, promises 5♠ and 4♥
- 3♠: Smolen, GF, promises 5♥ and 4♠
- 3NT: to play
- 4♣: choose a major game, speculative, exactly 5-5 in majors, no slam interest
- 4♦: GF, promises 6+♥ and 4♠
- 4♥: GF, promises 6+♠ and 4♥
- 4♠: choose a minor game, speculative, 5+ 5+ in minors, no slam interest

4NT: Quantitative (pass or 6NT)
5NT: Quantitative (6NT or 7NT)

Note 1.3: Sequences after 1NT-2♣-2♦-3♣ (Delayed Minor Suit Stayman):

3♦: with a 4-card diamond suit; 3♥ continuation clarifies, after which:
 3♠: with 4-card diamonds and 4-card clubs (subsequent 4♦ and 4♥ are Redwood)
 3NT: with 4-card diamonds, but not 4-card clubs (subsequent 4♥ is Redwood)
3♥: with 5-card clubs (subsequent 4♦ is Redwood)
3♠: with 5-card diamonds (subsequent 4♥ is Redwood)
3NT: with 4-card clubs, but not 4-card diamonds (subsequent 4♦ is Redwood)

Note 1.4: Sequences after 1NT-2♣-2M:

2♠ (only after 1NT-2♣-2♥): inviting to spade game, promises 4 spades and 8(9⁻) HCP, Note 1.5
2NT: inviting to 3NT, promises 8(9⁻) HCP or equivalent, does not promise 4M
3♣: GF, denies 4-card M fit, asking for further shape, artificial step responses, (9⁺)10+ HCP, Note 1.6
 3♦: 4M, with 4m
 3♥: 4M, with 5m
 3♠: with 5M
 3NT: 4M, no 4+m
3♦: GF, with M fit, slam try, (14⁺)15+ HCP or 6- LTC, artificial step responses, Note 1.7
 3♥: with singleton, any shape or strength
 3♠: with significant doubleton (Ax, Kx, or AK), any shape or strength
 3NT: no significant doubleton nor singleton, minimum strength
 4C: no significant doubleton nor singleton, maximum strength
3M: inviting to M game, 8(9⁻) HCP or 8 LTC
3♠ (only after 1NT-2♣-2♥): GF and slam try, promises 4 spades and 15+HCP, Note 1.5
3NT: 9-14(15⁻) HCP to play (if M=H, responder has S, and 4S game still possible with S fit, Note 1.5)
4♣: no M fit, with 5+ C, asking for C support, interested in C game or slam, but can stop at 4NT
 4D (1st step): 3-card C support
 4H (2nd step): 4-card or more C support
 4NT: no C support
4♦: no M fit, with 5+ D, asking for D support, interested in D game or slam, but can stop at 4NT
 4H (1st step): 3-card D support
 4S (2nd step): 4-card or more D support
 4NT: no D support
4M: to play, (9⁺)10-14 HCP or 7 LTC
New suit above 4M: Exclusion RKCB in M (excluding suit bid)
4NT: RKCB in M
5M: trump quality small slam invite (pass if 0/1 of 3TH, 6M with 2 of 3TH, 7M with 3 of 3TH)
5NT: trump quality grand slam invite (6M with 1 of 3TH, 7M with 2 of 3TH)

Note 1.5: Sequences after 1NT-2♣-2♥ and responder has no heart fit, but has 4 spades:

2♠: 8(9⁻) HCP, NF, invitational to 3NT or 4♠
 Pass/2NT: min, to play, no game
 3♥: max, showing 5H no 4S, invitation to game accepted (choose 3NT or 4♥),
 3NT/4♠: max, to play, invitation to game accepted
3NT: 9-14(15⁻) HCP, game-going, to play
 4♠: opener has 4S, prefers S game over 3NT
3♠: (15⁺)16+ HCP, GF and slam try, artificial step responses.
 3NT (1st step response): 4H, no 4S, with 4m
 pass: to play
 4♣ (1st step bid): artificial asking, promises a 4m suit, asks what is your minor suit?
 4♦ (1st step response): 4C, no 4D (4H-4C-3-2)
 4♥ (1st step rebid): C fit, slam try, Redwood in C
 4NT: no C fit, to play
 5♣/6♣: to play
 4♥: (2nd step response): 4D, no 4C (4M-4D-3-2)
 4♠ (1st step rebid): D fit, slam try, Redwood in D
 4NT: no D fit, to play
 5♦/6♦: to play
 4♠ (3rd step response): C+D (off-shape 4H-4C-4D-1S)
 4NT: no m fit, to play
 5♣/6♣: to play
 5♦/6♦: to play

- 5♥ (1st step rebid excl 4NT/5♣/5♦): C fit, slam try, Redwood C
- 5♠ (2nd step rebid excl 4NT/5♣/5♦): D fit, slam try, Redwood D
- 4♥/4♠: sets trump suit in C or D respectively, slam interest, responder probably has 4M 6+m, response is TQA, Note 21
- 5♣/5♦: to play in a minor game, no slam interest (responder probably has 4M 6+m)
- 4NT/5NT: quantitative
- 4♣ (2nd step response): 4H, no 4S, with 5m (off-shape)
 - 4♦ (1st step bid): artificial asking, what is your minor suit?
 - 4♥ (1st step response): C, off-shape 4M-5C-2-2 or 4M-5C-3-1
 - 4♠ (1st step rebid): C fit, slam try, Redwood in C
 - 4NT: to play
 - 5♣/6♣ - to play
 - 4♠ (2nd step response): D, off-shape 4M-5D-2-2 or 4M-4D-3-1
 - 4NT: to play
 - 5♣/ (1st step rebid, excl 4NT): D fit, slam try, Redwood in D
 - 5♦/6♦ - to play
- 4♥/4♠: sets trump suit in C or D respectively, GS interest, responder probably has 4M 6+m, response is TQA, Note 21
- 4NT: to play
- 5♣/5♦: to play in a minor game, no slam interest (responder probably has 4S 6+m)
- 4♦ (3rd step response): with 5M, but no 4S
 - 4♥: with 3-5 fit, to play
 - 4♠ (1st step bid, excluding 4♥): shows 5-3 H fit, slam try, RKCB in H
 - 4NT: denies 5-3 M fit, to play
 - Higher bids above 4NT: slam try in H (Note 5)
- 4♥: (4th step response): 4H, no 4S, no 4+m (exactly 4H-3-3-3)
 - 4♠ (1st step bid): artificial asking bid: minimum of maximum
 - 4NT (1st step rebid): minimum, NF
 - 5♣ (2nd step rebid): maximum, slam force
 - 4NT/5NT: quantitative NT
 - 5♣/5♦: to play in a minor game, no slam interest (responder probably has 4S 6+m)
- 4♠: (5th step response): with S fit, shows 4H and 4S (4S-4H-3-2 or 4S-4H-4-1)
 - Pass: to play
 - 4NT: RKCB in S
 - Above 4NT: slam try in S (Note 5)

Note 1.6: Sequences after 1NT-2♣-2M-3♣:

Warning: After 1NT-2♣-2♥, 3♣ is conventional and GF, denies a M fit, and denies the presence of 4+ S (if the original major was H).

- 3♦ (1st step response): 4M, with a 4m
 - 3♥ (1st step bid): artificial asking, what is your minor suit?
 - 3♠ (1st step response): 4C, no 4D (4M-4C-3-2 or off-shape 4M-4C-4OM-1D)
 - 3NT to play
 - 4♦ Redwood in C
 - 4♥/4♠/4NT Redwood in C, excluding H/S/D
 - 5♣/6♣ - to play
 - 3NT (2nd step response): 4D, no 4C (4M-4D-3-2 or off-shape 4M-4D-4OM-1C)
 - Pass to play
 - 4♥ Redwood in D
 - 4♠/4NT/5♣ Redwood in D, excluding S/H/C
 - 5♦/6♦ - to play
- 4♣ (3rd step response): C+D (off-shape 4M-4C-4D-1)
 - 4♦ Redwood in C
 - 4♥ Redwood in D
 - 5♣/6♣ - to play
 - 5♦/6♦ - to play
- 3NT: to play
- 4♣/4♦: sets trump suit, slam interest, responder probably has 4M 6+m, TQA, Note 21
- 5♣/5♦: to play in a minor game, no slam interest (responder probably has 4M 6+m)
- 4NT/5NT: quantitative
- 3♥ (2nd step response): 4M, with 5m (off-shape)
 - 3♠ (1st step bid): artificial asking, what is your minor suit?

- 3NT (1st step response): C, off-shape 4M-5C-2-2 or 4M-5C-3-1
 pass to play
 4♦ Redwood in C
 4♥/4♠/4NT Exclusion Redwood in C, excluding H/S/D
 5♣/6♣ - to play
- 4♣ (2nd step response): D, off-shape 4M-5D-2-2 or 4M-4D-3-1
 4♦ puppets to 4NT (to play)
 4♥ Redwood in D
 4♠/4NT/5♣ Redwood in D, excluding S/H/C
 5♦/6♦ - to play
- 3NT: to play
 4♣/4♦: sets trump suit, slam interest, responder probably has 4M 6+m, TQA, Note 21
 5♣/5♦: to play in a minor game, no slam interest (responder probably has 4M 6+m)
 4NT/5NT: quantitative
- 3♠ (3rd step response): with 5M
 3NT: no fit, to play
 4♣ (1st step bid, excluding 3NT): denies 5-3 M fit, artificial asking, do you have a second suit
 4♦ (1st step response): no second suit, balanced (5M-3-3-2)
 4♥ (2nd step response): 4C (off-shape 5M-4C-2-2 or 5M-4C-3-1)
 4♠ (3rd step response): 4D (off-shape 5M-4D-2-2 or 5M-4D-3-1)
 4♦ (2nd step bid, excluding 3NT): denies 5-3 M fit, quantitative NT bid
 4NT: minimum, to play
 6NT: maximum, to play
- 4M: to play
 Higher bids above 4M: slam try in M (Note 5)
- 3NT (4th step response): 4M, no 4+m (exactly 4M-3-3-3)
 Pass: to play
 4♦: Redwood in C, slam try
 4♥: Redwood in D, slam try
 4NT/5NT: quantitative NT
 5♣/5♦: to play in a minor game, no slam interest

Note 1.7: Sequences after 1NT-2♣-2M-3♦:

Warning: After 1NT-2♣-2M, 3♦ promises a M fit, but does not deny the presence of 4+ spades if the original M was hearts.

- 3♥ (1st step): any shape, with singleton (off-shape 4M-4-4-1, or 5M-4-3-1, or 4M-5-3-1)
 3♠ (1st step): asking bid (singleton in what suit?)
 3NT (1st step): in C
 4♣ (2nd step): in D
 4♦ (3rd step): in OM
 After any of the above responses:
 Suit bid below 4M: cheapest cue bid
 4M: to play
 Higher bids above 4M: slam try in M (Note 5)
 3NT: serious 3NT, waiting for cue bid (probably waiting to hear C cue)
 Suit bid above 3NT but below 4M: cheapest cue bid, slam interest
 4M: to play
 Higher bids above 4M: slam try in M (Note 5)
- 3♠ (2nd step): any shape, with significant doubleton (Ax, Kx, AK)
 3NT (1st step bid): asking bid (significant doubleton in what suit?)
 4♣ (1st step): in C
 4♦ (2nd step): in D
 4♥ (3rd step): in OM
 After any of the above responses:
 Suit bid below 4M: cheapest cue bid
 4M: to play
 Higher bids above 4M: slam try in M (Note 5)
 Suit above 3NT but below 4M: cheapest cue bid, slam interest
 4M: to play
 Higher bids above 4M: slam try in M (Note 5)
- 3NT (3rd step): no significant doubleton, no singleton, but with 5M
 4♣ (1st step bid): asking bid (minimum or maximum?)
 4♦ (1st step): minimum

- 4♥ (2nd step): maximum
- 4M: to play
- Higher bids above 4M: slam try in M (Note 5)
- 4♣ (4th step): no significant doubleton, no singleton, no 5M
- 4♦ (1st step bid): asking bid (minimum or maximum?)
- 4♥ (1st step): minimum
- 4♠ (2nd step): maximum
- 4M: to play
- Higher bids above 4M: slam try in M (Note 5)

Note 1.8: Sequences after GF 1NT-2♠ (Minor Suit Stayman):

Responder uses Minor Suit Stayman with 4+/4+ in minors, GF with slam interest. Responses are:

- 2NT: no 4+ minor suit
- 3♣: 4C, denies 4+D
- 3♦: 4D, denies 4+C
- 3♥: 5C, 3D
- 3♠: 5D, 3C
- 3NT: 4+C and 4+ D
- 4♣: 5C, <3D
- 4♦: 5D, <3C
- 4♥: 6C
- 4♠: 6D

After any Minor Suit Stayman 3♣ or 3♦ response (which promises only one 4-card minor fit):

- 3♥: shortage in H, minimum hand, suggests 3NT if partner can stop H
- 3♠: shortage in S, minimum hand, suggests 3NT if partner can stop S
- 3NT: minimum hand, balanced, better to play in 3NT than in 5m

After any Minor Suit Stayman response which promises a C fit, but no D fit:

- Game or slam in C: to play
- 4♦: Redwood in C
- 4♥: Exclusion Redwood in C (excluding H)
- 4♠: Exclusion Redwood in C (excluding S)

After any Minor Suit Stayman response which promises a D fit, but no C fit:

- Game or slam in D: to play
- 4♥: Redwood in D
- 4♠: Exclusion Redwood in C (excluding S)
- 4NT: Exclusion Redwood in C (excluding Redwood suit H)

After a 3NT response to Minor Suit Stayman which promises both C and D fit

- Game or slam in a minor: to play
- 4♣: slam try; responder must puppet to 4♦, which establishes D as trump suit; after which
 - 4♥: Redwood in D
 - 4♠: Exclusion Redwood in D (excluding S)
 - 4NT: Exclusion Redwood in D (excluding the Redwood suit H)
- All other bids (other than 4♣ or game/slam in a minor) establish C as trump suit; therefore:
 - 4♦: Redwood in C
 - 4♥: Exclusion Redwood in C (excluding H)
 - 4♠: Exclusion Redwood in C (excluding S)

Note 1.9: Sequences after 1NT-2♠-2NT (no fit after Minor Suit Stayman):

After 1NT-2♠-2NT (denying a 4+ minor suit)

- 3♣: asking for 3-card C support, slam try (promises 5C and 4D);
 - All step bids (other than 3NT): promises 3C, TQA response (Note 21)
 - 3NT denies support
- 3♦: asking for 3-card D support, slam try (promises 4C and 5D);
 - All step bids (other than 3NT): promises 3D, TQA response (Note 21)
 - 3NT denies support
- 3♥: minor slam try, promises 5+C and 5+D, and a void/singleton major, asks for M aces
 - 3♠ (1st step): no major ace
 - 3NT: no slam, choose a minor and sign off
 - 3NT: (2nd step): one major ace

- 4♣ (3rd step): two major aces
 After any of above responses showing 1+ major ace:
 4♦: Redwood in C
 4♥: Redwood in D
 4♠: asks for minor suit aces, same response structure as Note 18
 4NT: asks for preferred minor
 5♣ (1st step): prefers to play in C
 5♦ (2nd step): prefers to play in D
- 3♠: asking for 3-card minor, no slam interest, promises 5+C and 5+D
 3NT: promises 3-3 in C and D, playable in either 3-5 fit
 4♣: C fit, denies D fit
 4♦: D fit, denies C fit
 4♥: off-shape opener (4=5=2=2), no 3-5 minor fit, may play game in 4NT (or imperfect 4♥)
 4♠: off-shape opener (5=4=2=2), no 3-5 minor fit, may play game in 4NT (or imperfect 4♠)
- 3NT: to play
 4♣: interested to play in NT, but worried about an open (or short) major suit; must puppet to 4♦
 After the 4♦ puppet, a bid of 4♥/4♠ shows an open or short suit in H/S. Responder must choose game contract of 4NT (or imperfect 5♣ or 5♦)
- 4♦: RKCB in C, slam interest, promises 6+C and 4D
 4♥: RKCB in D, slam interest, promises 6+D and 4C
 4♠: asking for minor aces, slam try (same response structure as Note 17)
 4NT: quantitative
 5♣: to play, no slam interest, shows 6+C and 4D
 5♦: to play, no slam interest, shows 6+D and 4C

Note 1.10: Handling minor single-suiters after 1NT:

- 2NT: weak or invitational 6-card minor; opener must bid 3♣, after which:
 Pass – to play, weak 6+C
 3♦ – to play, weak 6+D
 4♣ – inviting to 5C
 4♦ – inviting to 5D
- 3♣/3♦: weak 6-card minor, with 2 of 3TH (or 3 of 5TH, but with 7-card minor); opener may gamble in 3NT with the missing TH
- 3♥/3♠: GF and possible slam try, strong 6-card minor, continuations are:
 3NT: NF, no interest in minor suit, prefers 3NT game
 4♣/4♦: confirms minor as trump suit, slam interest, waiting for responder's action:
 4♦/4♥: Redwood in minor
 New suit above Redwood: Exclusion Redwood (excluding bid suit)
 5♣/5♦: minimum, to play
 New suit above 4♣/4♦: confirms trump suit, Exclusion Redwood (excluding bid suit)
 5♣/5♦: minimum, to play
- 5♣/5♦: very shapely, pre-emptive, to play

Note 1.11: Super-Accepts of a Major Suit Transfer (after 1NT Opening)

After a major suit transfer following a 1NT opening, opener MUST show 4+ support through super-accepts:
 New suit: 4 cards in transfer suit, and significant doubleton (Ax or Kx) in new suit
 Jump in accept suit: 4 cards in transfer suit, minimum (15-16HCP), no significant doubleton
 Cheapest NT bid: 4 cards in transfer suit, maximum (16-17HCP), no significant doubleton

After a major suit transfer following a 2NT continuation, opener MUST show super-accepts thru:
 New suit: 4+ cards in transfer suit, and significant doubleton (Ax or Kx) in new suit
 Jump in accept suit: 4+ cards in transfer suit, no significant doubleton

We do not have minor super-accepts for a minor suit transfer after 1NT, or after a 2NT continuation.

Note 2: Sequences after 1♣-2♣ or 1♦-2♦ (Inverted Minor Raise):

An inverted minor raise promises a minor fit, limited to 10-15HCP, denies a 4+ card major, and is forcing to 2NT, but with game interest. Since responder is limited to 15 HCP, opener is generally the captain.

When opener is a minimum balanced or semi-balanced hand (say 11-14HCP), the primary objective is to find game, probably in 3NT or possibly in 5m. Responses in this category include:

- 1m-2m-2NT: opener has minimum balanced hand 11-13HCP, NF, inviting to 3NT
 1m-2m-(2 of new suit): NTPS (see below), opener has minimum hand 11-14HCP, forcing to 2NT

1m-2m-4m: opener has minimum single-suiter hand 11-14HCP with 6+ minor, NF

After 1m-2m-(2 of new suit), opener & responder alternately show their stoppers up-line: the first two suit bids are NTPS (No Trump Probe Showing), promising NT stoppers in those suits. When a suit is clearly bypassed, that explicitly denies stoppers in that suit. Any third suit bid is NTPA (No Trump Probe Asking), asking partner to bid NT with a stopper in the bid suit (or with a semi-stopper, if a stopper in that suit was already denied).

When opener has a non-minimum hand (15+ HCP), game is certain. In fact, slam may be possible with enough HCP or enough shape. Opener must describe his non-minimum hand with the GF rebids below, to allow responder to assess slam possibilities. In all cases (except one), opener is captain.

1m-2m-3m opener has strong single-suiter hand (15+HCP or 6-LTC) with 6+ minor, GF;

Minimum responder must sign-off in 3NT or 5m.

Maximum responder must make cheapest cue bid

1m-2m-(3 of new suit): opener has strong 2-suiter, 5+ m and 4+ in new suit (15+HCP or 6-LTC), GF;

Minimum responder with no fit in second suit must sign-off in game (3NT or 5m)

Minimum responder with fit in second suit must raise that suit

Maximum responder with no fit in second suit must raise the original minor

Maximum responder with fit in second suit must cue bid a new suit

1m-2m-3NT: opener has 4-4-4-1 or 4-4-5-0 3-suiter hand, 15-17 or 18-21 HCP; responder must relay to an artificial 4♣ asking bid, so opener can give exact shape and HCP range of opener. This is the only exception where responder (and not opener) is captain.

1m-2m-4NT: opener has bal 18-19, responder may bid 4♣ Baron, 4NT/5NT quantitative, or bid slam 1♣-2♣-4♦ or 1♦-2♦-4♥: Redwood RKCB

When opener bids 3NT, this is the only case where responder assumes captaincy of the auction. 3NT which shows a strong 4=4=(4-1) or 4=4=(5-0) 3-suiter hand with 15-17 or 18-21 HCP), and an artificial 4♣ asking bid clarifies the exact shape of opener. Responses are:

4♦: opener has 15-17 HCP, shortage in hearts, 4=1=4=4 or 4=0=4=5 or 4=0=5=4

4♥: opener has 15-17 HCP, shortage in spades, 1=4=4=4 or 0=4=4=5 or 0=4=5=4

4♠: opener has 15-17 HCP, shortage in the other minor 4=4=(4-1) or 4=4=(5-0)

4NT: opener has 18-21 HCP; 5♣ clarifies shape (same response structure as above)

After opener shows his 3-suited shape, responder may bid on as follows:

Bid opener's short suit: this establishes opener's original minor suit as trump suit, slam try, and acts as RKCB in opener's original suit

Bid a suit that is neither opener's short suit nor his original minor suit – establishes trump suit, is a slam try, and acts as RKCB in that suit

Bid cheapest NT: forces opener to puppet to ♣; responder will then set final contract (this is how to sign off)

Note 3: Responses after 1m-2NT (GF)

In response to a 1m opening, we use a GF 2NT show certain strong hands: either a 16+ HCP balanced hand with no 5+ card suit, or a 16+HCP hand with 5+ card support for opener's minor, and no other 5+ suit. Opener must describe his hand to the 2NT responder, who is always the captain of the auction.

After 1m-2NT, 3♣ is conventional, and shows a balanced or semi-balanced minimum (11-14 HCP) hand for opener. Responses are Baron-style: opener and responder generally bid 4+ card suits up-line (failure to bid a suit denies a 4+ holding in that suit), forcing to 3NT. Responder becomes captain and sets the final contract.

The sequences 1♣-2NT-4♣ and 1♦-2NT-4♦ show a minimum minor single-suiter (11-14 HCP). Responder may bid 4NT/5m to stop at game, or may bid Redwood or Exclusion Redwood to explore slam.

The following sequences all show strong slam interest. These are all GF and slam-going sequences. In all cases, the responder becomes captain, as the opener has described and limited his hand.

1♣-2NT-3♦/3♥/3♠ = 15-17 HCP club 2-suiter, 5+ clubs and 4+ cards in the bid suit

1♣-2NT-3NT = 15-17 HCP or 18-21 HCP 4-4-4-1 or 4-4-5-0 3-suiter hand; 4♣ clarifies shape

1♣-2NT-4♦/4♥/4♠ = 18-21 HCP club 2-suiter, 5+ clubs and 4+ cards in the bid suit

1♣-2NT-4NT = 18-19 HCP balanced hand (5♣ continuation is Baron)

1♣-2NT-5♣ = 15-17 HCP club single-suiter, 6+ clubs, no other 4+ card suit; 5♦ is Redwood

1♦-2NT-3♥/3♠/4♣ = 15-17 HCP diamond 2-suiter, 5+ diamonds and 4+ cards in the bid suit

1♦-2NT-3NT = 15-17HCP or 18-21 HCP 4-4-4-1 or 4-4-5-0 3-suiter hand; 4♣ clarifies shape

1♦-2NT-4♥/4♠/5♣ = 18-21 HCP diamond 2-suiter, 5+ diamonds and 4+ cards in the bid suit

1♦-2NT-4NT = 18-19HCP balanced hand (5♣ continuation is Baron)

1♦-2NT-5♦ = 15-17HCP diamond single-suiter, 6+ diamonds, no other 4+ card suit; 5♥ is Redwood

For an opener who rebids 3NT, with a strong 3-suiter 4=4=(4-1) or 4=4=(5-0) 3-suiter hand with 15-17 HCP or 18-21 HCP, responder must relay to an artificial 4♣ asking bid, to clarify exact shape of opener. Responses are:

4♦: 15-17 HCP, opener has a shortage in hearts, 4=1=4=4 or 4=0=4=5 or 4=0=5=4

4♥: 15-17 HCP, opener has a shortage in spades, 1=4=4=4 or 0=4=4=5 or 0=4=5=4

4♠: 15-17 HCP, opener has a shortage in the other minor 4=4=(4-1) or 4=4=(5-0)

4NT: 18-21 HCP; 5♣ clarifies shape (responses similar as above)

After opener shows a 3-suited shape, responder may bid follows:

Bid opener's short suit – establishes opener's original minor suit as trump suit, slam try, and acts as RKCB in opener's original suit

Bid a suit that is neither opener's short suit nor his original minor suit – establishes trump suit, is a slam try, and acts as RKCB in that suit

Bid cheapest NT – forces opener to puppet to cheapest ♣ bid, after which responder sets final contract (this is how to sign off)

Note 4: Structure of Major Raises:

1M-2M: 3+ card support, 6-9 HCP (or 9 LTC)

1M-3M: 3+ card support, limit raise, 10-12 HCP (or 8 LTC) or equivalent

1M-4M: pre-emptive raise, or distributional raise usually based on LTC

1M-2♣/2♦-(any)-(raise to 3M): 3 card support, 16+ HCP, balanced or unbalanced

1M-2♣/2♦-(any)-(jump to 4M): 3+ card support, 12-15 HCP, probably unbalanced

1M-2NT: (Jacoby 2NT) 4 card support, 16+ HCP or 6- LTC

1M-3NT: 3+ card support, balanced or semi-balanced, 12-15 HCP

1M-(double jump in new suit): splinter, 4-card support, 10-15 HCP, short in bid suit

Note 5: Slam Tries After a Major Fit

After a major fit is established, a bid of 4M is to play. Any bid beyond 4M confirms the M fit and is a slam try:

Simple suit bid beyond 4M: Exclusion RKCB in M (excluding suit bid)

4NT: RKCB in M

5M: small slam invite (bid 6M with 2 of 3TH, bid 6M with 3 of 3TH, pass otherwise)

5NT: grand slam invite (bid 7M with 2 of 3TH, big 6M otherwise)

Note 6: Responses to a Jacoby 2NT sequence after a 1M opening

3M: maximum hand with no shortage (16+ HCP or 5- LTC) (see Note 7)

3NT: medium hand with no shortage (14-15 HCP or 6 LTC) (see Note 7)

4M: minimum hand with no shortage (11-13 HCP or 7 LTC) (see Note 7)

new suit: singleton in that suit (see Note 8)

jump new suit: good 5+ cards in a second suit (with 2 of 3TH), slam try

Note 7: Shape Asking bid after showing no shortage in Jacoby 2NT sequence

When the opener shows no shortage in response to a Jacoby 2NT raise, bidding the cheapest available next bid is an asking bid, asking opener to describe his shape. Responses are in step format, as follows:

For major suits: 1st step: five cards in suit, 5-3-3-2; subsequently:

1st step rebid (not counting 4M, 4NT, 5M, 5NT or 6M):

What is your doubleton?

1st step response – doubleton in C

2nd step response – doubleton in D

3rd step response – doubleton in OM

2nd step: five cards in suit, 5-4-2-2, subsequently:

1st step rebid (not counting 4M, 4NT, 5M, 5NT or 6M):

What is your 4-card suit?

1st step response – 4-card suit is C

2nd step response – 4-card suit is D

3rd step response – 4-card suit is OM

3rd step: six cards in suit, 6-3-2-2, subsequently:

1st step rebid (not counting 4M, 4NT, 5M, 5NT or 6M):

What is your 3-card suit?

1st step response – 3-card suit is C

2nd step response – 3-card suit is D

3rd step response – 3-card suit is OM

4th step: seven cards in suit, 7-2-2-2, subsequently:

1st step rebid (not counting 4M, 4NT, 5M, 5NT or 6M):

What is your cheapest open doubleton (weaker than Qx?)

1st step response – cheapest open doubleton is C

2nd step response – cheapest open doubleton is D

Note 8: Asking bid after showing a shortage in Jacoby 2NT sequence

When the opener shows a shortage in response to a Jacoby 2NT raise, bidding the cheapest available bid is an asking bid, asking opener to describe his HCP strength. Responses are in step format, as follows:

- 1st step: minimum HCP (11-13 HCP or usually 7 LTC)
- 2nd step: medium HCP (14-15 HCP, or usually 6 LTC)
- 3rd step: maximum HCP (16+ HCP, or usually 5- LTC)

Note 9: HELLO Defense

When used after a 1NT bid (whether directly after, or with 2 passes in between):

- Double – balanced hand, with HCP in the upper range of the 1NT opener; for possible penalties
- 2♣: 6+ diamond suit or major-minor 2-suiter (advancer bids 2♦; overcaller passes or bids his major)
- 2♦: 6+ heart suit (advancer transfers to 2♥)
- 2♥: major 2-suiter, non-GF (advancer may correct to 2♠)
- 2♠: 6+ spade suit (natural and NF)
- 2NT: 6+ club suit (advancer transfers to 3♣)
- 3♣: minor 2-suiter, non-GF (advancer may correct to 3♦)
- 3♦: major 2-suiter, GF (advancer chooses suit)
- 3♥ – natural and pre-emptive, usually 7+ hearts
- 3♠ – natural and pre-emptive, usually 7+ spades
- 3NT – minor 2-suiter, GF (advancer chooses suit)
- 4♣/4♦/4♥/4♠ – natural and pre-emptive, usually 8+ suit

After (1NT)-double-(pass), advancer must proceed as though the doubler had bid 1NT (in other words, as though responding to 1NT, with all systems on).

After (1NT)-double-(any bid), advancer must play Lebensohl sequences (as though the doubler had opened 1NT, followed by opponent's intervention).

After (1NT)-double-(penalty redouble), advancer must use Meckwell sequences (Note 15), as though doubler had bid 1NT and was doubled.

Note 10: 2NT Continuation Bids

After a 2NT continuation bidding sequence (such as in 2♦-2♥-2NT or 2♣-2♦-2NT, but not after 1m-1X-2NT), the responses are:

- 3♣: Puppet Stayman
- 3♦: conditional transfer to hearts (opener with less than 3 hearts rejects transfer by bidding 3NT)
- 3♥: conditional transfer to spades (opener with less than 3 spades rejects transfer by bidding 3NT)
- 3♠: Minor Suit Stayman
- 3NT: unconditional transfer to clubs
- 4♣: unconditional transfer to diamonds
- 4♦: unconditional transfer to hearts
- 4♥: unconditional transfer to spades

Puppet Stayman responses are standard, except:

after the sequence 2NT-3♣-3NT, where the responses are:

- 4♣: Delayed Minor Suit Stayman (same response structure as in Note 1.3)
- 4♦: 5-card hearts and 3+-card spade; opener must bid 4♥ with heart fit, or 4NT without fit
- 4♥: 5-card spades and 3+-card hearts; opener must bid 4♠ with spade fit, or 4NT without fit
- 4♠: Minor Suit Stayman, with 3 card major and 5-5 in minors; asking for better minor fit, GF
- 4NT: Quantitative invite to 6NT
- 5♣/5♦: bad 6+ minor and 3-card major, to play (hand not good for 3NT)

after the sequence 2NT-3♣-3♦, where the responses are:

- 3♥: 4-card spades, with no 4-card hearts
- 3♠: 4-card hearts with no 4-card spades
- 3NT: no 4-card major
- 4♣: both 4-card majors (can be 5-4); opener sets trump suit via 4♥/4♠ or bid 4NT without fit
- 4♦: 5-card hearts and 3-card spades; opener must bid 4♥ with heart fit, or 4NT without fit
- 4♥: 5-card spades and 3-card hearts; opener must bid 4♠ with spade fit, or 4NT without fit
- 4♠: Minor Suit Stayman, with 3-card major and 4-4 or better in minors; GF, slam try
- 4NT: Quantitative invite (pass or bid 6NT)
- 5♣/5♦: bad 6+ minor and 3-card major, to play (hand not good for 3NT)
- 5NT: Quantitative invite (bid 6NT or 7NT)

after the sequence 2NT-3♣-3M, where the responses are:

- 3♠ (only after 3♥ response): Minor Suit Stayman asking for 4-card minor, no M fit,
 - 3NT: no 4m
 - 4♣: with 4 clubs, no 4 diamonds
 - 4♦: with 4 diamonds, no 4 clubs
- 3NT: no major fit, to play
- 4♣: asking for club support (4NT denies support)
 - 4♦: (1st step) 3-card club support
 - 4♥: (2nd step) 4-card club support
 - 4NT: no club support
- 4♦: asking for diamond support (4NT denies support)
 - 4♥: (1st step) 3-card diamond support
 - 4♠: (2nd step) 4-card diamond support
 - 4NT: no diamond support
- 4♥ (only after 3♠ response): Minor Suit Stayman asking for 4-card minor, no M fit
 - 4NT: no 4m
 - 5♣: with 4 clubs, no 4 diamonds
 - 5♦: with 4 diamonds, no 4 clubs
- 4M: to play
- Bids above 4M: M fit, slam try (Note 5)

After a 3NT continuation bidding sequence (such as in 2♦-2NT-3NT or 2♣-2♦-3NT or 2♣-2♦-2♥-2♠-3NT), the responses to the 3NT continuation follow the same structure as the 2NT continuation, except one level higher.

Note 11: Kokish relay (2♣-2♦-2♥) and Kokish Adjunct (2♣-2♦-2♠)

After the 2♣-2♦ sequence, 2♥ is the Kokish relay, which indicates that the 2♣ hand has a heart suit, or has a very strong balanced hand (24+ HCP). Responder must relay to 2♠, after which opener will now show the nature of his hand:

- 2NT: balanced 24-25 HCP (same continuations as after 2♣-2♦-2NT)
- 3♣: unbalanced hand, 5+ hearts and 5+ (or good 4) clubs, min
- 3♦: unbalanced hand, 5+ hearts and 5+ (or good 4) diamonds, min
- 3♥: 6+ hearts single-suiter, semi-balanced, min
- 3♠: unbalanced hand, 5+ hearts and 4+ spades (but always hearts > spades), min
- 3NT: balanced 28-29 HCP (same continuations as after 2♣-2♦-3NT)
- 4♣: unbalanced hand, 5+ hearts and 5+ (or good 4) clubs, not min
- 4♦: unbalanced hand, 5+ hearts and 5+ (or good 4) diamonds, not min
- 4♥: 6+ hearts single-suiter, semi-balanced, not min
- 4♠: unbalanced hand, 5+ hearts and 4+ spades (but always hearts > spades), not min
- 4NT: balanced 32-33 HCP (same continuations as after 2♣-2♦-4NT)

With the use of Kokish relay, balanced or semi-balanced 2♣ openings therefore conform to this structure:

- 22-23HCP - 2♣ opening, directly followed by 2NT rebid
- 24-25HCP - 2♣ opening, followed by Kokish relay, and then followed by 2NT rebid
- 26-27HCP - 2♣ opening, directly followed by 3NT rebid
- 28-29HCP - 2♣ opening, followed by Kokish relay, and then followed by 3NT rebid
- 30-31HCP - 2♣ opening, directly followed by 4NT rebid
- 32-33HCP - 2♣ opening, followed by Kokish relay, and then followed by 4NT rebid

After the 2♣-2♦ sequence, 2♠ is the Kokish adjunct, which indicates that the 2♣ hand has a spade suit, or has a very strong minor two-suiter. Responder must relay to 2NT, after which opener will now show the nature of his hand:

- 3♣: unbalanced hand, 5+ spades and 5+ (or good 4) clubs, min
- 3♦: unbalanced hand, 5+ spades and 5+ (or good 4) diamonds, min
- 3♥: unbalanced hand, 5+ spades and 5+ hearts (but always spades >= hearts), min
- 3♠: 6+ spades, semi-balanced or single-suiter, min
- 3NT: strong hand, slam interest, 5+/5+ in both minors, min
- 4♣: unbalanced hand, 5+ spades and 5+ (or good 4) clubs, not min
- 4♦: unbalanced hand, 5+ spades and 5+ (or good 4) diamonds, not min
- 4♥: unbalanced hand, 5+ spades and 5+ hearts (but always spades >= hearts), not min
- 4♠: 6+ spades, semi-balanced or single-suiter, not min
- 4NT: strong hand, slam interest, 5+/5+ in both minors, not min

Note 12: Continuations after Special Long Positive Responses to 2♣

After a 2C opening, we have special responses that show ALL of the following characteristics:

length – either 6 or 7+ suit length

concentration of playing strength (HCP) in the suit - no outside A or K in any other suit

semi-solid suit – (rarely) all 3TH, or (less rarely) 2 of 3TH (which provide a lot of tricks if partner has the appropriate continuation in the suit)

These game-forcing responses include:

2NT/3♣/3♦/3♥= 6 cards in the suit above the bid, with 2 of 3TH, and no outside A or K

3♠= 6 cards in an unspecified suit, headed by AKQ, and no outside A or K

3NT/4♣/4♦/4♥= 7+ cards in the suit above the bid, with 2 of 3TH, and no outside A or K

4♠= 7+ cards in an unspecified suit, headed by AKQ, and no outside A or K

In the case of 3♠ and 4♠, the opener must first puppet to 3NT, after which the responder will rebid the suit below his real suit.

After any of the above responses, there are four (4) basic continuations by the 2♣ opener. These hold true even when there is intervention between responder and the 2♣ opener. In any of those cases, the 2♣ opener is always the captain:

Case A to play in long suit

- 1) Immediate game/slam bid of responder's real suit is to play.
- 2) Cheapest non-game (or beyond-game but non-slam bid) of responder's real suit is a slam try and asks for any shortage (Note: this implies that final contract will be in responder's real suit.)

Responses are

- a. 1st step: I have a void
 - i. Next step: which one?
 1. 1st step: lowest-ranked non-trump suit
 2. 2nd step: next lowest-ranked non-trump suit
 3. 3rd step: highest-ranked non-trump suit
 - b. 2nd step: I have a singleton
 - i. Next step: which one
 1. 1st step: lowest-ranked non-trump suit
 2. 2nd step: next lowest-ranked non-trump suit
 3. 3rd step: highest-ranked non-trump suit
 - c. 3rd step: no shortage
- 3) An immediate RKCB or Redwood bid of 4NT (when trump suit is a major), 4♦ (when trump suit is clubs) or 4♥ (when trump suit is diamonds) is a slam try, agreeing to responder's suit

CASE B: no fit in long suit, opener has long suit of his own

- 1) Other than a Redwood bid, a simple (non-jump) new suit bid (other than responder's real suit) asks for support in that suit. This assumes that opener is not playable in responder's long suit (void or small singleton), and has a potentially-playable self-sufficient suit of his own.
 - a. With no support for opener's suit, responder reverts to bid below his natural suit
 - b. With 2-card support, responder reverts to 1st step response (not counting the negative response above)
 - c. With 3-card support, responder reverts to 2nd step response (not counting the negative response above)
 - d. With 4-card support, responder reverts to 3rd step response (not counting the negative response above)

CASE C: no fit in long suit, opener has no long suit of his own, and looks to play in NT.

- 1) An immediate game/slam bid of 3NT, 6NT or 7NT is to play.
- 2) But an immediate bid of 4NT is 5NT (only when the long suit is a major) is conventional (see Note 5), and does not fall under Case C.

Note 13: 4NT Opening (Asking for Specific Ace)

Responses are:

5♣: no ace

5♦/5♥/5♠/6♣: one ace only, in the suit bid

5NT: two aces (6♣ is continuation, asking for which two aces)

6♦: diamonds and another suit; 6♥ asks for which suit, to which:

6♠: diamonds and spades

- 6NT: diamonds and hearts
- 7♣: diamonds and clubs
- 6♥: hearts + spades
- 6♠: spades + clubs
- 6NT: hearts + clubs

Note 14: Exceptions to Strong Openings

Note 14.1: Hands Available For 2C Opening

Case A: Strong 22+ HCP hands

Generally, a 2♣ opening is used for all hands with 22+ HCP.

There are exceptions for very shapely hands based on playing strength, covered by Cases B1, B2, C1 and C2 below. Such hands must meet all explicit conditions before they can be opened as a 2♣ hand.

Case B: Single-Suiter hands

Case B1 – Strong Single-Suiter

1. Long (7+) major suit with 9 quick winners, 6+ of which come from the long major suit; or a long (8+) minor suit with 10 quick winners, 7+ of which come from the long minor suit

Case B2 - “Rule of 25” Single-Suiter

1. Losing Trick Count valuation must be 4- LTC for a hand whose long suit is a major, or 3- LTC for a hand whose long suit is a minor
2. Length of the Long Suit must be 7+ cards
3. Total Useful HCP must be at least 15 HCP (for this purpose, Useful HCP does not include wasted honors, such as singleton K, doubleton Q or tripleton J).
4. Length of the Long Suit + total Useful HCP (as in #3 above) must be ≥ 25

Case C: Two-Suiter hands

Case C1 – Strong Two-Suiter

1. Two-suiter hand (at least 5+/5+) with at least 9 quick tricks, 7+ of which come from the two suits

Case C2 - “Rule of 29” Two-Suiter

1. Losing Trick Count valuation must be 3- LTC
2. Combined Length of Two Long Suits must be 10+ cards (at least 5/5)
3. Total Useful HCP must be at least 17 HCP (for this purpose, Useful HCP does not include wasted honors, such as singleton K, doubleton Q or tripleton J).
4. Length of the two Long Suits + total Useful HCP (as in #3 above) must be ≥ 29

Note 14.2: Hands Available For 2D Opening (Strong Minor variety)

We use 2D to open a strong single-suited minor for any of these hands

- 6+ minor with 18-21 HCP
- 6+ minor with 5- LTC (strict evaluation), even if 16+ HCP only
- 6+ minor with 8+ quick winners (including at least 2 winners outside the suit), even if 14+ HCP only
- 6+ minor with 2 of 3TH (or 7+ minor with 3 of 5TH) and 5- LTC, even if 14+ HCP only

All the above hands must have a singleton or void, and cannot have a 4M second suit. In general, the above are hands that will probably play best as a suit contract in the long minor (or possibly in NT, if the partner has stoppers in all other suits)

But NOT these hands:

- a hand with 6+m and 4M which can be opened with 1m followed by a reverse (or jump reverse) in M
- a hand with 6+m and 4+om which can be opened by 1m followed by a reverse (or jump reverse) in om
- a hand with 6+m and 5+om which can be opened by 1m followed by a jump shift to 3om
- a hand with 6-3-2-2 or 7-2-2-2 15-17 HCP which can be opened as 1NT
- a hand with 6-3-2-2 or 7-2-2-2 18-19 HCP which can be opened as 1m followed by 2NT rebid
- a hand with 6-3-2-2 or 7-2-2-2 20-21 HCP which can be opened as 2D followed by a strong NT rebid

The first three hands above might actually be playable in the second suit. The last three hands above might be equally playable in NT or in the minor suit.

Note 14.3: Hands Available For 4C/4D Opening (Namyats)

We use Namyats to open a hand with 8 to 8½ quick tricks (“winners”) in the hand, most of which come in a long major suit of 7+ cards (evaluation of winners or quick tricks should follow the traditional Culbertson method). Please take note that this is not the same as a 4 LTC hand (which may or may not be eligible for a Namyats opening). Please also take note that a hand with 9 quick tricks with a long major may be eligible for a 2♣ opening.

Note 15: Meckwell Escape Sequences after 1NT-X or 1NT-P-P-X-P-P

After 1NT-(non-penalty X, such as in DONT), the non-penalty double is ignored (the 1NT system remains “on”).

But after 1NT-(penalty X), it is always responder’s decision on whether to “escape”, or whether 1NT-doubled is playable. This implies that systems are “off” after 1NT-(penalty X), instead replaced by the following escape sequences:

Pass:	A pass by the responder shows any of three possibilities: 5 (or a good 4) Clubs, 5 (or a good 4) Diamonds, or both Major suits (4-4). The 1NT opener is required to bid 2 Clubs. The NT opener can pass to show clubs, or bid 2D to show diamonds, or bid 2H to show both majors (which NT opener may further correct to 2S).
Redouble:	A redouble by the responder informs the opener that 1NT is make-able. A redouble is almost always passed by the 1NT opener, except possibly when his values are concentrated in a good 5-card minor, which can now be bid (where 3NT is theoretically possible as a better alternative to 1NT doubled).
2♣:	Promises at least a distribution of 4-4 in Clubs and an unspecified higher-ranking suit. The NT opener can either pass or correct to 2D, which is an Asking Bid for the unspecified higher-ranking suit. If the suit is Diamonds, then the responder may pass; otherwise, the responder bids the unspecified higher-ranking suit.
2♦:	Promises at least a distribution of 4-4 in Diamonds and an unspecified higher-ranking suit. The NT opener can either pass or correct to 2H, which is an Asking Bid for the unspecified higher-ranking suit. If the suit is Hearts, then the responder may pass; otherwise, the responder bids the unspecified higher-ranking suit, which in this case is surely Spades.
2♥:	This is a natural response promising at least a 5-card (or a good 4 card) Heart suit.
2♠:	This is a natural response promising at least a 5-card (or a good 4 card) Spade suit.

In short, any bid other than a redouble (including a pass) signifies responder’s desire to escape from 1NT

After 1NT-P-P-X, the 1NT opener automatically passes: the “escape or play” decision again lies with the responder. The responses are the same as above, except that the meanings of Pass and Redouble are exchanged.

Redouble:	A redouble by the responder shows any of three possibilities: 5 (or a good 4) Clubs, 5 (or a good 4) Diamonds, or both Major suits (4-4). The 1NT opener is required to bid 2 Clubs. The NT partner can pass to show clubs, or bid 2D to show diamonds, or bid 2H to show both majors (which NT opener may further correct to 2S).
Pass:	A pass by the responder informs the opener that 1NT is make-able.
2♣: 2♦: 2♥/2♠:	Same as after 1NT-X

In short, any bid other than a pass (including a redouble) signifies responder’s desire to escape from 1NT

Note 16: Responses to 2NT-3♥ (inquiry on major support)

3♠ (1 st step)	Opener has no major support (either 1-1, 1-0, 0-1, or 0-0 in majors), so a major fit is unlikely
	3NT is to play
	4♣/4♦/5♣/5♦ is to play
3NT (2 nd step)	Opener has a doubleton heart, either 1=2=5=5 or 0=2=(6-5)
	4♣/4♦/4♠ is to play (probable misfit)
	4♥ is to play (heart fit found, probably 6-2, or 5-2 with very good 5 hearts)
	4NT is RKCB with hearts as trumps
	5♣/5♦ is to play
4♣ (3 rd step)	Opener has a doubleton spade, either 2=1=5=5 or 2=0=(6-5))
	Pass/4♦/4♥ is to play (probable misfit)
	4♠ is to play (spade fit found, probable 6-2 or 5-2 with very good 5 spades)
	4NT is RKCB with spades as trumps
	5♣/5♦ is to play
4♦ (4 th step)	Opener has a three-card heart suit (exactly 0=3=5=5)
	4♥ is to play, indicating a heart fit was found
	4NT is RKCB with hearts as trump suit

	5♣/5♦ is to play
4♥ (5 th step)	Opener has a three-card spade suit (exactly 3=0=5=5)
	4♠ is to play, indicating a spade fit was found
	4NT is RKCB with spades as trump suit
	5♣/5♦ is to play

Note 17: Responses to 2NT-3♠ (inquiry on voids / shape)

3NT(1 st step)	no void;
	4♣ - asking for singleton, to which: 4♦ is singleton in both majors, 1=1=(6-5) 4♥ singleton in hearts, 2=1=(5-5) 4♠ singleton in spades, 1=2=(5-5)
	4♦/4♥ is Redwood in clubs/diamonds, respectively
	4♠ is asking for controls in minor suit (Note 18)
	5♣/5♦ is to play
4♣ (2 nd step)	void in hearts
	4♦/4♥ is Redwood in clubs/diamonds, respectively
	4♠ is asking for controls in minor suit (Note 18)
	5♣/5♦ is to play
4♦ (3 rd step)	void in spades
	4♥ is Redwood in diamonds
	4♠ is asking for controls in minor suit (Note 18)
	4NT is RKCB in clubs (in lieu of 4♦ Redwood in clubs)
	5♣/5♦ is to play
4♥ (4 th step)	void in both majors, (implies 13+ cards combined in minors)
	4♠ is asking for controls in minor suit (Note 18)
	5♣/5♦ is to play

Note 18: Responses to 2NT-4♠ (inquiry on minor suit controls)

4NT (1 st step)	No 1 st round control in clubs, no 1 st round control in diamonds
5♣ (2 nd step)	1 st round control in clubs, no 1 st round control in diamonds
5♦ (3 rd step)	1 st round control in diamonds, no 1 st round control in clubs
5♥ (4 th step)	1 st round control in both clubs and diamonds

After the above sequence, any bid in a minor suit or in NT is a sign-off. However, if responder wishes to explore further, he can ask for minor suit 2nd round controls (kings), by bidding the cheapest available non-signoff bid. For example, after the sequence 2NT-4♠-5♦, the bid of 5♥ (cheapest non-signoff bid) is asking for minor kings. The responses are:

1 st step	No 2 nd round control in clubs, no 2 nd round control in diamonds
2 nd step	2 nd round control in clubs, no 2 nd round control in diamonds
3 rd step	2 nd round control in diamonds, no 2 nd round control in clubs
4 th step	2 nd round control in both clubs and diamonds

After the above sequence, again any bid in a minor suit or in NT is again a sign-off. However, if responder wishes to explore further, he can ask for minor suit 3rd round controls (queens), by bidding the cheapest available non-signoff bid. For example, after the 2NT-4♠-5♦-5♥-5NT, the bid of 6♥ (cheapest non-signoff bid) is asking for minor queens. The responses are:

1 st step	No 3 rd round control in clubs, no 3 rd round control in diamonds
2 nd step	3 rd round control in clubs, no 3 rd round control in diamonds
3 rd step	3 rd round control in diamonds, no 3 rd round control in clubs
4 th step	3 rd round control in both clubs and diamonds

After the above sequence, again any bid in a minor suit or in NT is again a sign-off.

In all cases, it is the asker's responsibility to anticipate and prevent "unwanted" or "excessive" responses which could push the contract beyond the desired playable level.

Note 19: Drury responses to 3rd/4th seat 1M opening

At 3rd/4th seat, a 1M opening may be light (less than 11 HCP) or short (possibly 4 cards only), especially with favourable vulnerability. To cover this possibility, we use the following Drury responses by the passed hand:

2♣: 3-card M limit raise, with 9-11 HCP or 8 LTC

2♦: 4-card M limit raise. with 8-11 HCP or 8 LTC

Therefore, a direct raise of 2M, 3M, 4M or higher are weak NF raises based on LTT, with a disruptive or blocking character.

After an intervening double, Drury responses are still on. After an intervening 1-level bid (even strong 1NT), Drury responses are still on. But after an intervening 2-level or higher bid, all Drury responses are off.

After a 2♣/2♦ Drury response, a minimum or subminimum opener may rebid as follows:

2♦ (only after a 2♣ Drury response): Invites the Drury responder to game. Opener has full values, but no extras. Responder may stop at 2M, or bid 4M game with maximum values and/or extra shape.

2M: To play. Sub-minimum opener, no interest in game.

4M: To play, but nothing extra to show.

After a 2♣/2♦ Drury response, a maximum opener (with possible interest beyond game) may rebid as follows:

2NT: GF, mild slam try, opener has 6+ trumps, with no shortage and 18-19 HCP

3M: GF, mild slam try, opener has 6+ trumps, with no shortage and 20-21 HCP

3NT: GF, mild slam try, opener has balanced NT hand, with no shortage and 18-19 HCP.

New suit without jumping: GF, mild slam try, 4-card second suit, with no shortage and 18-19 HCP

New suit single jump: GF, slam try, opener has 18+ HCP, with singleton in suit bid.

New suit double jump: GF, slam try, opener has 18+ HCP, with void in suit bid.

For the above cases (maximum opener), the Drury responder (who has already limited his hand) may bid (in the order of priority):

4M: direct game bid shows a minimum hand (no added feature), with no interest beyond game.

Simple raise of opener's second suit: shows a double suit fit, which could improve opener's values

Simple new suit: cheapest control-showing cue bid, which could improve opener's values

In all cases, the opener is captain (as he has a yet-unlimited hand), and will decide whether to stop in game, or to explore slam.

Together with Drury, the following special responses are also used after a 1M opening by 3rd/4th seat:

1NT: 8-11 HCP, no M fit

2NT: no fit, weak minor 2-suiter, choose your minor

3♣/3♦: weak 5+ suit, no M fit, to play

Note 20: Cappelletti-like defence to strong 1♣ and 2♣ openings

Immediately after a strong 1♣ (big club) opening, we use a combination of Cappelletti-like and transfer overcalls:

1♦: constructive heart overcall

1♥: constructive spade overcall

1♠: constructive club overcall

1NT: natural, (14⁺)15-17(18⁻) balanced or semi-balanced hand

2♣: constructive diamond overcall

2♦: both majors

2♥: hearts and a minor

2♠: spades and a minor

2NT: both minors

higher suit bids: natural, pre-emptive

Immediately after a strong 2♣ opening, we use a combination of Cappelletti-like overcalls:

2♦: both majors

2♥: hearts and a minor

2♠: spades and a minor

2NT: both minors

higher suit bids: natural, pre-emptive

Note 21: Trump Quality Asking (TQA) Bid

Reminder: in a GF and slam try situation (e.g., after 1NT-2♣-2M-3♣-3♦), where responder had the chance to either bid Redwood or directly bid the minor game/slam (5m/6m), but instead chose a below-game 4m bid, that bid is a Trump Quality Asking (TQA) bid. TQA asks the partner to describe the minor suit trump quality of his hand (based on presence of 3TH), as follows:

1st step: very poor trump quality, (0 of 3TH)

2nd step: poor trump quality (1 of 3TH, but only Q)

3rd step: medium trump quality (1 of 3TH, but either K or A)

4th step: good trump quality (2 of 3TH, one of them Q, either AQ or KQ)

5th step: very good trump quality (2 of 3TH, AK)
 6th step: superb trump quality (3 of 3TH, AKQ)

Note 22: Details of Multi 2♦ Bid

The Multi 2♦ can show any of three types of hands:

1. A weak two in either Hearts or Spades (similar to a natural weak 2♥ or 2♠). More than 80% of Multi 2♦ hands fall into this category. With unfavorable vulnerability, the hand should be more disciplined: it will contain six cards, with 4+ HCP in the major suit and 6-10 HCP overall. With favorable vulnerability, the hand can contain less HCP, or the M suit can even be a good 5-carder (instead of 6). In 1st or 2nd seat, the hand generally does not contain a void, two singletons, or four cards in the other major.
2. A strong balanced or semi-balanced NT hand with a point range of (19+)20-21 HCP, following our rules for a 1NT opening (Note 1).
3. A strong unbalanced single-suiter hand with a 6+ minor suit, with at least one singleton or void, with strength concentrated in the minor suit, and cannot have a 4M second suit. In general, these are hands that will probably play best as a suit contract in the long minor (or possibly in NT, if the partner has stoppers in all other suits). See Note 14.2 for detailed rules on this type of hand.

With no intervention after the 2♦ bid, the normal responses are:

1. 2NT – a GF relay, willing to play in game even if opener has a weak a hand. This usually shows a strong 15+ HCP hand, or a weaker hand that has enough major support and shape to play in a 4M game regardless of which weak 2M variant opener may have.
2. 2♠ – a NF pass-or-correct relay (opener passes if he originally has a weak 2♠ hand, or corrects to 3♥ if opener originally has a weak 2♥ hand). This means that responder can tolerate a possibly higher final contract of 3♥ (or may even go to a 4♥ game due to a fit and/or shape).
3. 2♥ – a NF pass-or-correct relay (opener passes if he originally has a weak 2♥ hand, or corrects to 2♠ if he has a weak 2♠ hand). This bid usually covers all responder hands other than the first two.
4. 4♠/4♥/3♠/3♥ - occasionally used as a blocking pass-or-correct bid (this means opponents have a game or slam, and this is intended to crowd their bidding space). These bids must be used with care, as resulting heavy penalties may lead to a bad sacrifice.

Response	Opener 's Hand	Opener's Rebid
2NT (GF)	Weak 2M	Bid 3M
	Strong NT 20-21	Bid 3NT (GF and slam try, use 2NT continuations, but 1 level higher)
	Strong minor	Bid 3♣ or 3♦ (GF and slam try)
2♠	Weak 2♥	Bid 3♥ (NF)
	Weak 2♠	Pass
	Strong NT 20-21	Bid 2NT (explore game with 2NT continuations)
	Strong minor	Bid 3♣ or 3♦ (explore 5m with fit, or 3NT if max with no fit)
2♥	Weak 2♥	Pass
	Weak 2♠	Bid 2♠
	Strong NT 20-21	Bid 2NT (explore game with 2NT continuations)
	Strong minor	Bid 3♣ or 3♦ (explore 5m with fit, or 3NT if max with no fit)

If opponents intervene after the 2♦ opening bid:

AFTER 2♦, LHO INTERVENTION	YOUR BID	Notes
double	Ignore the double, bid "systems on"	
2♥	Double (non-penalty)	(If you would have bid 2♥ NF relay). Partner can rebid 2♠ with a weak 2♠ hand, or 2NT/3♣/3♦ with a strong hand
	Pass	(If you would have bid 2♠ NF relay, and most likely, you have values in H)
	2NT	If you have 15+ HCP (does not promise H stop). Tells opener that part score may be yours, even if he has a weak 2M hand
2♠	Double (non-penalty)	(If you would have bid 2♠ NF relay). Partner can bid 3♥ with a weak 2♥ hand, 2NT/3♣/3♦ with a strong hand
	Pass	(If you would have bid 2♥ NF relay).

	2NT	If you have 15+ HCP (does not promise S stop). Tells opener that part score may be yours, even if he has a weak 2M hand.
2NT (strong, natural)	Double (non-penalty)	If you have 15+ HCP. Tells partner that part score may be yours, even if he has weak 2M hand.
	3♥	If you have 8-14 HCP and have at least 3 cards in both majors; a M part-score may be yours even if opponents have more HCP. Partner should pass or correct to 3♠.

Note 23: Recommended Defence vs Our Multi 2♦ Bid

Given:

- More than 80% of 2♦ openings are of the weak 2M variety,
- The direct defender (2nd seat) immediately after the 2♦ bid always gets two opportunities to bid, while the 4th seat may only get one chance to bid.
- If both defenders have passed, but the 2♦ opener is clearly weak, the 2nd seat defender must always re-open the bidding by balancing, in case 4th seat defender passed with a big hand

Defence for the 2nd seat (immediately after the 2♦ bid):

- Pass: the most common option; it could be any hand type with <15 HCP
- Double: any strong 15+ HCP hand, but not suitable for no trump
- 2♥: natural, with a six-card suit or a very good five; it is unlikely, but always possible, that the Multi 2♦ opener also has hearts. (If unsure you can always pass, but bear in mind that if the 2♦ opener has spades, you will have to bid your hearts at the three-level on the next round. Thus, with a good heart suit, we recommend bidding on the first round.)
- 2♠: natural, with a six-card suit or a very good five; again, you have to decide whether to bid on the first round. If your LHO (left hand opponent) bids 2♠ (showing a willingness to play in 3♥), you will have to show your spades at the three level. Thus, again, with a good spade suit, we recommend bidding on the first round.
- 2NT: 15-18 HCP and with both majors stopped, with your 2NT continuation systems “on”
- 3♣/3♦: natural, a good hand with a good suit
- 3NT: with a long running minor, ideally with both majors stopped

The opponent in the 4th seat may only have one opportunity to bid, but there is no need to rush and compete immediately. After 2♦–2♥ by opponents, the 4th seat defender must always pass. There is no need to rush and bid immediately (as the 2♦ opener may yet show a strong hand). The 4th seat defender must trust his partner. In case 2♦–2♥ is passed, the 2nd seat defender will know that the opponents are weak. So even if he had little values, the 2nd seat defender must always double, to allow 4th seat to show his hand (otherwise known as a balancing double.) In response to the balancing double, the available options for the 4th seat are the same as those originally available for the 2nd seat (described in an earlier paragraph above), except that he will not be able to bid 2♥.

After 2♦–2♥–2♠ by opponents, the 2nd seat defender should usually pass, and allow his 4th seat partner to speak. A double by the 2nd seat defender at this time shows any good (likely, opening) hand that passed in the first round, maybe due to the lack of an appropriate overcall at that time.