

<u>NT:</u>	1NT-2D/2H-Dbl: Accept=3. 1NT-(2X): 3/ANY is forcing. All Sys "on" over X & 2C. 2S = MSS or D Bust. 1NT-X-XX=Xfer to 2C. Lebensohl (FASS). 2NT>3C to sign off or bid stiff in 4-4-4-1 next. 1NT-2C-2M-4C=RKC. 3C=Puppet. 3D=5-5 & Strong. 3H/3S=5-5 Majors & Invit/Strong. "Garbage" Stayman, (with 4-4 bid Hs then 2S=Checkback). 2C-X: 2D bid shows C stopper (XX to resume responses). 2C-2D or 2D/2H-Accept-4NT= Quantitative. 1NT-2D-2H-2S>2NT then: 3m=slam try with broken suit, 3M=slam try in corresponding minor with 1 loser opposite xx. After 1NT-2D: 2S is only super-accept. After 2S, 2NT>3H. 1NT-2C-2D: 4D or 4H transfers (with 6-4s). <u>2C-2H-3S or 2C-2S-3H= Unspecified singleton</u> Then 4C=RKC. <u>2C-2M-4D= Slam try no Singltn.</u> Dbl of 3-level Overcall is NEG. <u>After 2D=Majors: 2H/2S=Unusual Vs Unusual. 2NT=Invit. with stoppers. 3C/3D= N.F. 2D-X= 1 Major to Dbl. PASS FIRST AND BALANCE: 2NT= Wrong Major To Dbl & Stop. 2S= No H Stop. 2NT or 2C>2NT : 3S Resp shows 5S & 3H</u>
<u>MAJORS:</u>	1-2-3 (preemptive) asks for trumps. PJRs: 3/m or 1S/3H or any in competition. <u>1M-3NT=raise to 4M with A or KK(+) outside.</u> 1M-X-2C= Max Raise. Open bad 5-5s 1C. 1H-3H-3S-3NT=Min with control that could have been Qd. After 1X-1/M-2/Same Major: 2NT: Resp. (Spiral) like Ogust (3&Min, 3&Max, etc.) 2-Way Rev Drury (2C=4 2D=3). Jump to 3C/3D by PH is Invit. Jump To 2NT Relay To 3C
<u>MINORS:</u>	Inverted raises (forcing to 2NT/3m). 3NT jump after inverted raise=13+-14 HCP. PJRs: 1D/3C or any in competition. 1m-1S-3H=Splinter & 4H=void. 1m-2m-4m=RKC.
<u>STRONG:</u>	2C-2D-2H>2S Then 2NT=25-27. After interference: P=2D & DBL=2H
<u>WEAK:</u>	3C or Jump-Shift=Asking (N=0,N=1w/o etc.) After X: XX>next for runout. New for lead.
<u>OVERCALLS:</u>	Q-then-new forcing. After Neg X: XX=Ax or Kx. <u>Jump to suit under ours</u> = Limit (+) with 4 Trumps.
<u>NT O'CALLS</u>	Sys "On" after weak 2-2NT (direct or balancing).
<u>DOUBLES:</u>	Neg: On after we overcall. Support: After 1x-DBL-1y: Support Dbls & NMF "ON" (Incl.for Ds) If T.O.X forces Pd to bid @ 3-level: 2NT=Lebensohl (FASS)
<u>PREEMPTS:</u>	Cheapest C (3D)=RKC in suit (Responses: see above). After 4M: New suit = asking bid.
<u>SLAM BIDS:</u>	Exclusion RKC when unambiguous (respond 1-4-3-0). Splinter then RKC="Exclusion". After RKC 5C/5D & signoff: 5NT=QT but no kings. 6/suit=QT + cheapest K. 4NT-5NT=2 KC & Useful Void. 4NT-6m=normal KC & useful Void. IF Q Dbl below game, XX= 1st round control. <u>Jump in minor when raise is forcing or 4/Minor after power auction to 3NT is RKC. 1/4-3/0</u> with DOP1-ROP1
<u>SUIT LEADS:</u>	3/5. A from AK (except Pd's Suit). Coded 9s/10s opening lead only.
<u>NT LEADS:</u>	4th best <u>except 3/5 in Pd's suit.</u> Coded 9s/10s opening lead only
<u>CARDING:</u>	UDCA. After A/K Lead: Count in cash-out situations--otherwise attitude.
<u>MISC:</u>	1D/H/S-2m-3NT=18-19 HCP. 2-Way NMF. 1X-1Y-1NT-2C-2D-2NT= Invit. w/Cs. All jumps by responder are strong. 1M=2m-4NT is quantitative Reverses: After <u>1D-2C-2M next rebid of cheapest NT says 2M was not a reverse, Lebensohl.</u> Unusual NT or Michaels either good or bad. After 2NT jump rebid: 3C=Wolf & 3D=checkback. Vs Strong 1C: Transfers @ 1 & 3/4 Levels (1NT=Minors & Dbl = Ds). 2C/2D=C/D + Hs. 2H=Majors. 2S=Ss + Minor.

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