

# 2018-20 Infernal Machine

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G. Others: Legend:  $\frac{1}{2}$  = 1<sup>st</sup>/2<sup>nd</sup> seat;  $\frac{3}{4}$  = 3<sup>rd</sup>/4<sup>th</sup> seat; Av = Average (10 HCP or 6-9 HCP rule of 19);  
Near Av = Av - 2; RT = regular track, DNT = double-negative track; OC(+)=Open(+) Chart;  
(EBL/WBF follows OC+ except 1NT for T/O and Near Av <8 frowned on)

## F1. System overview

- 1♣ = ART, NF, 0+♣;  $\frac{1}{2}$ : AV to AV + 4, nf;  $\frac{3}{4}$ : forcing, AV + 5 to AV + 7-
- 1M = NAT, 4+M, could have longer side suit; 1♠ 0-3♥;  $\frac{1}{2}$ : Av - 2 to AV + 1;  $\frac{3}{4}$ : AV + 5 to AV + 7-
- 2♣ = ART, NF, MM (4+4+); V: 4=4 rare;  $\frac{1}{2}$ /3<sup>rd</sup> Av to Av + 4; 4<sup>th</sup>: Av + 3 to Av + 4
- 2♦ = ART, forcing, STR with 5♥4m(31) or 6+♥0-3♠;  $\frac{1}{2}$ : Av + 5 to 33,  $\frac{3}{4}$ : Av + 7+ to 33
- 1♦ = ART, forcing, STR, 0+♦;  $\frac{1}{2}$ : AV + 5 to 37;  $\frac{3}{4}$ : Av + 7+ to 37
- 1NT = ART, NF, NAT or (4441)/(5431)/(6331);  $\frac{1}{2}$ : NV 10 to 12-; V 12- to 14;  $\frac{3}{4}$ : 15 to 17, no 4+M

## F2. Miscellaneous agreements

- Once shortness is ruled out, and pattern is unknown and cannot always be found below 3♦, and strength is not known to within a 3-point range (e.g. RT hi&equal, but not 1NT openers), then do not show remainder pattern and use max possible suit lengths (e.g., 7233 when “high and equal” has been shown) to determine scan order for denial cue bids; Exception: if there are two possible 6+ suits scan each as if 5 (i.e., scan first suit once, then scan next suit)
- Relay break after bid of 2♣ or higher to 3M or 4m is “Caspar” invitational keycard with 4♦ KC in ♠, 4♣ KC in ♥, 3♠ KC in ♣ and 3♥ KC in ♦; 4NT non-invitational KC default diamonds (mnemonic: 2 under suit at game level for majors and ♦, and ♦ is lowest INV KC because it is default 4NT KC)
  - KC suit does not set trump
  - responses: No, followed by regular RKC responses
  - rebids: KC suit sign off, if invite declined, lowest forcing call other than KC suit or 3NT is a reask; other than queen ask and king ask, every other bid is a signoff unless otherwise agreed (e.g., for 5N the agreement is “when 3N or 4N is signoff, 5N is pick a slam”)
- 4N response or rebid is RKC unless otherwise agreed as signoff or natural (e.g., relay auction cheapest nt first relay break or failed Caspar when 4N is not the reask)
  - The 4N RKC suit is ♦ except as otherwise agreed; if asker has shown a 5+suit & if Caspar RKC not available in asker’s suit, then RKC suit is asker’s. If RKC responder has shown a 5+card suit and opener has not shown a 5+suit then RKC is responder’s suit (&Caspar not available in that suit). If asker has two 5+suits, the lowest one that is not clubs (&Caspar not available) takes precedence (or responder if asker has no suits and responder has two).
- No pattern ask over 3N
- Don’t bid a grand if the wheels are coming off
- The system is not a suicide pact
- Don’t torture partner in tournament play when in contention
- You don’t get a cue bid in every competitive sequence

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# B. Leads & Carding

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**Our primary signal is suit preference, including trick 1 and discards, except on K leads**

- high (usually 10-9-8) means can stand a lead in (at least one of two of) the highest other relevant suit(s) not the signal card suit
- low (usually 2-3-4) means can stand a lead in (at least one of two of) the lowest other relevant suit(s) not the signal card suit
- Play the relative card if you think partner can read it--if you have T98, the 9 can be ostensibly neither switch
- When there is only one relevant side suit, if the side suit's higher than the signal card's suit, high is SP for it (usually T-9-8-7) and if it's lower low is SP for it (usually 5-4-3-2)
- If you have nothing to signal and only a high and low card, play low
- If count is more important than suit preference (e.g., obvious cash out situation or known bust), give count at trick 1
- Confirm or resolve the first signal at the next opportunity if first signal is ambiguous and preference is important, otherwise tell honor placement in a second suit (if crew in defense and count's not important) or give current count.
- On opening lead only, jack and higher may be "alarm clock" demanding a switch to the high suit
- High and low discards may be like Lavinthal (i.e. discouraging because wants a switch from the suit played by the signaller) if there are three relevant suits
- In OC(+) play, a middle card is encouraging. Otherwise, a middle card is encouraging only by negative inference that a switch to a higher or lower suit is not desired
- Vs NT, K asks count or unblock, except no unblock in dummy's suit

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# C. Unusual Bids

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ACBL Pre-alerts OC+ 6+ board

- 1M openings could be canapé, i.e. could have a longer side suit
- Very light 1M openings 1st and 2nd seats and very light 3rd/4th 2M
- 1 level artificial responses after 1m openings
- Preempts can, but not must, be made on all small cards.
- 1NT is either natural or (4441)/(5431)/(6331)
- Some openings have different ranges or pattern requirements in third and fourth seats

Bids that pairs discuss a defense to:

- commonly
  - 1♦ STR, ART
  - 2♦ STR, ART, 5♥4m(31) or 6+♥0-3♠
  - 2♣ MM 4+4+ Av to Av + 4
- rarely
  - Artificial 1-level responses to 1m (transfers over 1♣, range over 1♦)
  - 2NT STR, limited 6+♠
  - $\frac{3}{4}$  1♣ STR, forcing, limited

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# F3. ACBL Alerts

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- 1♣: 1/2: *could be short*  
3/4: Artificial, zero+ clubs, forcing, average+5 to a control-poor average+7
- 1♦: 1/2: Artificial, forcing, Average + 5 to 37  
3/4: Artificial, forcing, control-rich Average + 7 to 37
- 1M: 1/2: 8-11  
3/4: 15-17
- 1♠: Denies 4+♥
- 1NT: 1/2: *(10 to a good 12/good 12 to 14); natural or could have a small card instead of a singleton honor*  
3/4: *15 to control poor 17, no major, non-forcing, natural or could have a small card instead of a singleton honor*
- 2♣: 1/2/3rd: Both majors (4+4+) ([V only] usually 54 or longer either way), Average to Average + 4  
4th: Both majors (4+4+) ([V only] usually 54 or longer either way), Average + 3 to Average + 4
- 2♦: 1/2: Strong, forcing, artificial, 5♥4m(31) or 6+♥0-3♠, Average + 5 to 33  
3/4: Strong, forcing, artificial, 5♥4m(31) or 6+♥0-3♠, Control-rich Average + 7 to 33
- 2♥: 1/2: Average to Average + 4, 5♥4m(31) or 6+♥0-3♠  
3rd: 5+H, 0 to Average + 4  
4th: 5+H, Average + 3 to Average + 4
- 2♠: 1/2: 10-14 HCP 5♠4m(31) or 6+♠0-3♥  
3rd: 5+♠, 0 to Average + 4  
4th: 5+♠, Average + 3 to Average + 4
- 2NT: 1/2: 15-17 6+S one suiter  
3/4: 18-19 6+S one suiter

# F4. Shortness/Patterns

## Short two-suiter subtrack shortness and pattern

3♦ = high shortage, rebid pattern  
 3♥ = 5422 or 7411;  
           rebid cheapest clubs with 7411  
 3♠+ = low shortage, zoom to pattern  
Pattern  
 3♠ = 5431  
 3N = 6421  
 4♣ = 643  
 4♦ = 742

- If short two-suiter track is overloaded (which it usually is for hearts and after 2♣), then for non-reversers, 3♠=4432, others one step up

## Long two-suiter subtrack shortness and pattern

3♥ = high shortage rebid pattern  
 3♠ = equal shortage (no ask)  
 3N+ = low shortage, zoom to pattern  
Pattern  
 3N = 5521  
 4♣ = 553  
 4♦ = 562  
 4♥ = 652

## One-suiter subtrack shortness and pattern

3♣ = high shortage or high and equal  
 3♣-3♦ = Ask  
           3♥ = High and equal 62(23) or 7222  
                   (no ask)  
           3♠+ = Pattern  
 3♦ = middle shortage, rebid pattern  
 3♥ = middle and low shortage 6322  
 3♠+ = low shortage zooming to pattern  
Pattern  
 3♠ = 5332  
 3N = 6331  
 4♣ = 7231 or 7321 (no ask)  
 4♦ = 733 (do not run on in a minor)

## 3-suiter subtrack

1st step = Hi short, rebid pattern  
 2nd step+ = Zoom to pattern likelihood  
                   then numeric

### Pattern

1st pattern = 4441  
 2nd pattern = 445  
 3rd pattern = 454  
 4th pattern = 544

## Zooming past end of the line

- If positive with a 5+ pt range and within one of max (if limited or 4+ pts more than min if unlimited) as responder, you can zoom past the end of the line one step with extra controls and a pre-accept of a slam invitation in the most likely strain (or bid on after a signoff one step) to show 3N pattern. Next step is 4♥ pattern if applicable. Next step is 4♠ pattern if applicable. Next step is slam drive with 3N pattern and so on (slam drive only possible if unlimited). Also OK to invite slam with a 1♦-1♥; 1♠ auction which suggests a choice-of-games range hand.
- Other run ons (e.g. 1-4 pt range or past the last slam-drive step), are natural, unexpectedly long suit.
- Zooming to controls: with a non-min number of controls and near max high card you can zoom one step beyond the end of the line even if in a narrow range if the end of the line is below 3NT.

## Reopening after asker's sign off

- If you could have qualified for a zoom past the end of the line, you can reopen with one step after sign off with a slam try or two steps with a slam drive. Other bids natural, usually unexpectedly long (e.g., reopening one or two step higher when the range is too narrow to zoom, or two steps when slam is impossible).

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# F5. Track References

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## ***Regular track (RT):***

1N = ART, 4+♠, denies 4+H  
2♦ = ART, 4333/4432/3-suiter short H  
2♠ = ART, balanced  
2N+ = ART, 3-suiter pattern sub track, run on one step with any range non min controls, near max strength, run on two steps if slam drive.  
2♥ = 4+♣  
2♠ = 5+♠, 4+♦  
2NT = 4♠, 5+♦  
3♣ = 0-2♥, 5+♠  
3♥ = 6=2=(32)  
3♠ = 5=2=3=3  
3NT = 6=1=3=3  
4♣ = 7=1=(32)  
4♦ = 7=0=3=3  
4♥ = 6=1=3=3, slam INV  
4♠ = 6=1=3=3 slam drive  
2♣ = ART, 4+♥, denying 4+♠, may be bal so first non-reverser pattern is 4432, first single suiter high pattern is 3-suited short ♠, 1st single-suiter low is 3=4=3=3, moving other patterns up one (2♦ relay, continue as if 1♥-2♣; 2♥+, aka jammed track until it can no longer deviate from RT)  
2♦ = ART, both majors, continue as if 1♥-2♣; 2♦ (also partially known as jammed track)  
2♥ = ART, 5+♣ (includes 5+♣, 4♦) two suiter denying a 4+M, rebid short two-suiter pattern subtrack  
2♠ = ART, 5+♦ one suiter, rebid shortness, zooming to one-suiter pattern sub track  
2N = (32)=4=4 or 4m(333), rebid in frequency order with numeric tie break  
3♣ = both minors 5+5+, rebid  
3♦+ = 5+♦, 4♣ two suiter zoom to short-two-suiter pattern sub track (non-minor bids ART)

Opener and responder rebids are like symmetric relay except 1) for majors, the non-reverser patterns include balanced hands and 2) the major one-suiters are overloaded with 4333 (1st lo) and 3-suit short other major (1st hi).

## ***Double-negative Track (DNT):***

How to get to DNT initially:

1♦-1♠; 2♣-?

1♦-(1♠)-X; 2♣-?

1♦-1♠; (2♣)-X

No switching to DNT until we practice that.

If DNT with DN values, no control ask, immediately show queens and add jacks 2nd round

2♦ = 4+♥0-3♠

2H = MM or no major

2♠+ = 4+♠0-3♥

1♦-1♠; 2♣-2♦; 2♥ and 1♦-1♠; 2♣-2♠+

2♠ = M+♣, could also have ♦  
 2N = M+♦  
 3♣+ = *one suiter regular track "jammed" with first one-suiter lo is 4333. Hi is unjammed*  
 3♣ = hi&equal or hi, h&e = 6M2oM(23) or 7M222 (no ask for remainder, same as regular track), 3S+ RT  
 3♦ = middle, continue RT  
 3♥ = middle&lo = 6M3oM=2=2  
 3♠+ = *lo regular track, jammed for lo only (remember, direct 3♠ is a transfer to 3NT, 4333)*  
 1st step = 4333 if lo and others one up, otherwise 1st step = 5332  
 2nd step = 6331  
 3rd step = 7321  
 4th step = 7330

1♦-1♠; 2♥-2♠; ?  
 2N = MM  
 3♣+ = *no major*  
 3♣ = ♣ including 3334 or ♣♦ reverser, 3♥ reverser 3♠+ length starting with 4  
 3♦ = ♦ onesuiter including 3343  
 3♥ = bal 44mm (note well)  
 3♠ = 5+5+mm  
 3N = 5+4 mm, do not run on

1♦-1♠; 2♣-2♦; 2♥-2♠; 2N-3♦+  
 1♦-1♠; 2♣-2♠; 2N-3♦+  
 1♦-1♠; 2♣-2♦; 2♥-2N; 3♣-?  
 1♦-1♠; 2♣-2N; 3♣-?

MM BRaziLiaN

3♦ = 44(32)  
 3♥ = 45+  
 3♠ = 5+5+  
 3N+ = 5+4 (zoom to length b/c it's a 5+M)

1♦-1♠; 2♣-2♥; 2♠-2N; 3♣-?  
 3♦ = 4=4(41) or 4=4(32) (3♠=bal, 3N=3-suiter short hi, 4♣=3-suiter lo no run on)  
 3♥ = 4♠5+♥; rebid 5, 6, 7  
 3♠ = 5+5+ MM  
 3N+ = 5+♠4♥ for non-reverser majors only, 3N=5, 4♣=6, 4♦ is skipped, 4♥=7

Opener can bid on regular track after a 1NT regular track bid transferring captaincy and in comp up to 2♣. This shows a min given previous action (e.g. 15-16 if opened 1♦-1N; (X/2♣), controls start normally for min

Competition over 1♣-1♠; 1N+ and other game forces before control ask or keycard.

Priority 1: Get to Regular track

Priority 2 (only if you are already on DNT): Get to DNT minus as much as possible or DNT itself. After pattern is known use the steps below DNT. (But no switching from regular track to DNT if we haven't practiced it.) (But DNT also still on for doubles under the asker.)

If there is an option to go below Regular track before pattern shown, then X becomes penalty. If double on the Regular track, then XX penalty and pass breaks relay and is an offer to play.

After control ask or keycard, use the extra steps below normal responses P0R1 or P0D1 style to permit us to go below the answer.

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## F6. 1♣ 1<sup>st</sup>/2<sup>nd</sup>

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1♣ = ART, Av to Av+4, 0+♣, nf

1♣-1♦ = 4+♥, 0-11; 2m rebid by responder canape  
1♣-1♥ = 4+♠, 0-3♥, 0-11; 2m rebid by responder canape  
1♣-1♠ = ART GF  
1♣-1N = NF, no Maj  
1♣-2♣ = ART, 12-13, INV  
1♣-2♦ = Long ♦, nf (only not in comp, otherwise INV)  
1♣-2♥+ = INV if not game and game level is not interested in slam

1♣-1♦; ?

1♥ = usually 3 card support, NF

1♠ = 4+♠, 0-3♥, NF

1N = no support, NF

2♣ = Nat

2♦ = super max raise 4+♥

2♥ = 4+♥, non-super max raise

higher = like 1♥-?

1♣-1♥; ?

1♠ = usually 3 card support NF, rare 2 card support vul

1N = 0-3 support, but max if 3

2♣ = Nat

2♦ = 4+♠ super max raise

2♥ = Nat

2♠ = 4+♠, non-super max raise

higher = like 1♠-?

Comp: system on thru (1♥), system off (1♠)+

Lebensohl vs. non-two-known-suit 2-level comp

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## F7. 1♣ 3<sup>rd</sup>/4<sup>th</sup>

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P-1♣; Art., forcing, Av + 5 to Av + 6, unbal, but interested in game if partner has Av-1

P-1♣; ?

1♦ = 4+♥ 0-7, <GF, NF, rebid like 1st/2nd

1♥ = 4+♠ 0-7, <GF, NF, rebid like 1st/2nd

1♠ = GF

1N = no major, <GF

2 of suit = 6+suit, 4-7 if 4-5 one quick trick <GF

2N+ = INV

3m = AK 6th+

Comp like 1st/2nd

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## F8. 1♦ 1<sup>st</sup>/2<sup>nd</sup>

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1♦ = ART, forcing, Av + 5 to 37

1♦-?

-1♥ = ART, semi pos, 6-9 or one quick trick, forcing

-1♠ = 0-5, no quick tricks (no A, no KQ in same suit)

-1N+ = GF ART

1♦-1♥; ?

1♠ = GF

1N+ = NAT.; 3 level jump is INV. Also non-min in comp.

1♦-1♠; ?

2♣ = GF

others NAT, but 3♣ is NAT NF

Comp: use extra steps to expand semi-pos

1♦-(X)-?      P = no major, XX = ♥, 1♥=4+♠, 0-3♥, 1♠=double neg; note well 2♦ is GF rebid after P  
                    rebid: after XX/1♥ rebid like 1M opener response

                    after 1♦-(X)-P; 2♦ is GF, lower NF

1♦-(1♥)-?      P = no major, X=4♠ (rebid like 1♠ opener, but X does not deny ♥)

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## F9. 1♦ 3<sup>rd</sup>/4<sup>th</sup>

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1♦ = ART, forcing, AV + 7+ to 37; AV + 7 has 5+ controls

1♦-?    1♥ = ART, semi pos, 4 HCP w/1-2 controls or any 5+ non-GF, non-forcing (note well)

          1♠ = ART double neg, 0-4, no aces and less than a king and a jack

          1N+ = GF, RT

Same comp as 1st/2nd



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# F9. 1♥ 1st/2nd

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1H = 4+♥, AV-2 to AV+1, may have longer side suit; NV: MM or BAL usually min unless 1- controls;  
all vulnerabilities: 2M opener typically preferred to 1M opener if it qualifies,  
7 loser hands that don't qualify for 2M are generally opened 1♣ if they qualify unless 1-controls

1♥-? 1♠ = NF, not a drop  
1N = NF, not a drop  
2♣ = GF Art.  
2♦ = semi+Fitted inv+; rebid 2H min, 2S/2N/3♣/3D trial bid, 3H min extra trump  
2♥ = 3+H NF not a drop (penalty doubles by raiser)  
2♠ = NF not a drop  
2N = unfitted inv  
3♣ = NF  
3♦ = NF  
3♥ = 5+♥ inv  
3♠ = 6+♠ inv  
3N = drop  
4m = "fragment", fitted slam inv 5+M and side m, e.g. 5m, no K/Q/J in side minor  
4M = drop

1♥-2♣; ? "jammed track"

2♦ = 4+♠ (may be 4432--non-reverser first pattern hi or lo)  
2♥ = 4+♣ (may be 4432--non-reverser first pattern hi or lo)  
2♠ = 4+♦ non-reverser including 4432 as first pattern high or lo  
2N = 4♥5+♦, continue RT  
3♣ = 1 or 3-suits hi short (rebid 3♥ 2=6/7=2/3=2/3, 3S=3 suiter, 3N+ 1-suit RT+1); (switch 3♥/3♠ in 2021)  
3♦ = one suiter middle short continue RT  
3♥ = middle and lo short 3=6=2=2  
3♠ = 3=4=3=3  
3N+ = regular track one suiter + 1

Comp: 1♥-(1♠)-X t/o system on

1♥-(1N)-? Weak NT defense (i.e. X PEN, suits natural)

Other comp: XX by responder puppet to 1♠ to sign off; system on after X; neg doubles 2♣-3♦, lebensohl

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# F10. 1♥ 3rd/4th

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1♥ = 4+♥, AV+5 to AV+7-, may have longer side suit

1♥-? 1♠ = Nat 4+♠  
1N = NF possibly with long diamonds  
2♣ = 3-card raise, 7++ to 9  
2♦ = 4-card INV, max 7  
2♥ = bad raise  
2♠ = long ♠ inv  
2N = INV no major  
3m = nf  
3♥ = 5+♥ inv  
3♠ = 5+♠+♥ fragment  
3N = gambling, e.g., AKxxxx in a minor  
4m = 5H fragment e.g. 5m

Comp:

1N nat, X=t/o except vs. 1NT; vs. 2♣+ Lebensohl

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# F11. 1♠ 1st/2nd

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1♠ = 4+♠ Av - 2 to Av + 1 HCP not 4+♥, could have longer suit  
(Av to Av + 1 won't be 5♠4m or 6♠ unless it's 0-1 control, NV 10-11 won't be bal unless it's 0-1 control, 7 loser hands Av to Av + 1 usually open 1♣ unless it's 0-1 control)

1♠-? 1N NF  
2♣ GF Art. rebid like 1♦-1N; 2♣-2♦+  
2♦ = bal or 3-suited  
2♠ = bal  
2N = 4=1=4=4  
3♣ = 4=0=4=5  
3♦ = 4=0=5=4  
3♥ = 5=0=4=4 no extras  
3♠ = 5=0=4=4 near max (10+) w/extra controls (3+)  
2♥ = 4+♣, rebid reverser, long two suiter, zoom to shortness with non-reverser short 2 suiter  
2♠ = 5+♠4+♦, rebid long two suiter, zoom to shortness with non-reverser short two suiter  
2N = 4♠5+♦, rebid shortness, zoom to pattern with lo  
3♣ = 0-2♥ one suiter (hi short or hi and equal)  
3♦ = 0-2♦ one suiter (mid short)  
3♥ = 6=3=2=2 (middle and lo short)  
3♠+ = lo short zoom to pattern

2♦	semi+-fitted INV+
2♥	NF not a drop
2♠	3+♠ NF, not a drop (penalty doubles by 2♠ bidder)
2N	unfitted inv
3♣	NF
3♦	NF
3♥	6+♥ Inv
3♠	5 trump Inv, non-comp only
3N	Nat.
4m	Slam inv, “fragment” 5+trump, e.g. 5+side minor w/o K/Q/J
4M	drop dead

Competition:

Direct: 1♠-(X) XX by opener puppet->1N to sign off somewhere (including 1NT/2♥); opener can rebid 2♣ with 5+♣ or 5=(04)=4  
higher = system on

1♠-2♣; (?)	(X)	XX	penalty (relay break)
		P	willingness to play (relay break) (responder XX then penalty)
	(2♦)/(2♥)		continue regular track, X of 2♦ by either penalty and relay break
	(2♠/2N)		system off
	(3♣+)		system off, pass/double inversion applies when system off as usual

Later relay competition, stay on same track if possible, otherwise relay off. Once relay of suits, basic shape, shortness and pattern are complete or interrupted via Caspar keycard, use the steps P0R1 or P0D1 style if they permit us to go below where we would be with no competition.

## F12. 1♠ 3rd/4th

1♠ = 4+♠ 0-3H Av + 5 to Av + 7-

1♠-?

1N =	NF may have long hearts (rebid 2♥ with 5+♠3♥)
2♣ =	3-card raise, 7++ to 9
2♦ =	4-card INV, max 7
2♥ =	NF
2♠ =	bad raise
2N =	INV no major
3m =	NF
3♥ =	6+♥ inv
3♠ =	inv, 5+♠ (PRE in comp)
3N =	gambling, e.g. AKxxxx in a minor, but w v red probably also has 4♥
4♣ =	fragment 5+♠ e.g. 5+♣
4♦ =	fragment 5+♠ e.g. 5+♦
4♥ =	drop

Comp: system on over X, Relay X vs. 2♦+ not two known suits w/cue=fit

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# F13. 1NT

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$\frac{1}{2}$  10 to 12- NV, 12+ to 14 vul natural or (5431),(6331),(4441) with small singleton. Generally 2-5M, but could be (13)(54) or (13)(36), but these patterns can't be shown in relay.

Unbal hands that can be shown are 4=4(41)

$\frac{3}{4}$  15-17 no major

$\frac{3}{4}$  seat responses:

1NT-? system off

2 of a suit = NF, non inv

2N = inv

3X = inv

$\frac{1}{2}$  responses

1N-? 2♣ = art. GF

2♦ = xfer (4+♥ if INV, but 5+♥ if nf or CoG)

2♥ = xfer (4+♠ if INV, but 5+♠ if nf or CoG)

2♠ = Bal inv or club inv (2021 bal inv or minor inv with one-point answers)

2N = inv ♦

3m = drop

3M = Nat, GF, choice of games

4m = South African transfer to 4M

1N-2♣; ?

2♦ = 4+♥

2♥ = 4+♠

2♠ = 4+♣ one suiter (rebids like ♦ below)

2N = both minors (rebid pattern, freq/numeric 3♦ will only have 2=3=4=4)

3♣ = 6♦(322) rebid numeric

3♦ = 3=3=4=3

3♥+ = 5♦(332) numeric

1N-2♣; 2♦-2♥; 2♠ = 4+♠

2N = 4♥+4m/4333

3♣ = 2=4=2=5, 2=4=5=2

3♦ = 5♥4m22

3♥+ = 5♥(332) numeric

1N-2♣; 2♥-2♠;

2N = 4♠4m/4333

3♣ = 4♠(5m22)

3♦ = 5♠4m22

3♥+ = 5♠(332) numeric

1N-2♣; 2♦-2♥; 2♠-2N;

3♣ = 4=4(41)

3♦ = 4=4=2=3

3♥ = 4=4=3=2

3♠ = 4=5=2=2

3N = 5=4=2=2

Relay in comp: Do not go above or below before pattern; system off above. After pattern shown, use all steps

1N-(2♣) two known suits      unusual vs. unusual.  
1N-(2♣)-other      system on. Higher Leb, neg doubles 2♦-4♦  
1N-(X) woolsey or unknown suit(s) or known suit(s),      XX penalty 2♣+ system on  
1N-(X) penalty or cards or “takeout”,      see next section

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## F14. 1NT-(X)

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Mosier (except for showing the 6-card minor)

1N-(X)-      P      to play unless opener has a 5+card suit  
                 2X      to play  
                 XX      interested in offering two places to play, rebid P/C 2♣ unless it's your single worst suit  
                 2N      GF  
                 3X      preemptive

1N-(X)-P;      XX      5+card suit rebid 2♣ P/C or 2♦+ my suit  
                 2m      6+card suit and either pessimistic about 1NXX or want to deescalate the score

1N-(P)-P-(X)      opener: XX/2m same as over 1N-(x)-p-(p), i.e., 5+card suit; XX-rebid 2♣ p/c or 2♦+ my suit  
                 responder: same as direct except 2N two suits competitive 1st/2nd, rebid p/c (including X art.)

This is also the run out over (1 of a suit)-1N-(X).

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## F15. 2♣ = MM

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1st/2nd 10-14

3rd/4th 4+4+MM 10-14 3rd; 13-14 4th

Vul typically (5+4+), but might if sufficient tricks/strength, 44 ok. e.g. 44(41) or 44(50) with 5+ tricks equal

2♣-?      P =      Long clubs, short majors, less than invitational; subsequent doubles by either hand penalty  
                 2♦ =      Forcing, asks spade longer M or 55. Bid this if you have equal length in the majors and want to  
                 play your longer fit from opener's side. Also respond this with a game forcing hand that wants to  
                 ask about shortness and pattern  
                 2♥ =      4♠ (GCC 5+♥ too); rebid 2♠ GF  
                 2N =      bal or 3-suited; rebid 3♦ bal, 3♥ 3-suiter high, 3♠+ 3-suiter lo zoom to pattern but  
                 end of line is 4=5=4=0 Mnemonic Bal(h)i  
                 3♣ =      5-6  
                 higher =      regular track reverser  
                 2♠ =      5+♠, (may have 5+♥ too); rebid 2N GF  
                 higher =      hoping for game or a save if partner 2=2 or 3=3 (e.g. favorable 65 might bid 3♠)

2♣-? 2♥ = to play  
 2♠ = to play  
 2N = want to play 3m--mm or only diamonds  
 3♣ = INV+ ♥  
 3♦ = INV+ ♠  
 3♥ = slam try 4+♥ 0-1♠ (Game INV 3rd/4th)  
 3♠ = slam try 4+♠ 0-1♥ (Game INV 3rd/4th)  
 4m = Splinter raise of both majors (e.g. 4=4(14))

2♣-2♦; 2♥ 4♠ or 5=6  
 2♣-2♦; 2♠ 5+♠, after 2N relay, rebid regular track except marry 54(40) with 54(31), but have option of opening 1♣ or 1♥ in the hopes of showing the pattern exactly

2♣-2♦; 2♥-2♠; ?  
 2N = bal or 3-suiter, 3♦ bal, 3♥ 3-suit hi short, 3♠+ 3-suiter lo (end of line is 4=5=(40))  
 3♣ = 5-6 rebid 3♥=hi, 3♠=equal, 3N=lo  
 3♦+ Reverser, regular track (i.e. not jammed)

2♣-2♦; 2♠-2N; ?

Comp: 2♣-(X)-P=want to play 2♣, XX-want to play 2♦, system on except 2N nat inv; 2♣-(?)-X=penalty,

## F16. 2♦

1st/2nd 5+♥ 0-3♠ strong 15+ if 54, forcing, 6+♥ 0-3♠ or 5♥4m 5431  
 (others must open one club and don't transfer captaincy; rebid NT if possible with bal shapes);  
 can open 1♦ if want to ask but will not have rebid in some auctions unless willing to GF vs. double neg

After signoff, simple rebid nf (about jumpshift strength 18-20), jump forcing both natural

3rd/4th same exc 18+ if 54

2♦-? 2♥ = drop  
 higher = as if opened 2♥ ½

range ask before control ask, note well: min response is extras, zoom to controls with 15-17 or hand with 7-8 controls, with all HCP in controls. (e.g. A, AKxxx, AKx, xxxx or Kx, AKxxxx, AKx, Kx) Show extras with 9+ controls.

XX=running to one suit

# F17. 2♥ (1/2)

- 2♥ 10-14 0-3♠ and 6+♥, or 5♥4m 54(31) (Steps over 2♠ GF go as hi, middle, ♦ Freak, lo equal lo)  
 Hands that evaluate to 12 open 1♣. Can upgrade 8 or 9 counts to 10.  
 Most 6 card suits are shown at the 4 level so as responder GF, bid 3N when you can't stand the 4 level.  
 2M opener can rebid 4M after 3N signoff with a good trump suit--does not show extras.  
 A jump to 4N if 4♣ isn't available as Caspar KC ♥, then the jump or raise to 4N is RKC in ♥.
- 2♠; Artificial GF
- 2N= Hi Short (0-2♠) OR ♣ freak (6 trump, 4+♣, two singletons or void with any short)
- 2N-3♣ Ask
- 3♦=side ♣s & 6+ trump and void or 2 singletons
- 3♦-3♥ Ask (respond HELL)
- 3♠ = hi void 0=6=3=4, 0=6=2=5 or 0-7-2-4 (no pattern ask as usual)
- 3N = equal 1=7=1=4 or 1=6=1=5 (no pattern ask as usual)
- 4♠ = lo zoom 3=6=0=4
- 4♦ = 2=6=0=5
- 4♥ = 2=7=0=4 no extras
- 3♥+ = Hi short--there are no equals in this branch; mnemonic 566677
- 3♥ = Hi short: 15(34) there is an ask (but not after 2♠-2N; 3♣-3♠)
- 3♠ = Hi short: 1=6=3=3
- 3N = Hi short: 1=6=2=4 no extras
- 4♣ = Hi short: 1=6=4=2
- 4♦ = Hi short: 1=7(32) (consider opening 1♦ with Av+4 to be asker)
- 4H = Hi short: 0=7=3=3
- 3♣ = Middle or middle and low short; rebids like low 3♥+, but 3♠ is 3=6=2=2
- 3♦ = 4+♦/6+♥/void or 2 singletons. "diamond freak"
- 3♥ ask
- See above 2♥-2♠; 2N-3♣; 3♦-3♥ for HELL responses.*
- 3♥+ = Lo short or hi equal short; mnemonic 5E6677, slow shows for (63)2=2
- 3♥ = Lo short: 3=5=4=1
- 3♠ = 2=6=2=3, 2=6=3=2 or 2=7=2=2 on low track (high and equal) no pattern ask as usual; after showing middle, 3S shows middle and lo 3=6=2=2
- 3N = Lo short; 3=6=3=1 no extras
- 4♣ = Lo short: 2=6=4=1
- 4♦ = Lo short: 7♥(32)1 (consider opening 1♦ if Av+4 to be asker)
- 4♥ = Lo short: 3=7=3=0 no extras
- 2N = inv unfitted <5♠ (3m/3♥ by either nat nf, X pen, 3♠ opener rebid forcing natural 3-card suit)
- 3♣ = inv 5+♠ with 0-2♥
- 3♦ = nat. min, typ. 0-1♠
- 3♥ = Unfitted min
- 3♠ = semi+ fitted min
- 3N = unfitted and max or solid suit
- 4m = singleton or void 3 trump slam pos
- 4♥ = Self supporting suit
- 4♠ = 3=6=2=2 or unbal slam negative

3♦ = inv+ 3+♥ (rebid 4♥ with a shut out)

3♥ = drop dead

3♠/4m splinter (note well, 2♠-4♥ natural)

Over opponent's t/o double: 2♥-(X)-XX = own suit ->S; 2♥-(X)-2♠+ = system on

Relay in comp.: system off above the track; do not use extra steps below the track until after pattern is shown, then use the extra steps.

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## F18. 2♠ (1/2)

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2♠ 10-14 5+♠, 4+m

If 4♦ relay break to Caspar keycard not available, and 4N is KC, then 4N is RKC in spades per usual

Responses, see 2♥ but all responses are 1 up from the 2♥ responses

2♠-3♦ (oM inv); ?

3♥ either 3♥ minimum or 2♥ and suggestion to play here.

3♠ unfitted min 0-2♥ or good ♠

3N unfitted and max or solid suit

4m 3 trump and a singleton or void and slam pos

4♥ 3 trump shut out. If splinter shape, slam neg

4♠ self supporting suit

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## F19. 2M (3/4)

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2M 5+M, 3rd 0-14 4th 13-14

2M-2N

4+M, max

2M-2♠/3 lower

unfitted nat

3 Higher, 4 minor

5+M, splinter

other as above

SOS XX



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# F20. 2N

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6+♠ one suiter. 15-17 1st/2nd (controls start 4), 18-19 3rd/4th

2N-(X)-P-(P); XX = wants responder to declare ♠

2N-(X)-XX = wants to insist on playing own suit at 3-level, ->3♣

2N-3♣ = FG

2N-3♦ = Xfer to ♥

2N-3♥ LR+ ♠

2N-3♠ to play

2N-4m splinter

2N-4♥ to play

2N-4♠ to play

2N-3♣; 3♦+ = RT+1 (but gets back to RT with Pattern)

3♦ = high short or no short (0-2♥)

3♥ = middle short

3♠ = 6=3=2=2

3N = 6=3=3=1

4♣ = 7=(32)=1

4♦ = 7=3=3=0

3rd/4th, one step relay by asker following pattern is a slam try with a a freaky 7 pt hand (or 3 card limit with slammish 9, typically 3=1). One step is decline. 2+steps is slam pos, controls starting with 6.

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# F21. 3N

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Solid minor, gambling. 1st/2nd 9-19 no side A/Kx(...),

<sup>3</sup>/<sub>4</sub> Solid or near-solid minor gambling or shut out

Respond 4♣ with double negative, or no stoppers or no faith. Can be solid 6 card minor and 12+ W vs. R or AKQxxx any vul if 3rd/4th

Responses:

4♣ = Pass or correct (system off w/4♦-4N to play) 4N rebid shortness ask (note well)

4♦ = <sup>1</sup>/<sub>2</sub> GF asking, HMNL

<sup>3</sup>/<sub>4</sub> P/C

4M = to play

4N = <sup>1</sup>/<sub>2</sub> NF inv, rebid 6m with a side queen or 8th card; <sup>3</sup>/<sub>4</sub> doesn't exist

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# D. Competitive

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Power double vs. precision diamond, natural one bids and other artificial bids at the one level that have a lower limit of 14+ or fewer. 1NT Penalty double for lower end of 14+ or fewer. For power doubles in second seat, we play the 1st/2nd seat system on by advancer and generic NT system with doubler as asker after 1NT/2NT response. Advancer natural NT any seat, generic NT system on by power doubler.

If P-(1m) or (P)-P-(1m), roman jumps are off by 3rd/4th.

Direct:

Vs. precision

(1♣) suits 1♦-2♠ are touching,

4+ in suit bid and 5+ in other at the 1 level and 5+ in suit bid 4+ other at the 2-level, X shape either way,

1N one suiter

X = shape (5+4+) may be a strong hand

1♦ = 4+♦5+♥

1♥ = 4+♥5+♠

1♠ = 4+♠5+♣

1N = one suiter nf

2♣ = 5+♣4+♦

2♦ = 5+♦4+♥ (partner UPH only, otherwise 5+♦)

2♥ = 5+♥4+♠ (partner UPH only, otherwise 5+♥)

2♠ = 5+♠4+♣

2N = F1, trying for game, typically touching two suiter

3 suit = natural, 6+

(1♦) like vs. std. ♦

Vs. Str (1♣)-(1♦) Natural exc X/1N/2N

X = (4+3+) MM + cards

1N = 4+5+MM (note well)

2N = Rank, emphasis higher suit

Vs. str ♦

Same defense as vs. 1♣ for X and 1♥+

Vs. standard 1 level: same as 2016 exc no roman jumps if partner is a passed hand

(2♣ str)	X	clubs
	2♦+	nat pre
	2N	2-suiter any

After natural opening (1X)-1N-(X)-XX = 4 in highest unbid (HU), 2W=5(or 3-suited short HU), 2Y=5, P=2-3HU

Followups for Roman Overcalls (two known suits):

When the 2 suits are a major and a minor, 2NT is an artificial game try. Overcaller assumes advancer has 3 cards in the major and rebids natural (note well, roman overcalls off after PH)

vs. Nat NT direct and balance

X	Penalty (passed hand = 5+m)
2♣	5+♠4+♥
2♦	4+♠5+♥
2M	Nat weak
2N	Rank 5+4+

Leaping Michaels vs. 2M (forcing to game, but does not establish ownership of the hand, i.e., no pass/X inversion)

Vs. Multi

(2♦)-P-(P)-	treat passing opp like a weak 2♦
(2♦)-X	any strong
(2♦)-2♥	light T/O of ♠
(2♦)-2♠	light T/O of ♥
(2♦)-2N	both minors

Vs.	(1N)-(2♣)	X	clubs
		2X	Natural
	(1N)-(2♦/♥ Jacoby)	X t/o of their major	
		2 of their suit	4+oM, 5+m (4+-6+ or 5+-5+ if their suit's spades)

Unusual vs. unusual

Unusual vs. Michaels

Competition 1♣-(1♠/2♦+) or 1♦/1M/1N-(2♦+) (not two known suits over)

Lebensohl:

1♣-(1♠)-?	2 cue=stopper ask F1 (does not guarantee ♥)
1?- (2X)-?	
	2W drop
	X negative t/o all unbid majors (exc. over 1N 3rd/4th, and 1♠-(2m/2♠))
	2Y drop
	2N puppet to 3♣ to sign off in something or show a stopper and invite or force
	3W forcing
	3X stayman without stopper (forcing to 3N or 4m)
	3Y forcing
	3N to play (shows stopper if partner has not bid NT)

1?- (2X)-2N; 3♣-?	
	3W drop
	3X stayman with stopper
	3Y inv. (w/stopper if opener did not bid 1NT)
	3N Shows stopper if partner already bid 1NT, otherwise unused

Above lebensohl in competitive auctions 4-level cue-bids forcing raises in partner's suit that establishes ownership of the hand and creates forcing pass/pass double inversion situation as opposed to "slam tries". Jumps to game do not set force.

1♥ (3♣) 4♣ = forcing ♥ raise, vs 1♥ (3♣) 4♥ = Shut out

Live: (1X)-(1Y) 2N unusual, 1N strong, dbl t/o, 2 of their suits natural.

Balance: (1X)-P, everything natural except cue, jumps (including jump NT, jump cue) show extras.

Competitive doubles

Double of any ART bid is penalty (possible primarily lead directing) unless otherwise agreed including double of P/C bid is penalty except where otherwise agreed.

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## E. Special Doubles

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(1 suit) - X = Bal 15+; 2nd seat: 1st/2nd NT system on including comp system; 3rd/4th: 18+ if all passes prior to opponent opening (system off)

1♣, 1♦, 1♥ and 1N opener: negative doubles 2♣-3♥ (exc. NT system on over 1N-(2♣) not 2 known suits)

Responsive ->3♠

Takeout 2♣->4♥

Support -> 2 of our major

No maximum overcall doubles

Lightner vs suit slams for 1) dummy's suit, 2) declarer's suit or 3) lowest unbid if neither of them bid a suit. In that order. (Not our suit.) Does not promise a void. Is not a demand. Also possible that the contract is failing anyway for other reasons or a bluff to try to get them to run if speculative.

vs. 6NT/7NT with 2+ unbid suits, X asks lead of lower ranking. With 0-1 unbid suits, X asks lead of dummy's suit. If 0-1 suits unbid, and dummy has no suit, lead declarer's lowest ranking suit.

In the case that we have made a lead directing double at the 3-level or lower and subsequently double a suit slam, the double of the suit slam overrides the lead direction of the previous double. A lead directing double at the 4-level or higher cannot be overridden and a subsequent slam double merely reinforces that double.

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## F23. Generic Strong NT

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E.g. P-1♦; 1♥-1N or 1♣-1♦; 2N or 1♠-1♦; 1♥-1♠; 1N

2♣ stayman--regular

Jacoby Either Sign-off, Inv to Game, or self splinter. Super accepts available over Jacoby, but only super is 3M if singleton in major is possible (e.g. 1C opener or power X)

S.A. Texas sign-off, slam inv or intent to keycard

2♠ Size ask or xfer to ♣. Respond min/max only, disregard clubs. (2N min, 3♣ max) (Stayman guarantees 1 major after 2NT rebid)

2N xfer to ♦. 3♣ = does not like diamonds 3♦ = likes,

3X 3-suiter short X (4+ in each unbid major)

4NT Quantitative

Lebensohl (SASS)

Negative Double through 3♠ (where applicable)

1NT-2♦; 2♥-2♠      Invitational long 2-suiter in Majors

1NT-2♥; 2♠-3♥      GF long 2-suiter in Majors

Smolen      GF always 5/4

Delayed S.A. Texas after stayman 2♦ answer 6+/4

3M after minor suit xfer, is shortness. 4M/5+m inv hands stayman and bid m naturally

2N system, see also Conv. Card, 3♣ regular stayman, Jacoby, S.A. Texas

2N-3♠; puppet to 3N to show one or both minors (can super if like both); rebids: 4m nat F5m, 4M both minors shortness nat F5♣, by either player 4N RKC diamonds

(bid e.g. 3X)-3N-?

4m      SA Texas slam inv

4M      drop

4N      RKC ♦

5m      Inv.

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## F24. Slam Conventions

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Control ask is the first ask after pattern is known or when there are no more pattern asks available. The first step is an ask that is not 3NT and also not 4M in a known 8 card major fit or a known 6-card major of answerer's. If responding to a control ask, max is 7+ if responding to a 15+ bidder. If 15+ bidder is responding, max is 8+. Go beyond the end of the line by two steps or more with a slam drive rather than make a nf control ask response (consider forcing slam before being asked for controls). If you have the slam drive hand in response to a range ask, the last slam drive can zoom to controls, typically 5+. Do not zoom to controls with a normal slam drive--such a bid is natural and indicates wildly longer length or better suit quality than expected. If there was more than one nf response that was possible, then the 2nd step beyond the end of the line is the first nf response hand with slam drive and so on.

**Number of Default Controls:**      truncate (Min/3) - 1

DN      no ask

Semi-pos      0-1 and go straight to queens (but not with 8-11) note well

9-11+      2

12-14+      3

15-17+      4

18+      5

20-21+/slam drive responding to 1♣      6

22+      7(max 9)

In RKC responses of 0/3 or 1/4, if the responder can have either number of KCs (e.g. 8-11 for 03, 15-16 with 1/4 or 2/5 with 18-19) then responder is forced to bid on over a sign-off when they have the higher number of KCs.

Caspar KC in GF auctions as relay break by asker that's not weak relay and not transfer captaincy.

Weak relay applies to:

*2018-20 Infernal Machine*

- Known pattern or balanced hands in a range wider than 3 (e.g. 10+-14 or 11+ or 8-13)
- Not for 3 or fewer point ranges or ranges that include 7 or fewer HCP

Transfer captaincy is after first response to GF is at one level and only immediately after first one level response that is made.

3♥ Caspar Inv RKC in ♦

3♠ Caspar Inv RKC in ♣ (2 below suit)

4♣ Caspar Inv RKC in ♥ (2 below suit)

4♦ Caspar Inv RKC in ♠ (2 below suit)

4N RKC ♦ unless the obvious KC suit is not available as Caspar (usually opener or answerer's long suit) (2 below)

Lowest Caspar inv may be "Last train" invite, an invite in that strain or other suits where keycard is unavailable or above game level.

Specific king ask: bid higher with all 3 kings

Caspar re-ask is cheapest call not in ask suit and not 3N.

Caspar KC answers no, 0/3, 1/4, 2/5 w/o, 2/5 w. Always answer no if 5=6=1=1 if RKC suit is ♠--note well.

### **Denial Cue bids (aka spiral scan):**

Scan answerer's longest suit first, tie to highest (twice if 6 or longer) then next longest suit and so on.

Scan doubletons only once

Singletons and voids not at all. For positives and opening hands, do not scan queens until the Nth scan where N is the number of control cards (***note well, control cards not controls***). 1♣ counts as an opening hand.

If you have super 1st, say no. Super 1st is AKQ for positives in a 3+ suit, AK, AQ or KQ in a known doubleton.

For semi-positives, scan queens immediately

For positives with fewer than 3 controls and semi-positives super 1st is also KQJ or AQJ

Don't super first with double negatives (values not track).

Exception to Nth scan queens rule:

if you have denied both the A and the K on the first scan, proceed to queens in that suit

If you have shown AKQ or denied having any of AKQ, jacks ok the second scan in that suit

Skip a suit where you have already shown or denied jacks.

3N not an ask (exception if a 10-card major suit fit has been revealed)

4M not an ask if 8 card fit or 6 card suit shown in that major are not asks.

If 3N is the next step, 4♣ is the ask.

if 4M as the next step is not an ask, then 4M+1 might be or it might be 4N (e.g. if there is an 8 card fit in one major and a six card suit in the other)

6N+ is never an ask.

Showing voids over keycard: Call the same strain you would have called 1 level up. Use one past end of line (5N over 4N) for a response higher than the trump suit. Showing voids is optional. 1, 2 and 3 past end of line also promise trump queen. Do not show a void with one past end of line if one past end of line is ambiguous.

4N is never quantitative unless specifically agreed. It's either RKC blackwood (with 5N king ask), takeout or two-suiter otherwise.

If 6511 or 5611 unknown which is which, assume 5511.

### **Competition**

After relay of suits, basic shape, shortness and pattern are complete, and the opponents double either the range or control ask or bid exactly one step up, we use the extra steps as part of relay. That is, pass corresponds to the cheapest control count answer or denial cue bid step and redouble the 2nd step (or P0R1-style). If they double the response, Both pass and the next step continue the relay (don't-see-double protection).

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# F25. Note Well Summary

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1. Both minors on the DNT: 3♥ = Bal (3♠ long, 3N = non-reverser); reverser goes through clubs
2. After 1♦ - (DBL) - Pass, 2♦ resumes relay
3. After a 3rd/4th seat 1♦ opener, the 1♥ semi-positive is NF
4. after 2♦ opener, in response to a control ask, the min response is extras, zoom to controls with 15-17 or hand with 7-8 controls, with all HCP in controls. (e.g. A, AKxxx, AKx, xxxx or Kx, AKxxxx, AKx, Kx) Show extras with 9+ controls.
5. 2♥ - 3♠/4♣/4♦ are splinters. 2♠ - 4♥ is natural. (same with 1♠ - 4♥)
6. Scan queens on scan number = number of control CARDS held
7. 1M - 3M = INV 5+ trump not in comp
8. 1M - 4m = looking for a splinter in that suit for slam (aka fragment)
9. 1N-2♣; 2♦-2♥; 2♠-2N; - 3♣ = 44(14)
10. Regular track starting with 2♦ is jammed
11. After 2♣ - 2♦; 2♥ - 2♠; 2NT is balanced or 3-suited
12. In the above (#11) auction, answers non-symmetric - Balanced, clubs, then diamonds run-on.
13. 2NT art. good raise after  $\frac{3}{4}$  2M
14. 3N-4♣; 4♦-4N=shortness ask
15. System off after 3rd/4th seat Power Dbl. After Nat NT advance, Gen NT system with PD asker.
16. Roman overcalls off if partner is a passed hand (on vs strong ♣)
17. Vs precision (1♣) - Pass - (1♦), DBL = takeout of a minor. 1NT = MM 45
18. After 3NT overcall, SA Texas
19. After 3♠ showing (65) majors (11), 4♦ caspar, always answer "NO" with 5-6.

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# F26. Mnemonics

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1. MM 2-suiters on DNT shown "BRaziaLiaN" Balanced, Reverser, Long, Non-reverser
2. "Slow Shows" (3-card in OM) when showing shape after 2♦/♥/♠