

<b>Note #</b>	<b>Description</b>
<b>Note 1: Michaels Cue Bids</b>	1C-2D = Both Majors, 1D-2D = Both Majors, 1H-2H = S+m, 1S-2S = S+m, 1x-2NT = Highest + lowest suits All jumps in known suits are PRE (but may be tactically strong)
<b>Note2: Rubensohl after 2-level overcall of 1NT</b>	<p><b>Over 1NT-2H:</b>  <b>X</b> = Values  <b>2NT</b> = Transfer to 3C  <b>3C</b> = Transfer to 3D  <b>3D</b> = Stayman or 3NT without a stopper (Transfer to their suit)  <b>3H</b> = Transfer to 3S  <b>3S</b> = Both minors (example Spadex Heartxx DiamondAQxxx ClubKJxxx)  <b>3NT</b> = Natural with a heart stopper  <b>4C</b> = Quantitative with 5C or 4-4 in the minors  <b>4H</b> = Transfer to 4S (If followed by 4NT, Keycard Blackwood)  <b>4S</b> = Quantitative with 5D  <b>4NT</b> = Quantitative 15-17 any 4-3-3-3 with a stopper</p> <p><b>Over 1NT-2S:</b>  <b>X</b> = Values  <b>2NT</b> = Transfer to 3C  <b>3C</b> = Transfer to 3D  <b>3D</b> = Transfer to 3H  <b>3H</b> = Stayman or 3NT without a stopper (Transfer to their suit)  <b>3S</b> = Both minors (example Spadex Heartxx DiamondAQxxx ClubKJxxx)  <b>3NT</b> = Natural with a spade stopper  <b>4C</b> = Quantitative with 5C or 4-4 in the minors  <b>4D</b> = Transfer to 4H (If followed by 4NT, Keycard Blackwood)  <b>4S</b> = Quantitative with 5D  <b>4NT</b> = Quantitative 15-17 any 4-3-3-3 with a stopper</p>
<b>Note 3: Multi-Landy vs 1NT Strong</b>	<p><b>X</b> = A 4-card major with a 5+ card minor OR  A 6+ card minor  A "strong" major, i.e. 5+ suit  A strong balanced hand (19+ HCP vs. strong no-trumps, and 15+ HCP vs. weak no-trumps).  <b>2C</b> = At least 5-4 in the Majors  <b>2D</b> = 1M  <b>2H</b> = 5 hearts and a 4+ card minor  <b>2S</b> = 5 spades and a 4+ card minor  <b>2NT</b> = At least 5-5 in the Minors</p>
<b>Note 4: Modified Landy vs 1NT Weak</b>	<p><b>X</b> = Shows 15+ HCP and is for penalties  <b>2C</b> = Shows both minors with 4-4 shape or better (11-14 HCP)  <b>2D</b> = Shows both majors with 4-4 shape or better (11-14 HCP)  <b>2H/S</b> = Promises at least a GOOD five-card suit UNBAL OR 6 cards (11-14 HCP)  <b>3x</b> = Pre-emptive 6-7 cards</p>
<b>Note 5: XYZ</b>	<p><b>2C</b> = Requests opener to bid 2D which responder may pass or follow up with an invitational bid  <b>2D</b> = Game forcing, 2H/S = sign-off</p> <p>All direct 3x jumps = Nat GF. either 5-5 or 6+ suit solid or a semi-solid suit requesting cue bid  When the opener bids 3S = COG (Choice of game); no help in the suit.  When the opener cuebids; that means he has a help in the suit.  1m-1M-1NT-2C-2D-3NT=5M332, choice of game  1m-1M-1NT-2D-2x-3m(sup)= shows 5M and 4+m  After 1m-1H-1S or 1m-1M-1NT: 2NT=puppet to 3C; Pass=to play; 3D/3H/3S: GF shows exactly 4M and 5m (No-L-H shortness)</p>
<b>Note 6: Five - Ace Blackwood: 1430 - RKCB</b>	<b>5C</b> = 1 or 4, <b>5D</b> = 0 or 3, <b>5H</b> = 2 without the Q, <b>5S</b> = 2 with the Q, <b>5NT</b> = Even + void, <b>6x</b> = Odd + void
<b>Note 7: 2D Opening (Wk in H or S, 5-10 HCP)</b>	<b>2H/S/3H/3S/4H</b> = P/C, <b>3C</b> = FR with H, <b>3D</b> = FR with S, <b>3NT</b> = To play <b>2NT</b> = FR; overwhich <b>3C</b> = Bad hand any M, <b>3D</b> = Intermediate with H, <b>3H</b> = Intermediate with S, <b>3S</b> = Max with H, <b>3NT</b> = Max with S
<b>Note 8: 2H/S Opening (Wk in H/S + m, 5-10 HCP)</b>	<b>3C/D</b> = P/C, <b>2S</b> = NAT NF, <b>3S</b> = NAT F, <b>2NT</b> = FR; overwhich <b>3C</b> = min. with C, <b>3D</b> = min. with D, <b>3H</b> = max. with C, <b>3S</b> = max. with D
<b>Note 9: Responses to 1NT and 2NT Opening</b>	<b>2C</b> = Stayman, <b>2D/H</b> = Transfers H/S, <b>2S</b> = Size ask or C wk or 3-3-1-6 or 3-3-6-1, <b>2NT</b> = D, Smolen, Quantitative, Modified Puppet

**Note 10: Take Out Double**

1C - 1D- X = Shows 4-4 in the Majors, 1C - 1H - X = denies 4S

**Note 11: Drury**

After an opening bid of one in a major in 3rd or 4th position; **2C** = 9-11 HCP + 3 trumps, **2D** = 9-11 HCP + 4 trumps

**Note 12: Spiral 2NT**

Comes after 1m-1M-2M by the opener; **3C** = 3 trumps & min, **3D** = 3 trumps & max, **3H** = 4 trumps & min, **3S** = 4 trumps & max

**Note 13: 2S response over 1H opening (1H-P-2S\*)**

5C+5D Weak or 9-11 HCP; **2NT** = FR overwhich; **3C** = min. 5/5, **3D** = 9-11 short H, **3H** = 9-11 short S, **3S** = 6C-5D, **3NT** = 6D-5C

**Note 14: 1NT response 1m opening (1m -P-1NT\*)**

11 HCP, BAL may have 4 or 4-4 in the Majors; overwhich **2D** = Stayman, **2H** = 4H & 6C forcing, **2S** = 4S & 6C forcing, **2NT** = 5♣ & 4D forcing, **3C** = 6+C forcing, **3D/H/S** = Splinters, **3NT** = to play