

1.1 INTERVENTION OVER OUR 1NT

After double intervention over our 1m or 1M system is ON.

After suit intervention over our 1nt stolen bids with transfer at 2 or 3 level,
3c becomes stayman, transfer cue is 2 suiter(minor), direct cue is stopper ask

After 3 level interference, double is stayman, suit bids are transfer except 3s.

3s is primarily stopper ask (could be club or dim suit, if responder bids 4/5c/d later).

4c is for h, 4d for s 4h /4s to play.

1.2 2C ARTIFICIAL STRONG

2c opening could be as light as 17 hcp with 3/4 loser hand

response of 3h/s over 2c is natural 4 to 6, 6 carder suit

after 2h bust response only 2nt is non forcing

since no kokish responder may temporize with 4 card major at 3 level after opener shows club or dim suit

After intervention pass is waiting double is bust

1.3 2D- MULTI EITHER WK IN A MAJOR 6/5 OR 20-21 BAL

2nt is enquiry over multi, new suit(minor) is non forcing

After 2nt ...3c is for wk H and 3d is for wk S OR with decent hand with intention to play from responders hand

(if with decent hand opener will take it to game if responders signs off)

similarly 3h and 3s is good H n S and with intention to play from openers hand

2d*- 4c* is transfer your Major, 4d* is bid your major

2h is pass or correct

direct 2s or 3h/s is pass or correct

After 2nt- 3nt shows 20-21...over which 4c is stayman, 4d , 4h is transfer, 4s is mss

Std ACBL defense against multi is given in the end of this document.

1.4 2H SHOWING BOTH MAJOR 5-5/4 WK

over 2h, both majors, 3c and 3d is natural non forcing

4c and 4d is splinter

5c and 5d is exclusion

2nt is enquiry.

After 2nt 3c is wk equal or longer h, 3d is wk with longer spades, 3h is better hand with equal or longer H, 3s is better hand with longer spades

After 2nt 4c or 4d by reponsder is auto rkc in c/d

After 2nt jump to 5c or 5d by responder is to play

Std ACBL defense against 2h is given in the end of this document.

1.5 2S SHOWING Spade and a MINOR 5-5/4 WK

over 2s - 2nt is enquiry for minor

direct 4c or 4d is splinter, 3nt is to play

direct 3h is non forcing via 2nt 3h is GF and natural 6 cards

Std defense against 2s is given in the end of this document.

1.6 2NT showing both MINORS 5-5/4 WK

3c/3d is preference

3h/3s is F1...natural

4h/4s to play

4c/4d is rkc

3nt to play

1.7 GAMBLING 3NT

4c/5c is pass or correct, 5d to play from my hand (suit is known)

4d is asking for cue (5c/5d to play no cue, 4h/s is cue, 4nt is other minor cue or two cues)

in 3rd or 4th seat it is to play with decent hand

1.8 NAMYATS

Stronger Namyats : 8/8.5 tricks with only 1 side suit might be without cue

STD ACBL DEFENSE AGAINST 2H SHOWING BOTH MAJORS (5-5,4), WK

Basic Defense:

Double = Takeout for the minors.

2♠ = Natural, 3♥ response is a cue bid.

2NT = 15-18 HCP balanced (respond as to a 2NT opening).

3 suit = Natural, 3 of a major response is a cue bid.

After 2♥ - Pass - Pass and 2♥ - Pass – 2♠:

Same as above except that 2♥ - Pass – 2♠ - 3♠ is a strong minor 1-suiter looking for a spade stopper for No Trump.

After 2♥ - Pass - 2NT:

Double = Good hand.

Overcall = Natural.

After 2♥ - Pass - 3X:

Double = Takeout of suit bid

Other calls = Natural.

After 2♥ - Double - Pass:

2♠ = Cue bid promising invitational or better values.

2NT = Natural and invitational.

3 of a minor is to play.

3♠ = Natural and invitational

After 2♥ - Double – 2♠, 3♥ or 3♠:

Double = Responsive

Minors = Natural and constructive.

NT = Natural and constructive.

Other major is Natural and constructive

After 2♥- Pass – 2♠ - Pass - Pass:

Double = Light 3-suited takeout.

2NT = Light hand with both minors.

STD DEFENSE AGAINST 2S SHOWING Spade + 1 MINOR (5-5,4), WK

Defense:

Double = t/out of spade 13+ HCP.

2NT = Balanced 16-18 HCP. Respond as to 2NT opening.

3♣ = Natural, 6 carder NF

3♦ = Natural, 6 carder NF

3h = Natural, 6 carder NF

STD ACBL DEFENSE AGAINST 2D MULTI SHOWING A WK TWO IN A MAJOR OR 18-19 BAL

Note: Players must have both options available for their opponents.

Defense Option One against multi :

2♦ -

Double = Takeout of spades. Respond as you would to a double of a weak 2-bid, including Lebensohl, if used.

2♥ = Takeout of hearts. Respond as to a double of a weak 2-bid, including Lebensohl, if used.

2♣, 3♥ = Natural. A response in other major is a cue bid, jumps natural.

2NT = 16-18. Respond as to a 2NT opening.

3♣/3♦ = Natural

3♠ = Strong and natural, 4♥ response is a cue bid.

4♣/4♦ = 5+/5+ in the suit bid and a major.

4♦ over 4♣ asks for the major

4♥ over 4♦ = pass if hearts or correct to spades.

2♦ - P - 2♥/2♠ - P - P - Double

Double = Light takeout of suit doubled. Lebensohl applies if used.

2♦ - P - 2♥ - P - 2♠ - Double

Double = Light takeout of spades

After 2♦ - P - 2♥/2♠

Double = Takeout

2NT = 15-18HCP. Respond as to 2N opening.

3M/4M = Natural

4m = 5+/5+ in that minor and a major

4♦ over 4♣ = asks for the major

4♥ over 4♦ = pass or correct major

After 2♦ - P - 2♥ - Double - 2♠

Double = Penalty opposite takeout of hearts.

3♥ = Natural assuming doubler is short in hearts.

3♠ = Cue bid asking for spade stopper.

After 2♦ - P - 2♥ - P - 2♠ - P - P -

Double = takeout of spades (same responses as 2♠ -P-P-DBL)

After 2♦ - P - P

same as after a weak 2-bid in Diamonds

After 2♦ - P – 3X

Double = Takeout

Four of Responder's bid suit shows a two suited hand.

Other suit bids are Natural

Defense Option Two against multi:

2♦ -

Double = 13-15 HCP balanced or any strong hand

Note: with a Takeout Double of a major, Pass planning to Double on the next round; with a strong hand, Double directly since 2♦ may be passed.

2♥/2♠ = Natural. Response in other major is cuebid, jump other M is NAT.

2N = 16-18 HCP. Respond as to a 2NT opening bid.

3♣/3♦ = Natural.

3♥/3♠ = Strong (other major is a cuebid).

4♣/4♦ = 5+-5+ in suit bid and a major.

4♦ over 4♣ = asks major

4♥ over 4♦ = pass or correct

After 2♦ - Pass - 2♥/2♠ - Pass – Pass

Double = Takeout of bid Major

After 2♦ - Pass - 2♥ - Pass - 2♠

Double = Takeout of Spades

Note: Responses to all these doubles are the same as after a double of a weak 2-bid. Lebensohl applies if you normally play it after 2M - Double – Pass.

After 2♦ - Pass - 2♥/2♠

Double = Takeout of suit bid

2 NT = 15-18 HCP, respond as to 2NT opening

3♥/3♠ = Natural

4♣/4♦ = 5+-5+ that minor + a major.

4♦ over 4♣ = asks for Major

4♥ over 4♦ = Pass or Correct

4♥/4♠ = Natural

After 2♦ - Pass - 2♥ - Double - 2♠

Double = Penalty opposite takeout of hearts

3♥ = Natural, assuming that doubler is short in hearts

3♠ = Cue bid, asking for stopper

After 2♦ - Pass - 2♥ - Pass - 2♠ - Pass - Pass

Double = Takeout of spades (respond as to opening 2♠ - Pass – Pass - Double)

After 2♦ - Double - 2♥/2♠ (Pass or Correct)

Double = Balanced, at least Invitational values;

If Game Forcing, shows stopper only in bid major.

Does not deny a 4-card major.

2♠ = Natural

2NT = Puppet to 3♣ ; signoff or Game Forcing with minor.

3♣ = Stayman, Game Forcing, continuations as after 2NT-3♣

3♦/3♥ = Transfers, at least Invitational

2♦ Opening Showing a Weak Two in a Major,
may have additional Strong Meanings

Revised 6/17/2015

3♠ = Both minors, Game Forcing.

3NT = 11-15 HCP, stopper in both majors.

4♣/4♦ = Strong invitation.

4♥/4♠ = Natural.

4NT = Blackwood.

After 2♦ - Double - 2♥/2♠ - 2NT - Pass

3♣ = 13-15 HCP Balanced

3♦ = to play

3♥ = clubs, game-forcing

3♠ = diamonds, game-forcing

3NT = BAL with stopper only in major opponent did not bid

3♦/3♥/3♠ = 18+ HCP, Natural, Game Forcing

3NT = 18-23 HCP, Natural

After 2♦ - Double - Pass/Redouble (where Pass/Redouble tends to show diamonds):

2♥/2♠ = To play

2NT = Puppet to 3♠ with 13-15 HCP

3♦ = forcing, club 1-suiter

Other bids = Natural, with clubs as second suit

3♠ = Stayman, game-forcing, continuations as after 2NT – 3♠

3♦/3♥ = Transfers, at least invitational

3♠ = Game forcing, no ♦ stopper.

3NT = 11-15, stoppers in both majors, natural

4♣/4♦ = Strong invitation.

4♥/4♠ = Natural

4NT = Blackwood

After 2♦ - Double - 2♥/2♠ - Pass – Pass

Double = 18+ HCP

After 2♦ - Double - 3X

Double = Responsive/"Cards"

Suit bid = One round force

4X = Cuebid

After 2♦ - P - 3X

Double = Takeout

Four of Responder's bid suit shows a two suited hand.

Other suit bids are Natural

After 2♦ - Pass - 4♥/4♠

Double = Takeout of suit bid

Other suit bids are Natural

After 2♦ - Pass -Pass

Bid as over a weak 2♦.

STD DEFENSE AGAINST 2NT SHOWING BOTH MINORS (5-5,4), WK

Pass = nothing to say, or a hand not shown below to be bid later

X = Power (includes many takeout type hands)

3♣ = good opening hand+ w/♥

3♦ = good opening hand+ w/♠

3♥ = less than 3♣ bid

3♠ = less than 3♦ bid

3N = to play

4♣ = *Strong* takeout of ♣

4♦ = *Strong* takeout of ♦

4♥ = better than 3♣ bid

4♠ = better than 3♦ bid

4N = ace ask

5♣/♦ = natural

5♥/♠ = raise 1 level per trump AK